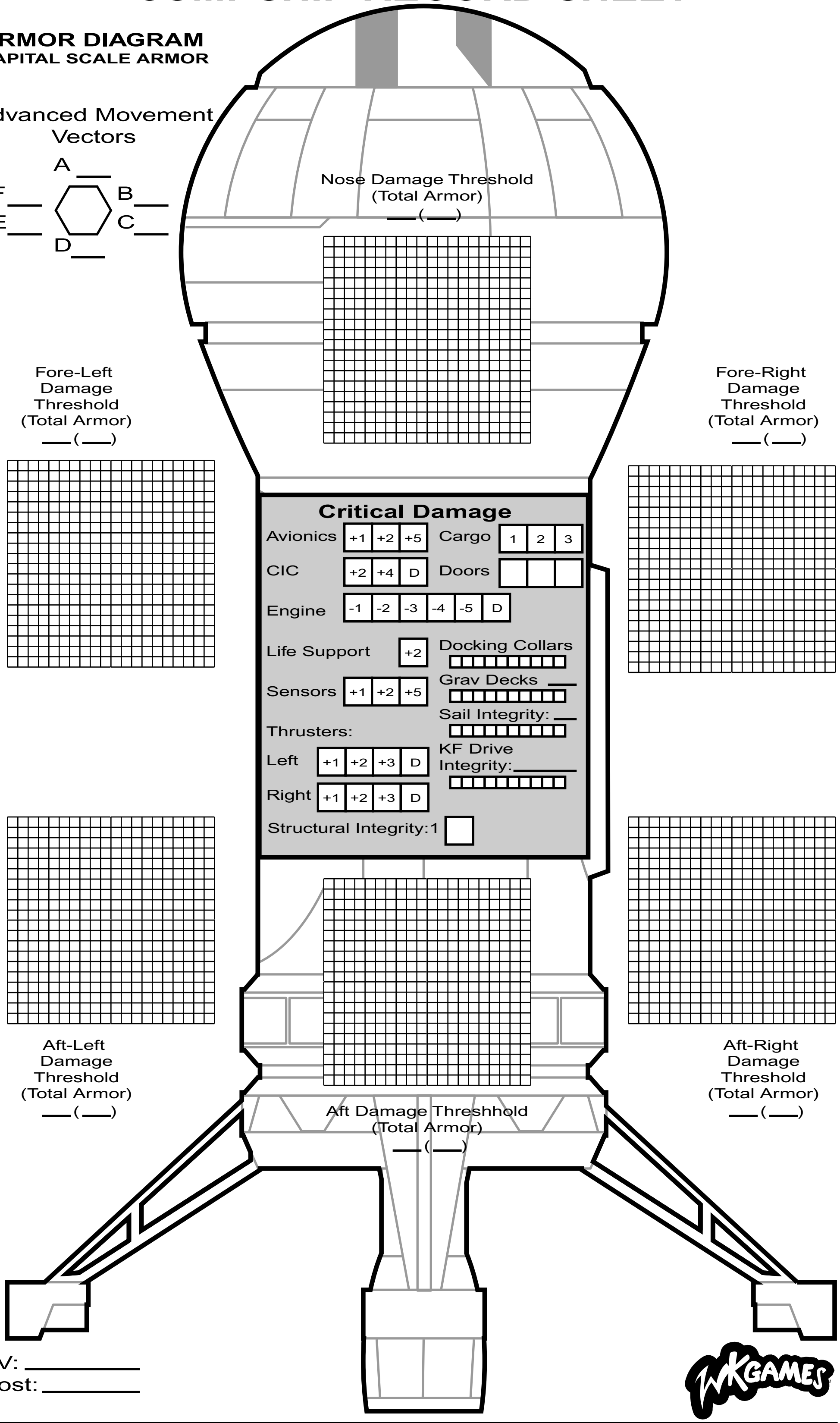
AEROTECH 2™

JUMPSHIP RECORD SHEET

ARMOR DIAGRAM
CAPITAL SCALE ARMOR

Advanced Movement Vectors

A ___
F ___ B ___
E ___ C ___
D ___



BV: ___________
Cost: ___________

WKGAMES

Velocity Record

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																				
Fuel																				

Vessel Data

Type: ___________ Tonnage: ___________
Name: ___________ Affiliation: ___________
Thrust: Technology Base:
Safe Thrust: ___________ ☐ Clan
Maximum Thrust: ___________ ☐ Inner Sphere
Fighters/Small Craft: ___ / ___ Launch Rate: ___________
Life Boats/Escape Pods: ___ / ___ Dropships: ___________

Total Heat Sinks: ___ (___) Single ☐
Heat Generation per Arc: Double ☐
Nose: ___________ Fore-Left: ___________
Fore-Right: ___________ Left Broadside: ___________
Right Broadside: ___________ Aft-Left: ___________
Aft-Right: ___________ Aft: ___________

Weapons and Equipment Inventory

Bay	Location	SRV	MRV	LRV	ERV
	Capital Weapon Range	(0-12)	(13-24)	(25-40)	(41-50)
	Standard Weapon Range	(0-6)	(7-12)	(13-20)	(21-25)

Ammo: ___________

Crew Data

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: ___ Marines: ___ Other: ___
Passengers: ___ Elementals: ___ Battle Armor: ___

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