

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Zeus-X ZEU-X4

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

### 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	ER Large Laser	LT	12	8	—	7	14	19
1	LRM 20	RA	6	1/Msl	6	7	14	21
1	Light Gauss Rifle	LA	1	8	3	8	17	25

BV: 2,193



### WARRIOR DATA

Name: \_\_\_\_\_

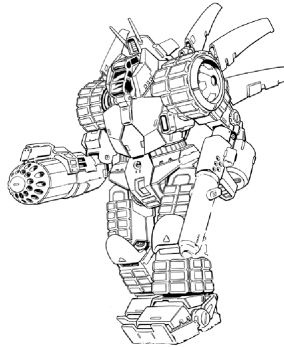
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Name: \_\_\_\_\_

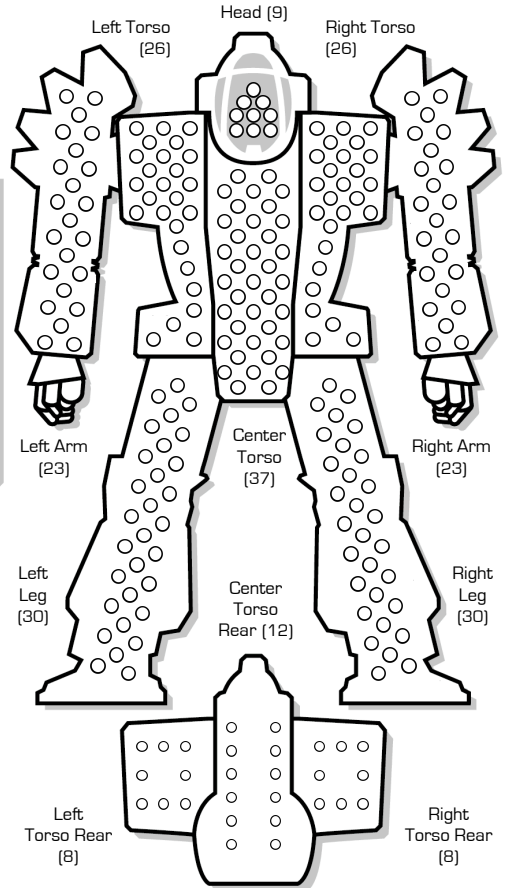
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM

Reactive



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Light Gauss Rifle
  - Light Gauss Rifle

#### Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- LRM 20
  - LRM 20

#### Center Torso

- XXL Engine
  - XXL Engine
  - XXL Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- LRM 20
  - LRM 20
- 4-6
- Reactive
  - Reactive
  - Reactive
  - Roll Again

#### Left Torso

- XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
- 1-3
- ER Large Laser
  - ER Large Laser
- 4-6
- Reactive
  - Reactive
  - Reactive
  - Roll Again

- Gyro
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - Medium X-Pulse Laser
  - Roll Again
- 4-6

#### Right Torso

- XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
  - XXL Engine
- 1-3
- Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - CASE II
  - Reactive
  - Reactive
  - Roll Again
- 4-6

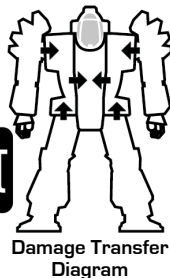
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive

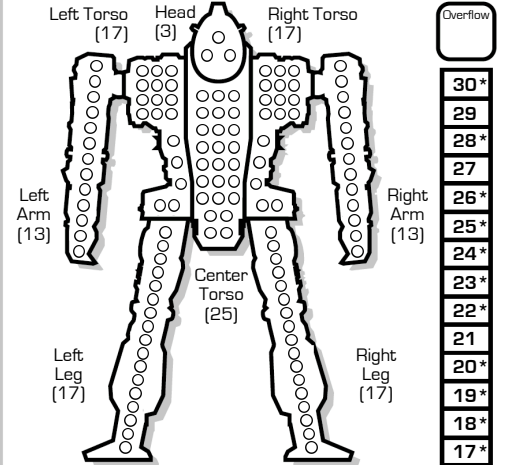
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive



### INTERNAL STRUCTURE DIAGRAM

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	

### HEAT DATA

Composite

Heat Level*	Effects	Heat Sinks:
11 [22]		11 [22]
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	