

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T

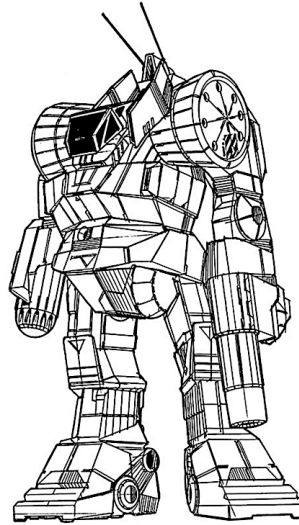
Movement Points: **Tonnage:** 80
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 Jumping: 0 **Role:** Sniper

WARRIOR DATA

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

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

 Consciousness#



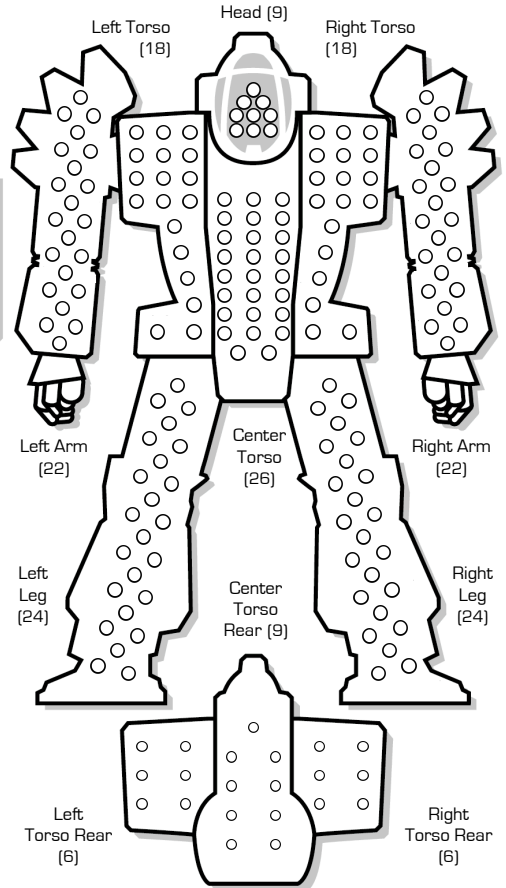
Weapons & Equipment Inventory (hexes)

| 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 | PPC | LA | 10 | 10 | 3 | 6 | 12 | 18 |

BV: 1,436

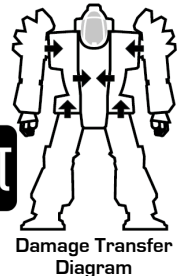


ARMOR DIAGRAM

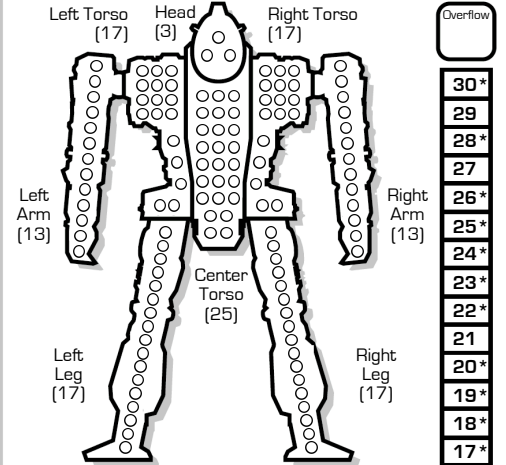


CRITICAL HIT TABLE

| | | | | |
|---|--|---|---|--|
| <p>Left Arm</p> <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 <p>4-6</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <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 Heat Sink Medium Laser <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> | <p>Right Torso</p> <ol style="list-style-type: none"> Heat Sink Heat Sink Ammo (LRM 15) 8 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 <p>4-6</p> | |
| <p>Left Torso</p> <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 <p>4-6</p> | <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> | | <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink | <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink |



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|-----------------------------------|
| 19 | | 19 |
| 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 | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |

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 |