MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T-MPS3

Movement Points: Tonnage: 80 Walking: Tech Base: Inner Sphere

Running: 6 3070 Jumping: 0 E/X-X-F-E

Weapons & Equipment Inventory

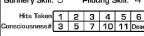
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Small Laser	HD	1	3 [DE]	\sim	1	2	3	
1	Snub-Nose PPC	CT	10	10/8/5 [DE, V]	-	9	13	15	
3	SRM-6	RA	4	2/m	_	3	6	9	
1	PPC	LA	10	10 [DE]	3	6	12	18	
A server unities. Trans			Dave	male					

SRM-6

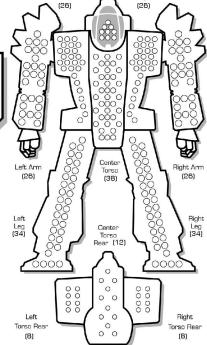
Cost: 8,549,490 C-Bills +54,000 (ammo) BV: 2,249 (Base: 1,704) Weapon Heat (33) Dissipation (32)

WARRIOR DATA

Name: Numba II Matthew Gunnery Skill: 3 Piloting Skill: 4







ARMOR DIAGRAM Armor Pts: 247

Right Torso

Head (9)

Left Torso

Left Arm

CRITICAL HIT TABLE

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator **Hand Actuator**
- гРРС 5
 - 6. PPC
 - 1. LPPC
 - Roll Again 3.
- 4-6 4. Roll Again Roll Again
- Roll Again
 - 6. Endo-Steel

Left Torso

- rDouble Heat Sink Double Heat Sink
- Double Heat Sink
- 1-3 3. Roll Again
- Endo-Steel
 - 6. Endo-Steel
 - 1. 2. Endo-Steel
- Endo-Steel 4-6
 - Endo-Steel
 - Endo-Steel 6. Endo-Steel

Left Leg

- Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- Endo-Steel 6. Endo-Steel

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Small Laser
- 6. Life Support

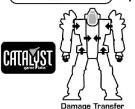
Center Torso

- 1. Fusion Engine
- 2 Fusion Engine Fusion Engine
- 1-3 ^{3.} Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
- 2. Fusion Engine 3. Fusion Engine 4-6 4. Fusion Engine

 - 5. Snub-Nose PPC 6. Snub-Nose PPC

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

Right Torso (CASE)

- 1-3 3. LDouble Heat Sink

 - 6

 - 2. Double Heat Sink
 - 4.

Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- 6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM Right Arm Left Torso (17)

(13)

Left

Leg

(17)

Heat

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator
 - Hand Actuator
 - 5.
 - CSRM-6 6.
 - CSRM-6 SRM-6

- CSRM-6 4-6 4.
 - 5 Roll Again

 - 6. Endo-Steel

- 1. rDouble Heat Sink
- Double Heat Sink

- Double Heat Sink

- L_{Double Heat Sink}
- @SRM 6 (15)
- 5. @SRM 6 (15)

6.

Level 30 Shutdown 28

HEAT DATA

Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire Ammo Exp. avoid on 6+

Effects

- Shutdown, avoid on 8+

 4 Movement Points

 Ammo Exp. avoid on 4+ 20 19
- 18 17 15 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- 14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire
- –2 Movement Points
- +1 Modifier to Fire

-1 Movement Points

Center

(25)

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

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 MODIFIER	5
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

Scale

30*

29

28*

27

26*

23*

55,

21

20*

19*

18*

17'

16

15*

14*

13*

12

11

10*

9

8*

7

6 5*

4

3

2

1

CLUSTER HITS

Arm 25*

(13) 24

Right

Leg (17)

Heat Sinks:

16 (32) Double

00000000000

Right Torso (17)

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	11	LL	RI

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

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
2	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	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	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