

BATTLETECH™

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Ares ARS-V1 Zeus

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 135

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	CL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
2	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
3	Streak SRM 6 (C)	RA	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6
1	Targeting Computer (IS)	CT	—	[E]	—	—	—	—

Ammo: (LRM 5) 24, (SRM 2) 50, (Streak SRM 6) 60

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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

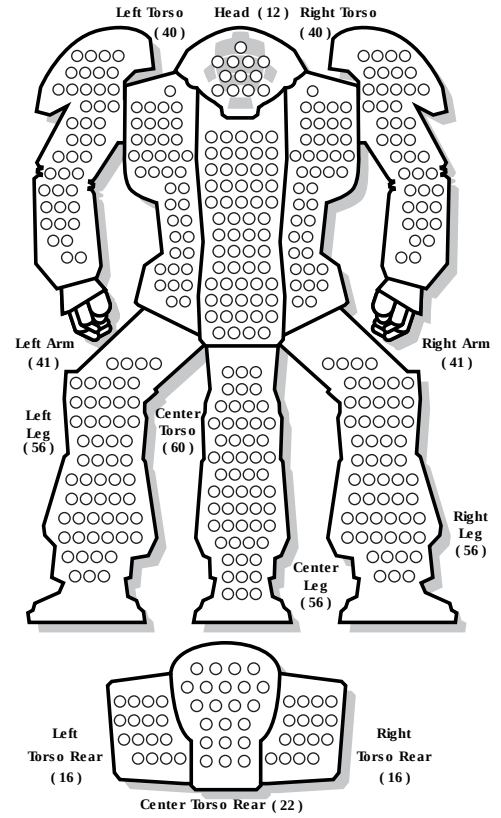
Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 3,247



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- ER PPC [Clan]
- ER PPC [Clan]
- Endo-Composite
- Roll Again

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- CASE II

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

- Double Heat Sink
- SRM 2
- ER Small Laser [Clan]
- Targeting Computer
- Targeting Computer
- Endo-Composite

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



Damage Transfer Diagram



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

- Streak SRM 6 [Clan]
- Ammo (Streak SRM 6) 30
- Ammo (Streak SRM 6) 30
- CASE II
- Endo-Composite
- Roll Again

Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

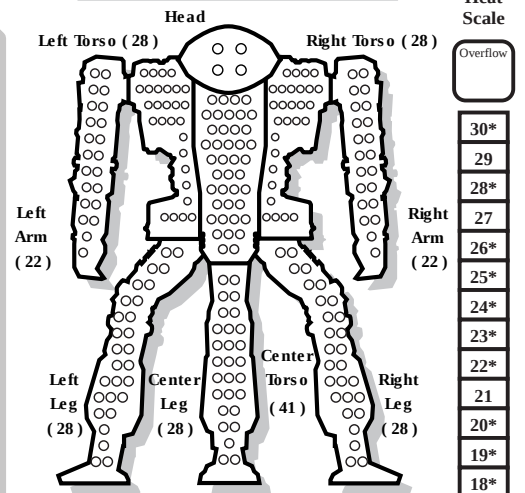
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (SRM 2) 50
- CASE II

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
30	Shutdown	○○○○
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

Overflow

30*
29
28*
27
26*
25*
24*
23*
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21
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19*
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3
2
1
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