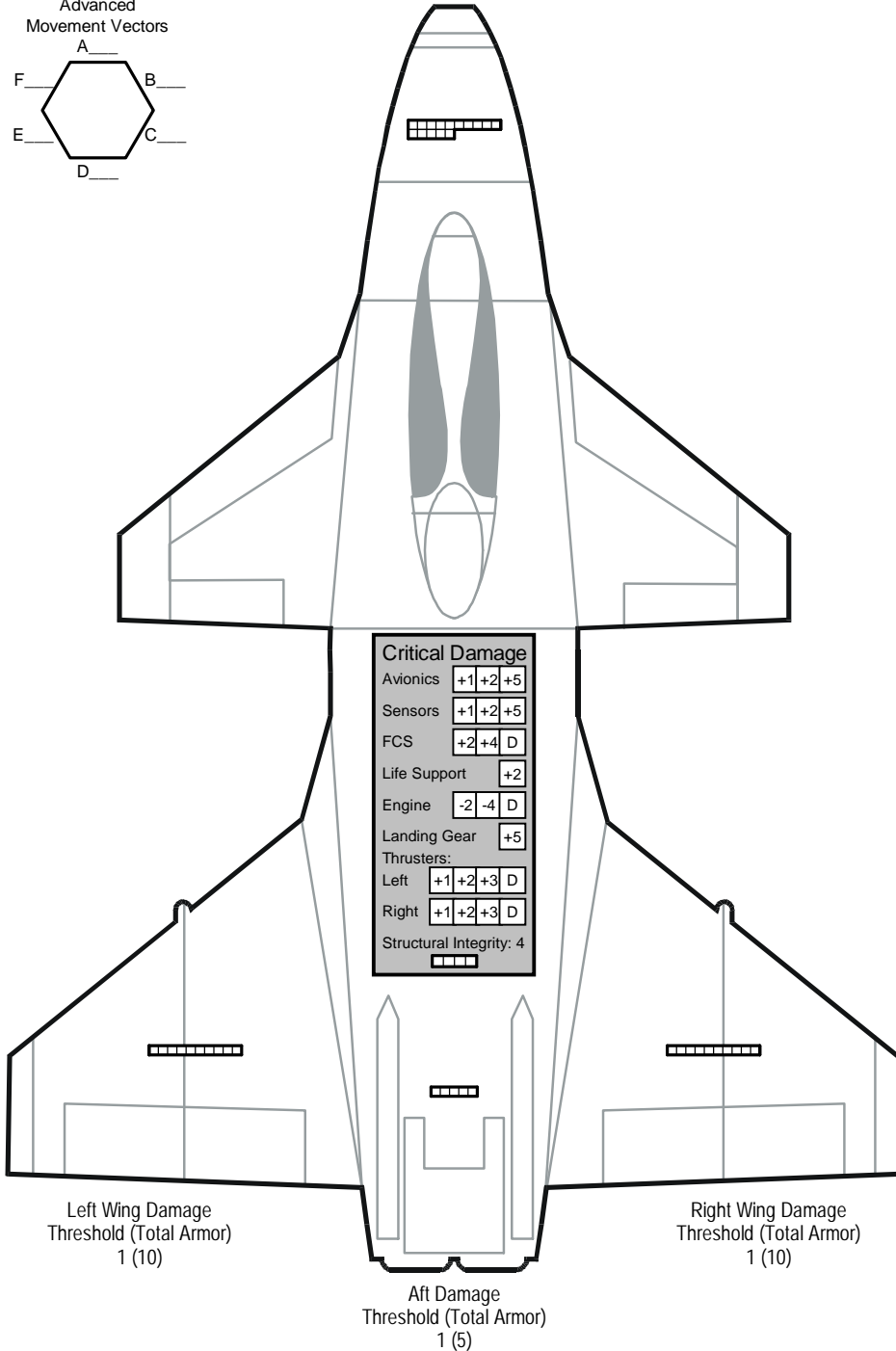
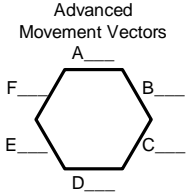


# AEROTECH 2™

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Nose Damage  
Threshold (Total Armor)  
2 (15) - Standard Scale



Battle Value: 102

Cost: 703.160

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	320																				

## ÖÄÖÄÏ ÄÄÖÄ

Name: **Wombat GMBh Mk.I**  
 Type: **Conventional Fighter**  
 Mass: **40 tons** with VSTOL  
 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
4 Machine Gun	Nose	0	2			Point Defense
1 Small Laser	LW	1	3			Point Defense
1 Small Laser	RW	1	3			Point Defense

Misc: 1 Cargo (Passengers/ Fuel) (10 Tons)  
 1 MASH Unit (1 Theater) (4 Tons)

Ammo: MG (800)

Total Heat Sinks: 10 Single

Total Weapon Heat: 2

### 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	

