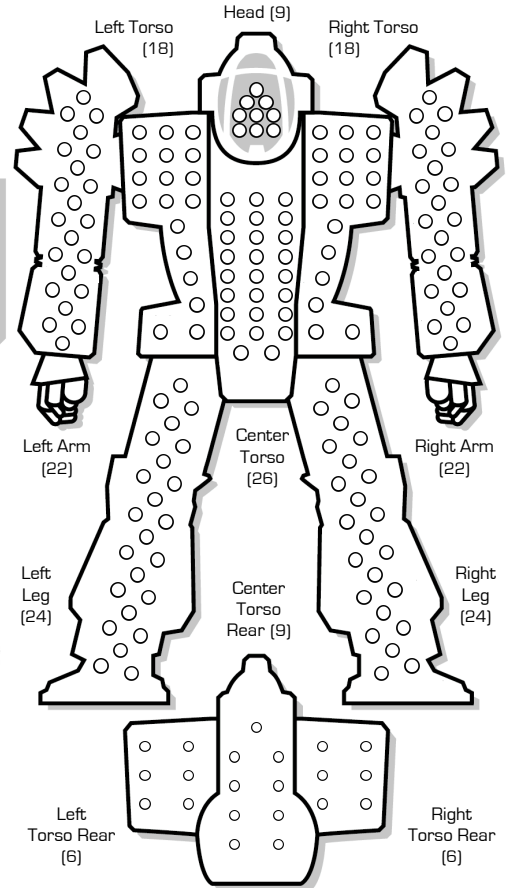


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 184

ARMOR DIAGRAM



'MECH DATA

Type: Zeus ZEU-6Y

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

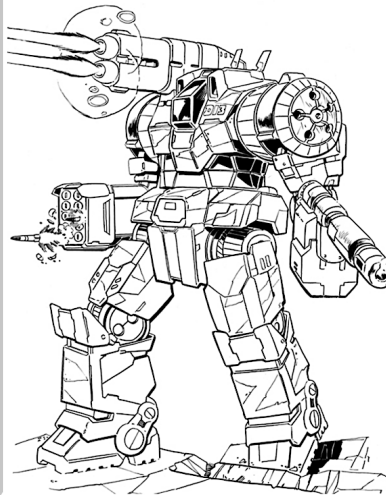
WARRIOR DATA

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

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

Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|-------|-----|-----|-----|-----|
| 1 | Binary Laser Cannon | RT | 16 | 12 | — | 5 | 10 | 15 |
| 1 | LRM 10 | RA | 4 | 1/Msl | 6 | 7 | 14 | 21 |
| 1 | Autocannon/5 | LA | 1 | 5 | 3 | 6 | 12 | 18 |

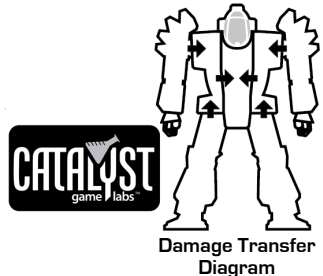


BV: 1,323

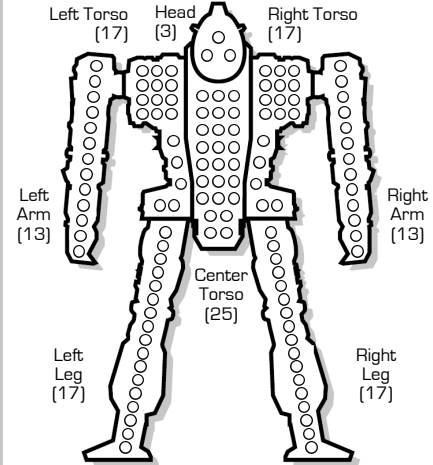
CRITICAL HIT TABLE

| | Left Arm | Head | Right Arm |
|-----|--|---|---|
| 1-3 | <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Autocannon/5 Autocannon/5 Autocannon/5 | <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support | <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator LRM 10 LRM 10 Roll Again |
| 4-6 | <ol style="list-style-type: none"> Autocannon/5 Ammo (AC/5) 20 Roll Again Roll Again Roll Again Roll Again | Center Torso <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro | <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again |
| 1-3 | Left Torso <ol style="list-style-type: none"> Heat Sink Heat Sink Heat Sink Heat Sink Heat Sink Roll Again | <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again | Right Torso <ol style="list-style-type: none"> Binary Laser Cannon Binary Laser Cannon Binary Laser Cannon Binary Laser Cannon Ammo (LRM 10) 12 Roll Again |
| 4-6 | <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again | | <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again |
| | Left Leg <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | | Right Leg <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

| 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 | |