



Nose
Damage Threshold
(Total Armor)
12 (116)

CRAFT DATA

Type: Black Duck

Thrust:

Tonnage: 150

SafeThrust: 4

Tech Base: Inner Sphere

Maximum Thrust: 6

Rules Level: Experimental

Weapons & Equipment Inventory

Standard Scale

(1-6) (7-12) (13-20) (21-25)

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
4	Machine Gun [DB,AI]	NOS	—	2	—	—	—
1	Machine Gun Array [T]	NOS	—	0	—	—	—
1	SRM 2 (OS) [M.C,S]	NOS	2	2	—	—	—
1	Angel ECM Suite [E]	HULL	—	—	—	—	—

Cargo:

Bay 1: Cargo (35) (1 Door)

Ammo: (Machine Gun) 100

Fuel Points: 800

BV: 719

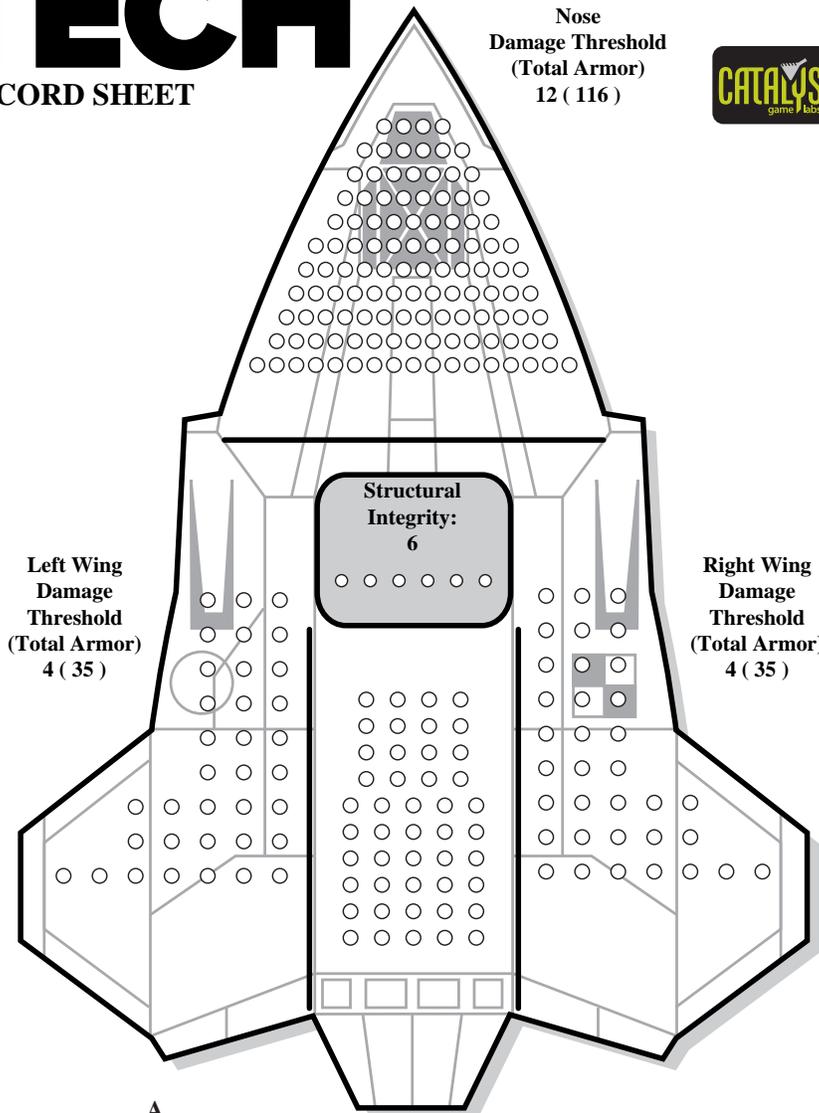

NOTES
CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

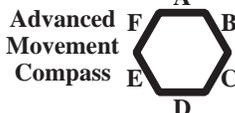


Left Wing
Damage
Threshold
(Total Armor)
4 (35)

Right Wing
Damage
Threshold
(Total Armor)
4 (35)

Structural
Integrity:
6

Aft
Damage Threshold
(Total Armor)
5 (46)


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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp 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 Exp avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

Heat Scale

Overflow

