BATTLETECH™

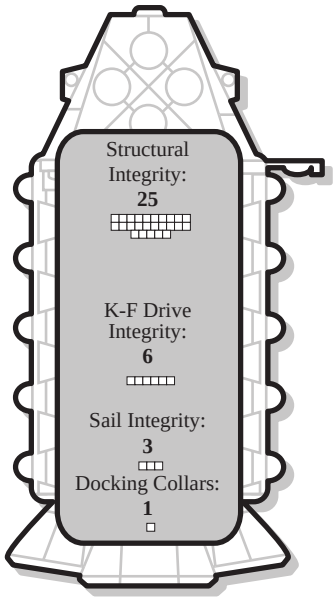
WARSHIP RECORD SHEET

ARMOR DIAGRAM
Capital Scale

Nose Damage Threshold (Total Armor)
3 (24)

Fore-Left Damage Threshold (Total Armor)
3 (21)

Fore-Right Damage Threshold (Total Armor)
3 (21)



Aft-Left Damage Threshold (Total Armor)
2 (20)

Aft Damage Threshold (Total Armor)
2 (20)

Aft-Right Damage Threshold (Total Armor)
2 (20)

Advanced Movement Compass

WARSHIP DATA

Type: Zechetinu Corvette
Name: _____
Thrust:
SafeThrust: 5
Maximum Thrust: 8
Tonnage: 180,000
Tech Base: Inner Sphere
Rules Level: Advanced
Role: None

Weapons & Equipment Inventory

Capital Scale

Bay	Loc	Ht	SRV (1-12)	MRV (13-24)	LRV (25-40)	ERV (41-50)
1 NAC/20 (41 rounds)	NOS	60	20	20	20	—
2 NL35	NOS	104	7	7	7	—
1 NL35, 1 NL45	FLS/FRS	122	8	8	8	4
1 NAC/20 (42 rounds)	LBS/RBS	60	20	20	20	—
1 NL55	ALS/ARS	85	5	5	5	5
2 NL35	AFT	104	7	7	7	—

Standard Scale on Reverse

Grav Decks:
Grav Deck #1: 88-meters

Cargo:
Bay 1: Fighter (6) (2 Doors)
Bay 3: Cargo (7,588.5) (1 Door)
Bay 4: Cargo (7,588.5) (1 Door)

Fuel Points: 10,000
Features LF Battery, Mobile HPG

BV: 31,056

PILOT DATA

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 127
Passengers: 0
Other: 0
Marines: 0
BattleArmor: 0
Life Boats/Escape Pods: 8/0

CRITICAL DAMAGE

Avionics +1 +2 +5
Life Support +2
CIC 2 4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

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										

HEAT DATA

Heat Sinks:
1873
(3746)

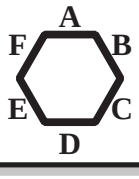
Heat Generation Per Arc:

Nose:	204
Left/Right Fore:	152/152
Left/Right Broadsides:	100/100
Left/Right Aft:	115/115
Aft:	144

BATTLETECH™

WARSHIP RECORD SHEET (REVERSE)

Advanced Movement Compass



%s DATA (Cont.)

Type: Zechetinu Corvette
Name: _____

Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
Qty Type	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
2 ER Large Laser	NOS	24	2 (16)	2 (16)	2 (16)	—
1 LRM 20 (30 rounds)*	NOS	6	2 (16)	2 (16)	2 (16)	—
1 SRM 6 (30 rounds)*	NOS	4	1 (10)	—	—	—
1 LB 10-X AC (20 rounds)	NOS	2	1 (10)	1 (10)	—	—
4 Small Laser	NOS	4	1 (12)	—	—	—
2 ER Large Laser	FLS/FRS	24	2 (16)	2 (16)	2 (16)	—
1 LB 10-X AC (20 rounds)	FLS/FRS	2	1 (10)	1 (10)	—	—
4 Small Laser	FLS/FRS	4	1 (12)	—	—	—
2 ER Large Laser	LBS/RBS	24	2 (16)	2 (16)	2 (16)	—
1 LRM 20 (30 rounds)*	LBS/RBS	6	2 (16)	2 (16)	2 (16)	—
1 SRM 6 (30 rounds)*	LBS/RBS	4	1 (10)	—	—	—
1 LB 10-X AC (20 rounds)	LBS/RBS	2	1 (10)	1 (10)	—	—
4 Small Laser	LBS/RBS	4	1 (12)	—	—	—
2 ER Large Laser	ALS/ARS	24	2 (16)	2 (16)	2 (16)	—
1 LB 10-X AC (20 rounds)	ALS/ARS	2	1 (10)	1 (10)	—	—
4 Small Laser	ALS/ARS	4	1 (12)	—	—	—
2 ER Large Laser	AFT	24	2 (16)	2 (16)	2 (16)	—
1 LRM 20 (30 rounds)*	AFT	6	2 (16)	2 (16)	2 (16)	—
1 SRM 6 (30 rounds)*	AFT	4	1 (10)	—	—	—
1 LB 10-X AC (20 rounds)	AFT	2	1 (10)	1 (10)	—	—
4 Small Laser	AFT	4	1 (12)	—	—	—

* w/Artemis IV

ADVANCED MOVEMENT

A vector is active if thrust is applied while the unit is facing that hexside. A vector is inactive if the unit spends no thrust to move through that hexside.

Each time a unit spends thrust, note down that number on the record sheet in the appropriate vector (the vector of the unit's facing). Next, determine the effect of spending thrust by consolidating the active vectors. First, consolidate any active opposing vectors (see Opposing Vectors diagram) by subtracting the lowest thrust value from both vectors, reducing one vector to 0.

Next, consolidate the oblique vectors (see Oblique Vectors diagram). When any pair of oblique vectors is active, subtract the lowest of the two thrust values from both vectors (or from both if they are equal), reducing one (or both) oblique vectors to 0, and add the same value to the thrust value of the vector in between.

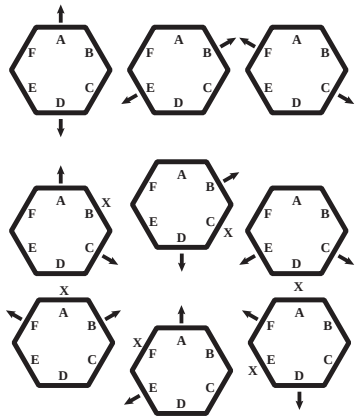
After consolidating all vectors, a unit should have no more than two active vectors.

OPPOSING VECTORS

If both vectors marked with arrows are active, subtract an equal amount from both until only one of them is active.

OBLIQUE VECTORS

If both vector markers are active, subtract an equal amount from both and add that amount to vector X.



VELOCITY RECORD

Turn			Velocity						
#	**Thrust**	**Facing**	**A**	**B**	**C**	**D**	**E**	**F**	**Fuel**
1	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
2	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
3	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
4	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
5	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
6	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
7	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
8	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
9	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
10	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
11	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
12	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
13	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
14	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
15	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
16	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
17	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
18	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
19	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____
20	_____	_____	__/__	__/__	__/__	__/__	__/__	__/__	_____