BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Leopard (3056)

Name: _____
Thrust:
SafeThrust: 4
Maximum Thrust: 6

Tonnage: 1,900
Tech Base: Inner Sphere
Rules Level: Standard

Weapons & Equipment Inventory

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

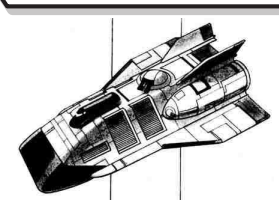
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	NOS	30	2 (20)	2 (20)	2 (20)	—
1	LRM 20 (12 rounds)*	NOS	6	2 (16)	2 (16)	2 (16)	—
3	Medium Pulse Laser	NOS	12	2 (18)	—	—	—
1	LRM 20 (12 rounds)*	LW/RW	6	2 (16)	2 (16)	2 (16)	—
2	ER Large Laser	LW/RW	24	2 (16)	2 (16)	2 (16)	—
1	Medium Pulse Laser	LW/RW	4	1 (6)	—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

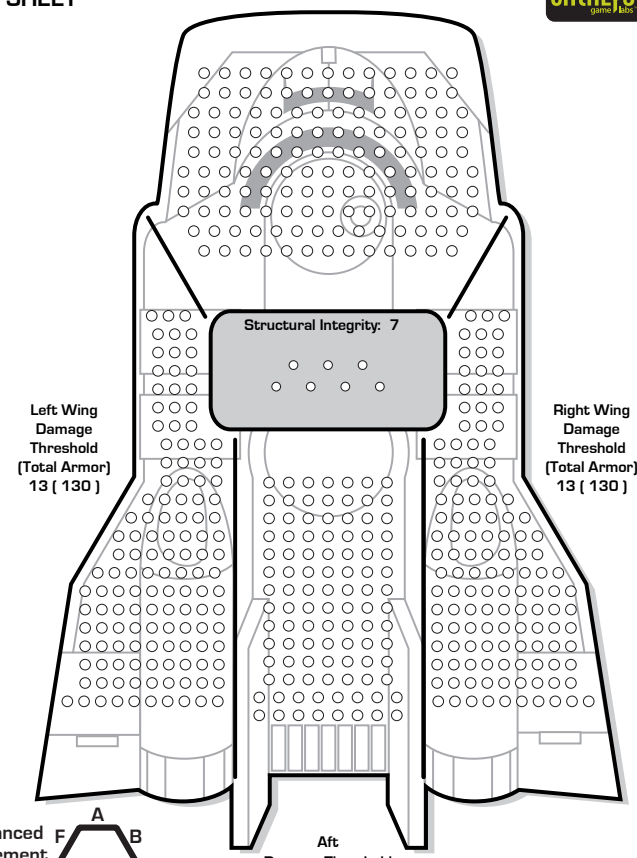
BV: 3,376



ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
14 (140)



Left Wing
Damage
Threshold
(Total Armor)
13 (130)

Right Wing
Damage
Threshold
(Total Armor)
13 (130)

Aft
Damage Threshold
(Total Armor)
10 (100)

Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

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

Crew: 21
Passengers: 0
Other: 0
Marines: 0
BattleArmor: 0

Life Boats/Escape Pods: 0/2

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:
70
(140)

Heat Generation Per Arc:

Nose:	48
Left/Right Wing:	34/34
Left/Right Wing (Rear):	0/0
Aft:	20

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1 attacking air target	+2
Target is conducting air-to-ground attack	-3
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+2
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

STRAIGHT MOVEMENT

Velocity	Low Altitude Map	Ground Map
1	1	8
2	1	16
3	1	24
4	2	32
5	2	40
6	2	48
7	3	56
8	3	64
9	3	72
10	4	80
11	4	88
12	4	96
13-15	5	-
16+	6	-

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5

RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

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

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

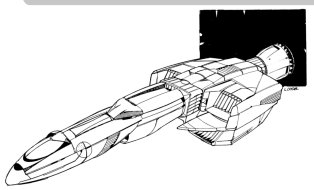
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	NOS	30	2 [20]	2 [20]	2 [20]	—
2	LRM 15 [24 rounds]*	NOS	10	2 [24]	2 [24]	2 [24]	—
2	Large Pulse Laser, 2 Medium Pulse Laser	NOS	28	3 [30]	2 [18]	—	—
1	ER PPC	LW/RW	15	1 [10]	1 [10]	1 [10]	—
1	Gauss Rifle [16 rounds], 2 Ultra AC/5 [60 rounds]	LW/RW	3	3 [29]	3 [29]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

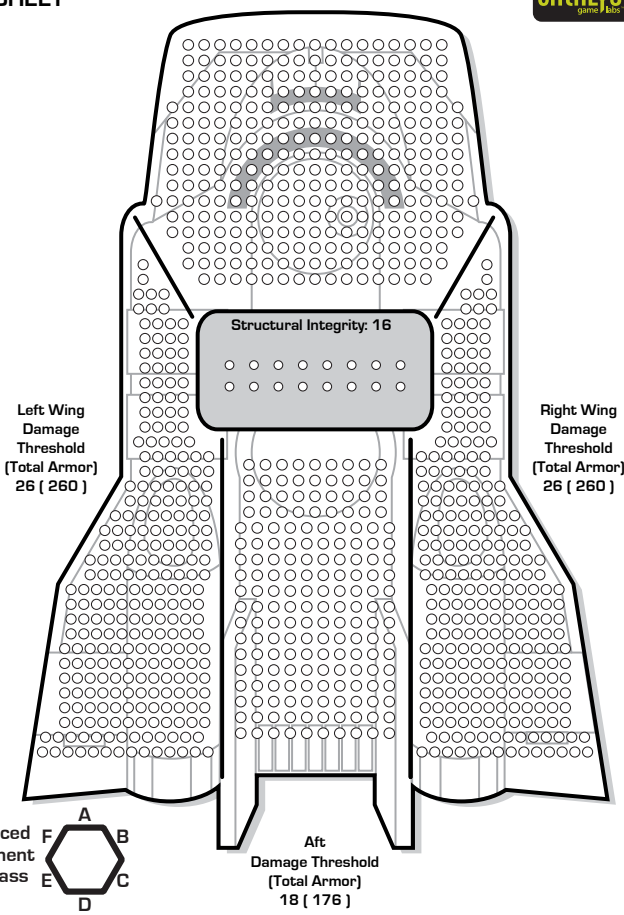
BV: 8,470



ARMOR DIAGRAM

Standard Scale

Nose
Damage Threshold
(Total Armor)
29 (290)



Left Wing
Damage
Threshold
(Total Armor)
26 (260)

Right Wing
Damage
Threshold
(Total Armor)
26 (260)

Aft
Damage Threshold
(Total Armor)
18 (176)

Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Sinks: **124 (248)**

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

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										

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1 attacking air target	+2
Target is conducting air-to-ground attack	-3
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+2
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

STRAIGHT MOVEMENT

Velocity	Low Altitude Map	Ground Map
1	1	8
2	1	16
3	1	24
4	2	32
5	2	40
6	2	48
7	3	56
8	3	64
9	3	72
10	4	80
11	4	88
12	4	96
13-15	5	-
16+	6	-

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5

RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

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

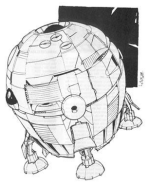
Standard Scale

Qty	Type	Loc	Ht	SRV (1-6)	MRV (7-12)	LRV (13-20)	ERV (21-25)
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 [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 [24]	—
2	Medium Laser, 1 Large Laser	FLS/FRS	14	2 [18]	1 [8]	—	—
2	Medium Laser, 1 Large Laser	ALS/ARS	14	2 [18]	1 [8]	—	—
2	Medium Laser, 1 Large Laser	AFT	14	2 [18]	1 [8]	—	—

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]

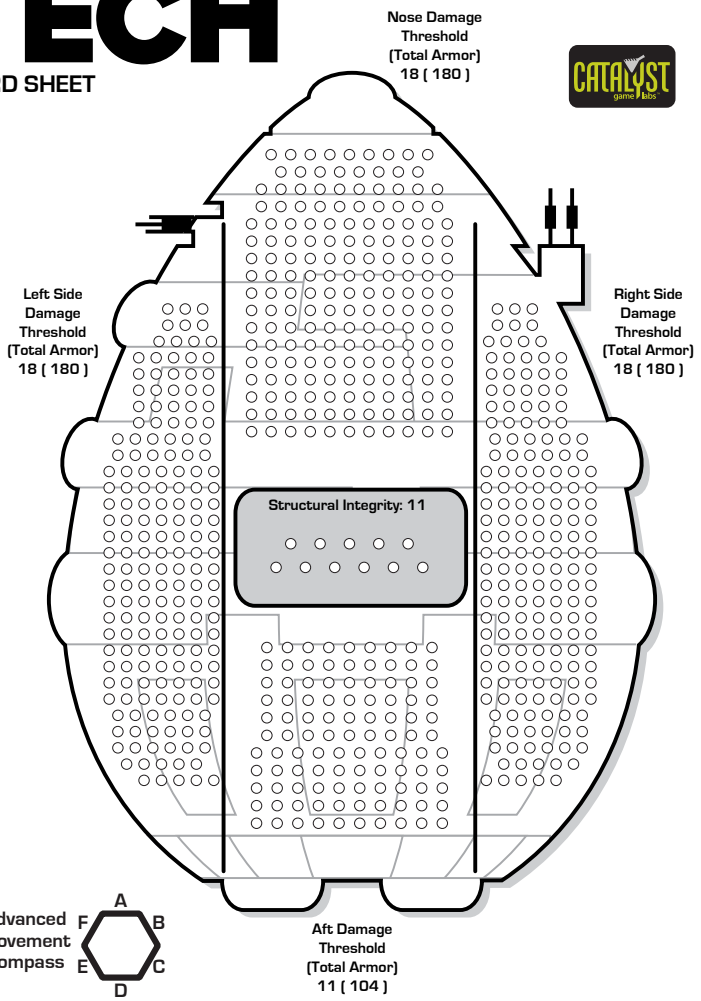
Fuel Points: 6,450

BV: 3,864



ARMOR DIAGRAM

Standard Scale



Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

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

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Striking	+2	2-5

RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1 attacking air target	+2
Target is conducting air-to-ground attack	-3
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation

- Movement
  - Roll more than once in a turn
  - Use thrust > current SI
  - Velocity > 2x safe thrust in atmosphere
  - Stalling
  - Descending 3+ altitudes in a turn
- Damage
  - Avionics critical
  - Control critical
  - Damaged in atmosphere

Modifiers

Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+3
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

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

Bay	Loc	Ht	SRV (1-12)	MRV (13-24)	LRV (25-40)	ERV (41-50)
3 Kraken T (30 missiles)	NOS	150	30	30	30	30

Standard Scale

Qty Type	Loc	Ht	SRV (1-6)	MRV (7-12)	LRV (13-20)	ERV (21-25)
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)	—	—

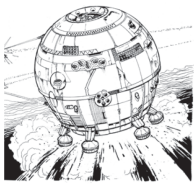
* w/Artemis IV

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



ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold (Total Armor) 31 (310)

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

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

Structural Integrity: 16

Aft Damage Threshold (Total Armor) 18 (175)

Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

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: 295 (590)

Heat Generation Per Arc:

Nose:	194
Left/Right Fore:	119/119
Left/Right Aft:	44/44
Aft:	70

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1 attacking air target	+2
Target is conducting air-to-ground attack	-3
Target is at zero velocity	-2
Capital scale weapon vs. target less than 500 tons	+5
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+3
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Striking	+2	2-5

RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

BATTLETECH™

JUMPSHIP RECORD SHEET

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 (1-6) (7-12) (13-20) (21-25)

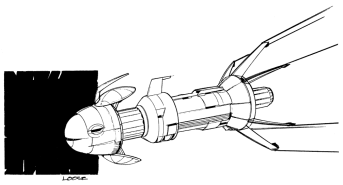
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large Laser	FLS/FRS	8	1 [8]	1 [8]	—	—

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



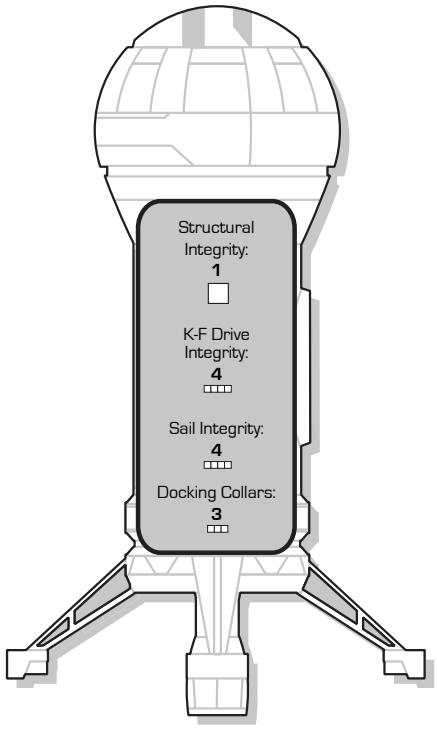
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
1 [7]

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

Fore-Right 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: _____ Piloting Skill: _____

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 D
Sensors +1 +2 +5
Thrusters
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: **116**

Heat Generation Per Arc:

Nose:	0
Left/Right Fore:	8/8
Left/Right Aft:	0/0
Aft:	0

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
CIC damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Damage	
Avionics critical	
Control critical	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensor
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft Side/Broadside Weapon
8	Nose/Sensor	Aft/Engine	Aft Side/
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft Side/Aft Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

BATTLETECH™

JUMPSHIP RECORD SHEET

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)

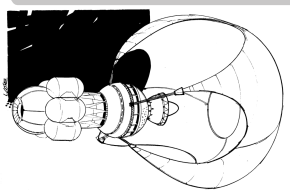
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 20 (12 rounds)*	NOS	6	2 (16)	2 (16)	2 (16)	—
2	Anti-Missile System (24 rounds)	NOS	2	1 (6)	—	—	—
2	Anti-Missile System (24 rounds)	FLS/FRS	2	1 (6)	—	—	—
1	ER Large Laser	FLS/FRS	12	1 (8)	1 (8)	1 (8)	—
1	Large Pulse Laser	FLS/FRS	10	1 (9)	1 (9)	—	—
2	Anti-Missile 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, MASH Equipment (1 theater), Mobile HPG

BV: 1,772



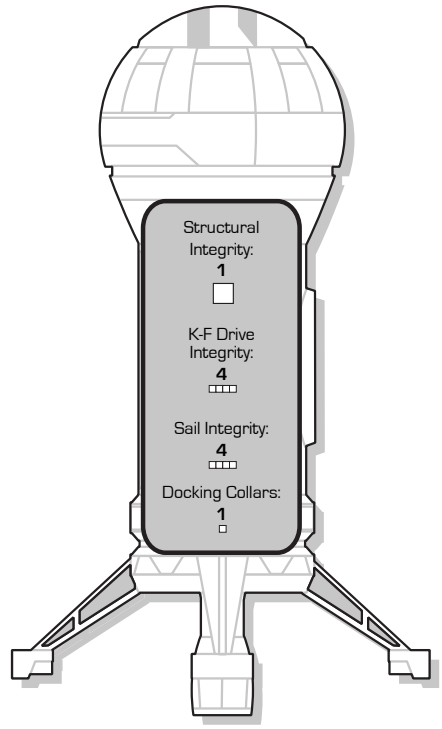
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
1 (8)

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

Fore-Right 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: _____ Piloting Skill: _____

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/Escape Pods: 8/0

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

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
CIC damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Damage	
Avionics critical	
Control critical	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit

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

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensor
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft Side/Broadside Weapon
8	Nose/Sensor	Aft/Engine	Aft Side/
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft Side/Aft Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

BATTLETECH™

WARSHIP RECORD SHEET

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)

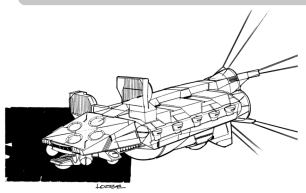
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/35 (20 rounds)	NOS	240	70	70	—	—
3 White Shark (30 missiles)	FLS/FRS	45	9	9	9	9
2 NAC/35 (20 rounds)	FLS/FRS	240	70	70	—	—
3 NL55	LBS/RBS	255	16	16	16	16
2 NAC/35 (20 rounds)	LBS/RBS	240	70	70	—	—
2 NAC/35 (20 rounds)	LBS/RBS	240	70	70	—	—
3 NAC/20 (30 rounds)	LBS/RBS	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



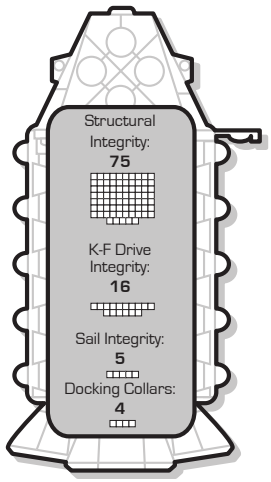
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor) 10 (91)

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

Fore-Right 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)

Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

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	D		
Sensors	+1	+2	+5		
Thrusters					
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: 2046 (4092)

Heat Generation Per Arc:

Nose:	240
Left/Right Fore:	285/285
Left/Right Aft:	625/625
Aft:	790

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Target is at zero velocity	-2
Capital scale weapon vs. target less than 500 tons	+5
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
CIC damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Damage	
Avionics critical	
Control critical	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensor
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft Side/Broadside Weapon
8	Nose/Sensor	Aft/Engine	Aft Side/
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft Side/Aft Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex
	left 2 hexsides
2	Forward 1 hex
	left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex
	right 1 hexside
6	Forward 1 hex
	right 2 hexsides

BATTLETECH™

WARSHIP RECORD SHEET

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	*	*	*	*

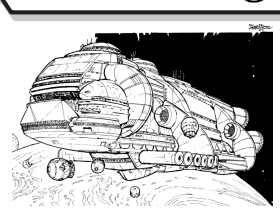
AR10 Munitions	Tons	Loc	Ht	SRV	MRV	LRV
Killer Whale	50	20	4	4	4	4
White Shark	40	15	3	3	3	3
Barracuda	30	10	2	2	2	2

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



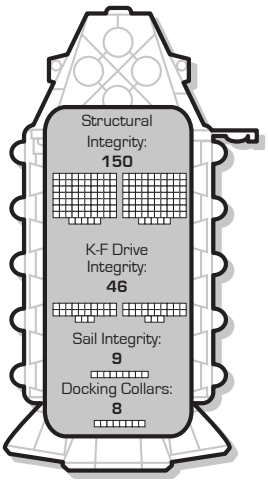
ARMOR DIAGRAM

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

Aft Damage Threshold (Total Armor) 100 (1000)

Advanced Movement Compass

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

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

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

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: 9500 (19000)

Heat Generation Per Arc:

Nose:	2554
Left/Right Fore:	2352/2352
Left/Right Aft:	1477/1477
Aft:	1178

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Target is at zero velocity	-2
Capital scale weapon vs. target less than 500 tons	+5
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
CIC damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation	
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Damage	
Avionics critical	
Control critical	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1

CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensor
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft Side/Broadside Weapon
8	Nose/Sensor	Aft/Engine	Aft Side/
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft Side/Aft Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

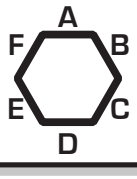
RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex
	left 2 hexsides
2	Forward 1 hex
	left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex
	right 1 hexside
6	Forward 1 hex
	right 2 hexsides

BATTLETECH™

WARSHIP RECORD SHEET (REVERSE)

Advanced Movement Compass



%s DATA (Cont.)

Type: Leviathan II Battleship (Standard)
Name: _____

Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
Qty Type	Loc	Ht	SRV	MRV	LRV	ERV
10 ER Large Laser, 10 ER Medium Laser	NOS	170	17 (170)	17 (170)	10 (100)	10 (100)
5 Medium Pulse Laser, 5 Large Pulse Laser	NOS	70	9 (85)	9 (85)	5 (50)	—
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, 5 Large Pulse Laser	LBS/RBS	70	9 (85)	9 (85)	5 (50)	—
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, 5 Large Pulse Laser	AFT	70	9 (85)	9 (85)	5 (50)	—
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 #2: 185-meters
Grav Deck #3: 95-meters
Grav Deck #4: 95-meters
Grav Deck #5: 95-meters
Grav Deck #6: 95-meters
Grav Deck #7: 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.

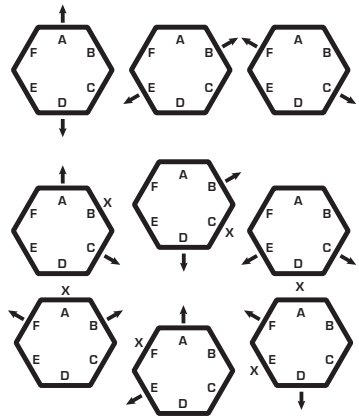
After consolidating all vectors, a unit should have no more than two active vectors.

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

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

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BATTLETECH™

SPACE STATION RECORD SHEET

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 9 (78 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 9 (78 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 9 (78 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 9 (78 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)	—	—	—

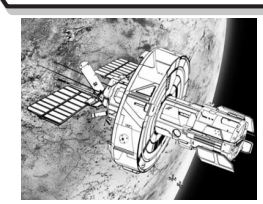
* w/Artemis IV

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 DTAC (1 drone), Naval Comm-Scanner Suite (Large)

BV: 4,425



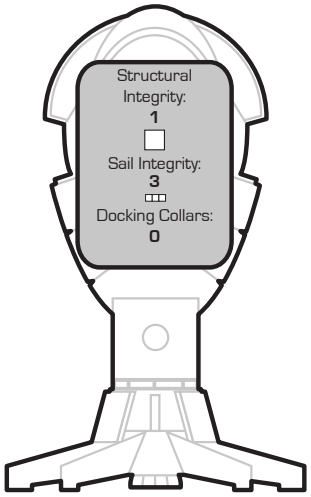
ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold (Total Armor)
2 (18)

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

Fore-Right 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)

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

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 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D

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

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
CIC damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	+2

CONTROL ROLL TABLE

Situation
Damage
Avionics critical
Control critical
Modifiers

Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensor
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft Side/Broadside Weapon
8	Nose/Sensor	Aft/Engine	Aft Side/
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft Side/Aft Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine