

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Zeus-X ZEU-X

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 400 XXL

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT/LA	6	20	—	4	8	12
[DB,C/F/S]								
1	MRM 30	RA	10	1/Msl [M,C]	—	3	8	15
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9

Ammo: (LB 20-X) 10, (LB 20-X Cluster) 5, (MRM 30) 16

BV: 2,119



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Reactive
- Reactive
- Roll Again

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Medium X-Pulse Laser

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- MRM 30
- MRM 30
- MRM 30

1-3

- MRM 30
- MRM 30
- Reactive
- Reactive
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5
- Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- CASE II

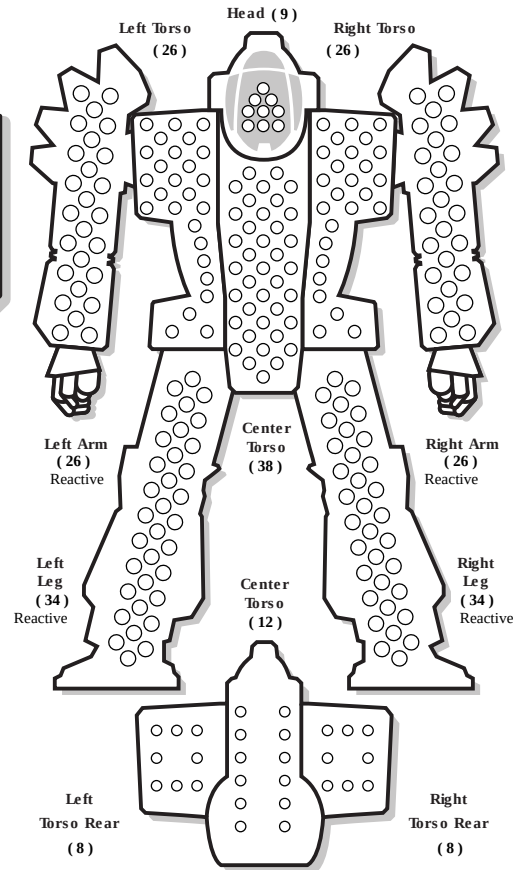
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reactive
- Reactive

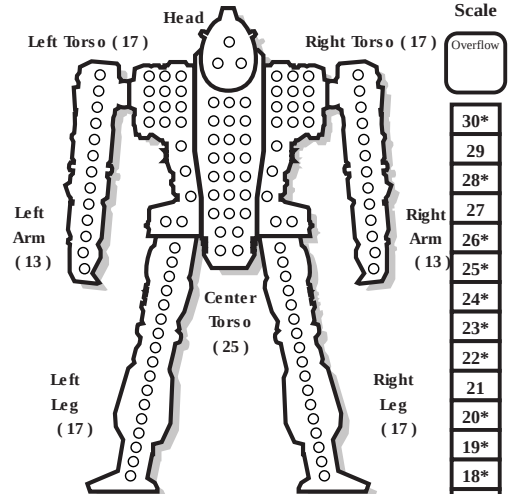
ARMOR DIAGRAM

Patchwork



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○