MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T-MPS Movement Points: Tonnage: 80

Walking: Tech Base: Inner Sphere 6 3070

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

Weapons & Equipment Inventory

Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	Medium Laser	CT	3	5 [DE]	_	3	6	9
1	Small Laser	RT	1	3 [DE]	-	1	2	3
1	SRM-6	RT	4	2/m	-	3	6	9
2	SRM-6	RA	4	2/m	-	3	6	9
A			Disc.	- 4				

Cost: 8,603,490 C-Bills +54,000 (ammo)

Left Arm

1. Shoulder

PPC

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

Left Torso

Medium Laser

Medium Laser

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Left Leg

5 FPPC

6.

1. LPPC

6.

2. PPC

6. Roll Again

1.

2. Roll Again

6. Endo-Steel

1-3 3.

4-6

1. FPPC

4-6 4.

CRITICAL HIT TABLE

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

BV: 1,781 Weapon Heat (45) Dissipation (22)

Head

4. Endo-Steel

2

5. Gyro

6.

1.

2

5.

4-6 ⁶.

1-3 3.

1. Life Support

Sensors 3 Cockpit

6. Life Support

1. Fusion Engine

Gyro

Gyro

Gyro

Fusion Engine

Fusion Engine

Fusion Engine Fusion Engine

Fusion Engine

Medium Laser

Medium Laser

Engine Hits OOO

Gyro Hits O O

Sensor Hits O O

Life Support O

Center Torso

WARRIOR DATA

86'r Matthew Name: Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 ciousness# 3 5 7 10 11 Dea



Right Arm

Hand Actuator

Upper Arm Actuator

Lower Arm Actuator

Right Torso (CASE)

1. Shoulder

CSRM-6

CSRM-6 SRM-6

Roll Again

Endo-Steel

Endo-Steel

1. [SRM-6 2. [SRM-6

Small Lase

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Ammo (SRM 6) 15

Ammo (SRM 6) 15

5

6.

5

6. Endo-Steel

4.

5.

6.

1. 2.

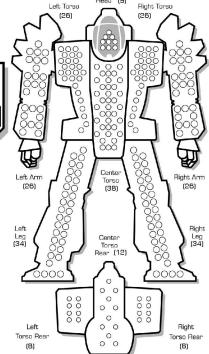
4.

5.

6. CASE

4-6

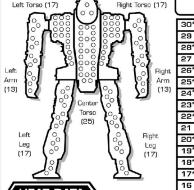
1-3



ARMOR DIAGRAM Armor Pts: 247

Head (9)

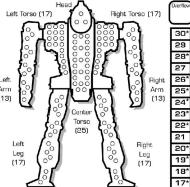
INTERNAL STRUCTURE DIAGRAM Scale



HEAT DATA

_		-	
leat	TL PORT	Heat Sinks:	ì
.evel*	Effects	11 (22)	
30	Shutdown	Double	
28	Ammo Exp. avoid on 8+		
26	Shutdown, avoid on 104	- 00	
25	–5 Movement Points	90	
24	+4 Modifier to Fire	Ŏ.	
23	Ammo Exp. avoid on 6+	000000000	
22	Shutdown, avoid on 8+	0 1	
20	-4 Movement Points	Ò	
19	Ammo Exp. avoid on 4+	Ŏ.	
18	Shutdown, avoid on 6+	~ I	
17	+3 Modifier to Fire	\simeq	ı
15	–3 Movement Points	×	ı
14	Shutdown, avoid on 4+	Q I	
13	+2 Modifier to Fire	0	
10	-2 Movement Points		ı

leat evel*	Effects	Heat Sinks: 11 (22)	Ì
30	Shutdown	Double	ı
28	Ammo Exp. avoid on 8+		ı
26	Shutdown, avoid on 104	- 00	ı
25	–5 Movement Points	90 I	ı
24	+4 Modifier to Fire	00000000	ı
23	Ammo Exp. avoid on 6+	Q	п
22	Shutdown, avoid on 8+	0	п
20	4 Movement Points	0 1	п
19	Ammo Exp. avoid on 4+	Õ l	ı
18	Shutdown, avoid on 6+	ŏ I	ш
17	+3 Modifier to Fire	\simeq 1	п
15	–3 Movement Points	×	п
14	Shutdown, avoid on 4+	Ο	п
13	+2 Modifier to Fire	0	п
10	–2 Movement Points	****	ı
8	+1 Modifier to Fire		П
5	_1 Movement Dointe		ш



Heat _evel*	Effects	Heat Sinks: 11 (22)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	- 00
25	–5 Movement Points	, Šo I
24	+4 Modifier to Fire	00000000
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0 1
20	-4 Movement Points	Ò
19	Ammo Exp. avoid on 4+	ň l
18	Shutdown, avoid on 6+	ă l
17	+3 Modifier to Fire	\simeq 1
15	–3 Movement Points	Š l
14	Shutdown, avoid on 4+	Q
13	+2 Modifier to Fire	0
10	–2 Movement Points	265
8	+1 Modifier to Fire	
5	-1 Movement Points	

3

CATTALÝST

Upper Leg Actuator

Lower Leg Actuator Foot Actuator

Endo-Steel 6. Endo-Steel

Right Leg

Hip Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo-Steel

6. Endo-Steel

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Damage Transfer

Diagram

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

PHYSICAL ATTACKS

KICK CHART

PUNCH CHART

LA

LT

CT

RT

RΔ

HD

RL

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RΑ

RL

RT

CT

LT

LA

LL

HD

+0

+1

+2

+3

+2 +4

+1

+0

+1

+2

+3

+4

+5

+6

+1

+1

-2

+1

+0

+2

+4

Fr/Bk Right

RT

RT

CT

RA

RΔ

HD

RL

RL

Fr/Bk Right

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

Attacker:

Walked

Jumped

Shoulder

Target:

Arm Actuator (Each)

Moved 0-2 hexes

Moved 3-4 hexes

Moved 5-6 hexes

Moved 7-9 hexes

Moved 10-17 hexes

Moved 18-24 hexes

Jumped (Additional)

Moved 25+ hexes

Partial Cover

Adjacent

Not Adjacent

Left

LT

LT

CT

LA

ΙΔ

HD

Left

LL

Prone:

Range:

Long

Roll

1

2

3

4

5

6

Roll

1-3

4-6

15*

14*

13*

12

11 10*

9

5*

3

2

1

Short

Medium

Damage: Sensors

Ran

Stationary

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

* Add +4 to pick table

CLUSTED HITS

GLUSIER HIIS													
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