BATTLETECH™

WARSHIP RECORD SHEET

WARSHIP DATA

Type: **Alexandria CoreShip**

Name:		Tonnage:	2,000,000
Thrust:		Tech Base:	Mixed
Safe Thrust:	2	Rules Level:	Advanced
Maximum Thrust:	3		

Weapons & Equipment Inventory

Capital Scale

Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
10 NL55	NOS	850	55	55	55	55
1 Killer Whale (20 missiles)	NOS	20	4	4	4	4
2 NAC/30 (50 rounds)	FLS/FRS	200	60	60	60	-
2 NAC/30 (50 rounds)	FLS/FRS	200	60	60	60	-
2 NAC/30 (50 rounds)	FLS/FRS	200	60	60	60	-
10 NL55	LBS/RBS	850	55	55	55	55
10 NL55	LBS/RBS	850	55	55	55	55
2 NAC/30 (50 rounds)	ALS/ARS	200	60	60	60	-
2 NAC/30 (50 rounds)	ALS/ARS	200	60	60	60	-
2 NAC/30 (50 rounds)	ALS/ARS	200	60	60	60	-
10 NL55	AFT	850	55	55	55	55
1 Killer Whale (20 missiles)	AFT	20	4	4	4	4

Standard Scale on Reverse

Grav Decks:

Grav Deck #1: 150-meters	Grav Deck #9: 150-meters
Grav Deck #2: 150-meters	Grav Deck #10: 150-meters
Grav Deck #3: 150-meters	Grav Deck #11: 150-meters
Grav Deck #4: 150-meters	Grav Deck #12: 150-meters
Grav Deck #5: 150-meters	Grav Deck #13: 150-meters
Grav Deck #6: 150-meters	Grav Deck #14: 150-meters
Grav Deck #7: 150-meters	Grav Deck #15: 150-meters
Grav Deck #8: 150-meters	Grav Deck #16: 150-meters

Cargo:

Bay 1: Fighter (81) (18 Doors)
Bay 2: Small Craft (36) (6 Doors)
Bay 3: Cargo (100,000) (1 Door)
Bay 4: Naval Repair Facility (Reinforced) (100,000) (1 Door)
Bay 5: Cargo (222,996) (2 Doors)

BV: 220,473

Armor Diagram

Nose Damage Threshold (Total Armor)
60 (600)

Fore-Left Damage Threshold (Total Armor)
70 (700)

Fore-Right Damage Threshold (Total Armor)
70 (700)

Structural Integrity: **90**

K-F Drive Integrity: **39**

Sail Integrity: **8**

Docking Collars: **38**
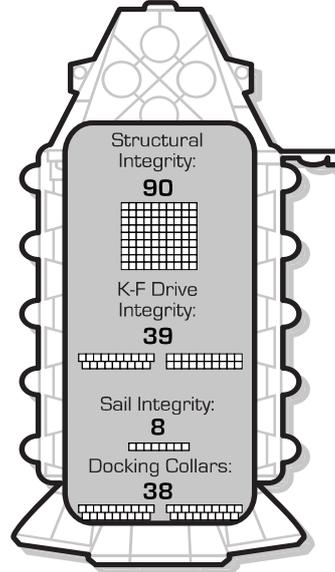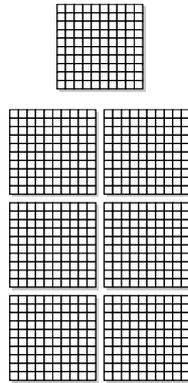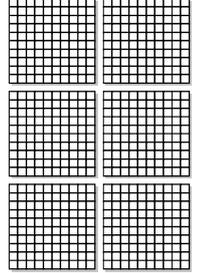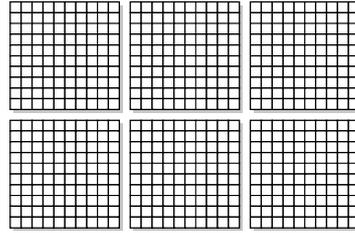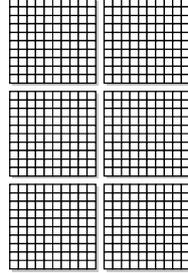
Aft-Left Damage Threshold (Total Armor)
70 (700)

Aft-Right Damage Threshold (Total Armor)
70 (700)

Aft Damage Threshold (Total Armor)
60 (600)

CREW DATA

Gunnery Skill: _____   Piloting Skill: _____

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

Crew:	902	Marines:	0
Passengers:	4200	Elementals:	300
Other:	0		

Life Boats/Escape Pods: 450 / 450

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										

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

HEAT DATA

Heat Sinks: **6000 (12000)**

Heat Generation Per Arc

Nose:	909
Left/Right Fore:	664 / 664
Left/Right Broadside:	1700 / 1700
Left/Right Aft:	664 / 664
Aft:	909

BATTLETECH™

WARSHIP RECORD SHEET (REVERSE)

Advanced
Movement
Compass
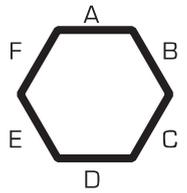
WARSHIP DATA (Cont.)

Type: **Alexandria CoreShip**

Name: _____

Weapons & Equipment Inventory (Cont.)

Standard Scale

Bay	Loc	Ht	SRV (1-6)	MRV (7-12)	LRV (13-20)	ERV (21-25)
1 Screen Launcher	NOS	10	2 (15)	-	-	-
3 HAG/40 (90 rounds)	NOS	24	10 (96)	7 (72)	7 (72)	-
5 Anti-Missile System (120 rounds)	NOS	5	2 (15)	-	-	-
1 Screen Launcher	FLS/FRS	10	2 (15)	-	-	-
3 HAG/40 (90 rounds)	FLS/FRS	24	10 (96)	7 (72)	7 (72)	-
5 Laser AMS,	FLS/FRS	30	4 (30)	-	-	-
5 Anti-Missile System (120 rounds)						
1 Screen Launcher	ALS/ARS	10	2 (15)	-	-	-
3 HAG/40 (90 rounds)	ALS/ARS	24	10 (96)	7 (72)	7 (72)	-
5 Laser AMS,	ALS/ARS	30	4 (30)	-	-	-
5 Anti-Missile System (120 rounds)						
1 Screen Launcher	AFT	10	2 (15)	-	-	-
3 HAG/40 (90 rounds)	AFT	24	10 (96)	7 (72)	7 (72)	-
5 Anti-Missile System (120 rounds)	AFT	5	2 (15)	-	-	-

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.
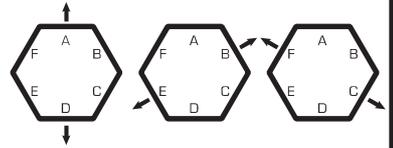
OBLIQUE VECTORS

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

VELOCITY RECORD

Unit: _____

Turn #	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	_____	_____	_/_	_/_	_/_	_/_	_/_	_/_	