

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Zeus-X ZEU-X3

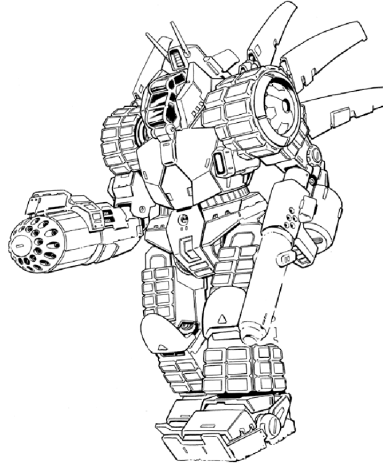
Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Advanced  
 Jumping: 8 **Role:** Skirmisher

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



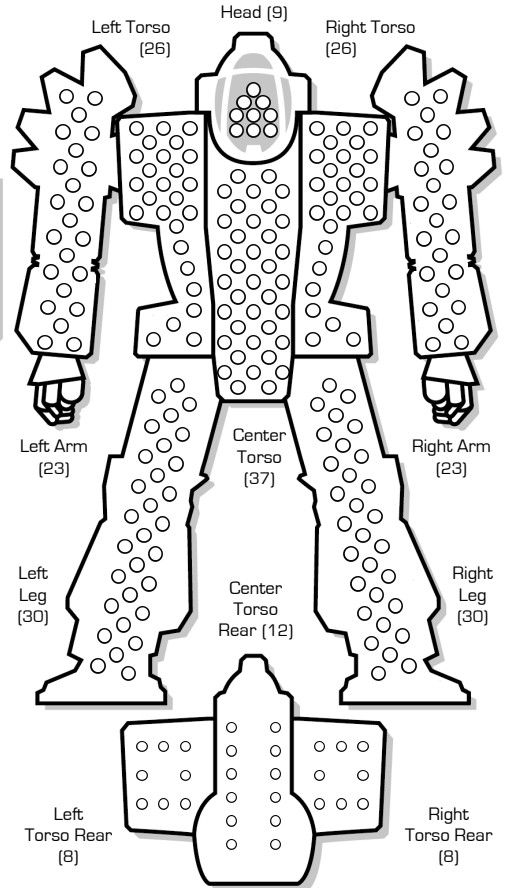
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
1	Targeting Computer	RA	0	-	-	-	-	-
4	ER Medium Laser	LA	5	5	-	4	8	12

BV: 2,178



### ARMOR DIAGRAM

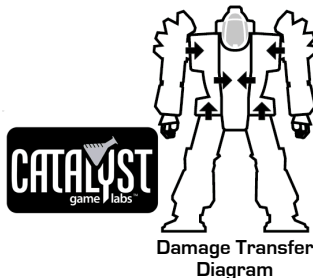


### CRITICAL HIT TABLE

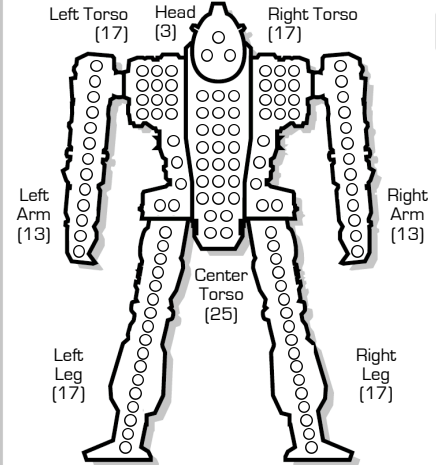
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
- Center Torso**
- ER Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
- 1-3
- Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Center Torso**
- XXL Engine
  - XXL Engine
  - XXL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- Targeting Computer
  - Targeting Computer
  - Targeting Computer
  - ER PPC
  - ER PPC
  - ER PPC
- 4-6
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
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	○ ○

### Heat Scale

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	
6	
5*	
4	
3	
2	
1	
0	