**MECH RECORD SHEET** 



Type: Zeus ZEU-6T-MD

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

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

## Weapons & Equipment Inventory

ı	Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng	
ı	2	Medium Laser	CT	3	5 [DE]	_	3	6	9	
ı	2	Medium Laser	LT	3	5 [DE]	-	3	6	9	
ı	1	LRM-15	RA	5	1/m	6	7	14	21	
ı	1	LB 5-X AC	RA	1	5 [DB, C/S/	∕F] 3	7	14	21	
ı	1	PPC	LA	10	10 [DE]	3	6	12	18	
ı	1000	100000		0.000	1000					

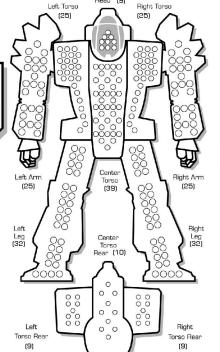
Ammunition Type LB 5-X (Cluster) LB 5-X (Slug) 20

Cost: 8,527,800 C-Bills +54,000 (ammo)

BV: 1,767 Weapon Heat (28) 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



ARMOR DIAGRAM Armor Pts: 240

Head (9)

Left Torso

# CRITICAL HIT TABLE

## Left Arm

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

## Left Torso

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

# 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 2
- Fusion Engine Fusion Engine 1-3 <sup>3.</sup> Gyro
- 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 2. Fusion Engine 3. Fusion Engine
- 4-6 <sup>6</sup>. Fusion Engine
  - 5. Medium Laser 6. Medium Laser

Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O

# CATATÁST

Damage Transfer

Diagram

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

# INTERNAL STRUCTURE DIAGRAM

(13)

Left

Leg

(17)

Heat

Left Torso (17)

Right Arm 1. Shoulder Upper Arm Actuator | CRM-15 | LRM-15 | LRM-15

- 1-3 4.
  - 5
  - **FLB 5-X AC** 6.
  - LB 5-X AC 1.

  - LB 5-X AC 3.
- LB 5-X AC 4-6 4.
  - 5 Endo-Steel
  - 6. Endo-Steel

- Right Torso (CASE)
- 1. Ammo (LRM 15) 8 Ammo (LB 5 X Slug) 20
- Ammo (LB 5 X Cluster) 20
- 1-3

  - Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. 2. Roll Again Roll Again
- 4-6 4. Roll Again Roll Again
  - 5. Roll Again
  - 6. CASE

# Right Leg

- Hip Upper Leg Actuator

- Lower Leg Actuator

## Level' Effects Shutdown 28

**HEAT DATA** 

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

Center

(25)

- Shutdown, avoid on 8+

  4 Movement Points

  Ammo 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
- –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
					,						
$\vdash$						<u> </u>					

# 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

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
	_

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

**CLUSTER HITS** 

Right

Arm 25\*

(13)

Right

Leg

Heat Sinks:

12 (24)

Double

0000000000

Right Torso (17)

# **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