

BATTLETECH™

VTOL RECORD SHEET

VEHICLE DATA

Type: Warrior Attack Helicopter H-7F

Movement Points:

Cruising: 10

Flanking: 15

Movement Type: VTOL

Engine Type: 70 Fuel Cell

Tonnage: 21

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

| Qty | Type | Loc | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----------|-----|-----|-----|-----|
| 1 | Ultra AC/2 | FR | 2/Sht | 3 | 8 | 17 | 25 |
| | | | [DB,R/C] | | | | |
| 1 | TAG | FR | [E] | — | 5 | 9 | 15 |
| 1 | SRM 2 (I-OS) | FR | 2/Msl | — | 3 | 6 | 9 |
| | | | [M,C,S] | | | | |

Ammo: (Ultra AC/2) 45

Quirks: VTOL Rotor Arrangement (Co-Axial)

CREW DATA

Crew: _____

Gunnery Skill: _____

Driving Skill: _____

Co-Pilot Hit

+1

Pilot Hit

+2

Modifier to all skill rolls

Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer*

+3

Engine Hit

Sensor Hits

+1

+2

+3

D

Stabilizers

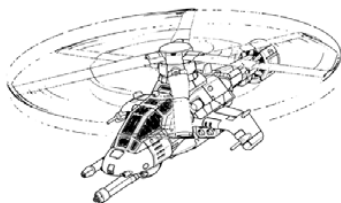
Front

Left

Right

Rear

*Move at Cruising speed only



ARMOR DIAGRAM

Ferro-Fibrous

Front Armor
(10)

Rotor
Armor
(2)

Left Side Armor (8)

Right Side Armor (8)

Rear Armor
(7)



VTOL COMBAT VEHICLE HIT LOCATION

| | FRONT | ATTACK DIRECTION REAR | SIDES |
|-----|---------------------|--------------------------|---------------------|
| 2* | Front (critical) | Rear (critical) | Side (critical) |
| 3 | Rotors† | Rotors† | Rotors† |
| 4 | Turret‡ | Turret‡ | Turret‡ |
| 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.

‡ If the VTOL has no turret, a turret strike hits Rotors†

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 |
|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Elevation | | | | | | | | | | | | | | | |

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS

-1 or lower

0

1-2

3

4+

TYPES OF PHYSICAL ATTACKS ALLOWED

None

All except Punch

All except Kick

Club and Physical Weapons Only

None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

| | FRONT | SIDE | LOCATION HIT REAR | ROTORS | TURRET |
|-----|--------------------|--------------------|----------------------|-----------------------|--------------------|
| 2-5 | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit | No Critical Hit |
| 6 | Copilot Hit | Weapon Malfunction | Cargo/Infantry Hit | Rotor Damage | Stabilizer |
| 7 | Weapon Malfunction | Cargo/Infantry Hit | Weapon Malfunction | Rotor Damage | Turret Jam |
| 8 | Stabilizer | Stabilizer | Stabilizer | Rotor Damage | Weapon Malfunction |
| 9 | Sensors | Weapon Destroyed | Weapon Destroyed | Flight Stabilizer Hit | Turret Locks |
| 10 | Pilot Hit | Engine Hit | Sensors | Flight Stabilizer Hit | Weapon Destroyed |
| 11 | Weapon Destroyed | Rotors Destroyed | Ammunition** | Engine Hit | Ammunition** |
| 12 | Crew Killed | Fuel Tank* | Fuel Tank* | Rotors Destroyed | Turret Blown Off |

*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.