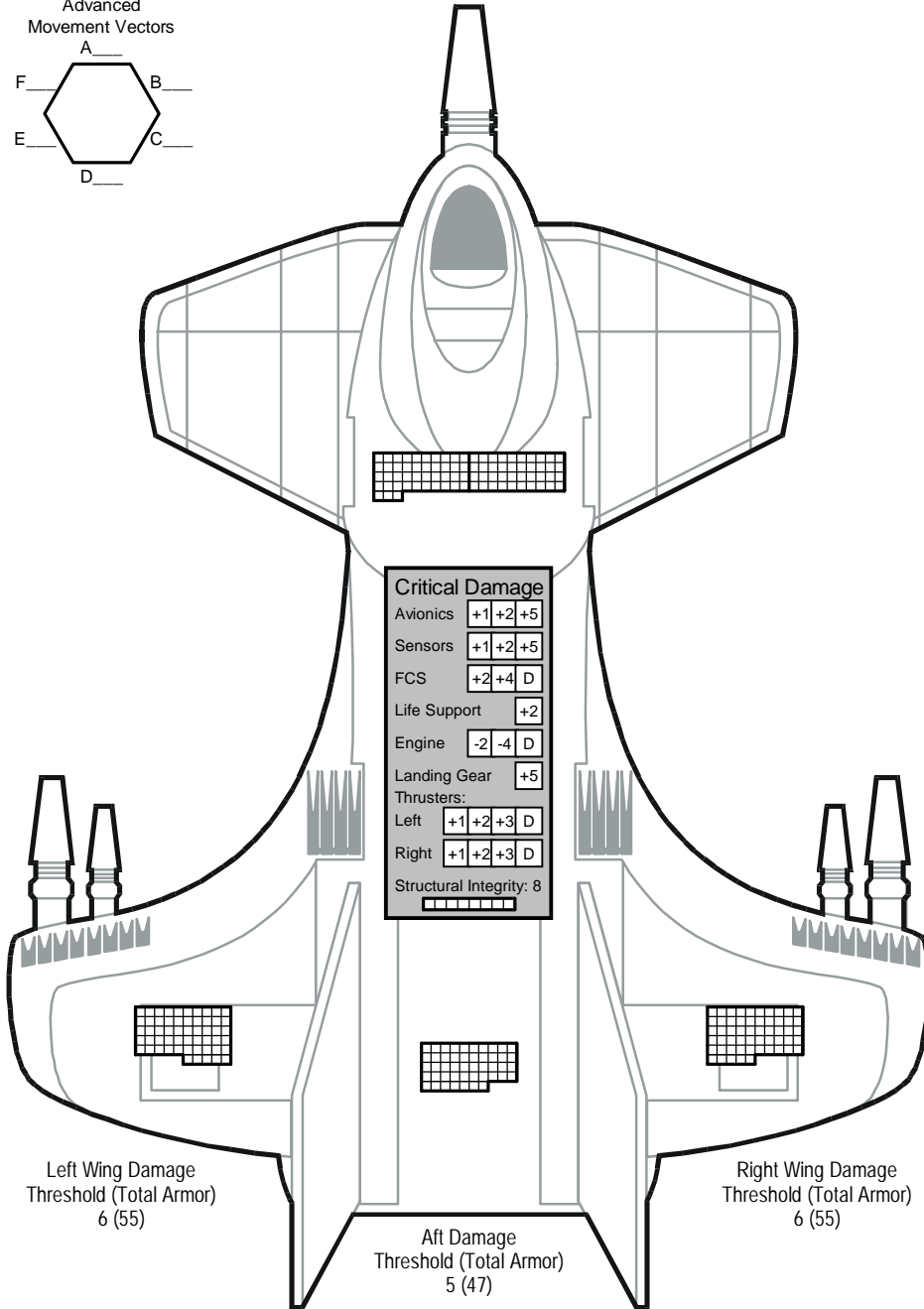
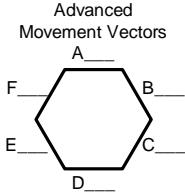


# AEROTECH 2™

ΆΑΔΙ ΟΔΑΑΑ ΑΕÇÈÔÀÒ ÒΑΑΪ ÒÀ ÓÈΑΑÒ

ΑΔΙ ìò ΑέάçòáΪ

Nose Damage  
Threshold (Total Armor)  
9 (83) - Standard Scale



Left Wing Damage  
Threshold (Total Armor)  
6 (55)

Right Wing Damage  
Threshold (Total Armor)  
6 (55)

Aft Damage  
Threshold (Total Armor)  
5 (47)

Battle Value: 1.127

Cost: 4.324.787

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	800																			

## Όαόόáì Ááóá

Name: **Cyclone F-95**  
 Type: **Aerospace Fighter**  
 Mass: **80 tons**  
 Thrust: Safe Thrust: **4** Max Thrust: **6**  
 Tech: **Inner Sphere / Level 1 / 3025**

### Weapons & Equipment Inventory:

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

Type	Loc	Heat	SRV	MRV	LRV	ERV
1 SRM 6	Nose	4	8	--	--	--
3 Medium Laser	Nose	3	5	--	--	--
1 LRM 15	LW	5	9	9	9	--
1 LRM 15	RW	5	9	9	9	--
2 Medium Laser	LW	3	5	--	--	--
2 Medium Laser	RW	3	5	--	--	--
2 Medium Laser	Aft	3	5	--	--	--

Ammo: LRM 15 (48) SRM 6 (30)

**Total Heat Sinks: 22 Single**

**Total Weapon Heat: 41**

### Pilot Data

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

### Heat Overflow

30	Shutdown
29	
28	Ammo Explosion, 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 Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

