

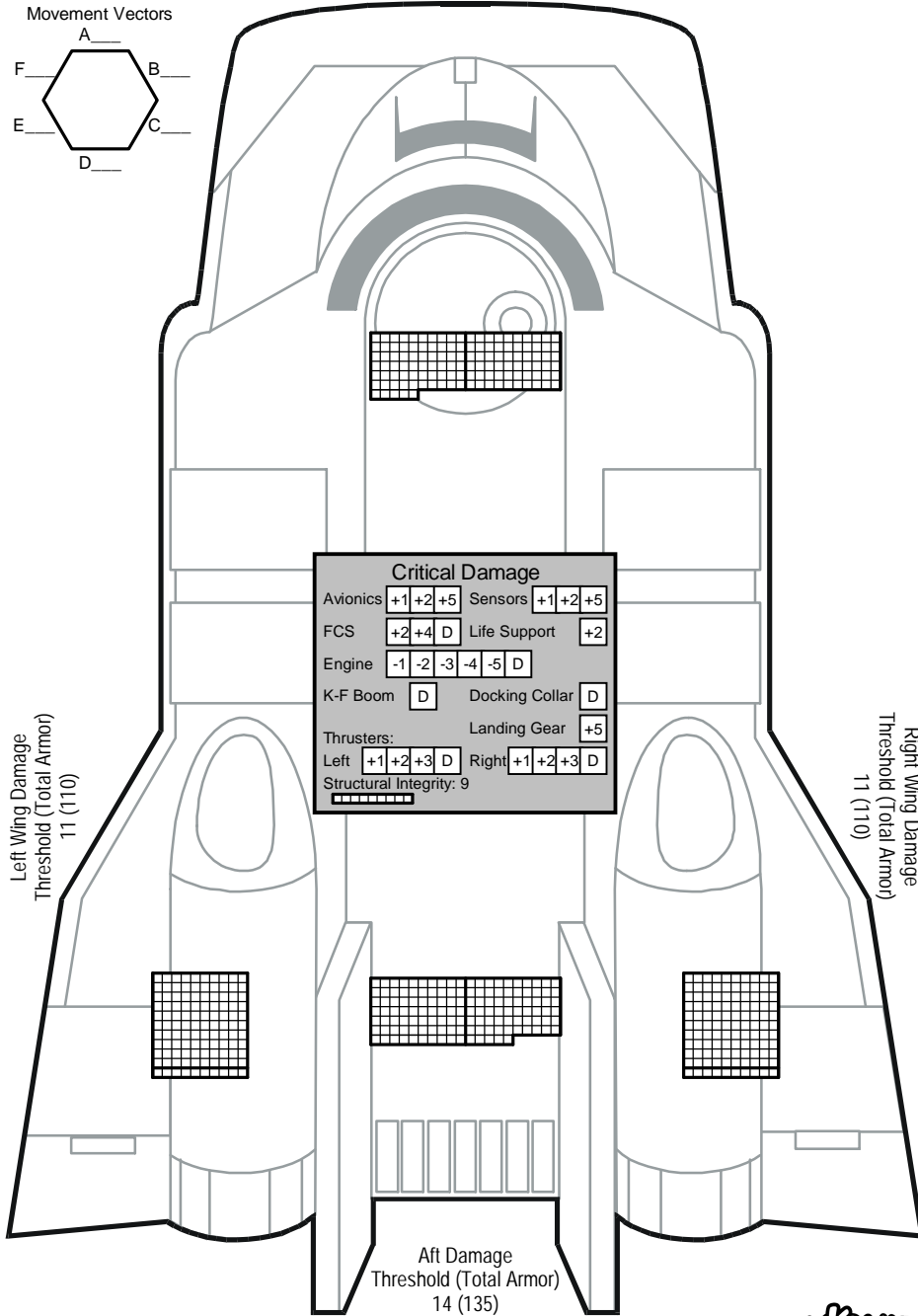
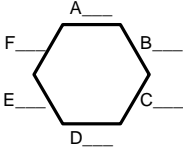
# AEROTECH 2™

ΑΑΟΙ ΑΥΤ Α ΑΟΙ ΔΟΕΕΔ ΟΑΑΙ ΟΑ ΟΕΑΑΟ

Αοι ιο Αεαοαι

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

Advanced  
Movement Vectors



Battle Value: 2.037

Cost: 146.337.552

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	4.980																				

Οαοοαι Ααοα

Name: Cavalier Class Dropship Vendetta (unique)  
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
2 Medium Laser	Nose	6	1(10)	--	--	--	--
1 PPC	Nose	10	1(10)	1(10)	--	--	--
1 LRM 20	LW/RW	6	1(12)	1(12)	1(12)	--	--
3 Medium Laser	LW/RW	9	2(15)	--	--	--	--
1 PPC	LW/RW	10	1(10)	1(10)	--	--	--
1 Large Laser	Aft	14	2(18)	1(8)	--	--	--
2 Medium Laser							

Cargo: Bay 1: BattleMechs (1) (1 door)  
Bay 2: Cargo (32 Tons, 1 door)  
Light Vehicles (to 50T) (1)

Ammo: LRM 20 (24)

**Total Heat Sinks: 47 Single**  
**Heat Generation per Arc: (80 Total)**

Nose: 16 Left/Right Wing: 25 x 2  
Left/Right Wing (Aft): 0 x 2 Aft: 14

**Crew Data**

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

1	2	3	4	5	6
+1	+2	+3	+4	+5	Incap

Crew: 7 Passengers: 0 Other: 7