# **MECH RECORD SHEET**

## 'MECH DATA

Type: Zeus ZEU-6T

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

Running: 6 3075 Jumping: 0 E/X-X-E-D

### Weapons & Equipment Inventory

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

LB 5-X (Slug) LB 5-X (Cluster)

Cost: 8,475,600 C-Bills +54,000 (ammo)

CRITICAL HIT TABLE

BV: 1,599 Weapon Heat (28)

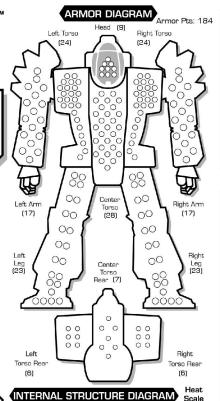
Dissipation (26)

# WARRIOR DATA

Name: 77.5 tons used 2.5 tons free

Gunnery Skill: 4 Piloting Skill: 5

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



Right Torso (17)

30\*

29

28\*

27

26\* Right

24

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)

Right

Leg

Heat Sinks:

13 (26) Double

0000000000

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

### Left Torso (CASE)

- Ammo (LRM 15) 8
- Ammo (LB 5 X Slug) 20 Ammo (LB 5 X Cluster) 20

LDouble Heat Sink

- 1-3 3. rDouble Heat Sink
- **Double Heat Sink**
- Medium Laser
- Medium Laser

6

- 4-6 Medium Laser
  - Endo-Steel
    - 6. CASE

### Left Leg

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

### Head

- 1. Life Support
- Sensors 3 Cockpit
- 4. Endo-Steel

# 6. Life Support

- Center Torso 1. Fusion Engine
- Fusion Engine
   Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro
  - 2. Fusion Engine 3. Fusion Engine
- 4-6 4. Fusion Engine
  - 5. Endo-Steel Endo-Steel
  - Engine Hits OOO
  - Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

## Right Leg

- Lower Leg Actuator
- Foot Actuator
- 6.

## Right Arm

- 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
  - LB 5-X AC
- 5.
- 6. LB 5-X AC
- 1. LB 5-X AC
- LLB 5-X AC
- 4-6 4. 3. Endo-Steel
  - Roll Again 5 Roll Again

  - Roll Again 6.

- **Right Torso**
- 1. LRM-15 2. LRM-15 3. LRM-15
- LRM-15
   Roll Again 1-3
  - Roll Again
  - 6. Roll Again
  - Roll Again
  - 1. 2. Roll Again
- 4-6 4. Roll Again Roll Again
  - 5. Endo-Steel

  - 6. Endo-Steel

- Hip Upper Leg Actuator

- Endo-Steel Endo-Steel

# +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ 20 19

**HEAT DATA** 

Shutdown

Effects

Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points

Left Torso (17)

(13)

Left

Leg

(17)

Heat

Level'

28

25

- 18 17 15 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- Shutdown, avoid on 4+ +2 Modifier to Fire
- 14 13 10
- –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

# 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

IO HIII MODIFILA	9
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

# **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	H	II.	RI

### PHYSICAL ATTACKS

V IIIIG			CICC
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
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	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