

# BATTLETECH™

## WARSHIP RECORD SHEET

### ARMOR DIAGRAM

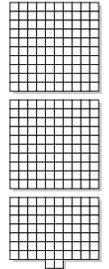
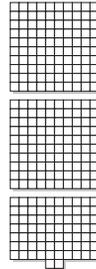
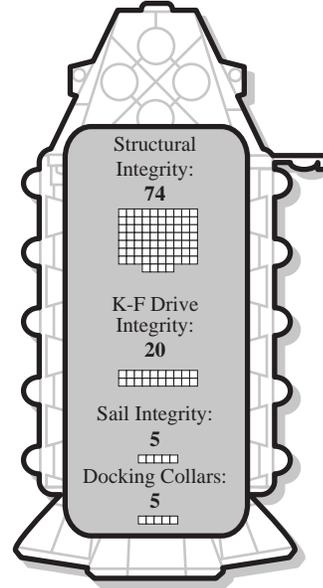
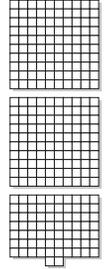
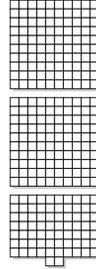
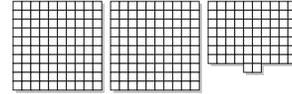
Capital Scale

Nose Damage Threshold  
(Total Armor)  
28 ( 272 )



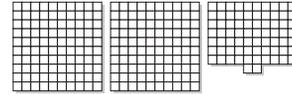
Fore-Right Damage  
Threshold (Total Armor)  
28 ( 272 )

Fore-Left Damage  
Threshold (Total Armor)  
28 ( 272 )

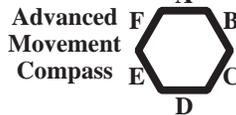


Aft-Left Damage  
Threshold (Total Armor)  
28 ( 272 )

Aft-Right Damage  
Threshold (Total Armor)  
28 ( 272 )



Aft Damage Threshold  
(Total Armor)  
28 ( 272 )



### WARSHIP DATA

Type: Avalanche (Standard)

Name: \_\_\_\_\_ Tonnage: 980,000  
Thrust: \_\_\_\_\_ Tech Base: Mixed  
SafeThrust: 3 Rules Level: Advanced  
Maximum Thrust: 5

### Weapons & Equipment Inventory

Capital Scale	(1-12) (13-24)(25-40)(41-50)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 NL35	NOS	208	14	14	14	—
4 Medium NPPC	FLS/FRS	540	36	36	36	36
2 NL55,	FLS/FRS	378	25	25	25	11
4 NL35						
2 Medium NGAuss (120 rounds)	LBS/RBS	30	50	50	50	50
4 Heavy NPPC	LBS/RBS	900	60	60	60	60
3 NL55	LBS/RBS	255	16	16	16	16
3 NAC/20 (64 rounds)	LBS/RBS	180	60	60	60	—
2 Medium NGAuss (120 rounds)	ALS/ARS	30	50	50	50	50
3 NL55	ALS/ARS	255	16	16	16	16
3 NAC/20 (64 rounds)	ALS/ARS	180	60	60	60	—
3 Medium NPPC	ALS/ARS	405	27	27	27	27
4 NL55,	AFT	444	29	29	29	22
2 NL35						

### Standard Scale on Reverse

### Grav Decks:

Grav Deck #1: 120-meters Grav Deck #2: 120-meters

### Cargo:

- Bay 1: Fighter (50) (4 Doors)
- Bay 2: Small Craft (8) (1 Door)
- Bay 3: Fighter (50) (4 Doors)
- Bay 4: Naval Repair Facility (Pressurized) (800) (1 Door)
- Bay 5: Battle Armor (20) (1 Door)
- Bay 6: Cargo (85,415) (4 Doors)

Fuel Points: 10,000  
Features LF Battery, Naval Comm-Scanner Suite (Large), Mobile HPG

BV: 216,656



### PILOT DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Crew: 732 Marines: 0  
Passengers: 0 Elementals: 0  
Other: 0

Life Boats/Escape Pods: 80/80

### 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:	Heat Generation Per Arc:
2000	Nose: 300
(4000)	Left/Right Fore: 994/994
	Left/Right Aft: 938/938
	Aft: 536



### %s DATA (Cont.)

Type: Avalanche (Standard)

Name: \_\_\_\_\_

### Weapons & Equipment Inventory

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
4	Laser AMS	NOS	20	1 (12)	—	—	—
4	Large Pulse Laser	NOS	40	4 (40)	4 (40)	4 (40)	—
4	Improved ATM 12 (40 rounds)	NOS	32	7 (72)	5 (48)	2 (24)	2 (24)
4	Laser AMS	FLS/FRS	20	1 (12)	—	—	—
4	Large Pulse Laser	FLS/FRS	40	4 (40)	4 (40)	4 (40)	—
2	Improved ATM 12 (20 rounds)	FLS/FRS	16	4 (36)	2 (24)	1 (12)	1 (12)
4	Laser AMS	LBS/RBS	20	1 (12)	—	—	—
2	Large Pulse Laser	LBS/RBS	20	2 (20)	2 (20)	—	—
1	Improved ATM 12 (10 rounds)	LBS/RBS	8	2 (18)	1 (12)	1 (6)	1 (6)
4	Laser AMS	ALS/ARS	20	1 (12)	—	—	—
4	Large Pulse Laser	ALS/ARS	40	4 (40)	4 (40)	4 (40)	—
1	Improved ATM 12 (10 rounds)	ALS/ARS	8	2 (18)	1 (12)	1 (6)	1 (6)
4	Laser AMS	AFT	20	1 (12)	—	—	—
4	Large Pulse Laser	AFT	40	4 (40)	4 (40)	4 (40)	—
4	Improved ATM 12 (40 rounds)	AFT	32	7 (72)	5 (48)	2 (24)	2 (24)

### 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.

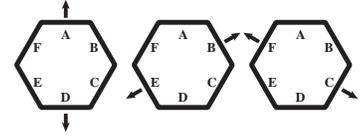
Each time a unit spends thrust, note down that number on the record sheet in the appropriate vector (the vector of the unit's facing). Next, determine the effect of spending thrust by consolidating the active vectors. First, consolidate any active opposing vectors (see Opposing Vectors diagram) by subtracting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

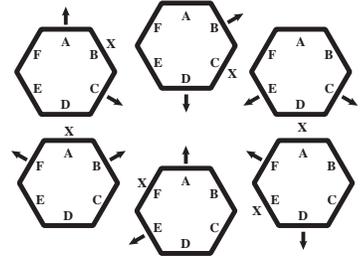
#### OPPOSING VECTORS

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