

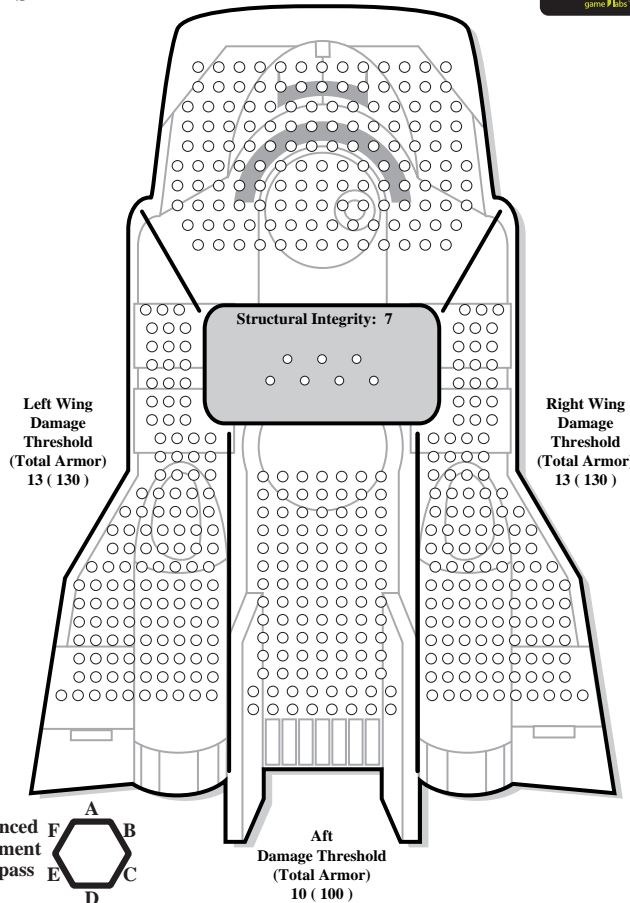
AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale



Nose
Damage Threshold
(Total Armor)
14 (140)



DROPSHIP DATA

Type: Leopard Coromodir Corsairs

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

Weapons & Equipment Inventory

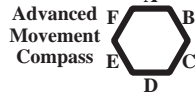
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	PPC	NOS	20	2	(20)	2	(20)
1	LRM 20 (12 rounds)	NOS	6	1	(12)	1	(12)
3	Medium Laser	NOS	9	2	(15)	—	—
1	LRM 20 (12 rounds)	LW/RW	6	1	(12)	1	(12)
1	Medium Laser	LW/RW	19	3	(21)	2	(16)
2	Large Laser	—	—	—	—	—	—
2	Medium Laser	AFT	14	2	(18)	1	(8)
1	Large Laser	—	—	—	—	—	—

Cargo:

Bay 1: Mech (4) (4 Doors)
Bay 2: Cargo (34) (0 Doors)
Bay 6: Mech (2) (2 Doors)

Fuel Points: 5,480

BV: 2,854



PILOT DATA

Gunnery Skill:	_____	Piloting Skill:	_____
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 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:	Heat Generation Per Arc:
80	Nose: 35
	Left/Right Wing: 25/25
	Left/Right Wing (Rear): 0/0
	Aft: 14

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Attacker flying at altitude 1	+2
attacking air target	
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
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	+1/point
safe thrust	

STRAIGHT MOVEMENT

Low Altitude		
Velocity	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		

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										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side	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

SPHEROID DROPSHIP RECORD SHEET

ARMOR DIAGRAM

Standard Scale



Nose Damage
Threshold
(Total Armor)
18 (180)

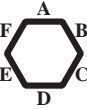
Left Side
Damage
Threshold
(Total Armor)
18 (180)

Right Side
Damage
Threshold
(Total Armor)
18 (180)

Structural Integrity: 11

Aft Damage
Threshold
(Total Armor)
11 (104)

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: 38 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

HEAT DATA

Heat Sinks: **90**

Heat Generation Per Arc:

Nose:	30
Left/Right Fore:	38/38
Left/Right Aft:	14/14
Aft:	14

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Attacker flying at altitude 1	+2
attacking air target	
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
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	+1/point
safe thrust	

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		

DROPSHIP DATA

Type: Union Coromodir Corsairs
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	—
2	AC/5 (20 rounds)	NOS	2	1	(10)	1	—
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	—
2	AC/5 (40 rounds)	FLS/FRS	2	1	(10)	1	—
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: Cargo (74.5) (2 Doors)
Bay 7: Cargo (300) (1 Door)

Fuel Points: 6,450

BV: 3,864



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										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side	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



DROPSHIP DATA

Type: Union (2708) "Union2"
Name: _____ Tonnage: 3,600
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 3 Rules Level: Standard
Maximum Thrust: 5

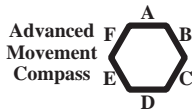
Weapons & Equipment Inventory

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



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						

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										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side	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

Nose Damage
Threshold
(Total Armor)
18 (180)

Left Side
Damage
Threshold
(Total Armor)
18 (180)

Right Side
Damage
Threshold
(Total Armor)
18 (180)

Structural Integrity: 11

Aft Damage
Threshold
(Total Armor)
11 (104)

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

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Attacker flying at altitude 1	+2
attacking air target	
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
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		



DROPSHIP DATA

Type: Mule - Espinosa Custom Silver Ibex
Name: _____ Tonnage: 11,200
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	AC/5 (40 rounds)	NOS	1	1 (5)	1 (5)	—	—
1	Medium Laser	NOS	3	1 (5)	—	—	—
2	Small Laser	NOS	2	1 (6)	—	—	—
1	SRM 6 (15 rounds)	FLS/FRS	4	1 (8)	—	—	—
2	Medium Laser	FLS/FRS	6	1 (10)	—	—	—
1	Medium Laser, 1 Large Laser	ALS/ARS	11	2 (13)	1 (8)	—	—
1	Medium Laser, 1 Large Laser	AFT	11	2 (13)	1 (8)	—	—

Cargo:

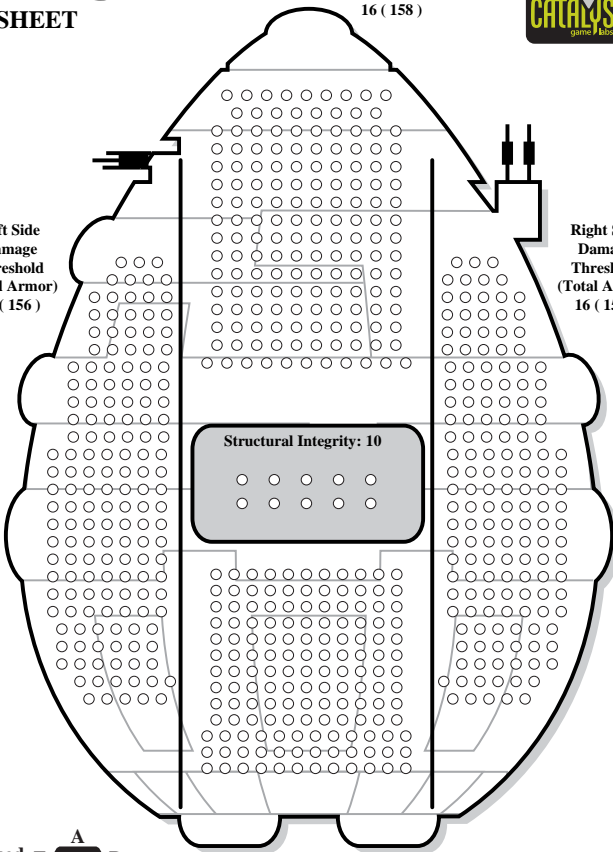
Bay 1: Cargo (2,928.5) (2 Doors)
Bay 2: Mech (12) (2 Doors)
Bay 3: Heavy Vehicle (24) (2 Doors)
Bay 4: Infantry (Mechanized) (96) (1 Door)
Bay 5: Fighter (6) (1 Door)

Fuel Points: 9,570

BV: 2,015



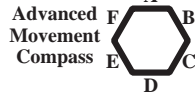
Left Side
Damage
Threshold
(Total Armor)
16 (156)



Right Side
Damage
Threshold
(Total Armor)
16 (156)

Structural Integrity: 10

Aft Damage
Threshold
(Total Armor)
15 (146)



PILOT DATA

Gunnery Skill: _____		Piloting Skill: _____				
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.
Crew:	332	Marines:				0
Passengers:	0	BattleArmor:				0
Other:	0					
Life Boats/Escape Pods: 2/2						

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				
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:
121	Nose: 6
	Left/Right Fore: 10/10
	Left/Right Aft: 11/11
	Aft: 11

TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Attacker flying at altitude 1	+2
attacking air target	
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
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

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										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side	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

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: 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



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

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

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

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

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

HEAT DATA

Heat Sinks: 116

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

ARMOR DIAGRAM

Capital Scale



TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+2
Attack against nose	+1
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
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										

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HIT LOCATION TABLE

Die Roll (2D6)	Nose	Aft	Side
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/Grav Deck
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		