

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6A

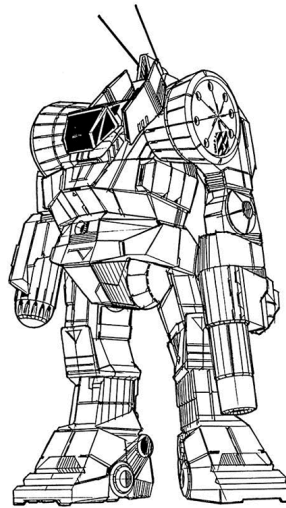
Movement Points: **Tonnage:** 80
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 Jumping: 0 **Role:** Brawler

WARRIOR DATA

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

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

 Consciousness#



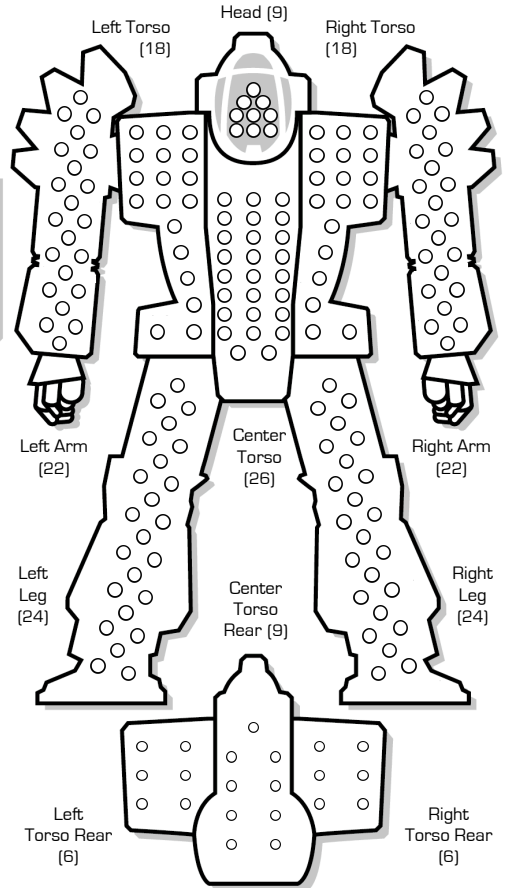
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	—	3	6	9
1	Large Laser	LT	8	8	—	5	10	15
1	Medium Laser	LT (R)	3	5	—	3	6	9
3	SRM 6	RA	4	2/Msl	—	3	6	9
1	PPC	LA	10	10	3	6	12	18

BV: 1,405



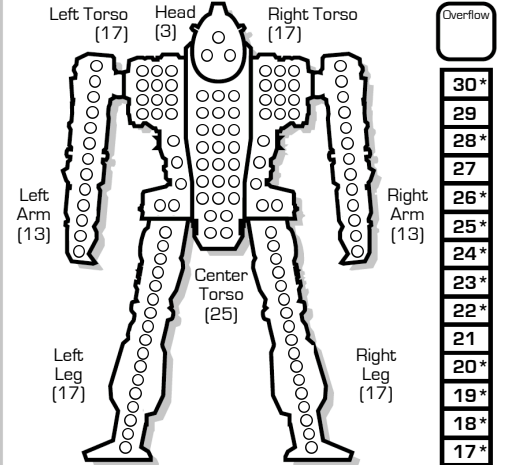
ARMOR DIAGRAM



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> PPC PPC PPC <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Large Laser Large Laser Medium Laser (R) Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser Heat Sink <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator SRM 6 SRM 6 SRM 6 <p>1-3</p> <ol style="list-style-type: none"> SRM 6 SRM 6 SRM 6 Ammo (SRM 6) 15 Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink
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INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
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

Heat Level*	Effects	Heat Sinks:
17		17
30	Shutdown	Single
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	○○○