

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Patchwork

'MECH DATA

Type: Zeus-X ZEU-X2

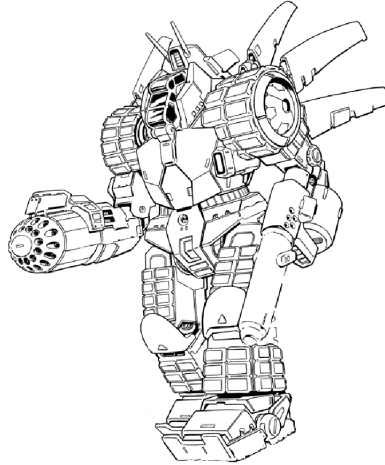
Movement Points: **Tonnage:** 80
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Experimental
 Jumping: 0 **Role:** Skirmisher

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

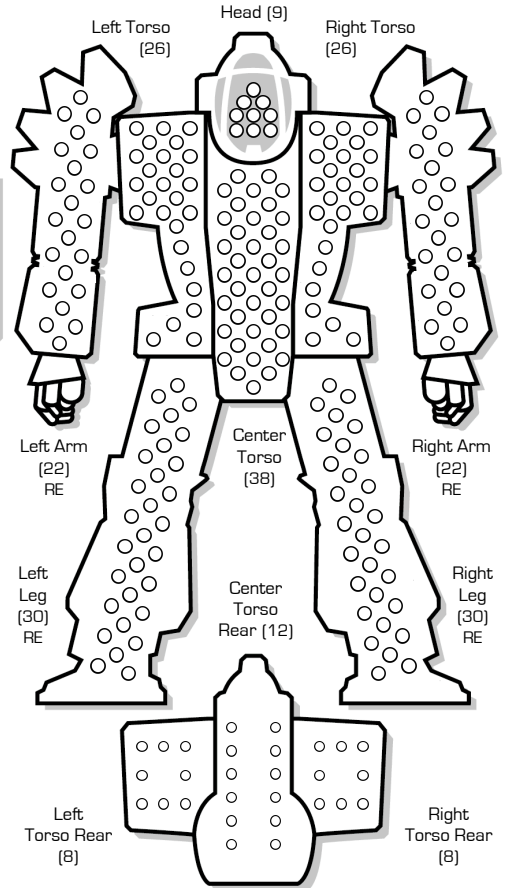
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6	-	3	6	9
1	Medium X-Pulse Laser	LT	6	6	-	3	6	9
1	MRM 20	RA	6	1/Msl	-	3	8	15
1	ER PPC	LA	15	10	-	7	14	23

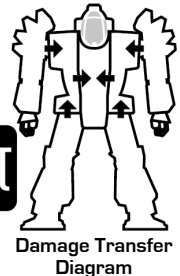


BV: 1,909

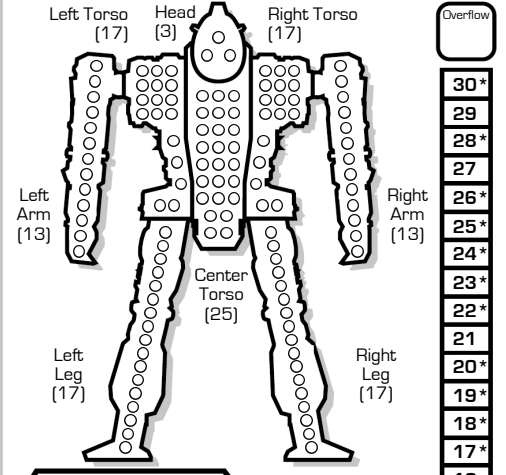


CRITICAL HIT TABLE

Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. ER PPC 5. ER PPC 6. ER PPC	Head 1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. MRM 20 5. MRM 20 6. MRM 20
Left Torso 1. ○XXL Engine 2. ○XXL Engine 3. ○XXL Engine 4. ○XXL Engine 5. ○XXL Engine 6. ○XXL Engine 1-3 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4-6 4. Medium X-Pulse Laser 5. Roll Again 6. Roll Again	Center Torso 1. ○XXL Engine 2. ○XXL Engine 3. ○XXL Engine 1-3 4. Gyro 5. Gyro 6. Gyro 4-6 1. Gyro 2. ○XXL Engine 3. ○XXL Engine 4. ○XXL Engine 5. Medium X-Pulse Laser 6. Roll Again	Right Torso 1. ○XXL Engine 2. ○XXL Engine 3. ○XXL Engine 4. ○XXL Engine 5. ○XXL Engine 6. ○XXL Engine 1-3 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4-6 4. Ammo (MRM 20) 12 5. CASE II 6. Roll Again
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reactive 6. Reactive	Engine Hits ○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○	Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reactive 6. Reactive



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 [36]
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp. avoid on 6+	○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○
19	Ammo Exp. avoid on 4+	○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○