BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T (Split Range)

Movement Points:		Tonnage:	80
Walking:	4	Tech Base:	Inner Sphere
Running:	6		3070
Jumping:	0		E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-15	RT	5	1/m	6	7	14	21
6	Medium Laser	RT	3	5 [DE]	–	3	6	9
1	LB 5-X AC	RA	1	5	3	7	14	21
				[DB, C/S/F]				
1	PPC	LA	10	10 [DE]	3	6	12	18

Ammunition Type	Rounds
LB 5-X (Cluster)	20
LB 5-X (Slug)	20
LRM-15	8

Cost: 8,621,400 C-Bills
+54,000 (ammo)

BV: 1,700
Weapon Heat (34)
Dissipation (26)

WARRIOR DATA

Name:

Gunnery Skill: 4   Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 192

Head (9)
Left Torso (25)
Right Torso (25)
Left Arm (18)
Center Torso (29)
Right Arm (18)
Left Leg (24)
Center Torso Rear (8)
Right Leg (24)
Left Torso Rear (6)
Right Torso Rear (6)

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker:
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3

Damage:
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1

Target:
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1

Prone:
Adjacent	-2
Not Adjacent	+1

Range:
Short	+0
Medium	+2
Long	+4

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

4-6
1. Roll Again
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Left Torso (CASE)
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Roll Again
2. Roll Again
3. Ammo (LRM 15) 8
4. Ammo (LB 5 X Cluster) 20
5. Ammo (LB 5 X Slug) 20
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
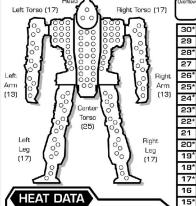5. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. LB 5-X AC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. LRM-15
2. LRM-15
3. LRM-15
4. Medium Laser
5. Medium Laser
6. Medium Laser

4-6
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Endo-Steel
6. Endo-Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (17)
Right Torso (17)
Left Arm (13)
Right Arm (13)
Center Torso (25)
Left Leg (17)
Right Leg (17)

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	

HEAT DATA

Heat Sinks: 13 (26) Double

Heat Level*	Effects
30	Shutdown
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

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	3	3	4	4	5	6	8	9	12	18	24	
9	2	3	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40