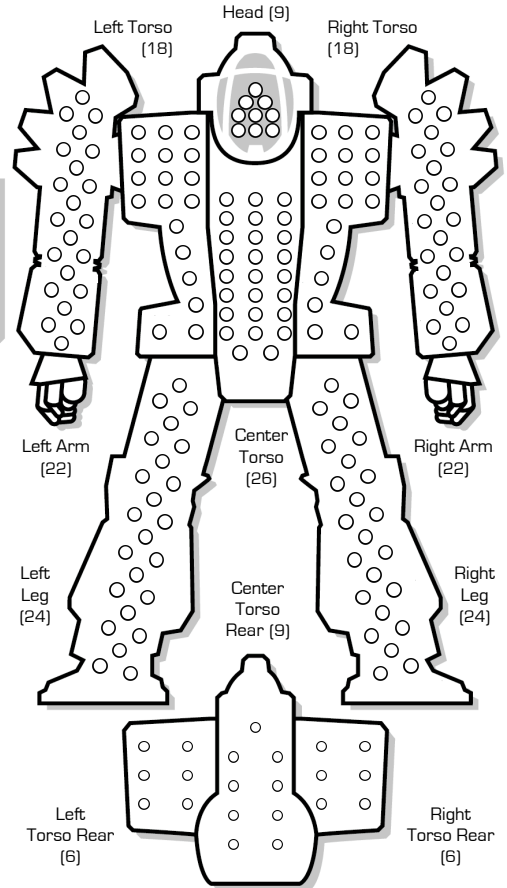


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 184

ARMOR DIAGRAM



'MECH DATA

Type: Zeus ZEU-6S

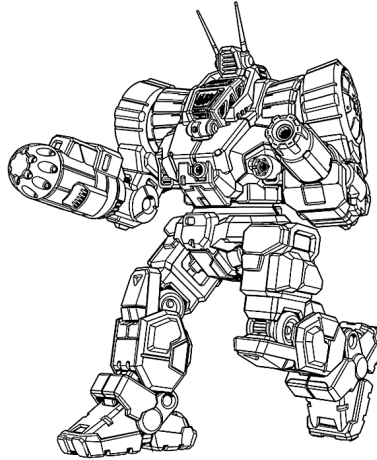
Movement Points: **Tonnage:** 80
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 Jumping: 0 **Role:** Sniper

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
1	LRM 15	RA	5	1/Msl	6	7	14	21
1	Autocannon/5	LA	1	5	3	6	12	18

BV: 1,348



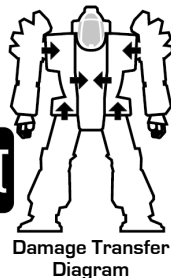
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Autocannon/5
 - Autocannon/5
 - Autocannon/5
- 4-6
- Autocannon/5
 - Ammo (AC/5) 20
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Large Laser
 - Large Laser
 - Medium Laser (R)
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Medium Laser

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- LRM 15
 - LRM 15
 - LRM 15
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- Ammo (LRM 15) 8
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

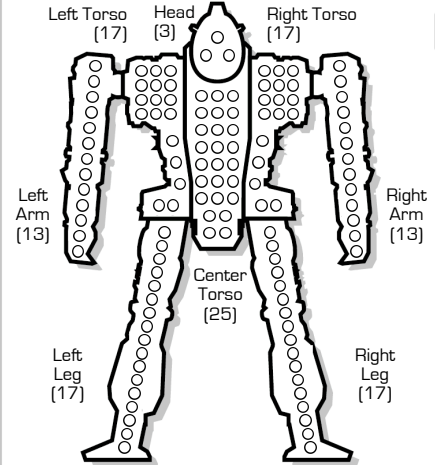
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

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	○○○