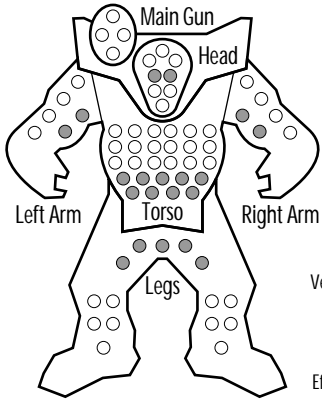


# AEROTECH 2<sup>®</sup> PROTOMECH RECORD SHEET

## ARMOR DIAGRAM



Proto Type: \_\_\_\_\_ Tons: \_\_\_\_\_ Thrust: \_\_\_\_\_ Gunnery: \_\_\_\_\_ Battle Value: \_\_\_\_\_

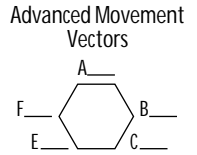
Hit Locations and Critical Hits				
2D6	Location	1st Hit	2nd Hit	3rd Hit
2	<input type="checkbox"/> Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	<input type="checkbox"/> Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	<input type="checkbox"/> Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	<input type="checkbox"/> Torso	<input checked="" type="checkbox"/> -1 Jump*	<input checked="" type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10	<input type="checkbox"/> Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	<input type="checkbox"/> Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit (no long range shots)	

\*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

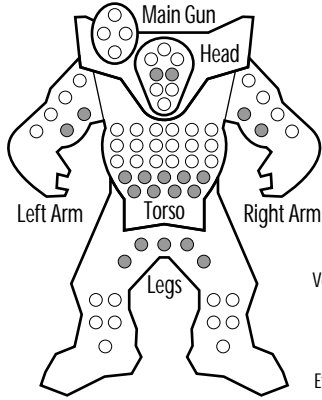
Weapons Inventory		
Location	Type	Damage
Main Gun:	_____	_____
Right Arm:	_____	_____
Left Arm:	_____	_____
Torso A:	_____	_____
Torso B:	_____	_____
Ammo:	_____	_____

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

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



## ARMOR DIAGRAM



Proto Type: \_\_\_\_\_ Tons: \_\_\_\_\_ Thrust: \_\_\_\_\_ Gunnery: \_\_\_\_\_ Battle Value: \_\_\_\_\_

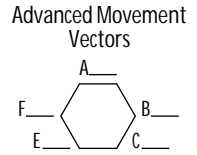
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2D6	Location	1st Hit	2nd Hit	3rd Hit
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4	<input type="checkbox"/> Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	<input type="checkbox"/> Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	<input type="checkbox"/> Torso	<input checked="" type="checkbox"/> -1 Jump*	<input checked="" type="checkbox"/> 1/2 Jump*	<input checked="" type="checkbox"/> Proto Destroyed
10	<input type="checkbox"/> Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	<input type="checkbox"/> Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit (no long range shots)	

\*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

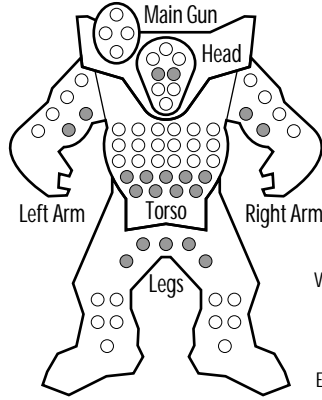
Weapons Inventory		
Location	Type	Damage
Main Gun:	_____	_____
Right Arm:	_____	_____
Left Arm:	_____	_____
Torso A:	_____	_____
Torso B:	_____	_____
Ammo:	_____	_____

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

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



## ARMOR DIAGRAM



Proto Type: \_\_\_\_\_ Tons: \_\_\_\_\_ Thrust: \_\_\_\_\_ Gunnery: \_\_\_\_\_ Battle Value: \_\_\_\_\_

Hit Locations and Critical Hits				
2D6	Location	1st Hit	2nd Hit	3rd Hit
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5,9	<input type="checkbox"/> Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
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10	<input type="checkbox"/> Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	<input type="checkbox"/> Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit (no long range shots)	

\*Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory		
Location	Type	Damage
Main Gun:	_____	_____
Right Arm:	_____	_____
Left Arm:	_____	_____
Torso A:	_____	_____
Torso B:	_____	_____
Ammo:	_____	_____

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn#	Thrust																				
	Velocity																				
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	Altitude Level																				
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Pilot Hits Taken 1 2 3 4 5 6  
Consciousness # 3+ 5+ 7+ 10+ 11+ Dead

