MECH RECORD SHEET

'MECH DATA

Type: Zeus

Running:

Jumping:

Movement Points: Walking:

6

0

Tonnage: 80 Tech Base: Inner Sphere

3070 E/X-X-E-D

Weapons & Equipment Inventory

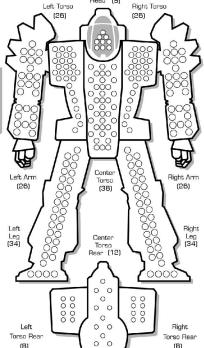
Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 Medium Laser	HD	3	5 [DE]	\sim	3	6	9
12 Small Laser	RT	1	3 [DE]	-	1	2	3
12 Small Laser	LT	1	3 [DE]	\sim	1	2	3
1 PPC	RA	10	10 [DE]	3	6	12	18
1 PPC	LA	10	10 [DE]	3	6	12	18

Cost: 8,326,200 C-Bills +0 (ammo)

BV: 1,710 Weapon Heat (47) Dissipation (28)

WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Deac



Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder 2. Upper Arm Actuator
- 1-3 3. PPC PPC 5. PPC
 - - 6. r Double Heat Sink
 - Double Heat Sink 1.
 - L_{Double Heat Sink} 3. Endo-Steel
- 4-6 3. Endo-Steel
- Endo-Steel
 - 6. Endo-Steel

Left Torso

- Small Laser Small Laser
- 1-3 3.
- Small Laser
- Small Laser 6. Small Laser
- 1. Small Laser
- 2. Small Laser
- Small Laser 4-6 Small Laser
 - Small Laser
 - 6. Small Laser

Left Leg

Move

Turn

Upper Leg Actuator Lower Leg Actuator

Hovee

Mod

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

Head

- 1. Life Support Sensors
- 3 Cockpit
- Medium Laser
- Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine 1-3 ^{3.}
- Gyro 5. Gyro
 - 6. Gyro

 - 1. Gyro 2. Fusion Engine 3. Fusion Engine
- 4-6 ^{3.}
 - Fusion Engine 5. Endo-Steel
 - 6. Endo-Steel
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O

Movo



Damage Transfer

Diagram

Mean

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Other

Small Laser Small Laser Small Laser

Right Arm

Upper Arm Actuator

r Double Heat Sink

Double Heat Sink

L_{Double Heat Sink}

Right Torso

1. Shoulder

PPC PPC

3. Endo-Steel

Endo-Steel

Endo-Steel

1. Small Laser

Small Laser
 Small Laser

Small Laser

Small Laser

Small Laser

Small Laser

1-3 3.

4-6 4.

1-3

6.

1. 2.

5

6.

5

6. Endo-Steel

- 4. 5. Small Laser
- 6. Small Laser

Right Leg

- 6.

Total

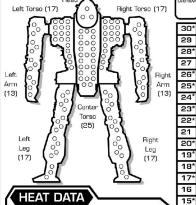
Sink

Hip Upper Leg Actuator

- Lower Leg Actuator
- Foot Actuator
- Endo-Steel Endo-Steel

INTERNAL STRUCTURE DIAGRAM

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علتك	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	QQ I
23	Ammo Exp. avoid on 6+	00
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	- X - I
15	–3 Movement Points	000000
14	Shutdown, avoid on 4+	Š I
13	+2 Modifier to Fire	0
10	-2 Movement Points	

- -1 Movement Points

+1 Modifier to Fire

1

Punch

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

*	Add	+4	to	pick	table	

Turn	wove	nexes	IVIOU	Prev	Move	vveap	Other	lotai	SITIK	Level	Notes
										·	

$\overline{}$						· -							_
(CI	T	STE	\mathbf{R}	П	S Ì	,							
	_					£	_						
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 5	1	1	2	2	3	3	4	4	5	6	9	12	18
	1	2	2	3	3	4	5	6	8	9	12	18	24
6 7 8 9	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

ARMOR DIAGRAM Armor Pts: 247 HIT LOCATION CHART Roll Left Fr/Bk 2 LT (C) CT(C) RT(C) 3 RA RL LL 4 LΔ RΔ RΔ 5 RΑ LA RL 6 LL RT RL 7 LT CT RT

8

9

10

11

12

(8)

Scale

14*

13*

12

11

10*

9

8* 7

6

5*

4

3

2

CT

RT

RA

RL

HD

TO HIT MODIFIERS

LT

LL

LA

LA

HD

CT

LT

LA

LL

HD

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