

WARSHIP RECORD SHEET

ARMOR DIAGRAM

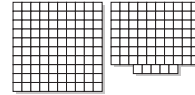
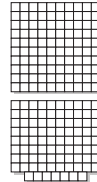
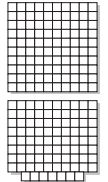
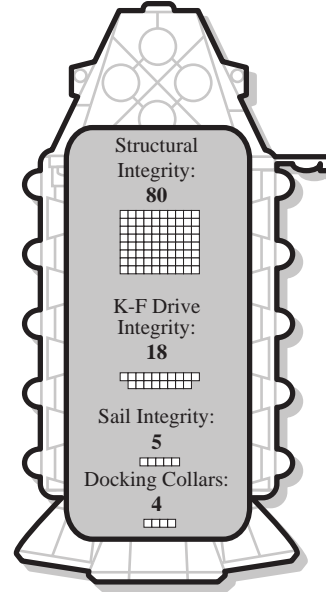
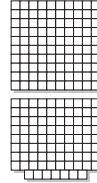
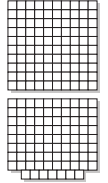
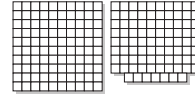
Capital Scale



Nose Damage Threshold
(Total Armor)
19 (187)

Fore-Right Damage
Threshold (Total Armor)
19 (187)

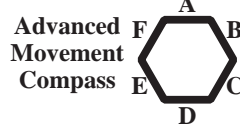
Fore-Left Damage
Threshold (Total Armor)
19 (187)



Aft-Right Damage
Threshold (Total Armor)
19 (187)

Aft-Left Damage
Threshold (Total Armor)
19 (187)

Aft Damage Threshold
(Total Armor)
18 (175)



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 344 Marines: 30
Passengers: 20 BattleArmor: 0
Other: 0

Life Boats/Escapes Pods: 30/20

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

HEAT DATA

Heat Sinks: **3000 (6000)**

Heat Generation Per Arc:

Nose:	36
Left/Right Fore:	920/920
Left/Right Broadside:	1086/1086
Left/Right Aft:	1100/1100
Aft:	6

WARSHIP DATA

Type: Impetuous Cruiser Mark I-III

Name: _____ Tonnage: 830,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 5 Rules Level: Advanced
Maximum Thrust: 8

Weapons & Equipment Inventory

Capital Scale		(1-12) (13-24)(25-40)(41-50)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV	
3 Barracuda (30 missiles)	NOS	30	6	6	6	6	
4 Heavy NPPC	FLS/FRS	900	60	60	60	60	
2 Barracuda (20 missiles)	FLS/FRS	20	4	4	4	4	
4 Heavy NPPC	LBS/RBS	900	60	60	60	60	
3 NAC/20 (300 rounds)	LBS/RBS	180	60	60	60	—	
4 Heavy NPPC	ALS/ARS	900	60	60	60	60	
2 Barracuda (20 missiles)	ALS/ARS	20	4	4	4	4	
3 NAC/20 (300 rounds)	ALS/ARS	180	60	60	60	—	

Standard Scale		(1-6) (7-12) (13-20)(21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
6	Anti-Missile System (720 rounds)	NOS	6	2 (18)	—	—	—
6	Anti-Missile System (720 rounds)	LBS/RBS	6	2 (18)	—	—	—
6	Anti-Missile System (720 rounds)	AFT	6	2 (18)	—	—	—

Grav Decks:

Grav Deck #1: 90-meters Grav Deck #2: 90-meters

Cargo:

Bay 1: Fighter (18) (4 Doors)
Bay 2: Small Craft (8) (2 Doors)
Bay 11: Cargo (4,312) (1 Door)

Fuel Points: 6,250
Features LF Battery, Mobile HPG

BV: 183,827



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										

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
24 (231)

Fore-Right Damage
Threshold (Total Armor)
24 (231)

Fore-Left Damage
Threshold (Total Armor)
24 (231)

WARSHIP DATA

Type: Impetuous Cruiser Mark IV-XII

Name: _____ Tonnage: 830,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 5 Rules Level: Advanced
Maximum Thrust: 8

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24)(25-40)(41-50)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
3 Barracuda (30 missiles)	NOS	30	6	6	6	6
4 Heavy NPPC	FLS/FRS	900	60	60	60	60
2 Barracuda (20 missiles)	FLS/FRS	20	4	4	4	4
4 Heavy NPPC	LBS/RBS	900	60	60	60	60
3 NAC/20 (300 rounds)	LBS/RBS	180	60	60	60	—
4 Heavy NPPC	ALS/ARS	900	60	60	60	60
2 Barracuda (20 missiles)	ALS/ARS	20	4	4	4	4
3 NAC/20 (300 rounds)	ALS/ARS	180	60	60	60	—

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

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
6	Anti-Missile System (720 rounds)	NOS	6	2 (18)	—	—	—
6	Anti-Missile System (720 rounds)	LBS/RBS	6	2 (18)	—	—	—
6	Anti-Missile System (720 rounds)	AFT	6	2 (18)	—	—	—

Grav Decks:

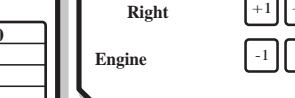
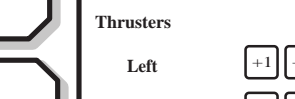
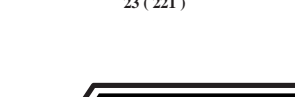
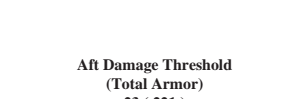
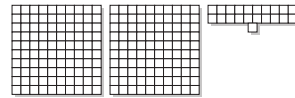
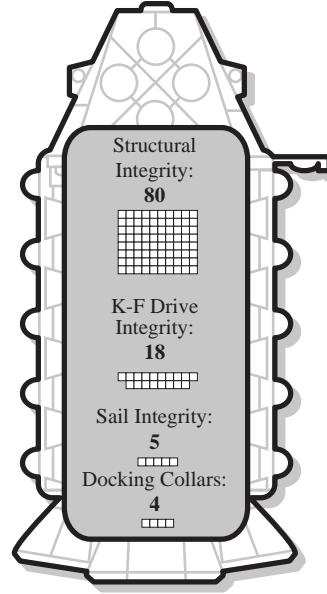
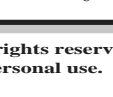
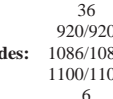
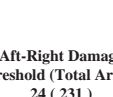
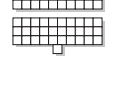
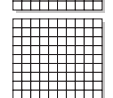
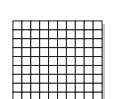
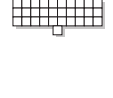
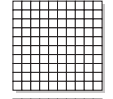
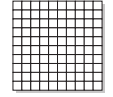
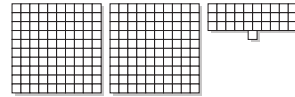
Grav Deck #1: 90-meters Grav Deck #2: 90-meters

Cargo:

Bay 1: Fighter (18) (4 Doors)
Bay 2: Small Craft (8) (2 Doors)
Bay 11: Cargo (4,312) (1 Door)

Fuel Points: 6,250
Features LF Battery, Mobile HPG

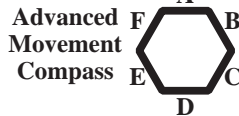
BV: 189,147



Aft-Left Damage
Threshold (Total Armor)
24 (231)

Aft-Right Damage
Threshold (Total Armor)
24 (231)

Aft Damage Threshold
(Total Armor)
23 (221)



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 344 Marines: 30
Passengers: 20 BattleArmor: 0
Other: 0

Life Boats/Escapes Pods: 30/20

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: 3000 (6000)
Heat Generation Per Arc:
Nose: 36
Left/Right Fore: 920/920
Left/Right Broadside: 1086/1086
Left/Right Aft: 1100/1100
Aft: 6

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WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
23 (228)

Fore-Left Damage
Threshold (Total Armor)
23 (224)

Fore-Right Damage
Threshold (Total Armor)
23 (224)

WARSHIP DATA

Type: Sovremenny Attack Cruiser

Name: _____ Tonnage: 830,000
Thrust: _____ Tech Base: Inner Sphere
SafeThrust: 5 Rules Level: Advanced
Maximum Thrust: 8

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Killer Whale (40 missiles)	NOS	40	8	8	8	8
1 Killer Whale (20 missiles)	FLS/FRS	20	4	4	4	4
3 Heavy NPPC	FLS/FRS	675	45	45	45	45
2 NAC/30 (200 rounds)	LBS/RBS	200	60	60	60	—
1 NAC/30 (100 rounds)	LBS/RBS	100	30	30	30	—
2 Heavy NPPC	LBS/RBS	450	30	30	30	30
2 NAC/30 (200 rounds)	ALS/ARS	200	60	60	60	—
1 NAC/30 (100 rounds)	ALS/ARS	100	30	30	30	—
2 Heavy NPPC	ALS/ARS	450	30	30	30	30
1 Killer Whale (20 missiles)	ALS/ARS	20	4	4	4	4

Grav Decks:

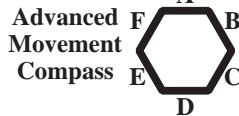
Grav Deck #1: 55-meters Grav Deck #2: 90-meters

Cargo:

Bay 1: Fighter (18) (4 Doors)
Bay 2: Small Craft (8) (2 Doors)
Bay 9: Cargo (29,319) (1 Door)

Fuel Points: 6,250

BV: 197,808



PILOT DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Modifier
Crew: 319 Marines: 0
Passengers: 0 BattleArmor: 0
Other: 0
Life Boats/Escapes Pods: 0/20

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										

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

HEAT DATA

Heat Sinks: 2235 (4470)
Heat Generation Per Arc:
Nose: 40
Left/Right Fore: 695/695
Left/Right Broadside: 750/750
Left/Right Aft: 770/770
Aft: 0