

# AEROTECH 2<sup>®</sup> BATTLE ARMOR RECORD SHEET

Unit: \_\_\_\_\_ Notes: \_\_\_\_\_

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_

Marine Points: \_\_\_\_\_

Weapons and Equipment Inventory

Type: \_\_\_\_\_ Damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammo: \_\_\_\_\_

Advanced Movement Vectors

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					

Unit: \_\_\_\_\_ Notes: \_\_\_\_\_

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_

Marine Points: \_\_\_\_\_

Weapons and Equipment Inventory

Type: \_\_\_\_\_ Damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammo: \_\_\_\_\_

Advanced Movement Vectors

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					

Unit: \_\_\_\_\_ Notes: \_\_\_\_\_

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_

Marine Points: \_\_\_\_\_

Weapons and Equipment Inventory

Type: \_\_\_\_\_ Damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammo: \_\_\_\_\_

Advanced Movement Vectors

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					

Unit: \_\_\_\_\_ Notes: \_\_\_\_\_

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_

Marine Points: \_\_\_\_\_

Weapons and Equipment Inventory

Type: \_\_\_\_\_ Damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammo: \_\_\_\_\_

Advanced Movement Vectors

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					

Unit: \_\_\_\_\_ Notes: \_\_\_\_\_

Type: \_\_\_\_\_

Thrust: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_

Marine Points: \_\_\_\_\_

Weapons and Equipment Inventory

Type: \_\_\_\_\_ Damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ammo: \_\_\_\_\_

Advanced Movement Vectors

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel																					