

## AERODYNE SMALL CRAFT RECORD SHEET

Nose  
Damage Threshold  
(Total Armor)  
12 ( 113 )



### CRAFT DATA

Type: Example  
 Thrust: \_\_\_\_\_ Tonnage: 200  
 SafeThrust: 3 Tech Base: Inner Sphere  
 Maximum Thrust: 5 Rules Level: Standard

### Weapons & Equipment Inventory

Standard Scale (1-6) (7-12) (13-20) (21-25)  
 Qty Type Loc Ht SRV MRV LRV ERV  
 Cargo:  
 Bay 1: Cargo (107) (1 Door)

Fuel Points: 0  
 Features Infantry Bay (10 tons)

BV: 960



### NOTES

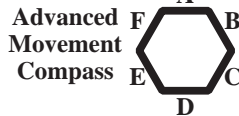
### CRITICAL DAMAGE

Avionics  +1  +2  +5 Engine  2  4  D  
 FCS  +2  +4  D Landing Gear  +5  
 Sensors  +1  +2  +5 Life Support  +2

### 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										



### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
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 Consciousness # 

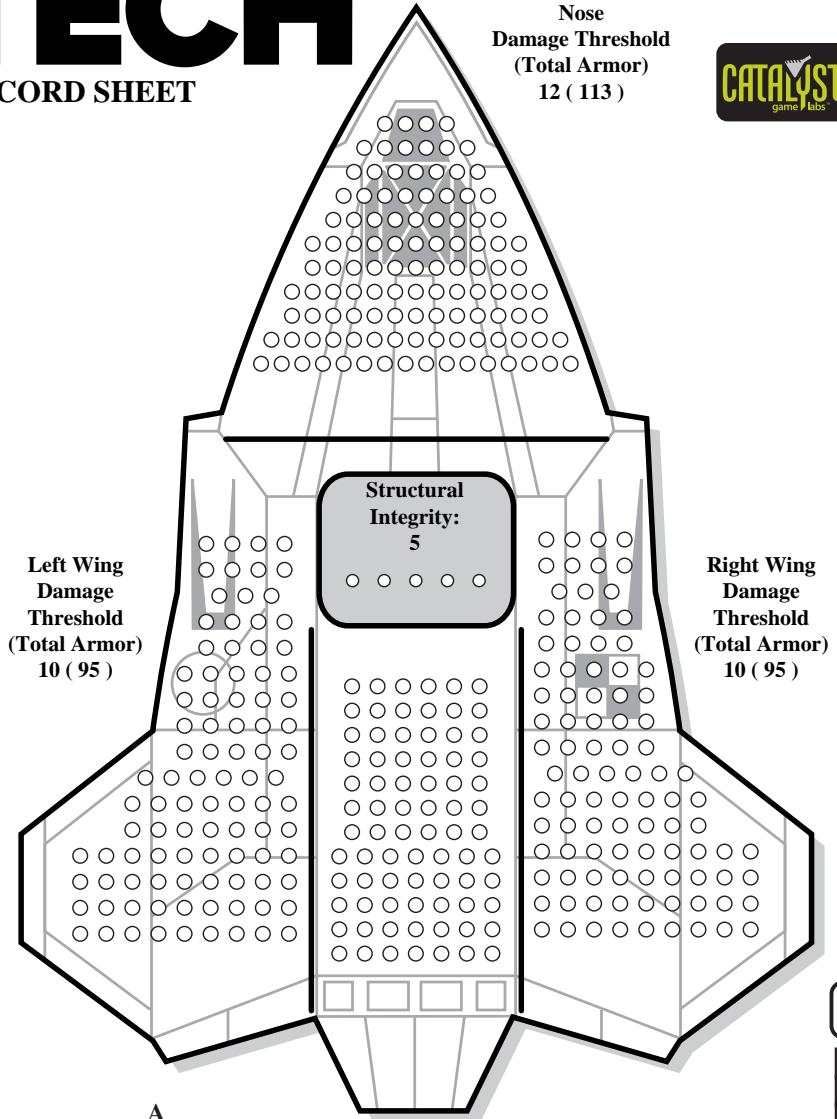
3	5	7	10	11	Dead
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 Modifier 

+1	+2	+3	+4	+5
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### HEAT DATA

Heat Sinks: 0  
 Heat Level\* Effects  
 30 Shutdown  
 28 Ammo Exp avoid on 8+  
 27 Pilot damage, avoid on 9+  
 26 Shutdown, avoid on 10+  
 25 Random Movement, avoid on 10+  
 24 +4 Modifier to Fire  
 23 Ammo Exp avoid on 6+  
 22 Shutdown, avoid on 8+  
 21 Pilot damage, avoid on 6+  
 20 Random Movement, avoid on 8+  
 19 Ammo Exp avoid on 4+  
 18 Shutdown, avoid on 6+  
 17 +3 Modifier to Fire  
 15 Random Movement, avoid on 7+  
 14 Shutdown, avoid on 4+  
 13 +2 Modifier to Fire  
 10 Random Movement, avoid on 6+  
 8 +1 Modifier to Fire  
 5 Random Movement, avoid on 5+



Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0