MECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-6T

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

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

Weapons & Equipment Inventory

		•	•			•			
Qt	у Туре		Loc	Ht	Dmg	Min	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				
ĪB	M-15			В					

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

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

BV: 1,599 Weapon Heat (28) Dissipation (26)

WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5

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

(18) (18) 0 88 00 00 Center Left Arm Right Arm 00 (22) 00 (26)00 88 00 00 Right Center Torso Rear (9) Leg (24) Leg (24) 00 00 00 0000 000 0 0 0 00 00 0 00 0 0 00 0 Left Right 0 0 Torso Rear Torso Rear (6) (6)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder **Upper Arm Actuator**
- Roll Again
- Roll Again
 - 5 -PPC
 - 6. PPC 1. LPPC
- Roll Again
- Roll Again 4-6 4. 3.
- 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
- 1-3 3.
- rDouble Heat Sink **Double Heat Sink**
 - 6 LDouble Heat Sink
 - 1 Medium Laser
- Medium Laser
- 4-6 Medium Laser
 - 5. Endo-Steel
 - 6. CASE

Left Leg

- Upper Leg Actuator Lower Leg Actuator 3.
- 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
- 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. Endo-Steel
 - Endo-Steel
 - Engine Hits OOO





Damage Transfer

Right Leg

- Foot Actuator
- 6. Endo-Steel

Endo-Steel

Right Arm

- 1. Shoulder
- Upper Arm Actuator 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
- 1-3
 - 4. Roll Again

 - Roll Again 6. Roll Again
 - Roll Again
 - 1. 2. Roll Again
 - Roll Again
 - 4. Roll Again 5. Endo-Steel
 - 6. Endo-Steel

- Hip Upper Leg Actuator
- Lower Leg Actuator

- 17 15

+1 Modifier to Fire -1 Movement Points

12

3 4 5 6 7

CLUSTER HITS 7 3 4 5 6 9 10 12 15 20 30 2 2 3 3 4 5 2 1 1 1 6 10 3 2 2 2 2 3 3 4 5 6 10 4 2 2 3 3 4 4 5 6 9 12 5 3 3 4 5 6 8 9 12 18 6 2 3 4 4 5 6 8 12 18 3 4 3 5 6 8 9 12 18 4 8 2 3 3 4 5 6 8 9 12 18 2 3 5 6 7 9 2 4 8 10 12 16 24 2 10 3 3 4 5 6 7 8 10 12 16 24 2 3 4 5 6 7 9 10 12 15 20 30 11

16

15*

14*

13*

12

11

10*

9 8* 7

6

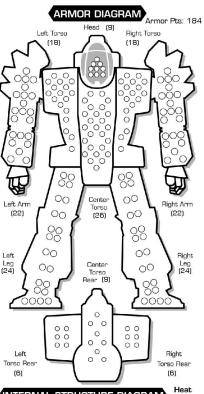
5*

4

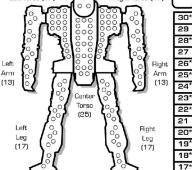
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1



INTERNAL STRUCTURE DIAGRAM Scale Left Torso (17) Right Torso (17) 30* 29 28* 27



HEAT DATA

Heat		Heat Sinks
Level*	Effects	13 (26)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	- 00
25	–5 Movement Points	99
24	+4 Modifier to Fire	QQ
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	Ò
19	Ammo Exp. avoid on 4+	Ŏ
18	Shutdown, avoid on 6+	×
17	+3 Modifier to Fire	\simeq
15	–3 Movement Points	00000
14	Shutdown, avoid on 4+	Ō
13	+2 Modifier to Fire	0
	0.11	

14 13 10 –2 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

TO HIT MODIFIERS

LA

HD

LL

HD

RL

HD

11

12

TO THE MODIFICATI	
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.	II.	RI			

PHYSICAL ATTACKS

		- A I I A	
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

9 10 12 15 20 30

40

12

12

18

24

24

24

32

32

40

40