

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Zeus ZEU-6T

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Late Succession Wars
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT (R)	3	5	-	3	6	9
1	LRM 15	RA	5	1/Msl	6	7	14	24
1	PPG	LA	10	10	3	6	12	18

Cost: 7,698,000

BV: 1,724

WARRIOR DATA

Name: PaWeasley (Player 6)

Gunnery Skill: 3 Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

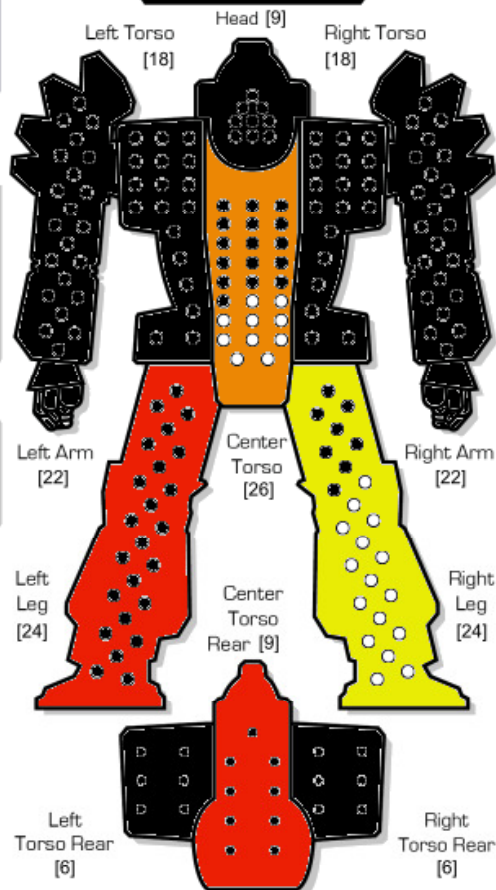
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 184

ARMOR DIAGRAM



CRITICAL HIT TABLE

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Heat Sink
6. Medium Laser

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

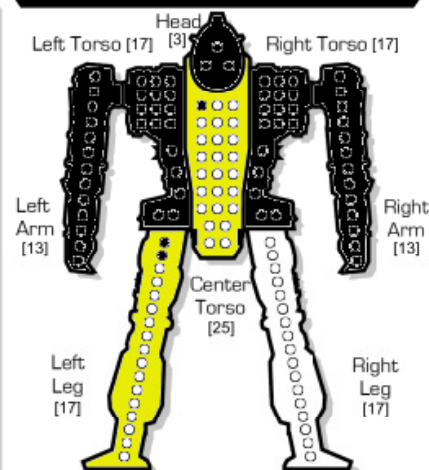


Damage Transfer Diagram

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	●●
26	Shutdown, avoid on 10+	●●○
25	-5 Movement Points	●○○
24	+4 Modifier to Fire	●○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

Heat Scale

Overheat	0
30°	
29	
28°	
27	
26°	
25°	
24°	
23°	
22°	
21	
20°	
19°	
18°	
17°	
16	
15°	
14°	
13°	
12	
11	
10°	
9	
8°	
7	
6	
5°	
4	
3	
2	
1	
0	