MECH RECORD SHEET

## 'MECH DATA

Type: Zeus (Twinkler) ZEU-6T-MSnS

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

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

### Weapons & Equipment Inventory

Qt	y Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	_	3	6	9
6	Small Laser	RT	1	3 [DE]	-	1	2	3
1	PPC	LT	10	10 [DE]	3	6	12	18
2	Small Laser	LT	1	3 [DE]	_	1	2	3
1	LRM-15	RA	5	1/m	6	7	14	21
1	Snub-Nose PPC	LA	10	10/8/5 [DE, V]	-	9	13	15

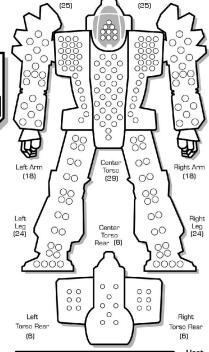
Ammunition Type

Cost: 8,388,840 C-Bills +30,000 (ammo)

BV: 1,598 Weapon Heat (36) Dissipation (28)

# WARRIOR DATA Name: Mad Alice (Matthew) Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dea





ARMOR DIAGRAM Armor Pts: 192

Right Torso

Head (9)

Left Torso

# CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  Hand Actuator
- Hand Actuator
- Snub-Nose PPC 5. 6.
- Roll Again 1.
- Roll Again
- 4-6 4. 3. Roll Again
  - Roll Again Roll Again
  - Roll Again

#### Left Torso

- 1. FPPC 2. PPC
- 1-3 3. Lepec 4. Roll Agein
  - Small Laser 6. Small Laser
- Double Heat Sink
- L<sub>Double Heat Sink</sub> 4-6
  - Double Heat Sink
  - LDouble Heat Sink

## Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again Roll Again

## Head

- 1. Life Support
- Sensors
- 3 Cockpit
- Medium 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 Fusion Engine
- 4-6 <del>4</del>.
  - Fusion Engine 5. Roll Again
  - 6. Roll Again

Engine Hits OOO Gyro Hits O O



# CATATÝST Damage Transfer

Diagram

# 1. Shoulder

- Right Arm Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- FLRM-15 5
- LRM-15 6.
- 1. L<sub>LRM-15</sub> Roll Again
- Roll Again
- 4-6 4. Roll Again
  - 5 Roll Again
  - 6. Roll Again

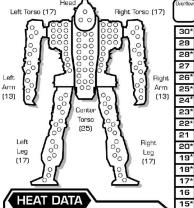
#### Right Torso (CASE)

- 1. Ammo (LRM 15) 8 Small Laser
- Small Laser
- 1-3 Small Laser
  - 5.
  - Small Laser
  - 6 Small Laser
  - 1. 2.
  - Roll Again
  - Roll Again
  - 4. Roll Again 5. Roll Again
  - 6. CASE

## Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again 6. Roll Again

## INTERNAL STRUCTURE DIAGRAM



<b>TIL</b>	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	14 (28)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	. 00
25	–5 Movement Points	
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	ΟŌ
22	Shutdown, avoid on 8+	00
20	4 Movement Points	0
19	Ammo Exp. avoid on 4+	Ŏ.
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	$\stackrel{\sim}{\sim}$
15	–3 Movement Points	$\simeq$ 1
14	Shutdown, avoid on 4+	000000
13	+2 Modifier to Fire	0
10	-2 Movement Points	

–2 Movement Points+1 Modifier to Fire

-1 Movement Points

7

9

\* Add +4 to pick table

15 20 30

9 10 12 15 20 30

40

40

12

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lurn	Move	Hexes	Mod	Prev	Move	Weap	Other	lotal	Sink	Level	Notes

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

#### HIT LOCATION CHART Roll Left Fr/Bk Right 2 LT (C) CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ 5 LA RL RΑ 6 LL RT RL 7 LT CT RT 8 CT LT CT 9 RT LT LL 10 RA LA LA

## TO HIT MODIFIERS

LA

HD

LL

HD

11

12

Scale

14\*

13\*

12

11

10\*

9

8\* 7

6

5\*

4

3

2

1

5 5

4

6 7 9 10 12

6 7

**CLUSTER HITS** 

3

4

6

8

9

10

11 2 3 4

12

RL

HD

ICTIII WODII ILA	
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
	≕
PLINCH CHART	

## PUNCH CHART

HOII	Lett	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

THE DESIGN OF THE STATE OF THE	RL RL
4-6 LL LL RI	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
		A Local Date	