

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Zeus ZEU-11S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 XL

Tonnage: 80

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

### 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   | Gauss Rifle (IS)        | LA  | 1  | 15 [DB,X]     | 2   | 7   | 15  | 22  |
| 1   | LRM 15 (C)              | RA  | 5  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | ER Large Laser (C)      | LT  | 12 | 10 [DE]       | —   | 8   | 15  | 25  |
| 1   | ER Medium Laser (C) (R) | RT  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |
| 1   | Active Probe (Beagle)   | RT  | —  | [E]           | —   | —   | —   | 4   |
| 1   | ER Medium Laser (C)     | CT  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |

Ammo: (Gauss) 24, (LRM 15 Artemis) 24

BV: 2,244



### CRITICAL TABLE

#### Left Arm (CASE II)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE II
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser [Clan]
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

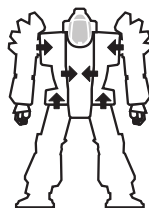
#### Center Torso

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15 [Clan]
- LRM 15 [Clan]
- Artemis IV FCS

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan] (R)
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8

1-3

- Active Probe (Beagle)
- Active Probe (Beagle)
- CASE II
- Ferro-Fibrous
- Roll Again
- Roll Again

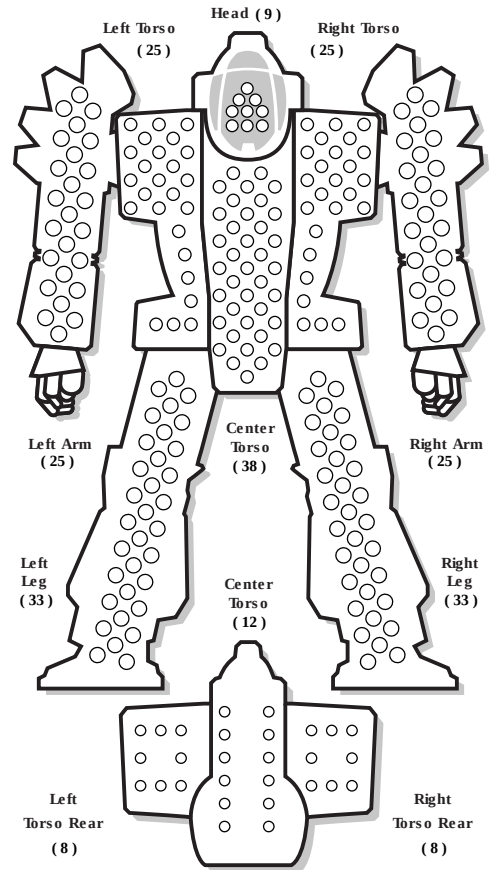
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

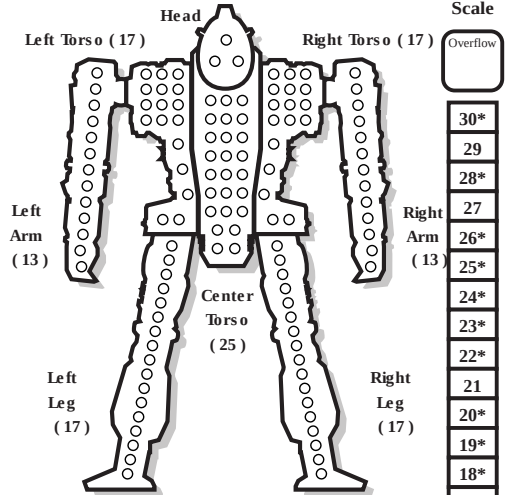
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 13 (26) |
|-------------|------------------------|----------------------------|
| 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* |
| 22* |
| 21  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |