

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-9T

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

WARRIOR DATA

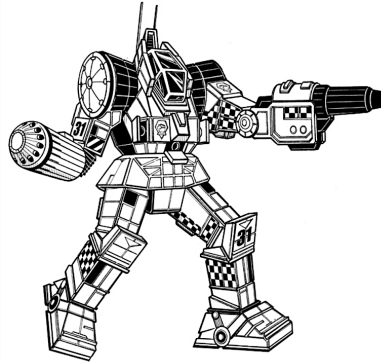
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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 Pulse Laser	CT	4	6	—	2	4	6
1	ER Medium Laser	RT	5	5	—	4	8	12
1	ER Large Laser	LT	12	8	—	7	14	19
1	Medium Pulse Laser	LT	4	6	—	2	4	6
1	LRM 15 w/ Artemis IV FCS	RA	5	1/Msl	6	7	14	21
1	ER PPC	LA	15	10	—	7	14	23



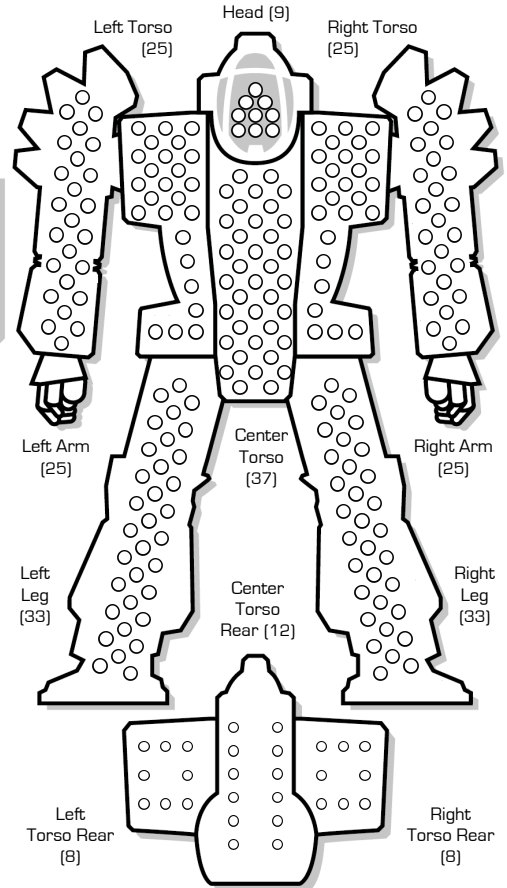
BV: 1,832



Armor Factor - 240

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Center Torso	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

Center Torso

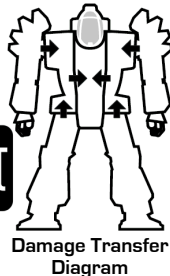
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Artemis IV FCS
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

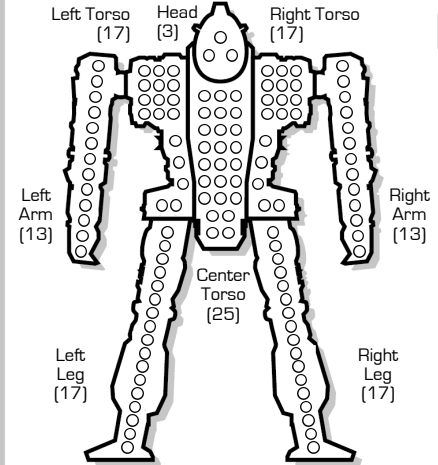
Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ammo (LRM 15 Artemis IV) 8
- Ammo (LRM 15 Artemis IV) 8
- CASE

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	17 [34]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	○○
27	-5 Movement Points	○○
26*	+4 Modifier to Fire	○○○○
25*	Ammo Exp. avoid on 6+	○○○○
24*	Shutdown, avoid on 8+	○○○○
23*	-4 Movement Points	○○○○
22*	Ammo Exp. avoid on 4+	○○○○
21	Shutdown, avoid on 6+	○○○○
20*	+3 Modifier to Fire	○○○○
19*	-3 Movement Points	○○○○
18*	Shutdown, avoid on 4+	○○○○
17*	+2 Modifier to Fire	○○○○
16	Shutdown, avoid on 2+	○○○○
15*	-2 Movement Points	○○○○
14*	+1 Modifier to Fire	○○○○
13*	-1 Movement Points	○○○○
12		○○○○
11		○○○○
10*		○○○○
9		○○○○
8*		○○○○
7		○○○○
6		○○○○
5*		○○○○
4		○○○○
3		○○○○
2		○○○○
1		○○○○
0		○○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 [34]
28	Ammo Exp. avoid on 8+	Double
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	○○○○