

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Zeus-X ZEU-X4

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 400 XXL

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9

Ammo: (LRM 20) 12, (Light Gauss) 16

BV: 2,193



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

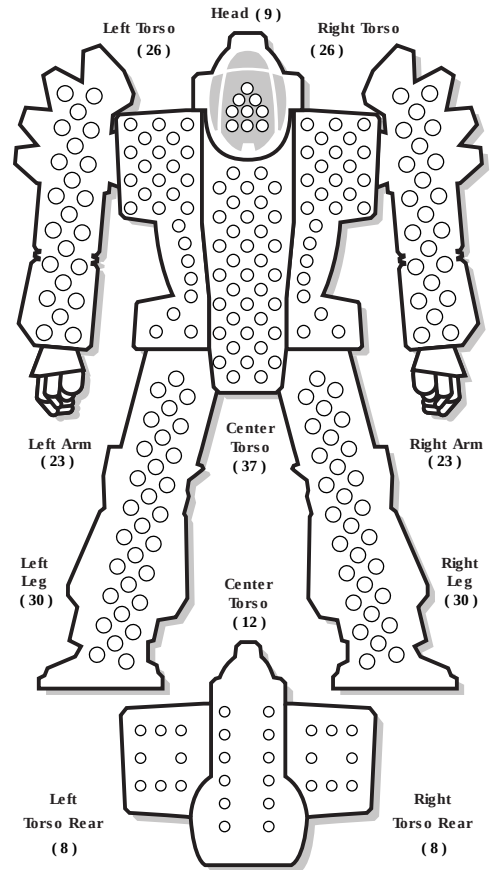
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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

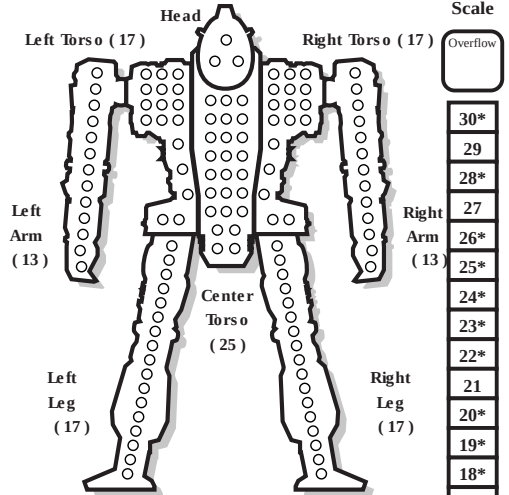
ARMOR DIAGRAM

Reactive



INTERNAL STRUCTURE DIAGRAM

Composite



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- 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

- ER Large Laser
- ER Large Laser
- Reactive
- Reactive
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

1-3

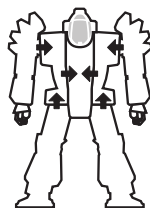
Center Torso

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

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Medium X-Pulse Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Reactive
- Reactive
- Reactive
- 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 (LRM 20) 6
- Ammo (LRM 20) 6
- CASE II
- Reactive
- Reactive
- Reactive

4-6

Right Leg

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

HEAT DATA

Heat Level* Effects

- Shutdown
- Ammo Exp, avoid on 8+
- Shutdown, avoid on 10+
- 5 Movement Points
- +4 Modifier to Fire
- Ammo Exp, avoid on 6+
- Shutdown, avoid on 8+
- 4 Movement Points
- Ammo Exp, avoid on 4+
- Shutdown, avoid on 6+
- +3 Modifier to Fire
- 3 Movement Points
- Shutdown, avoid on 4+
- +2 Modifier to Fire
- 2 Movement Points
- +1 Modifier to Fire
- 1 Movement Points

Double Heat Sinks: 11 (22)

