

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
14 (140)



DROPSHIP DATA

Type: Leopard (3056)

Name: _____ Tonnage: 1,900
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 4 Rules Level: Standard
Maximum Thrust: 6

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	NOS	30	2 [20]	2 [20]	2 [20]	—
1	LRM 20 [12 rounds]*	NOS	6	2 [16]	2 [16]	2 [16]	—
3	Medium Pulse Laser	NOS	12	2 [18]	—	—	—
1	LRM 20 [12 rounds]*	LW/RW	6	2 [16]	2 [16]	2 [16]	—
2	ER Large Laser	LW/RW	24	2 [16]	2 [16]	2 [16]	—
1	Medium Pulse Laser	LW/RW	4	1 [6]	—	—	—
1	ER Large Laser	AFT	12	1 [8]	1 [8]	1 [8]	—
2	Medium Pulse Laser	AFT	8	1 [12]	—	—	—

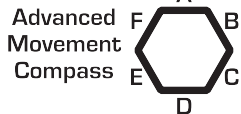
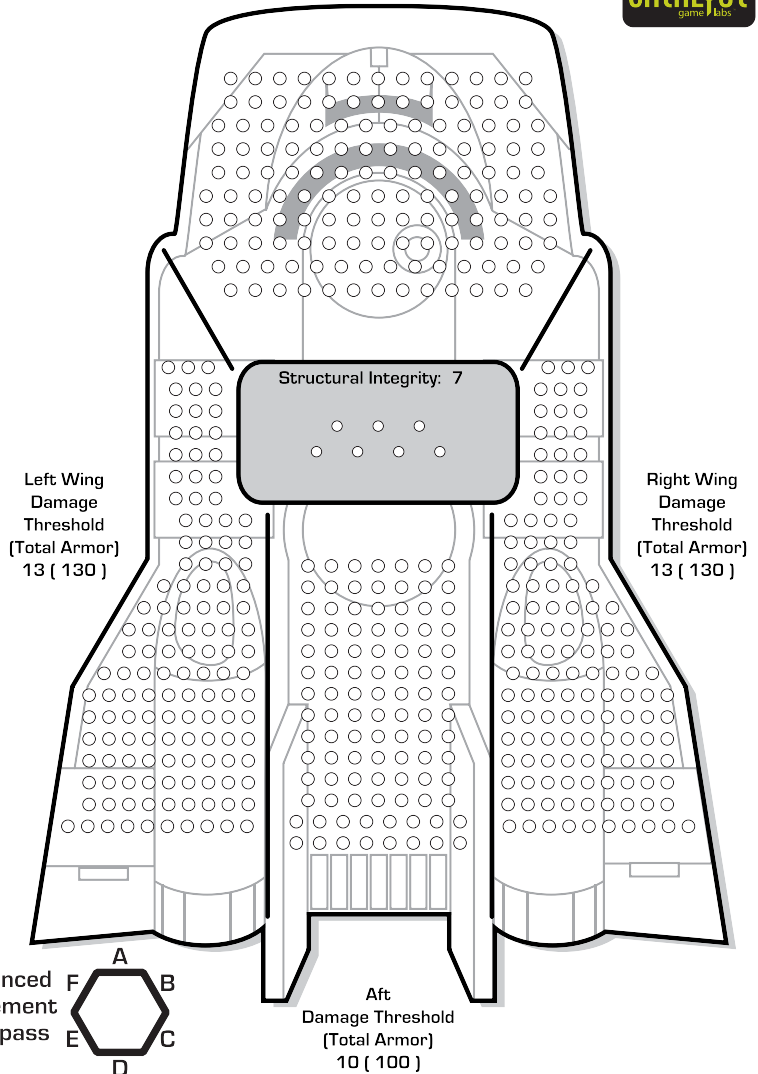
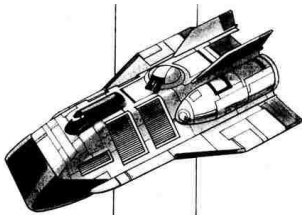
* w/ Artemis IV

Cargo:

Bay 1: Mech [4] (4 Doors)
Bay 2: Fighter [2] (2 Doors)
Bay 3: Cargo [72] (0 Doors)

Fuel Points: 4,000

BV: 3,376



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 21 Marines: 0
Passengers: 0 BattleArmor: 0
Other: 0
Life Boats/Escape Pods: 0/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
70	Nose: 48
(140)	Left/Right Wing: 34/34
	Left/Right Wing (Rear): 0/0
	Aft: 20

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale



Nose
Damage Threshold
(Total Armor)
29 (290)

DROPSHIP DATA

Type: Achilles [2721]

Name: _____ Tonnage: 4,500
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 8 Rules Level: Standard
Maximum Thrust: 12

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	NOS	30	2 [20]	2 [20]	2 [20]	—
2	LRM 15 [24 rounds]*	NOS	10	2 [24]	2 [24]	2 [24]	—
2	Large Pulse Laser,	NOS	28	3 [30]	2 [18]	—	—
	2 Medium Pulse Laser						
1	ER PPC	LW/RW	15	1 [10]	1 [10]	1 [10]	—
1	Gauss Rifle [16 rounds],	LW/RW	3	3 [29]	3 [29]	3 [29]	—
	2 Ultra AC/5 [60 rounds]						
2	LRM 15 [32 rounds]*	LW/RW	10	2 [24]	2 [24]	2 [24]	—
2	Medium Pulse Laser	LW/RW	8	1 [12]	—	—	—
1	ER PPC [R]	LW/RW	15	1 [10]	1 [10]	1 [10]	—
1	Ultra AC/5 [20 rounds]	LW/RW	1	1 [7]	1 [7]	1 [7]	—
	[R]						
1	Large Pulse Laser, [R]	LW/RW	18	2 [21]	1 [9]	—	—
	2 Medium Pulse Laser						
2	Ultra AC/5 [40 rounds]	AFT	2	1 [14]	1 [14]	1 [14]	—
1	LRM 10 [12 rounds]*	AFT	4	1 [8]	1 [8]	1 [8]	—
2	Medium Pulse Laser	AFT	8	1 [12]	—	—	—

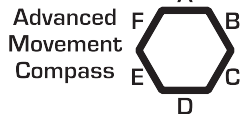
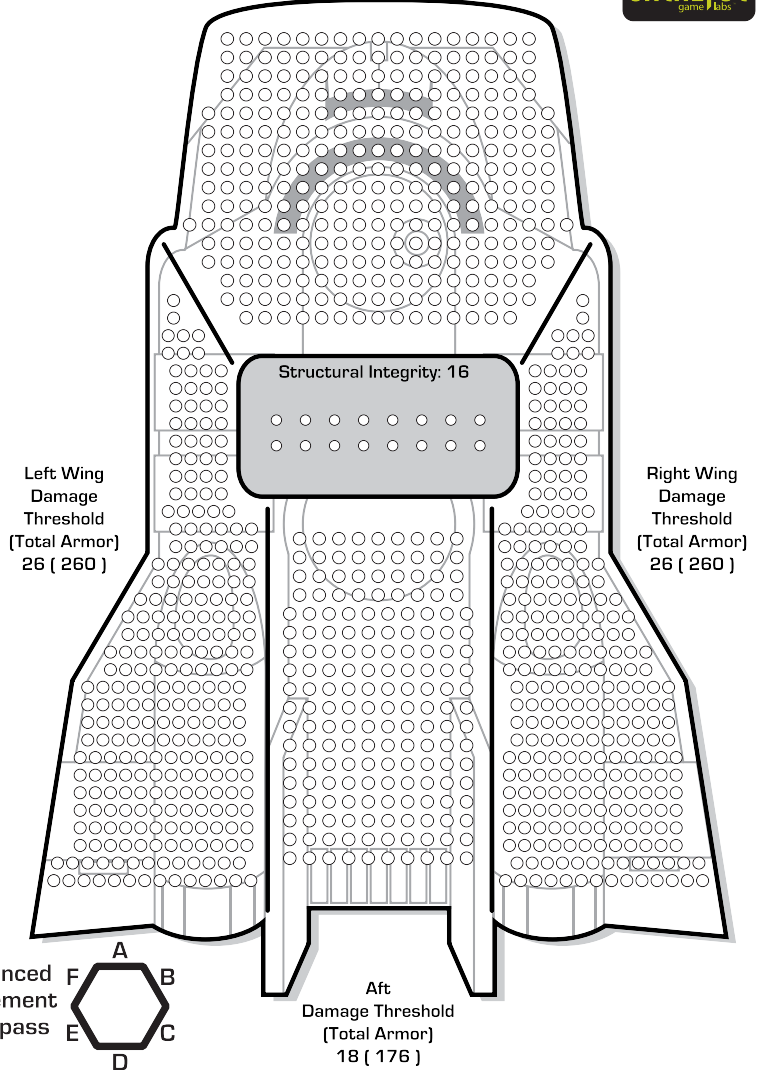
* w/ Artemis IV

Cargo:

Bay 1: Fighter [2] [1 Door]
Bay 2: Infantry [Foot] [5] [0 Doors]
Bay 6: Cargo [467.5] [1 Door]

Fuel Points: 9,000

BV: 8,470



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 72 Marines: 0
Passengers: 0 BattleArmor: 0
Other: 0

Life Boats/Escape Pods: 1/4

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
124	Nose: 68
(248)	Left/Right Wing: 38/38
	Left/Right Wing (Rear): 35/35
	Aft: 16

BATTLETECH™

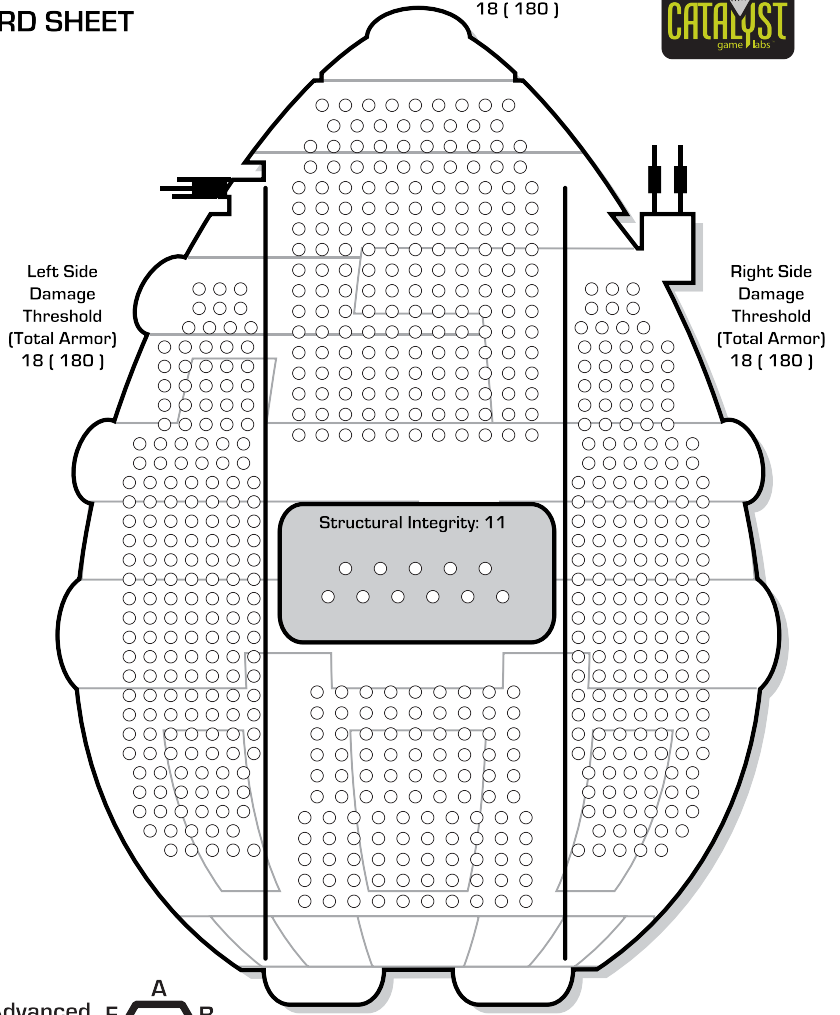
SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale



Nose Damage Threshold
[Total Armor]
18 (180)



DROPSHIP DATA

Type: Union (2708)

Name: _____ Tonnage: 3,600
 Thrust: _____ Tech Base: Inner Sphere
 SafeThrust: 3 Rules Level: Standard
 Maximum Thrust: 5

Weapons & Equipment Inventory

Standard Scale		[1-6] (7-12) [13-20] [21-25]					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	PPC	NOS	10	1	[10]	1	[10]
2	AC/5 (20 rounds)	NOS	2	1	[10]	1	[10]
2	LRM 20 (24 rounds)	NOS	12	2	[24]	2	[24]
2	Medium Laser	NOS	6	1	[10]	-	-
1	PPC	FLS/FRS	10	1	[10]	1	[10]
2	AC/5 (40 rounds)	FLS/FRS	2	1	[10]	1	[10]
2	LRM 20 (24 rounds)	FLS/FRS	12	2	[24]	2	[24]
2	Medium Laser	FLS/FRS	14	2	[18]	1	[8]
1	Large Laser						
2	Medium Laser	ALS/ARS	14	2	[18]	1	[8]
1	Large Laser						
2	Medium Laser	AFT	14	2	[18]	1	[8]
1	Large Laser						

Cargo:

Bay 1: Mech (4) (2 Doors)
 Bay 2: Mech (8) (2 Doors)
 Bay 3: Fighter (2) (2 Doors)
 Bay 4: Cargo (74.5) (2 Doors)

Fuel Points: 6,450

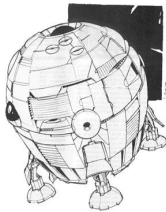
BV: 3,864



Advanced Movement
Compass



Aft Damage Threshold
[Total Armor]
11 (104)



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 42 Marines: 0
 Passengers: 0 BattleArmor: 0
 Other: 0
 Life Boats/Escape Pods: 0/7

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **90** Heat Generation Per Arc:
 Nose: 30
 Left/Right Fore: 38/38
 Left/Right Aft: 14/14
 Aft: 14

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold
[Total Armor]
31 (310)



DROPSHIP DATA

Type: Nekohono'o (Standard)

Name: _____ Tonnage: 16,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 5 Rules Level: Standard
Maximum Thrust: 8

Weapons & Equipment Inventory

Capital Scale	Loc	Ht	SRV	MRV	LRV	ERV
3 Kraken T (30 missiles)	NOS	150	30	30	30	30

Standard Scale [1-6] (7-12) [13-20] [21-25]

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	MRM 40 (36 rounds)	NOS	24	5 (48)	5 (48)	-	-
5	Streak SRM 6 (75 rounds)	NOS	20	6 (60)	-	-	-
3	MRM 30 (32 rounds)	FLS/FRS	30	5 (54)	5 (54)	-	-
2	Gauss Rifle (32 rounds)	FLS	2	3 (30)	3 (30)	3 (30)	-
2	LRM 20 (36 rounds) *	FLS/FRS	12	3 (32)	3 (32)	3 (32)	-
5	ER PPC	FLS/FRS	75	5 (50)	5 (50)	5 (50)	-
5	LB 10-X AC (200 rounds)	ALS/ARS	10	5 (50)	5 (50)	-	-
3	Streak SRM 4 (75 rounds)	ALS/ARS	9	2 (24)	-	-	-
3	ER Medium Laser	ALS/ARS	15	2 (15)	2 (15)	-	-
1	Screen Launcher (20 rounds)	ALS/ARS	10	2 (15)	-	-	-
2	Gauss Rifle (8 rounds)	FRS	2	3 (30)	3 (30)	3 (30)	-
7	Large Pulse Laser	AFT	70	6 (63)	6 (63)	-	-

* w/Artemis IV

Cargo:

Bay 1: Fighter (6) [2 Doors]
Bay 2: Small Craft (9) [2 Doors]
Bay 3: Battle Armor (27) [2 Doors]
Bay 7: Cargo (1,601.5) [2 Doors]

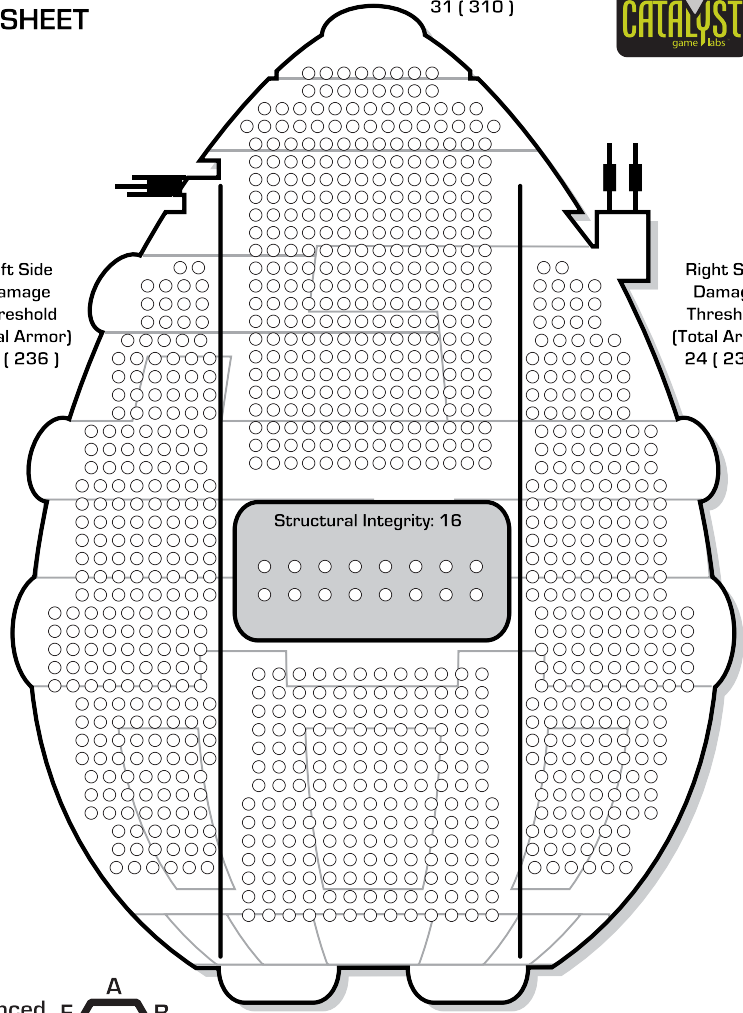
Fuel Points: 12,000

BV: 30,731



Left Side Damage Threshold
[Total Armor]
24 (236)

Right Side Damage Threshold
[Total Armor]
24 (236)



Structural Integrity: 16

Advanced Movement Compass



Aft Damage Threshold
[Total Armor]
18 (175)

PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 243 Marines: 0
Passengers: 0 BattleArmor: 0
Other: 0
Life Boats/Escape Pods: 0/6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	2	-3	-4	-5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
295	Nose: 194
(590)	Left/Right Fore: 119/119
	Left/Right Aft: 44/44
	Aft: 70

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JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
1 (7)

Fore-Right Damage
Threshold (Total Armor)
1 (7)

JUMPSHIP DATA

Type: Invader Jumpship (2631)
Name: _____ **Tonnage:** 152,000
Thrust: _____ **Tech Base:** Inner Sphere
 Station Keeping Only **Rules Level:** Advanced

Weapons & Equipment Inventory

Standard Scale	Loc	Ht	[1-6]	[7-12]	[13-20]	[21-25]
Qty Type			SRV	MRV	LRV	ERV
1 Large Laser	FLS/FRS	8	1 (8)	1 (8)	-	-

Grav Decks:

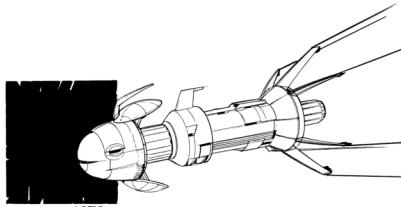
Grav Deck #1: 65-meters

Cargo:

Bay 1: Small Craft [2] (2 Doors)
 Bay 2: Cargo [262] (1 Door)
 Bay 3: Cargo [262] (1 Door)

Fuel Points: 250

BV: 811

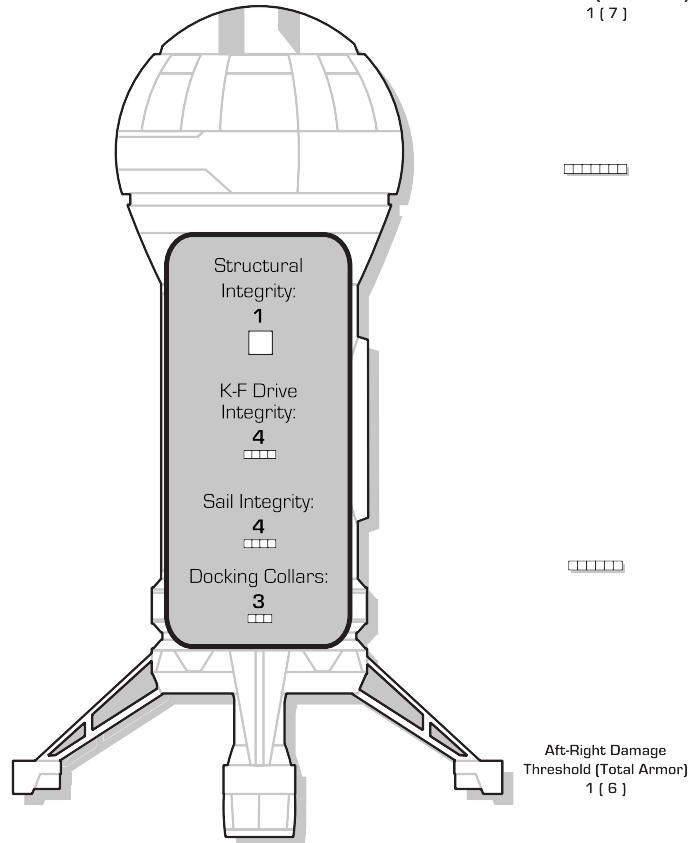


Fore-Left Damage
Threshold (Total Armor)
1 (7)

Aft-Left Damage
Threshold (Total Armor)
1 (6)

Aft-Right Damage
Threshold (Total Armor)
1 (6)

Aft Damage Threshold
(Total Armor)
1 (5)



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 34 Marines: 0
 Passengers: 0 BattleArmor: 0
 Other: 0
 Life Boats/Escape Pods: 0/6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	0			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **116**
 Heat Generation Per Arc:
 Nose: 0
 Left/Right Fore: 8/8
 Left/Right Aft: 0/0
 Aft: 0

BATTLETECH™

JUMPSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
1 (8)

Fore-Right Damage
Threshold (Total Armor)
1 (8)

JUMPSHIP DATA

Type: Magellan Jumpship [2960]
Name: _____ **Tonnage:** 175,000
Thrust: _____ **Tech Base:** Inner Sphere
 Station Keeping Only **Rules Level:** Advanced

Weapons & Equipment Inventory

Standard Scale		[1-6]	[7-12]	[13-20]	[21-25]		
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 20 [12 rounds]*	NOS	6	2 [16]	2 [16]	2 [16]	—
2	Anti-Missile System [24 rounds]	NOS	2	1 [6]	—	—	—
2	Anti-Missile System [24 rounds]	FLS/FRS	2	1 [6]	—	—	—
1	ER Large Laser	FLS/FRS	12	1 [8]	1 [8]	1 [8]	—
1	Large Pulse Laser	FLS/FRS	10	1 [9]	1 [9]	—	—
2	Anti-Missile System [24 rounds]	ALS/ARS	2	1 [6]	—	—	—
1	ER Large Laser	ALS/ARS	12	1 [8]	1 [8]	1 [8]	—
1	Large Pulse Laser	ALS/ARS	10	1 [9]	1 [9]	—	—
1	LRM 20 [12 rounds]*	AFT	6	2 [16]	2 [16]	2 [16]	—
2	Anti-Missile System [24 rounds]	AFT	2	1 [6]	—	—	—

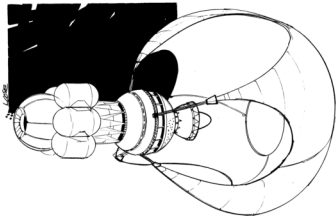
* w/ Artemis IV

Cargo:

- Bay 1: Small Craft [1] [1 Door]
- Bay 4: Infantry [Foot] [5] [0 Doors]
- Bay 6: Cargo [127.5] [1 Door]
- Bay 7: Cargo [127] [1 Door]

Fuel Points: 6,000
 Features LF Battery, Mobile HPG, MASH

BV: 1,772

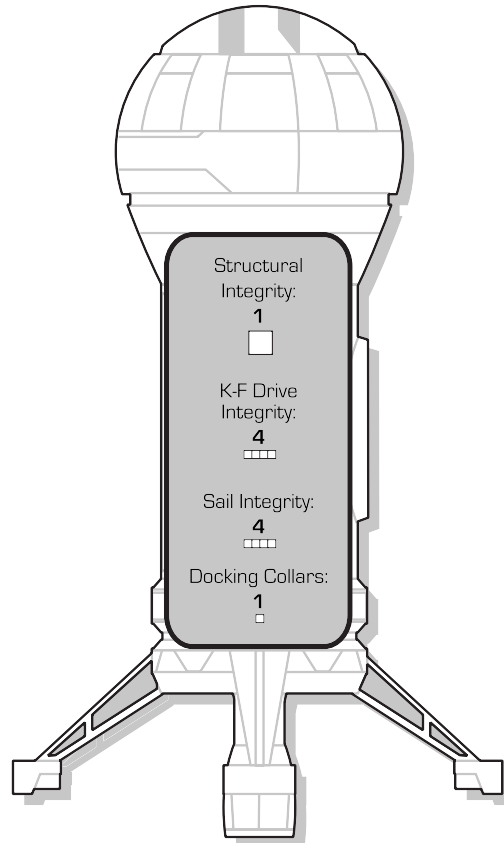


Fore-Left Damage
Threshold (Total Armor)
1 (8)

Aft-Left Damage
Threshold (Total Armor)
1 (7)

Aft-Right Damage
Threshold (Total Armor)
1 (7)

Aft Damage Threshold
(Total Armor)
1 (7)



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 65 Marines: 0
 Passengers: 5 BattleArmor: 0
 Other: 0
 Life Boats/Escapes Pods: 8/0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	0			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: **110** Heat Generation Per Arc:
 Nose: 8
 Left/Right Fore: 24/24
 Left/Right Aft: 24/24
 Aft: 8

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

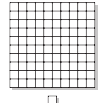
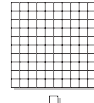
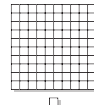
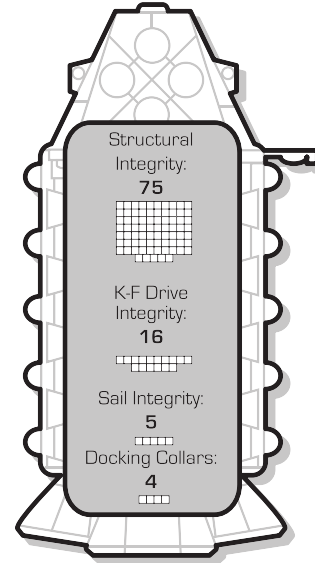
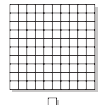
Capital Scale



Fore-Right Damage Threshold (Total Armor)
11 (101)

Nose Damage Threshold (Total Armor)
10 (91)

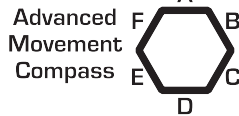
Fore-Left Damage Threshold (Total Armor)
11 (101)



Aft-Left Damage Threshold (Total Armor)
11 (101)

Aft-Right Damage Threshold (Total Armor)
11 (101)

Aft Damage Threshold (Total Armor)
10 (91)



WARSHIP DATA

Type: Aegis Heavy Cruiser (2582)

Name: _____ Tonnage: 750,000
 Thrust: _____ Tech Base: Inner Sphere
 SafeThrust: 2 Rules Level: Advanced
 Maximum Thrust: 3

Weapons & Equipment Inventory

Capital Scale	[1-12]	[13-24]	[25-40]	[41-50]		
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/35 (20 rounds)	NOS	240	70	70	-	-
3 White Shark (30 missiles)	FLS/FRS	45	9	9	9	9
2 NAC/35 (20 rounds)	FLS/FRS	240	70	70	-	-
3 NL55	LBS/RBS	255	16	16	16	16
2 NAC/35 (20 rounds)	LBS/RBS	240	70	70	-	-
2 NAC/35 (20 rounds)	LBS/RBS	240	70	70	-	-
3 NAC/20 (30 rounds)	LBS/RBS	180	60	60	60	-
3 NAC/20 (30 rounds)	LBS/RBS	180	60	60	60	-
1 Barracuda (10 missiles)	LBS/RBS	10	2	2	2	2
3 NL55	ALS/ARS	255	16	16	16	16
3 NAC/20 (30 rounds)	ALS/ARS	180	60	60	60	-
3 NAC/20 (30 rounds)	ALS/ARS	180	60	60	60	-
1 Barracuda (10 missiles)	ALS/ARS	10	2	2	2	2
4 NL45	AFT	280	18	18	18	18
2 White Shark (20 missiles)	AFT	30	6	6	6	6
2 NAC/35 (20 rounds)	AFT	240	70	70	-	-
2 NAC/35 (20 rounds)	AFT	240	70	70	-	-

Grav Decks:

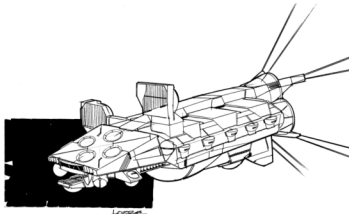
Grav Deck #1: 90-meters Grav Deck #2: 90-meters

Cargo:

Bay 1: Small Craft (10) [2 Doors]
 Bay 2: Fighter (18) [4 Doors]
 Bay 3: Cargo (85,854.5) [1 Door]

Fuel Points: 2,500
 Features LF Battery

BV: 187,814



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 361 Marines: 0
 Passengers: 0 BattleArmor: 0
 Other: 0
 Life Boats/Escape Pods: 20/0

CRITICAL DAMAGE

Avionics [+1 +2 +5] Life Support [+2]
 CIC [2 4 0]
 Sensors [+1 +2 +5]
 Thrusters
 Left [+1 +2 +3 0]
 Right [+1 +2 +3 0]
 Engine [-1 2 -3 -4 -5 0]

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 2046 (4092)
 Heat Generation Per Arc:
 Nose: 240
 Left/Right Fore: 285/285
 Left/Right Aft: 625/625
 Aft: 790

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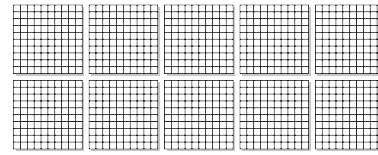
WARSHIP RECORD SHEET

ARMOR DIAGRAM

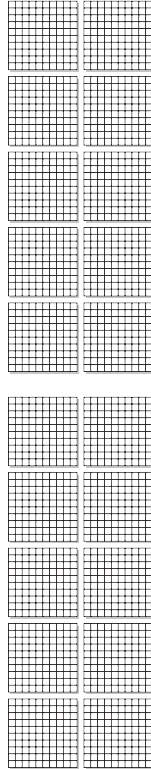
Capital Scale



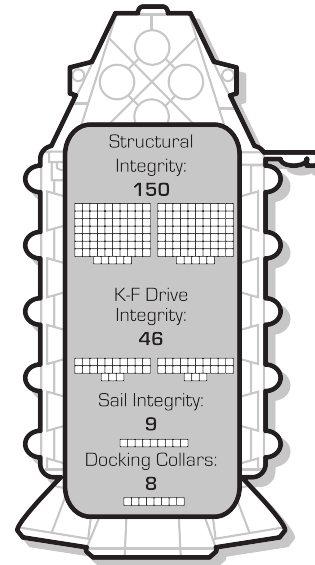
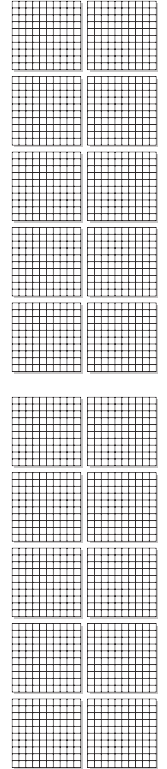
Nose Damage Threshold
(Total Armor)
100 (1000)



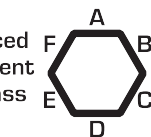
Fore-Left Damage
Threshold (Total Armor)
100 (1000)



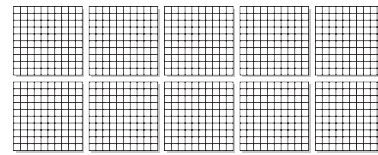
Fore-Right Damage
Threshold (Total Armor)
100 (1000)



Aft-Left Damage
Threshold (Total Armor)
100 (1000)



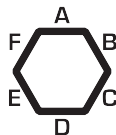
Aft Damage Threshold
(Total Armor)
100 (1000)



Aft-Right Damage
Threshold (Total Armor)
100 (1000)



Advanced
Movement
Compass



Aft Damage Threshold
(Total Armor)
100 (1000)

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	2	4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	2	-3	-4	-5	D

HEAT DATA

Heat Sinks:	Heat Generation Per Arc:
9500 (19000)	Nose: 2554
	Left/Right Fore: 2352/2352
	Left/Right Aft: 1477/1477
	Aft: 1178

WARSHIP DATA

Type: Leviathan II Battleship (Standard)
 Name: _____ Tonnage: 2,400,000
 Thrust: _____ Tech Base: Clan
 SafeThrust: 3 Rules Level: Advanced
 Maximum Thrust: 5

Weapons & Equipment Inventory

Capital Scale [1-12][13-24][25-40][41-50]

Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Heavy NGauss (200 rounds)	NOS	36	60	60	60	60
2 NAC/30 (200 rounds)	NOS	200	60	60	60	—
7 Medium NPPC	NOS	945	63	63	63	63
1 AR10 (3000 ton capacity)	NOS	20	*	*	*	*
12 NL55	NOS	1020	66	66	66	66
7 Medium NPPC	FLS/FRS	945	63	63	63	63
12 NL55	FLS/FRS	1020	66	66	66	66
2 NAC/30 (200 rounds)	FLS/FRS	200	60	60	60	—
1 AR10 (3000 ton capacity)	FLS/FRS	20	*	*	*	*
2 Medium NGauss (200 rounds)	LBS/RBS	30	50	50	50	50
12 NL55	LBS/RBS	1020	66	66	66	66
12 NL55	LBS/RBS	1020	66	66	66	66
2 NAC/30 (200 rounds)	ALS/ARS	200	60	60	60	—
12 NL55	ALS/ARS	1020	66	66	66	66
1 AR10 (3000 ton capacity)	ALS/ARS	20	*	*	*	*
7 Medium NPPC	AFT	945	63	63	63	63
1 AR10 (3000 ton capacity)	AFT	20	*	*	*	*

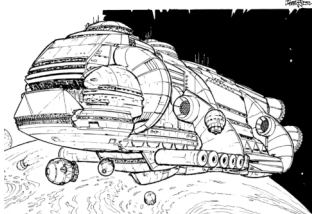
AR10 Munitions	Tons	Loc	Ht	SRV	MRV	LRV
Killer Whale	50	20	4	4	4	4
White Shark	40	15	3	3	3	3
Barracuda	30	10	2	2	2	2

Standard Scale on Reverse

Cargo:
 Bay 1: Fighter (150) (8 Doors)
 Bay 2: Fighter (150) (8 Doors)
 Bay 14: Cargo (50,293) (10 Doors)

Fuel Points: 38,250
 Features LF Battery, Mobile HPG

BV: 389,268



PILOT DATA

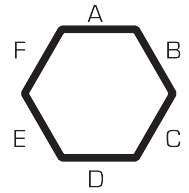
Gunnery Skill: 4	Piloting Skill: 5
Hits Taken	1 2 3 4 5 6
Modifier	+1 +2 +3 +4 +5 Incp.
Crew: 1770	Marines: 0
Passengers: 0	Elementals: 225
Other: 0	
Life Boats/Escape Pods: 150/150	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

Advanced
Movement
Compass



WARSHIP DATA (Cont.)

Type: **Leviathan II Battleship (Standard)**

Name: _____

Weapons & Equipment Inventory (Cont.)

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
10	ER Large Laser,	NOS	170	17 (170)	17 (170)	10 (100)	10 (100)
10	ER Medium Laser						
5	Medium Pulse Laser,	NOS	70	9 (85)	9 (85)	5 (50)	—
5	Large Pulse Laser						
8	Gauss Rifle (600 rounds)	NOS	8	12 (120)	12 (120)	12 (120)	—
10	ATM 12 (500 rounds)	NOS	80	15 (150)	10 (100)	5 (50)	5 (50)
5	Anti-Missile System (1008 rounds)	NOS	5	2 (15)	—	—	—
10	ER Medium Laser	FLS/FRS	50	7 (70)	7 (70)	—	—
5	Medium Pulse Laser	FLS/FRS	20	4 (35)	4 (35)	—	—
10	ATM 12 (500 rounds)	FLS/FRS	80	15 (150)	10 (100)	5 (50)	5 (50)
3	Streak SRM 6 (300 rounds)	FLS/FRS	12	4 (36)	4 (36)	—	—
5	Anti-Missile System (1008 rounds)	FLS/FRS	5	2 (15)	—	—	—
5	ER PPC	LBS/RBS	75	8 (75)	8 (75)	8 (75)	—
10	ER Large Laser	LBS/RBS	120	10 (100)	10 (100)	10 (100)	10 (100)
5	Medium Pulse Laser,	LBS/RBS	70	9 (85)	9 (85)	5 (50)	—
5	Large Pulse Laser						
6	LRM 20 (600 rounds)*	LBS/RBS	36	10 (96)	10 (96)	10 (96)	—
10	ATM 12 (500 rounds)	LBS/RBS	80	15 (150)	10 (100)	5 (50)	5 (50)
3	Streak SRM 6 (300 rounds)	LBS/RBS	12	4 (36)	4 (36)	—	—
10	ER Large Laser	ALS/ARS	120	10 (100)	10 (100)	10 (100)	10 (100)
5	Medium Pulse Laser	ALS/ARS	20	4 (35)	4 (35)	—	—
10	ATM 12 (500 rounds)	ALS/ARS	80	15 (150)	10 (100)	5 (50)	5 (50)
3	Streak SRM 6 (300 rounds)	ALS/ARS	12	4 (36)	4 (36)	—	—
5	Anti-Missile System (1008 rounds)	ALS/ARS	5	2 (15)	—	—	—
8	Gauss Rifle (600 rounds)	AFT	8	12 (120)	12 (120)	12 (120)	—
10	ER Medium Laser	AFT	50	7 (70)	7 (70)	—	—
5	Medium Pulse Laser,	AFT	70	9 (85)	9 (85)	5 (50)	—
5	Large Pulse Laser						
10	ATM 12 (500 rounds)	AFT	80	15 (150)	10 (100)	5 (50)	5 (50)
5	Anti-Missile System (1008 rounds)	AFT	5	2 (15)	—	—	—

* w/Artemis IV

Grav Decks:

Grav Deck #1: 185-meters	Grav Deck #5: 95-meters
Grav Deck #2: 185-meters	Grav Deck #6: 95-meters
Grav Deck #3: 95-meters	Grav Deck #7: 95-meters
Grav Deck #4: 95-meters	Grav Deck #8: 95-meters

ADVANCED MOVEMENT

A vector is active if thrust is applied while the unit is facing that hexside. A vector is inactive if the unit spends no thrust to move through that hexside.

Each time a unit spends thrust, note down that number on the record sheet in the appropriate vector (the vector of the unit's facing). Next, determine the effect of spending thrust by consolidating the active vectors.

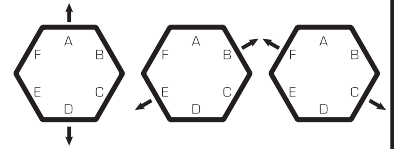
First, consolidate any active opposing vectors (see Opposing Vectors diagram) by subtracting the lowest thrust value from both vectors, reducing one vector to 0.

Next, consolidate the oblique vectors (see Oblique Vectors diagram). When any pair of oblique vectors is active, subtract the lowest of the two thrust values from both vectors (or from both if they are equal), reducing one (or both) oblique vectors to 0, and add the same value to the thrust value of the vector in between.

After consolidating all vectors, a unit should have no more than two active vectors.

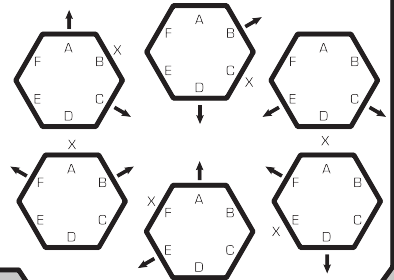
OPPOSING VECTORS

If both vectors marked with arrows are active, subtract an equal amount from both until only one of them is active.



OBLIQUE VECTORS

If both vector markers are active, subtract an equal amount from both and add that amount to vector X.



VELOCITY RECORD

Unit: _____

#	Thrust	Facing	Velocity						Fuel
			A	B	C	D	E	F	
1	_____	_____	/	/	/	/	/	/	_____
2	_____	_____	/	/	/	/	/	/	_____
3	_____	_____	/	/	/	/	/	/	_____
4	_____	_____	/	/	/	/	/	/	_____
5	_____	_____	/	/	/	/	/	/	_____
6	_____	_____	/	/	/	/	/	/	_____
7	_____	_____	/	/	/	/	/	/	_____
8	_____	_____	/	/	/	/	/	/	_____
9	_____	_____	/	/	/	/	/	/	_____
10	_____	_____	/	/	/	/	/	/	_____
11	_____	_____	/	/	/	/	/	/	_____
12	_____	_____	/	/	/	/	/	/	_____
13	_____	_____	/	/	/	/	/	/	_____
14	_____	_____	/	/	/	/	/	/	_____
15	_____	_____	/	/	/	/	/	/	_____
16	_____	_____	/	/	/	/	/	/	_____
17	_____	_____	/	/	/	/	/	/	_____
18	_____	_____	/	/	/	/	/	/	_____
19	_____	_____	/	/	/	/	/	/	_____
20	_____	_____	/	/	/	/	/	/	_____

BATTLETECH™

SPACE STATION RECORD SHEET

ARMOR DIAGRAM

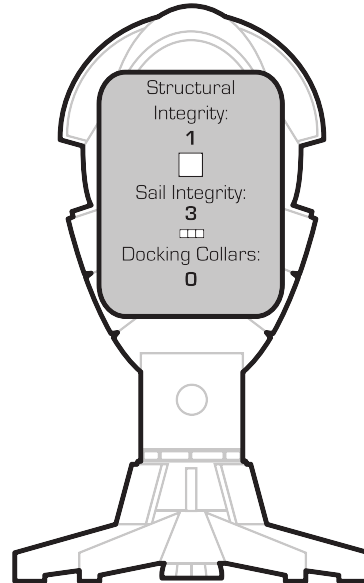
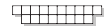
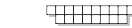
Capital Scale



Nose Damage Threshold
(Total Armor)
2 (18)

Fore-Right Damage
Threshold (Total Armor)
2 (18)

Fore-Left Damage
Threshold (Total Armor)
2 (18)



Aft-Left Damage
Threshold (Total Armor)
2 (18)



Aft-Right Damage
Threshold (Total Armor)
2 (18)

Aft Damage Threshold
(Total Armor)
2 (18)

STATION DATA

Type: Drake SDS Control Station (Standard)
Name: _____ **Tonnage:** 12,000
Thrust: _____ **Tech Base:** Inner Sphere
 Station Keeping Only **Rules Level:** Advanced

Weapons & Equipment Inventory

Capital Scale [1-12][13-24][25-40][41-50]

Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 Swordfish (20 missiles)	NOS	15	4	-	-	-

Standard Scale [1-6] (7-12)[13-20][21-25]

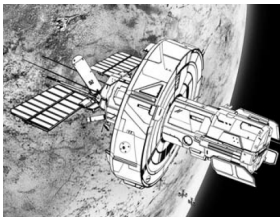
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER Large Laser	NOS	24	2 [16]	2 [16]	2 [16]	-
2	MML B (76 rounds)*	NOS	10	3 [14]	1 [14]	1 [14]	-
6	Medium Pulse Laser	NOS	24	4 [36]	-	-	-
2	Anti-Missile System (48 rounds)	NOS	2	1 [6]	-	-	-
1	Screen Launcher (20 rounds)	NOS	10	2 [15]	-	-	-
2	ER Large Laser	FLS/FRS	24	2 [16]	2 [16]	2 [16]	-
2	MML B (76 rounds)*	FLS/FRS	10	3 [14]	1 [14]	1 [14]	-
6	Medium Pulse Laser	FLS/FRS	24	4 [36]	-	-	-
2	ER Large Laser	ALS/ARS	24	2 [16]	2 [16]	2 [16]	-
2	MML B (76 rounds)*	ALS/ARS	10	3 [14]	1 [14]	1 [14]	-
6	Medium Pulse Laser	ALS/ARS	24	4 [36]	-	-	-
1	Screen Launcher (20 rounds)	ALS/ARS	10	2 [15]	-	-	-
2	ER Large Laser	AFT	24	2 [16]	2 [16]	2 [16]	-
2	MML B (76 rounds)*	AFT	10	3 [14]	1 [14]	1 [14]	-
6	Medium Pulse Laser	AFT	24	4 [36]	-	-	-
2	Anti-Missile System (48 rounds)	AFT	2	1 [6]	-	-	-

Grav Decks:
Grav Deck #1: 600-meters

Cargo:
Bay 1: Naval Repair Facility Unpressurized [5,000] (1 Door)
Bay 2: Small Craft [4] (2 Doors)
Bay 3: Cargo [3,820.5] (1 Door)

Fuel Points: 5,000
Features Direct Tactical Analysis Control (DTAC) System, Naval Comm-Scanner Suite (Large)

BV: 4,425



PILOT DATA

Gunnery Skill: 4 Piloting Skill: 5

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

Crew: 115 Marines: 0
 Passengers: 0 BattleArmor: 12
 Other: 0
 Life Boats/Escape Pods: 15/0

CRITICAL DAMAGE

Avionics [+1] [+2] [+5] Life Support [+2]
 CIC [2] [4] [0]
 Sensors [+1] [+2] [+5]
 Thrusters
 Left [+1] [+2] [+3] [0]
 Right [+1] [+2] [+3] [0]

HEAT DATA

Heat Sinks: **120**
(240)

Heat Generation Per Arc:
 Nose: 85
 Left/Right Fore: 58/58
 Left/Right Aft: 68/68
 Aft: 60

NOTES