

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Anzu ZU-J70

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 XL

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

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   | Rotary AC/5     | LA  | 1  | 5/Sht         | —   | 5   | 10  | 15  |
|     |                 |     |    | [DB,R/C]      |     |     |     |     |
| 1   | Snub-Nose PPC   | RA  | 10 | 10/8/5 [DE,V] | —   | 9   | 13  | 15  |
| 1   | ER Medium Laser | RA  | 5  | 5 [DE]        | —   | 4   | 8   | 12  |
| 1   | MML 7           | LT  | 4  | [M,C,S]       |     |     |     |     |
|     | LRM             |     |    | 1/Msl         | 6   | 7   | 14  | 21  |
|     | SRM             |     |    | 2/Msl         | —   | 3   | 6   | 9   |
| 1   | ER Small Laser  | HD  | 2  | 3 [DE]        | —   | 2   | 4   | 5   |

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14, (RAC/5) 80

BV: 1,680



### CRITICAL TABLE

#### Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE II

4-6

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7

1-3

- MML 7
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE II

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

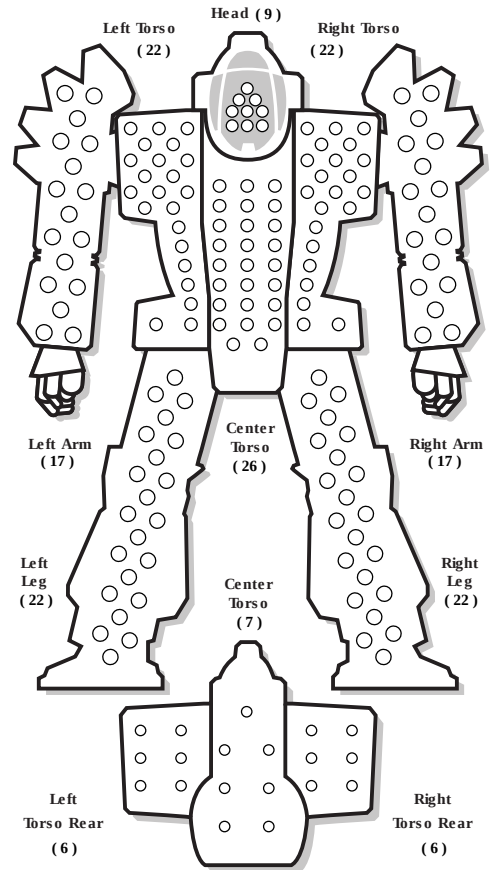
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

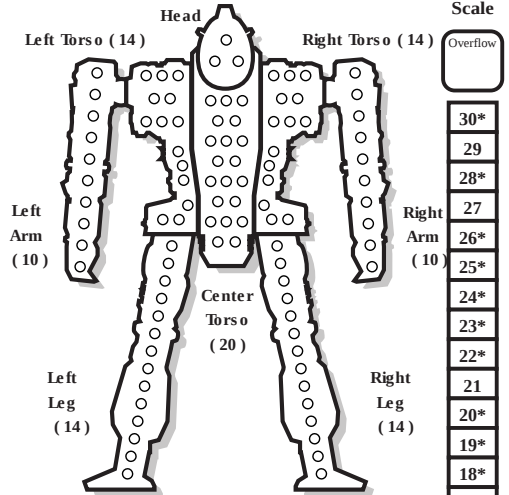
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                |
|-------------|------------------------|
| 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     |

Double Heat Sinks:  
10 (20)



Heat Scale

Overflow

|     |
|-----|
| 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   |