

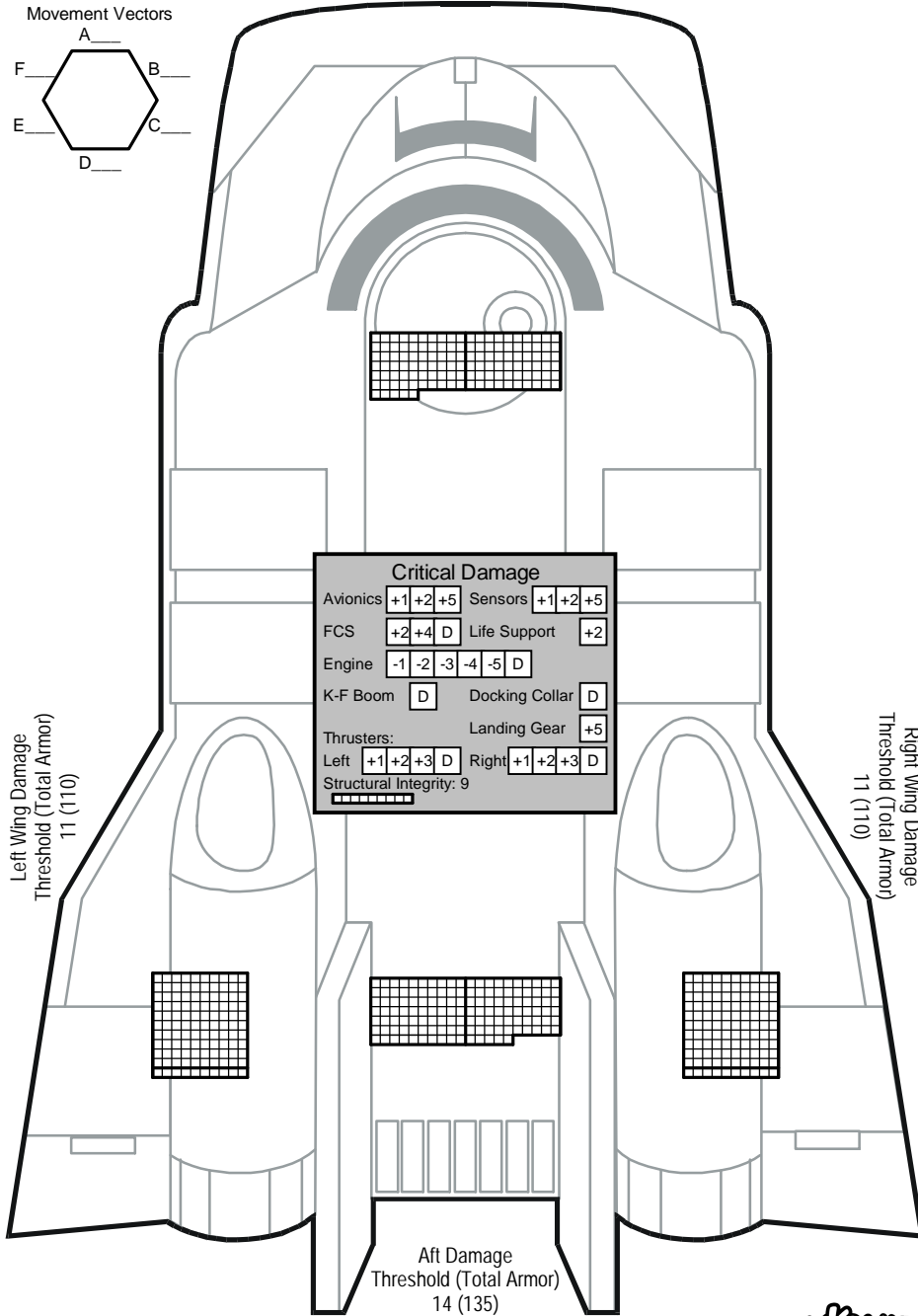
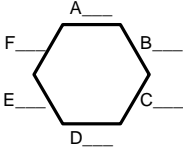
AEROTECH 2™

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Nose Damage
Threshold (Total Armor)
13 (125) - Standard Scale

Advanced
Movement Vectors



Battle Value: 1.974

Cost: 137.157.552

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																				
Altitude Level																				
Fuel Pts	4.980																			

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Name: Cavalier Class Dropship Transport Version
Type: **Aerodyne DropShip**
Mass: **800 tons**
Thrust: Safe Thrust: **5** Max Thrust: **8**
Tech: **Inner Sphere / Level 1 / 2662**
Fighters/Small Craft: 0 / 0 Launch Rate: 0 / turn
Life Boats/Escape Pods: 0 / 0

Weapons & Equipment Inventory:

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class	Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 Large Laser	Nose	14	2(18)	1(8)	--	--	
2 Medium Laser							
1 LRM 15	LW/RW	5	1(9)	1(9)	1(9)	--	
2 Medium Laser	LW/RW	6	1(10)	--	--	--	
1 PPC	LW/RW	10	1(10)	1(10)	--	--	
1 Large Laser	Aft	14	2(18)	1(8)	--	--	
2 Medium Laser							

Cargo: Bay 1: Light Vehicles (to 50T) (4) (1 door)
Bay 2: Cargo (42 Tons, 1 door)

Ammo: LRM 15 (32)

Total Heat Sinks: 47 Single
Heat Generation per Arc: (70 Total)

Nose: 14 Left/Right Wing: 21 x 2
Left/Right Wing (Aft): 0 x 2 Aft: 14

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 7 Passengers: 0 Other: 20