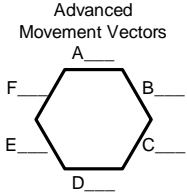


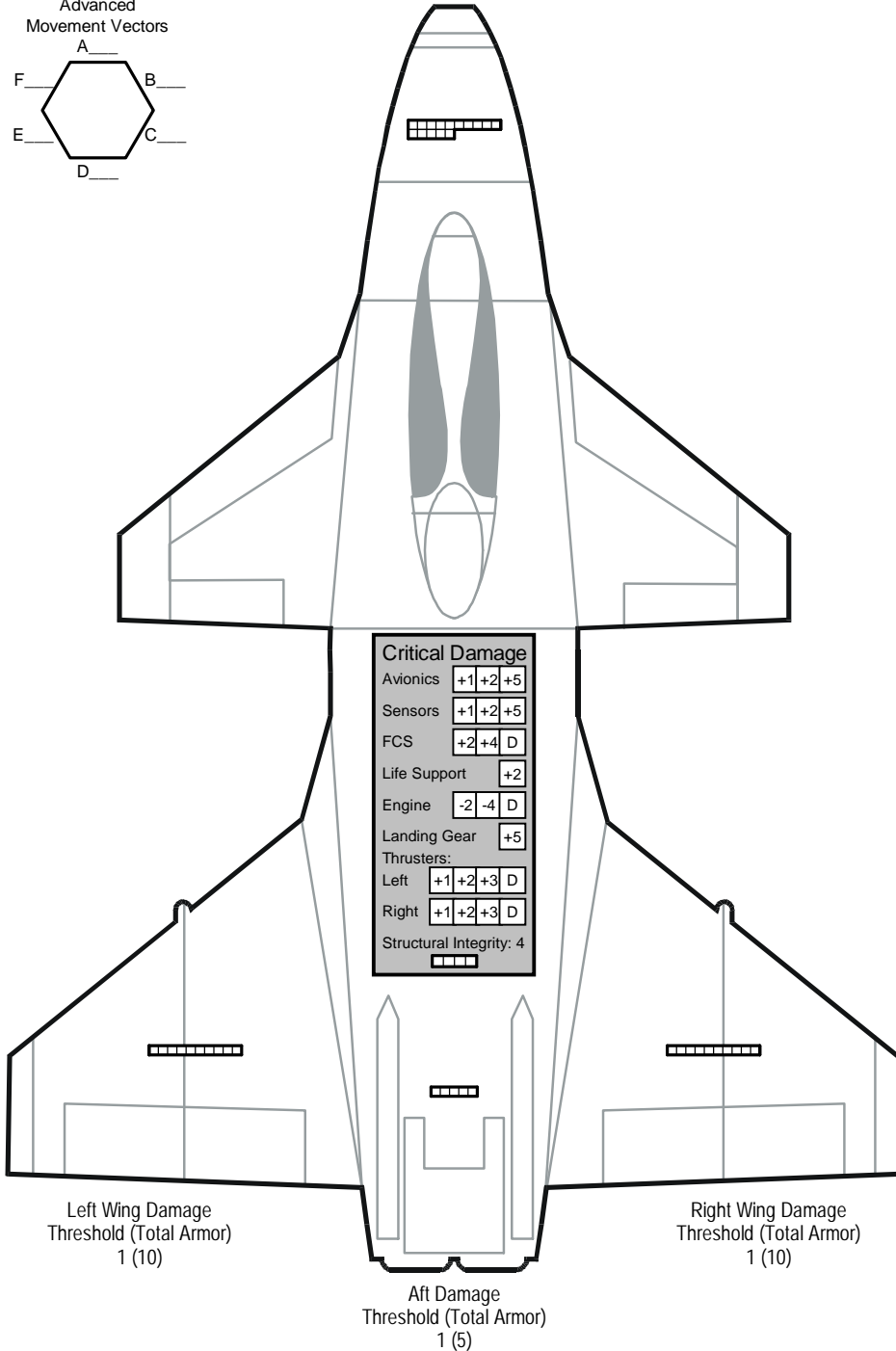
AEROTECH 2™

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



Battle Value: 91

Cost: 736.160

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	320																			

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Name: **Wombat GmbH Mk.II**
 Type: **Conventional Fighter with VSTOL**
 Mass: **40 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
2 Machine Gun	Nose	0	2			Point Defense
1 SRM 2 (OS)	LW	0	2	--	--	--
1 SRM 2 (OS)	RW	0	2	--	--	--
2 Flamer (Vehicle)	Aft	0	2			Point Defense

Misc: 1 MASH Unit (1 Theater) (4 Tons)
 1 Cargo (Passengers) (8 Tons)

Ammo: Flamer (40) MG (400)

Total Heat Sinks: **10 Single**

Total Weapon Heat: **0**

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	

