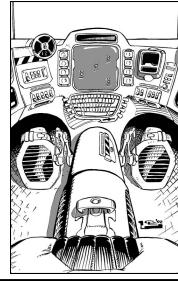


'MECH RECORD SHEET

Type:						
Movement Points: Walking: Running: Jumping:	Tonnage: Tech Base: Clan					
Weapons & Equip	ment Inventory (hexes)					
	Loc Ht Dmg Min Sht Med Lng					
_						
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_						
_						
Cost:	BV:					
	$\overline{}$					

6.

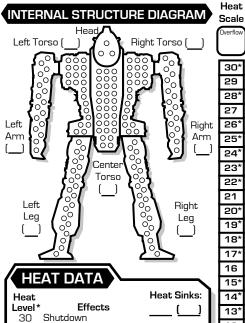
Gunnery Skill: Piloting Skill:						
2	3	4	5	6		
5	7	10	11	Dead		
	2	2 3	2 3 4	2 3 4 5		



Head (Left Torso Right Torso 00000 000 Center Left Arm Right Arm Torso Left Right Center Leg Leg Torso Rear (0000 0000 Left Right Torso Rear Torso Rear ()

ARMOR DIAGRAM

CRITICAL HIT TABLE Head Left Arm Right Arm 1. Life Support 2. Sensors Shoulder 1. Shoulder Upper Arm Actuator 3. Cockpit **Upper Arm Actuator** Lower Arm Actuator 4. Lower Arm Actuator 1-3 1-3 4. Hand Actuator Sensors 4. Hand Actuator Life Support 6. 5. 5 Center Torso Engine 1. 2. 2. Engine 3. 4-6 4-6 Engine 4. 4. 4. Gyro 5. Gyro 6. 6. 6. Gyro 1. Gyro 2. Left Torso Engine Right Torso Engine Engine 5. 3. 3. 1-3 1-3 4. 4. 5 5 Engine Hits OOO 6. 6. Gyro Hits OO 1. Sensor Hits OO 2. 2. 3. Life Support O 3. 4-6 4-6 4 4. 5. 5. 6. 6. Left Leg Right Leg 1. Hip 1. Hip Upper Leg Actuator Upper Leg Actuator 3. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator Foot Actuator 5. 5.



Ammo Exp. avoid on 8+

Shutdown, avoid on 10+

Ammo Exp. avoid on 6+

Shutdown, avoid on 8+

Ammo Exp. avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

+2 Modifier to Fire

+1 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

-2 Movement Points

-1 Movement Points

-4 Movement Points

-5 Movement Points

+4 Modifier to Fire

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Single

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Damage Transfer

Diagram

	<u> </u>	
	EGGED 'MECH REC	
'MECH DATA		WARRIOR DATA
Type: Movement Points: Walking: Running: Jumping:	Tonnage: Tech Base:	Name: Piloting Skill: Piloting Skill: Hits Taken 1 2 3 4 5 Consciousness# 3 5 7 10 11
Weapons & Equipment I	, , ,	,
	Ht Dmg Min Sht Med Lng	
Cost:	BV:	12
CRITICAL HIT TABL		· Sufficient these
Left Front Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. 6.	Head 1. Life Support 2. Sensors 3. Cockpit 4 5. Sensors 6. Life Support Center Torso 1. Engine 2. Engine 1-3 4. Gyro	Right Front Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. 6.
Left Torso	5. Gyro 6. Gyro	Right Torso
1. 2. 1-3 3. 5. 6. 5. 6.	1. Gyro2. Engine4-6 3. Engine5	1. 2 1-3 3 5 6
1. 2. 4-6 4. 5. 6.	Engine Hits OOC Gyro Hits OO Sensor Hits OO Life Support O	1. 2. 4-6 3. 5. 6.

ARMOR DIAGRAM Head (00000 00000 0000 000 00 00000 00000 00000 Left Right Torso Torso Center Torso Left Right Rear Leg Rear Leg Left Right Front Leg Front Leg Left Right Torso Rear Torso Rear Center Torso Rear (Heat

INILAIVAL	SINUCIC	INL DIA	SINAIVI	Scale
Left Torso	Head	۲	Right Torso	Overflow
[_] / 000	88 [0 0]	0000	\ ' '	30*
? 000	0000	0000		29
\ 000		0000		28*
\angle				27
Left			Right	26*
Front Leg			ront Leg	25*
			(_)	24*
	O Center			23*
Left.	O Torso	ઁ/(ઁ)	Diale	22*
	/ _^ ~		Right Rear Leg	21
Rear Leg)	10.	~~	near Leg	20*
— 6°1 6			\ <u>`</u> —'	19*
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ت			_	17*

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	A=15/4=4			16
	AT DATA \		$\overline{}$	15
leat		Heat Si	nks:	14
evel* 30	Effects Shutdown	(_)	13
30 28	Ammo Exp. avoid on 8+	\circ	~ 1	12
26	Shutdown, avoid on 10+		imes I	11
25 24	-5 Movement Points +4 Modifier to Fire	ŏŏ	ŏI	10
23	Ammo Exp. avoid on 6+	ŎŎ	ŎΙ	9
22	Shutdown, avoid on 8+	QQ	Q I	8*
20 19	-4 Movement PointsAmmo Exp. avoid on 4+	QQ	\otimes \blacksquare	7
18	Shutdown, avoid on 6+	88	\bowtie \blacksquare	6
17 15	+3 Modifier to Fire -3 Movement Points	XX	XI	5*
14	Shutdown, avoid on 4+	ŏŏ	ŏI	4
13	+2 Modifier to Fire	C:I-	~ I	3
10 8	-2 Movement Points +1 Modifier to Fire	Single		2
5	-1 Movement Points	Double		1

0

- Upper Leg Actuator
- Lower Leg Actuator

4.	Foot Actuator
5.	
6.	



Diagram

Right Rear Leg

- Upper Leg Actuator Lower Leg Actuator
- 4. Foot Actuator
- 5. 6.

BATTLETECH



PROTOMECH RECORD SHEET

DDOTOMECH 4		
PROTOMECH 1	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS ARMOR DIAGRAM
Туре:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed
Movement Points:	Right Arm:	4 Right Arm +1 to Hit Right Arm Destroyed
Walk/Run/Jump	Torso A:	5.9 Legs
//_	Torso B:	6 7 8 Torses O-1 lump* O1/2 lump* Prote
PILOT DATA		10 Left Arm
Name:	Hits Taken 1 2 3 4 5 6	
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	12 Head
	Cost: C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed
PROTOMECH 2		
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS ARMOR DIAGRAM And Mair Gun And Mair Gun
Type:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT 2 Main Gun Main Gun Destroyed
Tons:	Main Gun: Right Arm:	2 Main Gun Main Gun Destroyed
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed
Walk/Run/Jump	Torso A:	5,9 Legs
//_	Ammo:	6,7,8 Torso
PILOT DATA		Destroyed 10 Left Arm
Name:	Hits Taken 1 2 3 4 5 6	12 Head
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	*Roll 1D6:
	Cost: C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed
PROTOMECH 3		
PROTOMECH S	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS ARMOR DIAGRAM Mein Guin ARMOR DIAGRAM
Туре:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT 2 Main Gun Main Gun Destroyed
Tons:	Main Gun:	
Movement Points:	Left Arm:	4 Pints Ann.
Walk/Run/Jump	Torso A:	5,9 Legs —1 Walk MP 1/2 Walk MP No Move
//_	Ammo:	6,7,8 Torso
PILOT DATA		10 Left Arm
Name:	Hits Taken 1 2 3 4 5 6	12 Head
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	*Roll 1D6:
	Cost: C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed
PROTOMECH 4		ARMOR PHORAM
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS ARMOR DIAGRAM And Mair Gun And Mair Gun
Type:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT 2 Main Gun Main Gun Destroyed
Tons:	Main Gun:	
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed
Walk/Run/Jump	Torso A:	5,9 Legs —1 Walk MP 1/2 Walk MP No Move
//_	Ammo:	6,7,8 Torso
PILOT DATA		10 Left Arm
Name:	Hits Taken 1 2 3 4 5 6	12 Head
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	*Roll 1D6:
	Cost:C-bills BV:	1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed
PROTOMECH 5		
	WEAPONS INVENTORY	HIT LOCATIONS AND CRITICAL HITS ARMOR DIAGRAM Main Gun A
Type:	LOC. TYPE Dmg Min Sht Med Lng	2D6 LOCATION 1st HIT 2nd HIT 3rd HIT
Tons:	Main Gun:	2 Main Gun Main Gun Destroyed
Movement Points:	Left Arm:	4 Right Arm +1 to Hit Right Arm Destroyed
Walk/Run/Jump	Torso A:	5,9 Legs
//_	Ammo:	6,7,8 Torso
PILOT DATA		Destroyed 10 Left Arm
Name:	Hits Taken 1 2 3 4 5 6	12 Head
Gunnery Skill:	Consciousness # 3 5 7 10 11 Dead	*Roll 1D6:
	Cost: Chille BV:	1-2. Torso Weapon A Destroyed: 3-4. Torso Weapon B Destroyed

BAR: Front Armor

GROUND VEHICLE RECORD SHEET

VEHICLE DATA	
Туре:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equipment	t Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
_	
_	
	BV:

VEHICLE DATA

CREW DATA	
Crew:	
Gunnery Skill:	Driving Skill:
Commander Hit +1 Modifier to all Skill rolls	Driver Hit Modifier to Driving Skill rolls
CDITICAL DA	MAGE

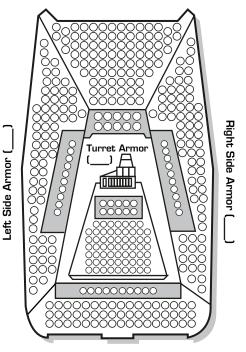
CR	П	CA	L	D	ΑI	VI.	Δ(G :	
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Turret Lock	ced 🔲	Engir	ne Hit	
Sensor Hits	3	E	1+2+3	
Motive Syst	em Hits	E	1+2+3	
	Stabiliz	ers		
Front	Left	П	Right	\Box

Turret

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Rear



Rear Armor



GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has no turnet, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all
	Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up),
	+3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game.
	Vehicle is immobile.
Attack Direction	Modifier: Vehicle Type Modifiers:

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied, a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced innicted from the Motive System Damage lable is 45. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

^{*}If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



Front Armor

SHEET CREW DATA		
Crew: Driving Skill:		Rotor Armor ()
Co-Pilot Hit		
Flight Stabilizer* +3 Engine Hit Sensor Hits +1 +2 +3 D Stabilizers Front Left Right Rear + *Move at Cruising speed only	Side Armor (Right Side Armor (_
NOTES	Left	L

V.T.O.L. RECORD 9

Type: Movement Points: Tonnage: Cruising: Tech Base: Flank: Clan	CREW DATA Crew: Gunnery Skill: Co-Pilot Hit Modifier to all To-Hit rolls Skill rolls CREW DATA Driving Skill: H Modifier to Driving Skill: Modifier to Driving Skill rolls	
Weapons & Equipment Inventory (hexes) Qty Type	CRITICAL DAMAGE Flight Stabilizer* +3 Engine Hit Sensor Hits +1 +2 +3 D Stabilizers Front Left Right Rear + *Move at Cruising speed only NOTES	Left Side Armor

VTOL COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Turn Elevation	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower O

1-2 3 4+

TYPES OF PHYSICAL ATTACK ALLOWED

None All except Punch All except Kick Club and Physical Weapons only None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	ROTORS
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition **	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

^{*}Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

NAVAL VEHICLE RECORD SHEET

VEHICLE DATA	
Туре:	
Movement Points: Cruising:	Tonnage: Tech Base:
Flank:	Clan
Movement Type:	
Engine Type:	
Weapons & Equipment	Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
-	
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Cost:	BV:

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Crew:

Gunnery Skill:

Driving Skill:

Commander Hit +1 Modifier to all Skill rolls

+2 Driver Hit Modifier to Driving Skill rolls

Right 🔲

CRITICAL DAMAGE

Turret Locked 🔲	Engine Hit
Sensor Hits	+1+2+3D
Motive System Hits	+1+2+3

Stabilizers

Front Left Turret Rear

NOTES

2D6 Roll

NAVAL COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side †	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

 * A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle.For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Naval Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for moreinformation). A result of 12 on the Naval Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive SystemDamage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has n turret, a turret hit strikes the armor on the side attacked

MOTIVE SYSTEM DMG. TABLE

EFFECT*

2-5	No effect
6–7	Minor damage; +1 modifie to all
	Driving Skill Rolls
8-9	Moderate damage; -1 Cruising
	MP, +2 modifier to all Driving Skill
	Rolls
10-11	Heavy damage; only half Cruising
	MP (round fractions up), +3
	modifier to all Driving Skill Rolls
40.	Main description

Attack Direction Modifier: Hit from rear

+2 Hit from the sides

Vehicle Type Modifiers:

2-0	INO ELIECT
6-7	Minor damage; +1 modifie to all
	Driving Skill Rolls
8-9	Moderate damage; -1 Cruising
	MP, +2 modifier to all Driving Skill
	Rolls
10-11	Heavy damage; only half Cruising
	MP (round fractions up), +3
	modifier to all Driving Skill Rolls
12+	Major damage; no movement for
	the rest of the game. Vehicle is
	immobile.

+0 Naval Hydrofoil +3

"All movement and Driving Skill Roll penalties are cumulative. However each Driving Skill Roll modifier can only be applied once. For example, if and olf 6-7 is made for a vehicle, inflicting a 1-1 modifier, that only in the thing that the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Boll modifier that can be inflicted from the Motive System Damage Table is +6-ff a units Cruining MP is reduced to 0, it cannot move for the of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred.

NAVAL COMBAT VEHICLE CRITICAL HITS TABLE

FRONT	
No Critical Hit	
Driver Hit	
Weapon Malfunction	V
Stabilizer	
Sensors	
Commander Hit	١
Weapon Destroyed	
Crew Killed	
	No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed

SIDE No Critical Hit Cargo/Infantry Hit Veapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit

REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition **

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition** Turret Blown Off

DEPTH TRACK 3 4 2 Turn

5 8 9 10 6 Depth Turn 11 12 13 14 15 16 17 18 19 20 Depth

Rear Armor

ARMOR DIAGRAM

Front Armor

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Armor

Side

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BAR:

^{*}If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

ARMOR DIAGRAM BAR: AIRSHIP RECORD SHEET Nose Damage AIRSHIP DATA Threshold 000000000 (Total Armor) 000000000 Type: bodoooobod Name: Tonnage: 000000000 Tech Base: 000000000 Thrust: 000000000 Safe Thrust: Clan 000000000 Maximum Thrust: Inner Sphere oobooodoo 000000000 Weapons & Equipment Inventory 000000000 (0-6) (6-12) (13-20) (21-25) 000000000 Qty Type Loc. Ht SRV MRV LRV ERV 00000000 000000000 000000000 Structural Integrity: odooooobo 000000000 000000000 000000000 Left Wing 000000000 Right Wing Damage Threshold Damage Threshold 000000000 (Total Armor) (Total Armor) 000000000 000000000 000000000 000000000 oodoodooo 0000000000 0000000000 Ammo: Cost: BV: Aft Damage Threshold (Total Armor) **NOTES** CRITICAL DAMAGE **CREW DATA Avionics** Gear (+5 Gunnery Skill: Piloting Skill: Life +2 **FCS** 2 Hits Taken 3 4 5 6 Support +2 +3 Sensors +5 Incp. Modifier **Thrusters** Marines: Crew: Passengers: _ Elementals: Left Other: Battle Armor: Right Life Boats/Escape Pods: **Engine VELOCITY RECORD** 10 AIRSHIP VELOCITY TABLE Thrust Thrust Points per Cycle Turn Velocity Effective Velocity 0.25 Altitude 0.5 0.75 Turn # 12 13 14 15 16 17 18 19 20 1.25 Thrust Velocity 2 25 Effective Velocity

Altitude

١	BAR:		Front Armor	•	
		00000	()	00000	
	Rear Left Side Armor () Front Left Side Armor ()		000000000 000000000 000000000	00000 00000 00000 00000 00000 00000 0000	Front Right Side Armor () Rear Right Side Armor ()
		10000000	30000000000000000000000000000000000000	3000000	
		•	()	(117)	
	Turret	Armor		1 LLS	M

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

Tunes										
Type: Movement Points: Cruising: Flank: Movement Type:										
Weapons & Equipment Inventory (hexes)										
Qty Type	Loc Dmg Min Sht Med Lng									
_										
_										
_										
_										
_										
Cost:	BV:									

VELUCIE DATA

CREW DATA	
Gunnery Skill:	Driving Skill:
Commander Hit +1 Modifier to all Skill rolls	Driver Hit Modifier to Driving Skill rolls
CRITICAL DA	MAGE
Turret Locked 🔲	Engine Hit
Sensor Hits	-11-2-3 [
Motive System Hits	+1+2+3
Stabiliz Front Left	ers Right [
Rear Turre	
NOTES	
NUIES	

LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

		ATTACK D	IRECTION	
2D6 Roll	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side †	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 194 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has no turnet, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Sift he attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turnet, a turnet hit strikes the armor he side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll

GAMES

2-5									
6-7	Minor damage; +1 modifier to all Driving Skill Rolls								
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all								
	Driving Skill Rolls								
10–11	10-11 Heavy damage; only half Cruising MP (round fractions up								
	+3 modifier to a	ll Driving Skill Rolls							
12+	Major damage;	no movement for the rest of	the game.						
	Vehicle is immob	oile.	· ·						
Attack Direction N	/lodifier:	Vehicle Type Modifiers:							
Hit from rear	+1	Tracked, Naval	+0						
Hit from the sides	+2	Wheeled	+2						
		Hovercraft, Hydrofoil	+3						

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

^{*}If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

TLETECH



CONVENTION	IAL IN	<u>J</u> FAI	<u>I</u> TR'	Y: PL	ATO	ON/	/ <u>P</u> O	INT	1														
Gunnery Skill: Anti-'Mech Skill:	_	30 X	29 28	27	26 25 K	24	23 22	2 21	20	Ř 1	8 17 Nover	16 nent	15 1 MP:	13	12	11 10	t	8 7		5	4	3 2	1
CONVENTION	IΔL IN	UFAN	ITR'	Y. PI	ATO	ON	/P0	INT	5	$\overline{}$						- /1							\equiv
Gunnery Skill: Anti-'Mech Skill:		30	29 28		26 25	11	23 22	_	7	Ř	8 17 Nover	16 N nent	15 1 MP:	13	12	11 10	t	8 7		5	*	3 2	
CONVENTION	IAL IN	JFAN	NTR'	Y: PL	ATO	ON/	/P0	NT	3														=
Gunnery Skill: Anti-'Mech Skill:	_	30 *	29 28		26 25 K	1	23 22		_	K	8 17	16 N ment	15 1 MP:	13	12	11 10	t	8 7		5	4 1	3 2	1
CONVENTION	IAL IN	JEAN	JTR'	Y: PL	ATO	ON	'PO	INT		_													
Gunnery Skill: Anti-'Mech Skill:			29 28		26 25 K		23 22		7	Ř 1	8 17	16 Nent	15 1	13	12	11 10	t	8 7		5	4	3 2	1
										10	IUVCI	litii	IVII .		_	i ype							
CONVENTION Gunnery Skill: Anti-'Mech Skill:	IAL IN		29 28		ATO 26 25	11	23 22		20	Ř 1	8 17	16 N	*	4 13	12	11 10	t	8 7		5	4 1	3 2	
CONVENTION	JAL II	VFAI	VTR	Y DA	MA	GE T	ABL	Ε															$\overline{}$
Rifl Mac	IT TYPE* , Ballistic e, Energy hine Gun SRM	8 8 17 16 15 14	5 15 8 6 16 4 14	27 26 14 14 8 7 15 15 13 13	13 7 14 12	24 23 12 12 7 6 13 13 12 11	11 6 12 11	11 6 12 10	20 1 10 1 6 5 11 1	0 9 5 5 1 10 9 9	17 9 5 10 8	BER OF 16 15 8 8 4 4 9 8 8 7	5 14 7 4 8 7	13 7 4 7 6	12 1: 6 6 3 3 7 6 6 5	5 5 3 3 6 6 5 5	9 8 5 4 3 2 5 4 4 4	2 2 1 4 1 3	3	5 4 3 2 1 1 3 2 2 2		2 1 1 1	1 1 0 1
*Damage is always applied in 2-point Damage Value groupings	LRM Flamer	13 12 14 14		11 11 13 12		10 10 12 11	11	9 10	9 8	_	7 8	7 6 8 7	6 7	6 6	5 5 6 5		4 2	3 3		2 2	1	1 1	0
									\equiv														
CONVENT	IONAL II	NFAN	TRY R	ANGE I	MODIF	ER TA	BLE			M	BUR	ST-FI	RE WI	EAPO	N DAI	MAGE	VS. C	ONVEI	NTION	IAL IN	IFAN	TRY	ABLE

WEAPON TYPE	RANGE IN HEXES (TO-HIT MODIFIER)											
	0	1	2	3	4	5	6	7	8	9		
Rifle, Ballistic	-2	0	+2	+4	_	_	_	_	_	_		
Rifle, Energy	-2	0	0	+2	+2	+4	+4	_	_	_		
Machine Guns	-2	0	+2	+4	_	_	_	_	_	_		
SRM	-1	0	0	+2	+2	+4	+4	_	_			
LRM	-1	0	0	0	+2	+2	+2	+4	+4	+4		
Flamer	-1	0	+2	+4	_	_	_	_	_	_		

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE* Direct Fire (Ballistic or Energy) Cluster (Ballistic)
Pulse** Cluster (Missile) Area-Effect (AE) Burst-Fire

Heat-Effect Weapons

NUMBER OF CONVENTIONAL TROOPERS HIT†

Damage Value / 10 + 1 Damage Value / 10 + 2 Damage Value / 5 Damage Value / .5 See Burst-Fire Weapons Table See Heat-Effect Weapons‡

*See Combat, p. 113 in Total Warfare, for weapon terminology.

**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round all fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in Other Combat Weapons and Equipment (see p. 129 in Total Warfare).

'MECHS, PROTOMECHS AND VEHICLES

WEAPON DAMAGE vs. CONVENTIONAL INFANTRY AP Gauss Rifle 2D6 Light Machine Gun 1D6 206 Machine Gun Heavy Machine Gun Small/Micro Pulse Laser 206 4D6 Flamer

BATTLE ARMOR

WEAPON DAMAGE vs. CONVENTIONAL INFANTRY Light Machine Gun 1D6/2 (round up) Machine Gun 1D6 Heavy Machine Gun 2D6 3D6 Flamer Light Recoilless Rifle 1D6 Medium Recoilless Rifle 2D6 2D6 Heavy Recoilless Rifle Light Mortar 1D6 Heavy Mortar 1D6 1D6/2 (round up) Automatic Grenade Launcher Heavy Grenade Launcher 1D6



BATTLETECH



BATTLE ARMOR RECORD SHEET

PATTLE ADMOD. COLLAD (DOINT 4		LEG ATTACKS TABLE
BATTLE ARMOR: SQUAD/POINT 1	1 % 00000000000000000000000000000000000	
Type: Anti-'Mech Skill:	The The	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
Ground MP: Other MP ():		4–6 O 3 +2
Weapons & Equip. Dmg Min Sht Med Ln		2 +5
	4 % 00000000000000000000000000000000000	1 +7
	5 6 0000000000000000000000000000000000	SWARM ATTACKS TABLE
	6 % 0 0000000000000000000000000000000	
Mechanized: Swarm: Leg: AP:	Armor: [_/_/_]	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
BATTLE ARMOR: SQUAD/POINT 2		4-6 +2 1-3 +5
Type:	1 0000000000000000000000000000000000000	13 13
Gunnery Skill: Anti-'Mech Skill: Ground MP: Other MP ():	2 % 0 0000000000000000000000000000000	SWARM ATTACK MODIFIERS TABLE
		ATTACKING ENEMY FRIENDLY MECHANIZED BATTL
Weapons & Equip. Dmg Min Sht Med Ln	y Was	BATTLE ARMOR ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6
	4 % 00000000000000000000000000000000000	6 +0 +0 +0 +0 +1 +2 5 +0 +0 +0 +1 +2 +3
	5 0000000000000000000000000000000000000	4 +0 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP:	6 0 000000000000000000000000000000000	3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6
	Armor:[/]	1 +2 +3 +4 +5 +6 +7
BATTLE ARMOR: SQUAD/POINT 3		BATTLE ARMOR EQUIPMENT
Туре:	1 0000000000000000000000000000000000000	Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill:		SITUATION* 'Mech prone -2
Ground MP: Other MP (): Weapons & Equip. Dmg Min Sht Med Ln		'Mech prone –2 'Mech or vehicle immobile –4
	4 6 00000000000000000000000000000000000	Vehicle –2
	5 % 00000000000000000000000000000000000	*Modifiers are cumulative
	100	SWARM ATTACKS HIT LOCATION TABLE
Mechanized: Swarm: Leg: AP:		
	Armor:(/)	2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION
BATTLE ARMOR: SQUAD/POINT 4	1 % 00000000000000000000000000000000000	2 Head Head 3 Rear Center Torso Front Right Torso
Type: Gunnery Skill: Anti-'Mech Skill:	_ \	4 Rear Right Torso Rear Center Torso 5 Front Right Torso Rear Right Torso
Ground MP: Other MP ():	2 1000000000000000000000000000000000000	6 Right Arm Front Right Torso 7 Front Center Torso Front Center Tors
Weapons & Equip. Dmg Min Sht Med Ln	3 % 00000000000000000000000000000000000	8 Left Arm Front Left Torso
	- [4 0 00000000000000000000000000000000	10 Rear Left Torso Rear Center Torso
	5 % 00000000000000000000000000000000000	11 Rear Center Torso Front Left Torso 12 Head Head
	6 0 0 0 0 0 0 0 0 0 0	
Mechanized: Swarm: Leg: AP:	Armor:	TRANSPORT POSITIONS TABLE
BATTLE ARMOR: SQUAD/POINT 5		TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type:	1 0000000000000000000000000000000000000	1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill: Anti-'Mech Skill:	2 \$\frac{1}{2} \cdot 0 0000000000000000000000000000000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: Other MP ():		5 Center Torso (rear) Rear 6 Center Torso Rear
Weapons & Equip. Dmg Min Sht Med Ln	9 10	TROOPER LARGE SUPPORT
	4 0000000000000000000000000000000000000	NUMBER VEHICLE LOCATION* 1 Pight Side (Unit 1 / Unit 2)
	5 % 00000000000000000000000000000000000	2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
Mechanized: Swarm: Leg: AP:	6 % 0 0000000000000000000000000000000000	4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

Armor:

	ŢM.	
BATTLET	ECH	EXTERNAL STORES/BOMBS
CONVENTIONAL FIGHTER	RECORD SHEET	
FIGHTER DATA Type: Thrust: Tech Base: Safe Thrust: Clan VSTOL STOL Inner Sphere	ARMOR DIAGRAM BAR: Nose Damage Threshold (Total Armor)()	Key:- HE - High Explosive LG - Laser Guided C - Cluster
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25) Qty Type Loc. Ht SRV MRV LRV ERV — —		RL - Rocket Launcher
Cost:BV:	Left Wing Damage Threshold (Total Armor) []	Right Wing Damage Threshold (Total Armor) ()
	Aft Damage Threshold (Total Armor)	00000 000000 00000000 0000000000 000000
CRITICAL DAMAGE Avionics +1 +2 +5 Engine 2 4 D FCS +2 +4 D Gear +5 Sensors +1 +2 +5 Life Support +2 VELOCITY RECORD		NID MAP STRIGHT MOVEMENT MINIMUM STRAIGHT MOVEMENT (IN HEXES) Y FIGHTER SMALL CRAFT AND FIXED WING SUPPORT VEHICLES 8
Turn # 1 2 3 4 5 Thrust Velocity Effective Velocity Altitude	6 7 8 9 10 11 12	48 68 52 74 bove 12 is not possible on ground maps.

SAF

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1–4	3
5–8	2
9–12	1
13+	0

18

19

20

Turn #

Thrust Velocity Effective Velocity Altitude 12

13

14

15

16

17

BATTLETECH EXTERNAL STORES/BOMBS							
AEROSPACE FIGHTER RI FIGHTER DATA Type: Thrust:	ARMOR DIAGRAM Nose Damage Threshold (Total Armor) —[] 0000000000000000000000000000000000	Key:- HE - High Explosive G - Laser Guided C - Cluster RL - Rocket Launche					
Cost: BV:	Left Wing Damage Threshold (Total Armor) [] OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	Right Wing Damage Threshold (Total Armor)					
CRITICAL DAMAGE	PILOT DATA Name: Piloting Skill: Piloting Skill:	### Table Company Comp					

BATTLETECH

ARMOR DIAGRAM

Standard Scale

137 (1 1 1 1 1 1	Nose Damage Threshold
AERODYNE SMALL CRAFT	T RECORD SHEET [Total Armor] —[]
Type:	00000 00000 00000
Thrust: Tonnage: Safe Thrust: Tech Base: Maximum Thrust: Clan	
Inner Sphere	
Weapons & Equipment Inventory Standard Scale (0-6) (6-12) (13-20) (21-25) Qty Type Loc. Ht SRV MRV LRV ERV — — — — — — — — — — — — — — — — — — —	
	00000 Structural 00000
	Left Wing Damage
	Threshold (Total Armer) Threshold (Total Armer)
Cost: BV:	
	000000000000000000000000000000000000000
NOTES	00000000000000000000000000000000000000
	29 28*
	Aft Damage 27* 26*
	Threshold (Total Armor) ()
CRITICAL DAMAGE	PILOT DATA HEAT DATA 23* 22* 21*
Avionics (+1) (+2) (+5) Engine (2) (4) (D)	Name: Heat Level* Effects Heat Sinks: 20* Gunnery Skill: Piloting Skill: 30 Shutdown () 19*
FCS (+2) (+4) (D) Gear (+5)	28 Ammo Exp. avoid on 8+ 27 Pilot Damage, avoid 1 2 3 4 5 6 17*
Sensors +1 +2 +5 Life +2	Consciousness # 3 5 7 10 11 Dead Consciousness # 3 5 7 10 11 Dead 26 Shutdown, avoid on 10+ 000 16 15* 25 25 25 25 25 25 25
VELOCITY RECORD	24 +4 Modifier to Fire OOO 13* 23 Ammo Exp. avoid on 6+ OOO 13*
Turn # 1 2 3 4 5 Thrust	22 Shutdown, avoid on 8+ 000 12 21 Pilot Damage, avoid 000 11 10* 20 Random Movement, 000 10*
Velocity Effective Velocity	avoid on 8+ OOO 9 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ Single 8*
Altitude	17 +3 Modifier to Fire Double 7 15 Random Movement,
Turn # 11 12 13 14 15 Thrust Velocity	16 17 18 19 20 14 Shutdown, avoid on 4+ 5* 4
Effective Velocity Altitude	10 Random Movement, avoid on 6+ 8 +1 Modifier to Fire 5 Random Movement,
	avoid on 5+



Nose

Standard Scale

SPHEROID SMALL CRAFT	RECORD SHEET	Damage Threshold (Total Armor)	•
Thrust:	COCCOCCOCC COCCOCC COCCOCCOCC COCCOCCOCC COCCOCC COCC COCC		Heat Scale Overflow 29 28* 27* 26* 25* 24*
CRITICAL DAMAGE	(Total Ar PILOT DATA	HEAT DATA	23*
Avionics	Name: Gunnery Skill: Piloting Skill: Hits Taken Consciousness #	Heat Level* Effects Heat Sinks: 30 Shutdown () 28 Ammo Exp. avoid on 8+ 27 Pilot Damage, avoid on 9+	21* 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2

BATTLET	Nose Damage Threshold	ARMOR DIAGRAM Standard Scale
	GAL WHITEPACE TO THE THIRD ALBERT PRINTED AND AND AND AND AND AND AND AND AND AN	(HT)
AERODYNE DROPSHIP DROPSHIP DATA Type: Tonnage: Thrust:	7	GAMES GAMES GAMES
Weapons & Equipment Inventory Capital Scale	Left Wing Damage Threshold Total Armor) Company Company	00000
NOTES VELOCITY RECORD	CREW DATA CRITICAL Avionics +1	+2 +5 Gear +5 +4 D Life Support +2 +2 +5 K-F Boom D Docking Collar D +2 +3 D
Turn # 1 2 3 4 5 Thrust Velocity Effective Velocity Altitude Turn # 11 12 13 14 15 Thrust Velocity Effective Velocity Effective Velocity		Heat Generation Per Arc Nose: Aft:eft Wing: Fwd: Fwd:

Altitude

Double

Aft:

		_E	TH		; -				Nose Damage Threshold (Total Armor)		\	DIAGRAM and Scale
S	PHEROID I	DROPSH	IP REC	ORD S	SHEE	Т						
DROPSHIP Type: Name: Thrust: Safe Thrust: Maximum Thrus:		Base:			-							<u> </u>
Weapons & Equ Capital Scale Standard Scale Bay	iipment Invento	ry 2) (13-24) (25-40) 1) (6-12) (13-20) V MRV LRV	(41-50) (1 (21-25) (1 ERV — — — — — — — — — — — — — — — — — — —	eft Damage Threshold fotal Armor							000000 000000 000000 000000 000000 00000	Right Damage Threshold (Total Armor)
							0000	00000		0000	000000	
Ammo:				4177								
Cost:	BV: _		\\	UL,	тм	1	10000			700000	Th	Damage reshold
NOTES			G Cr Pr	CREW unnery Sk Hits Taken Modifier rew: assengers: ther: Life Boa	DATA iil: 1 2 +1 +2	Piloting 3 4 +3 +4 Marines: Elementals Battle Arn	5 6 +5 Incp.		Avionics FCS Sensors Thrusters		+5 Gear D Life Support Support Collar	oom D
VELOCITY F	RECORD								Left	+1 +2	+3 🕒	
Turn # Thrust Velocity Effective Velocity Altitude	1 2	3 4	5 6	7	8	9	10		Right Engine HEAT	+1 +2 -1 -2 DATA	+3 D -3 -4 -	50
Turn # Thrust Velocity Effective Velocity Altitude	11 12	13 14	15 16	17	18	19	20		Heat Sinks(Single C	s: Heat		