MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T-MD-SRM2

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

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

Weapons & Equipment Inventory

Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
2	SRM-6	RT	4	2/m	-	3	6	9
6	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	PPC	LA	10	10 [DE]	3	6	12	18
An	nmunition Type	Rou	ınds					

SRM-6 SRM-6 (Inferno) 15 15

Cost: 8,591,250 C-Bills +40,500 (ammo)

BV: 1,800 Weapon Heat (47) Dissipation (24)

WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Right Torso (26) (26)0 Left Arm Right Arm (26) (38)Right Center Torso Rear (12) Leg (34) Leg (34) 0000 0000 0 0 0 00000 0 00000 0 0 0 0 0 Left Right Torso Rear 0 Torso Rear 0 0 ខោ ខោ

INTERNAL STRUCTURE DIAGRAM

Center

(25)

Scale

30*

29

28*

27

26*

24

23*

55,

21

20*

19*

18*

17'

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

Arm 25*

Right

Leg (17)

Heat Sinks:

12 (24)

Double

Right Torso (17)

ARMOR DIAGRAM Armor Pts: 247

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

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

Left Torso

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

Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again 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 ⁶.
 - Fusion Engine
 - 5. Endo-Steel 6. Endo-Steel
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

Right Arm

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5

1.

5

6.

4-6 4. 3. Roll Again

Roll Again

Roll Again

Roll Again 6.

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

- 1. 2. Roll Again
- Endo-Steel
- 4.
- 5. @SRM 6 (15)
- 6.

- Foot Actuator
- Endo-Steel 6. Endo-Steel

Right Torso (CASE) 1. [SRM-6 2. [SRM-6

- 1-3 4. [SRM-6

 - Roll Again
 - 6. Roll Again
 - Roll Again

 - @SRM 6 Inferno (15)

Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator

HEAT DATA Heat

Left Torso (17)

(13)

Left

Leg

(17)

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

Shutdown, avoid on 8+

4 Movement Points

Amno 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

0000000000 –2 Movement Points +1 Modifier to Fire -1 Movement Points

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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

	<u>. </u>
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	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	1+4 to	pick table	

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	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