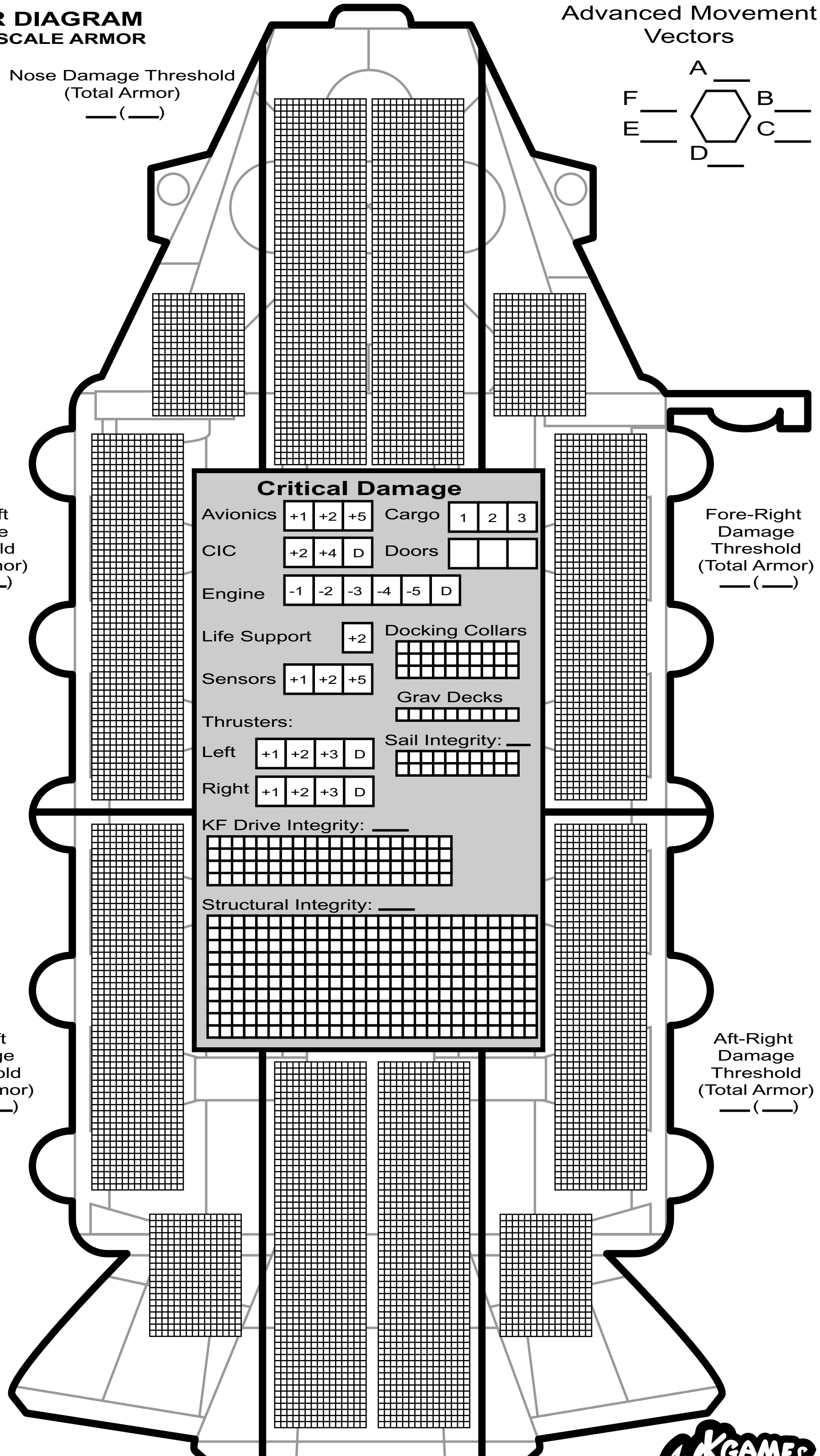
AEROTECH 2™

WARSHIP RECORD SHEET

ARMOR DIAGRAM
CAPITAL SCALE ARMOR

Advanced Movement Vectors

A ___ B ___ C ___ D ___ E ___ F ___



BV: ___
Cost: ___

WK GAMES

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Fuel																				

Vessel Data

Type: ___ Tonnage: ___
Name: ___ Affiliation: ___
Thrust: Technology Base:
Safe Thrust: ___ ☐ Clan
Maximum Thrust: ___ ☐ Inner Sphere
Fighters/Small Craft: ___ / ___ Launch Rate: ___
Life Boats/Escape Pods: ___ / ___ DropShips: ___

Total Heat Sinks: ___ (___) Single ☐
Heat Generation per Arc: Double ☐
Nose: ___ Fore-Left: ___
Fore-Right: ___ Left Broadside: ___
Right Broadside: ___ Aft-Left: ___
Aft-Right: ___ Aft: ___

Weapons and Equipment Inventory

Bay	Location	SRV	MRV	LRV	ERV
	Capital Weapon Range	(0-12)	(13-24)	(25-40)	(41-50)
	Standard Weapon Range	(0-6)	(7-12)	(13-20)	(21-25)

Ammo: ___

Crew Data

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: ___ Marines: ___ Other: ___
Passengers: ___ Elementals: ___ Battle Armor: ___

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