

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Super Zeus SZE-1Tb

Movement Points: Tonnage: 100
Walking: 4 Tech Base: Mixed
Running: 6 3052
Jumping: 4 X/X-X-X-A

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C3 Computer	HD	0	[E]	-	-	-	-
2	ER Medium Laser (C)	RT	5	7 [DE]	-	5	10	15
1	Plasma Rifle (IS)	LT	10	10	-	5	10	15
				[DE, H/A]				
1	Bloodhound Active Probe	T	0	[E]	-	-	-	8
1	ER PPC (C)	RA	15	15 [DE]	-	7	14	23
1	Gauss Rifle (C)	LA	1	15	2	7	15	22
				[DB, X]				

Ammunition Type	Rounds
Gauss Rifle	16
Plasma Rifle	10

Cost: 32,259,333 C-Bills

BV: 2,931
Weapon Heat (36)
Dissipation (34)

WARRIOR DATA

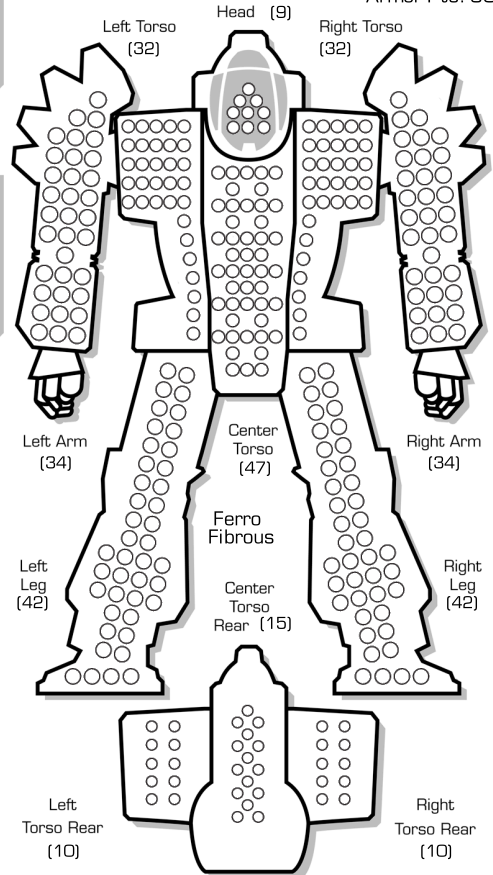
Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 307



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle (C)
- Gauss Rifle (C)

- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- @Gauss Rifle (8)
- @Gauss Rifle (8)

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle (IS)
- Plasma Rifle (IS)

- @Plasma Rifle (10)
- Double Heat Sink
- Double Heat Sink
- BIAP
- BIAP
- BIAP

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- C3I
- C3I

Center Torso

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

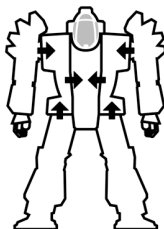
- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC (C)
- ER PPC (C)

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo-Steel
- Endo-Steel

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Medium Laser (C)
- ER Medium Laser (C)

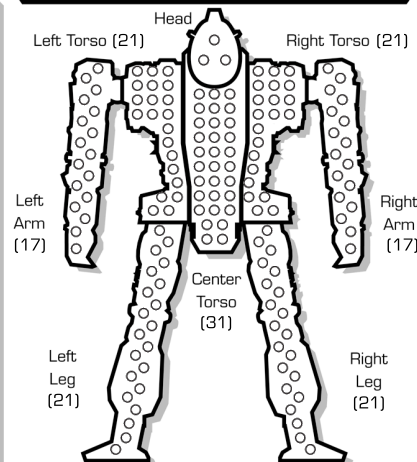
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again
- Endo-Steel
- Endo-Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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	○○○○