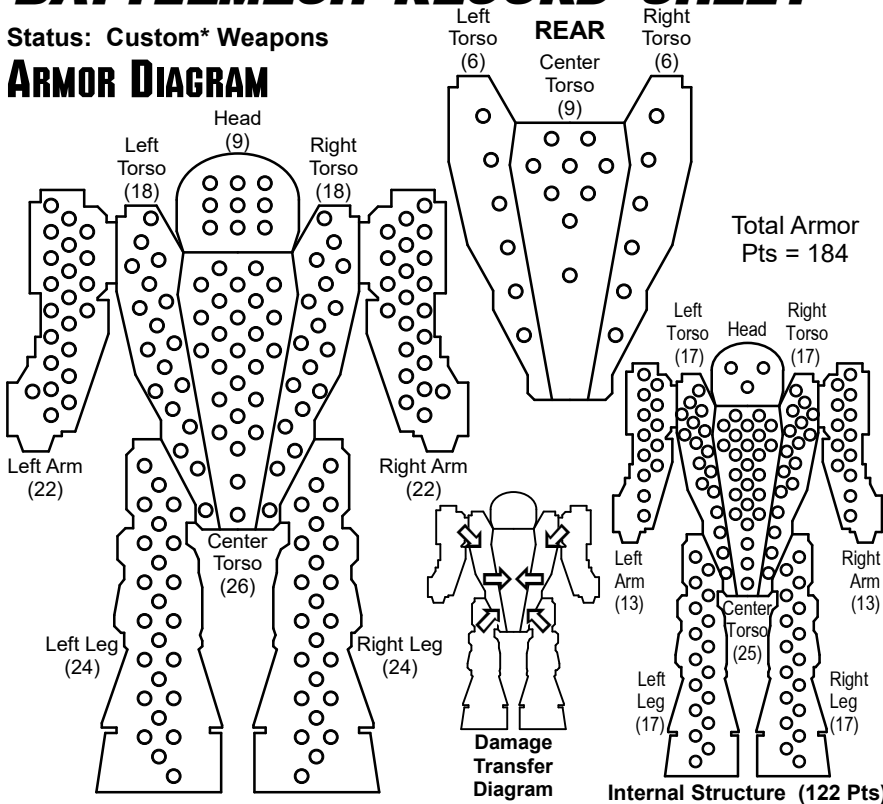


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 184

Internal Structure (122 Pts)

'MECH DATA

Type: Zeus ZEU-6Y

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Inner Sphere
 Running: 6 Biped 'Mech
 Jumping: 0 Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RA	4	1/hit	6	7	14	21
1	Autocannon/5	LA	1	5	3	6	12	18
1	Binary Laser(Blazer)*	RT	16	12	-	5	10	15

Ammo Type: Rounds: BV2:

LRM 10	12	14
Autocannon/5	20	11

Total Heat Sinks: 17 Single

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Auto Eject: Weapon Heat:

Operational Disabled (21)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/5
- Autocannon/5
- Autocannon/5
1. Autocannon/5
- 4-6 Ammo (AC/5) 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

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

Center Torso

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

Left Torso

1. Single Heat Sink
2. Single Heat Sink
- 1-3 3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
6. Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. LRM 10
5. LRM 10
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Binary Laser(Blazer)
2. Binary Laser(Blazer)
- 1-3 3. Binary Laser(Blazer)
4. Binary Laser(Blazer)
5. Ammo (LRM 10) 12
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
6. Roll Again

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

Battle Value: 1,323

Weapon Value: 1,095 / 1,095

Cost, C-Bills: 7,518,901