

BATTLETECH



STARS AFLAME

RECORD SHEETS

AN EMPIRES AFLAME SUPPLEMENT



STARS AFLAME RECORD SHEETS

WAR FLEETS OF THE EMPIRES AFLAME

Based on
Empires Aflame 2015 Halloween Release
by Catalyst
Field Manual - Terran Supremacy
by DarthRads

Credits:
Medron Pryde – Primary Author
Stephen Huda – Artist
And all those who designed the art and stats of the designs printed here.

INTRODUCTION

The Record Sheets included here are based on existing designs in BattleTech. I did not wish to design new designs but to modify existing designs per the rules of the universe. All but one of the designs in this book differ from their standard loadouts only in that the Clan technologies have been reduced to Star League tech per the rules of Empires Aflame. The one outlier is the *Hamilcar*, which I gave a PWS makeover that I hope makes sense for the universe and will be fun to play with.

I only include Record Sheets for those designs that are different from the Prime universe. Please note that fluffed designs in Stars Aflame like the *Super Leopard* and *Super Union* are in fact the known PWS variants of the *Leopards* and *Unions* previously published in the Jihad-era sourcebooks. Just as the *Dragonlord* is the *Nightlord* with Star League tech. All other designs are nearly identical to the Prime designs and can be found in the books where the record sheets were originally published.

I hope you enjoy this small additional supplement.

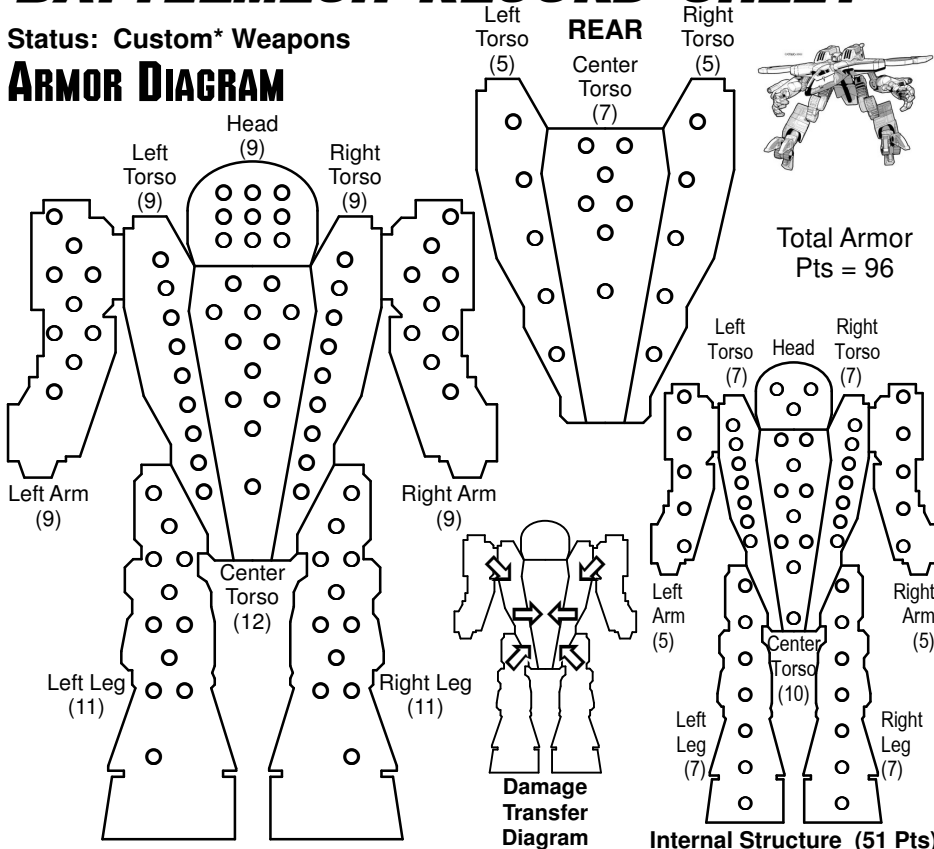
Medron Pryde

BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Pwwka LAM S-PW-1 (EA)

Mass: 30 tons

Movement Points: Tech, Config. & Level:

Walking: 6

Inner Sphere

Running: 9

Land-Air- 'Mech

Jumping: 6 [18]

Level 3 / 3075

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	HD	5	5	-	4	8	12
1	Bomb Bay*	CT	0	0	-	-	-	-
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)

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Auto Eject:

Operational Disabled

Weapon Heat:

(15)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____ +1

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Small Cockpit
- Avionics
- Sensors
- ER Medium Laser

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- Roll Again
- Roll Again
- 4-6 Fusion Engine
- Fusion Engine
- Bomb Bay
- Landing Gear

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 947
 Weapon Value: 467 / 467
 Cost, C-Bills: 4,385,745

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Landing Gear
- Avionics
- Jump Jet
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

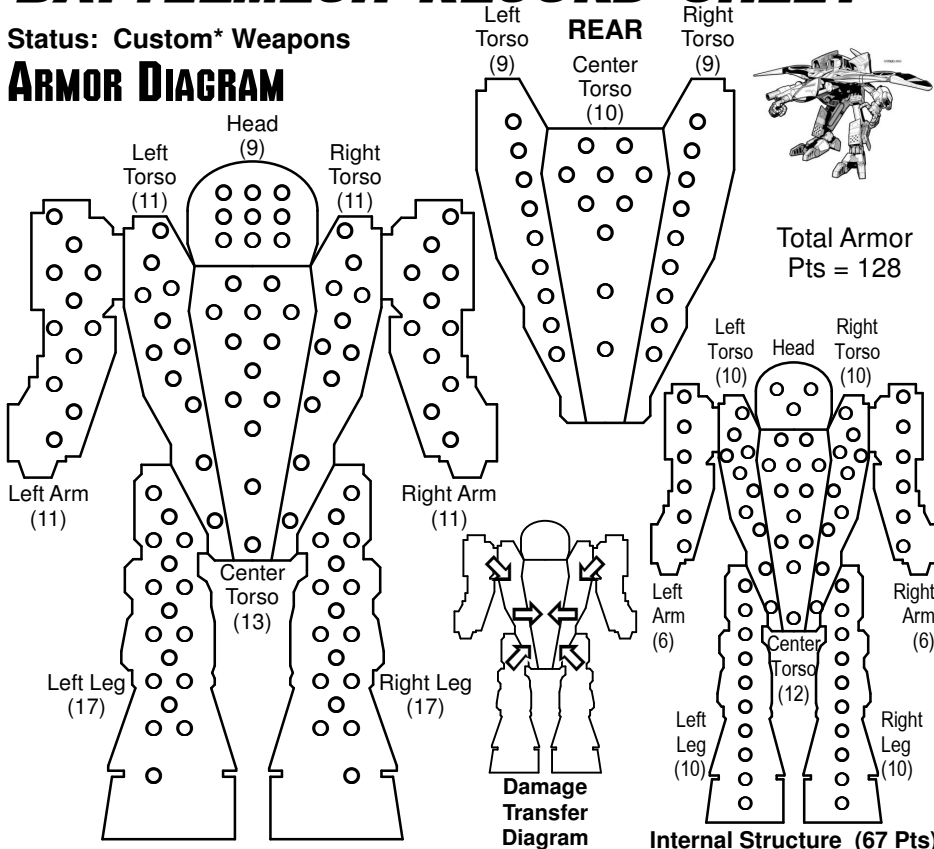


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 128



Internal Structure (67 Pts)

'MECH DATA

Type: Yurei LAM S-YR-1 (EA)
 Mass: 40 tons
 Movement Points: Tech, Config. & Level:
 Walking: 5 Inner Sphere
 Running: 8 Land-Air-'Mech
 Jumping: 5 [15] Level 3 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC*	RA	5	5	3	6	12	18
1	Light PPC Capacitor*	RA	5	5	-	-	-	-
2	ER Medium Laser	LA	5	5	-	4	8	12
1	Bomb Bay*	RT	0	0	-	-	-	-
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
 ○○○○○○○○○○
 Auto Eject: Operational Disabled
 Weapon Heat: (20)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____ +1
 Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light PPC	6. Light PPC
Head	1. Life Support	2. Sensors	3. Small Cockpit	4. Avionics	5. Sensors	6. Roll Again
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Landing Gear	2. Avionics	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Jump Jet
Right Torso	1. Landing Gear	2. Avionics	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Jump Jet
Left Leg	1. Jump Jet	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Jump Jet	2. Bomb Bay	3. CASE II	4. Roll Again	5. Roll Again	6. Roll Again

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: 1,196
 Weapon Value: 532 / 532
 Cost, C-Bills: 6,261,546

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

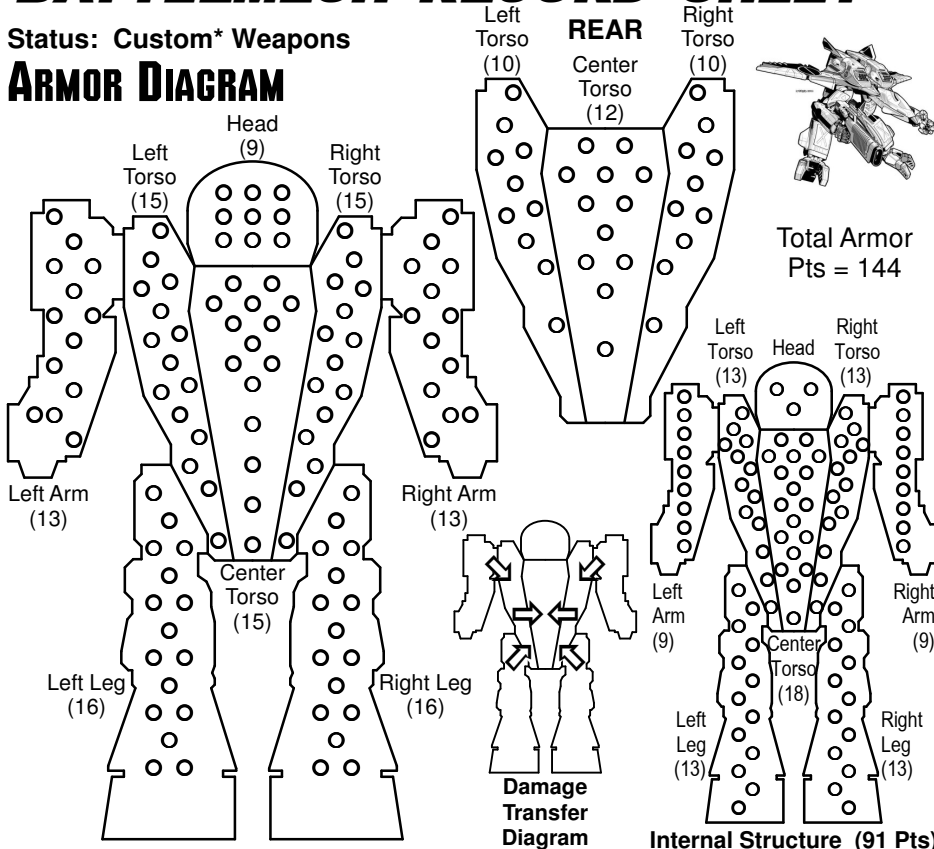


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Waneta LAM S-WN-2 (EA)

Mass: 55 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Inner Sphere

Running: 6

Land-Air-'Mech

Jumping: 6 [18]

Level 3 / 3080

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8	-	7	14	19
2	LRM 5	RT	2	1/hit	6	7	14	21
2	LRM 5	LT	2	1/hit	6	7	14	21
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:

LRM 5

Rounds:

24

BV2:

36

Total Heat Sinks: 10 Double (20)

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Auto Eject:

Operational Disabled

Weapon Heat:

(20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____ +1

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Landing Gear
 - Avionics
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
- 4-6
- LRM 5
 - LRM 5
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Avionics
- Sensors
- Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Landing Gear
 - Roll Again
- 4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: 1,499
 Weapon Value: 1,107 / 1,107
 Cost, C-Bills: 10,110,754

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

Right Torso

- Landing Gear
 - Avionics
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - LRM 5
 - LRM 5
 - Ammo (LRM 5) 24
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



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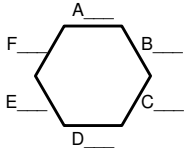
AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM

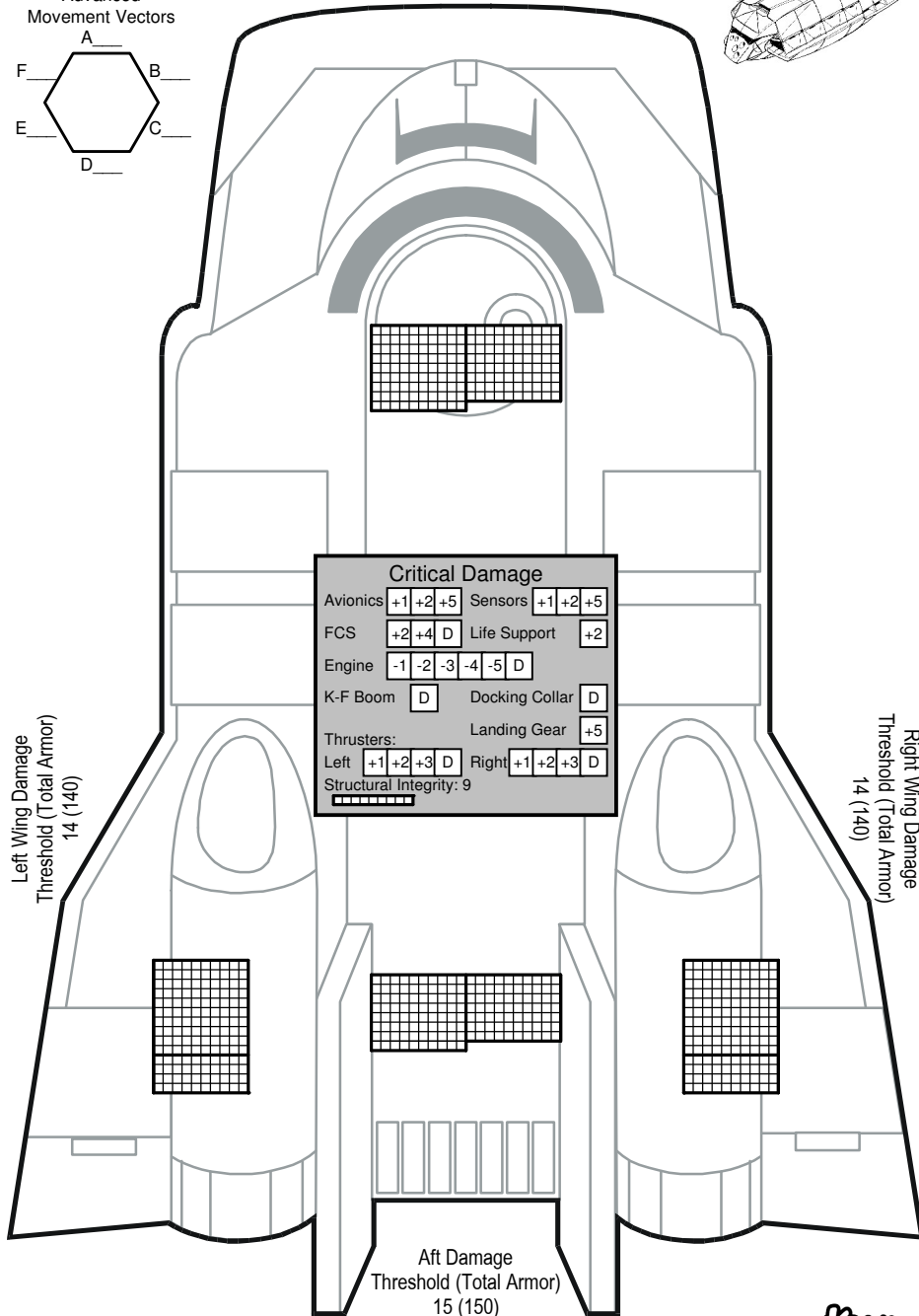
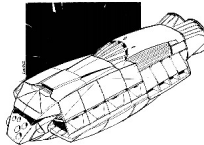
(*CUSTOM WEAPONS)

Advanced

Movement Vectors



Nose Damage
Threshold (Total Armor)
17 (170) - Standard Scale



Left Wing Damage
Threshold (Total Armor)
14 (140)

Right Wing Damage
Threshold (Total Armor)
14 (140)

Aft Damage
Threshold (Total Armor)
15 (150)



Battle Value: 4,722

Cost: 361,130,832

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	2,340																			

VESSEL DATA

Name: **Hamilcar PWS (EA)**
 Type: **Aerodyne DropShip**
 Mass: **3,575 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 2850**
 Fighters/Small Craft: 4 / 0 Launch Rate: 4 / turn
 Life Boats/Escape Pods: 0 / 4

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 SCL/1-DS*	Nose	96	4	4	4	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 Gauss Rifle	Nose	1	2(15)	2(15)	2(15)	--
1 ER Large Laser	Nose	12	1(8)	1(8)	1(8)	--
1 LRM 20+Artemis IV	Nose	6	2(16)	2(16)	2(16)	--
1 SRM 4+Artemis IV	Nose	3	1(6)	--	--	--
1 ER Large Laser	LW/RW	12	1(8)	1(8)	1(8)	--
1 LRM 20+Artemis IV	LW/RW	6	2(16)	2(16)	2(16)	--
1 ER PPC	LW/RW	15	1(10)	1(10)	1(10)	--
1 Large Pulse Laser	LW/RW	10	1(9)	1(9)	--	--
1 LRM 15+Artemis IV	L/RW(A)	5	1(12)	1(12)	1(12)	--
1 ER Large Laser	Aft	12	1(8)	1(8)	1(8)	--
1 LRM 15+Artemis IV	Aft	5	1(12)	1(12)	1(12)	--
1 SRM 4+Artemis IV	Aft	3	1(6)	--	--	--

Cargo: Bay 1: Fighters (4) (2 doors)
 Bay 2: Cargo (39 Tons, 1 door)

Ammo: LRM 15 (48) SRM 4 (50)
 LRM 20 (36) Gauss (40) SCL/1-DS (40)

Total Heat Sinks: **106 (212)**
 Heat Generation per Arc: **(234 Total)**

Nose: 118 Left/Right Wing: 43 x 2
 Left/Right Wing (Aft): 5 x 2 Aft: 20

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

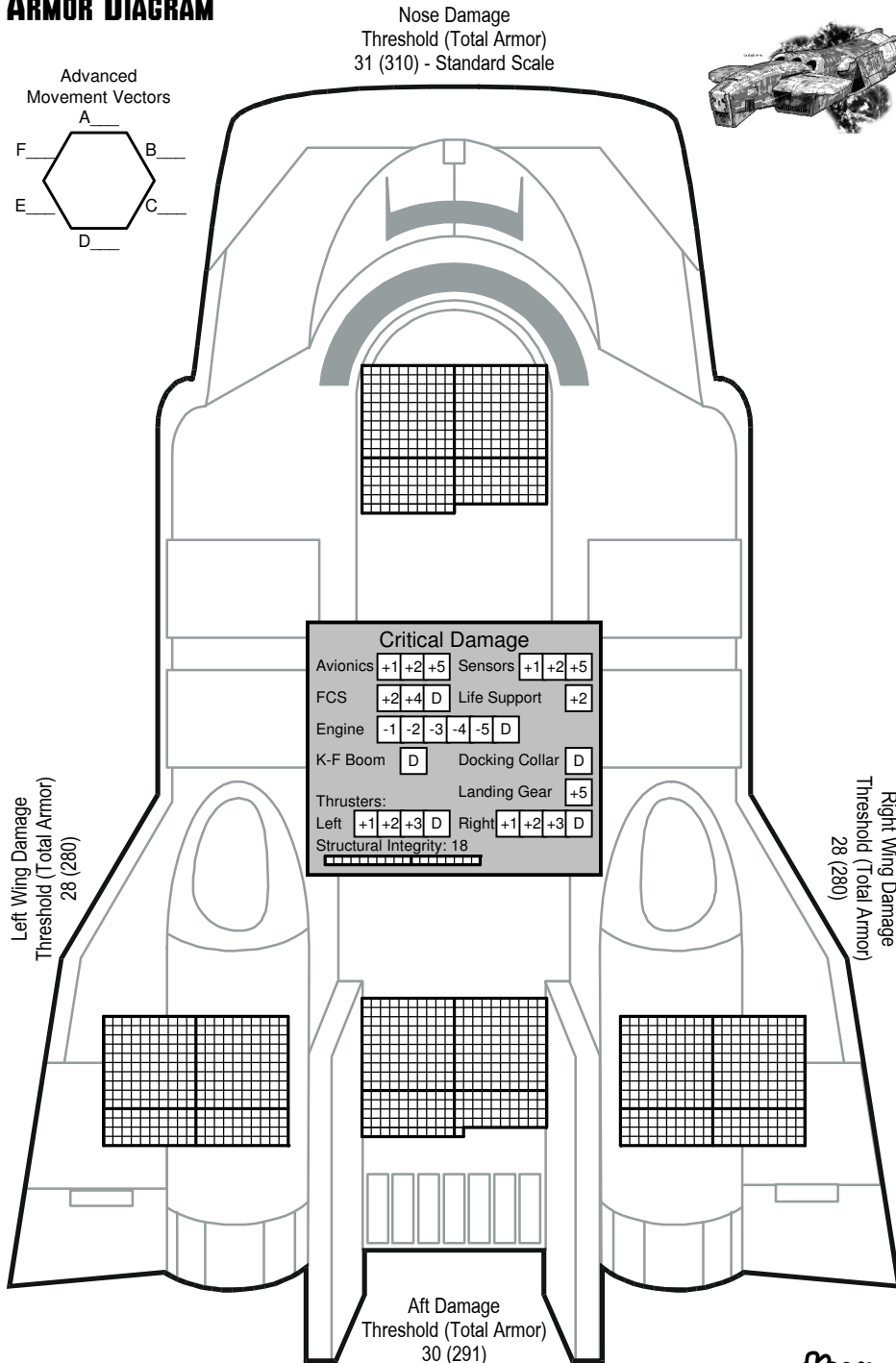
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 36 Passengers: 0 Other: 8

AEROTECH 2™

AERODYNE DROPSHIP RECORD SHEET

ARMOR DIAGRAM



VESSEL DATA

Name: **Titan Monitor (EA)**
 Type: **Aerodyne DropShip**
 Mass: **12,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 2900**
 Fighters/Small Craft: 12 / 0 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 4 / 4

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 Killer Whale	Nose	80	16	16	16	16

Standard Class Bay

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 LRM 20+Artemis IV	Nose	18	5(48)	5(48)	5(48)	--
3 ER Large Laser	Nose	36	2(24)	2(24)	2(24)	--
2 LRM 20+Artemis IV	LW/RW	12	3(32)	3(32)	3(32)	--
3 ER Large Laser	LW/RW	36	2(24)	2(24)	2(24)	--
2 Laser AMS	LW/RW	24	--	Point Defense		
1 LRM 20+Artemis IV	Aft	6	2(16)	2(16)	2(16)	--
2 ER Large Laser	Aft	24	2(16)	2(16)	2(16)	--
4 Medium Pulse Laser	Aft	16	2(24)	--	--	--
2 Laser AMS	Aft	24	--	Point Defense		
1 Hyperpulse Generator						

Cargo: Bay 1: Fighters (12) (6 doors)
 Bay 2: Cargo (1,314 Tons, 2 doors)

Battle Value: 13,651

Cost: 36,710,709,120

Velocity Record																				
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel Pts	14,400																			

Ammo: LRM 20 (132) Killer Whale (40)

Total Heat Sinks: 195 (390)
 Heat Generation per Arc: (348 Total)

Nose: 134 Left/Right Wing: 72 x 2
 Left/Right Wing (Aft): 0 x 2 Aft: 70

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

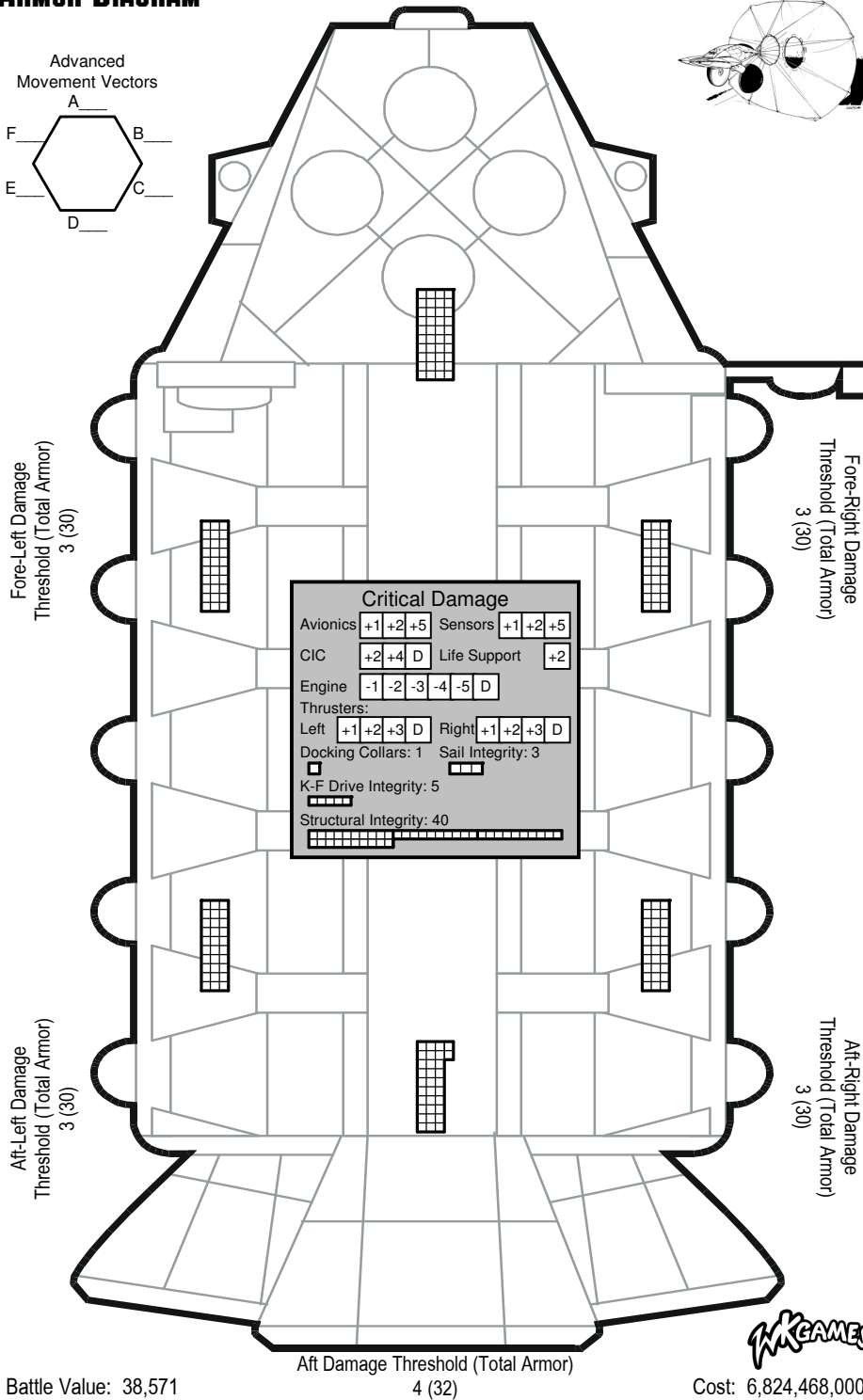
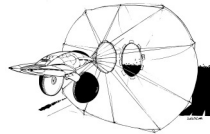
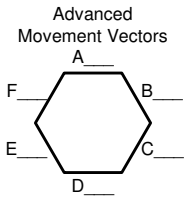
Crew: 38 Passengers: 10 Other: 24

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
4 (40) - Capital Scale

ARMOR DIAGRAM



Battle Value: 38,571

Cost: 6,824,468,000

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	30,000																				

VESSEL DATA

Name: **Fredasa Corvette/Raider (EA)**
 Type: **WarShip**
 Mass: **175,000 tons**
 Thrust: Safe Thrust: **5** Max Thrust: **8**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 18 / 2 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 15 / 0 DropShips: 1

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NAC/40	Nose	135	40	40	--	--
2 NL45	Nose	140	9	9	9	9
2 NAC/10	FL/FR	60	20	20	20	--
2 NL45	L/RBS	140	9	9	9	9
2 NL45	Aft	140	9	9	9	9

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 Gauss Rifle	Nose	2	3(30)	3(30)	3(30)	--
4 ER Large Laser	Nose	48	3(32)	3(32)	3(32)	--
4 ER Large Laser	FL/FR	48	3(32)	3(32)	3(32)	--
3 Streak SRM 6	L/RBS	12	4(36)	--	--	--
2 LRM 20+Artemis IV	AL/AR	12	3(32)	3(32)	3(32)	--
4 ER Large Laser	Aft	48	3(32)	3(32)	3(32)	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (65-meter diameter)

Cargo: Bay 1: Fighters (18) (4 doors)
 Bay 2: Cargo (2,812 Tons, 1 door)
 Bay 3: Small Craft (2) (2 doors)

Ammo: LRM 20 (48) Streak 6 (180)
 NAC/10 (400) NAC/40 (100) Gauss (40)

Total Heat Sinks: 369 (738)

Heat Generation per Arc: (1,057 Total)

Nose: 325 Fore Left/Right: 108 x 2
 Left/Right Broadside: 152 x 2
 Aft Left/Right: 12 x 2 Aft: 188

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

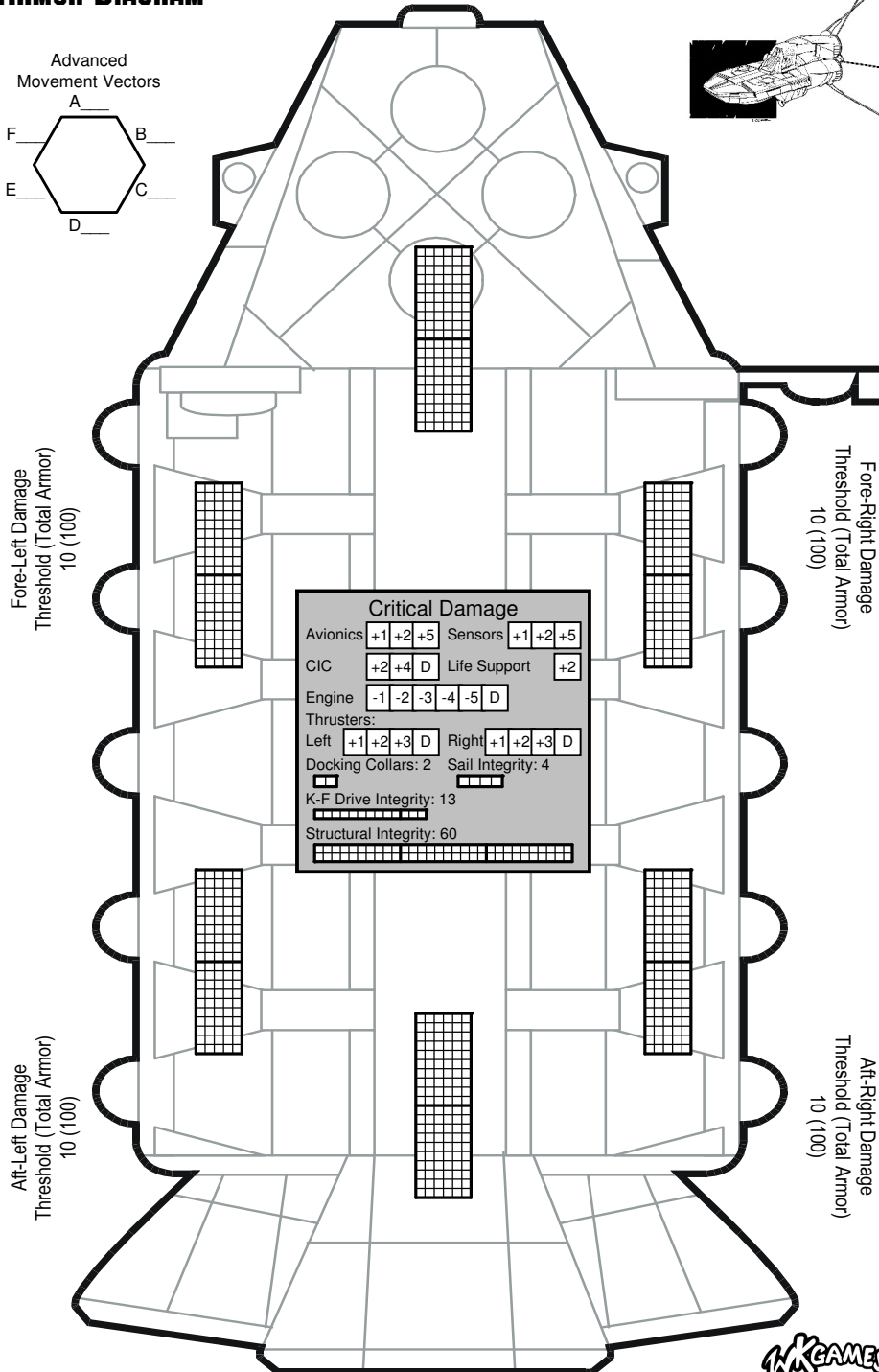
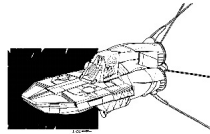
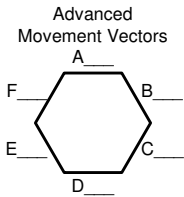
Crew: 85 Passengers: 0 Other: 46

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
12 (120) - Capital Scale

ARMOR DIAGRAM



Critical Damage			
Avionics	+1 +2 +5	Sensors	+1 +2 +5
CIC	+2 +4 D	Life Support	+2
Engine	-1 -2 -3 -4 -5 D		
Thrusters:			
Left	+1 +2 +3 D	Right	+1 +2 +3 D
Docking Collars:	2	Sail Integrity:	4
K-F Drive Integrity:	13		
Structural Integrity:	60		

Battle Value: 61,154

Aft Damage Threshold (Total Armor)
12 (120)

Cost: 9,826,924,000

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	22,500																				

VESSEL DATA

Name: **York Destroyer/Carrier (EA)**
 Type: **WarShip**
 Mass: **595,000 tons**
 Thrust: Safe Thrust: **4** Max Thrust: **6**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 48 / 5 Launch Rate: 20 / turn
 Life Boats/Escape Pods: 30 / 20 DropShips: 2

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NAC/40	Nose	135	40	40	--	--
1 NAC/40	Nose	135	40	40	--	--
4 Medium NPPC	Nose	540	36	36	36	36
2 NL35	FL/FR	104	7	7	7	--
2 NL45	FL/FR	140	9	9	9	9
2 NAC/30	L/RBS	200	60	60	60	--
2 NL35	AL/AR	104	7	7	7	--
2 NL45	AL/AR	140	9	9	9	9
4 NL35	Aft	488	32	32	32	18
4 NL45						

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
3 ER Large Laser	Nose	36	2(24)	2(24)	2(24)	--
3 ER Medium Laser	Nose	15	2(15)	2(15)	--	--
2 LRM 20+Artemis IV	L/RBS	12	3(32)	3(32)	3(32)	--
2 Medium Pulse Laser	L/RBS	8	1(12)	--	--	--
3 ER Large Laser	Aft	36	2(24)	2(24)	2(24)	--
3 ER Medium Laser	Aft	15	2(15)	2(15)	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (140-meter diameter)
 Grav Deck #2: (65-meter diameter)

Cargo: Bay 1: Fighters (24) (5 doors)
 Bay 2: Fighters (24) (5 doors)
 Bay 3: Cargo (67,420 Tons, 1 door)
 Small Craft (5)

Ammo: NAC/30 (400) LRM 20 (72) NAC/40 (200)

Total Heat Sinks: 579 (1,158)
Heat Generation per Arc: (2,816 Total)

Nose: 861 Fore Left/Right: 244 x 2
 Left/Right Broadside: 220 x 2
 Aft Left/Right: 244 x 2 Aft: 539

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

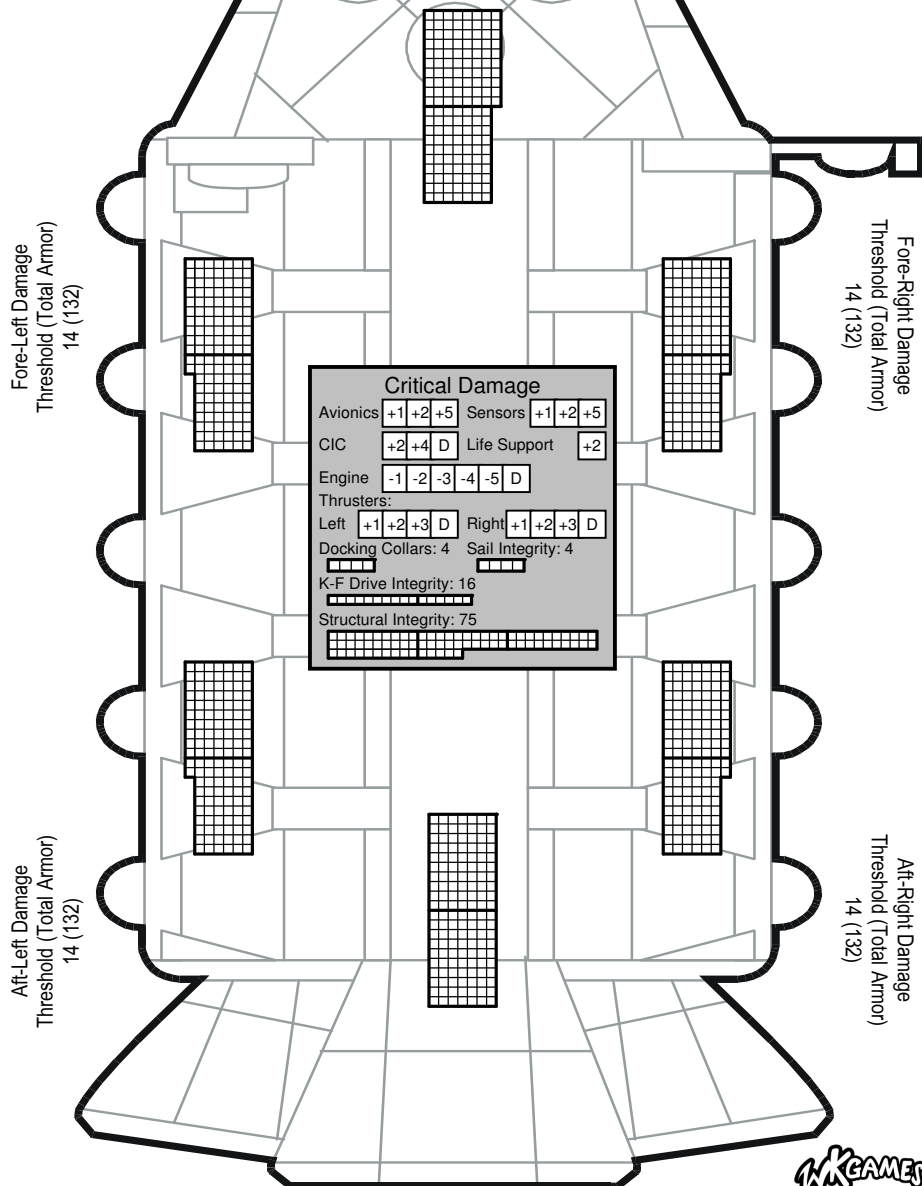
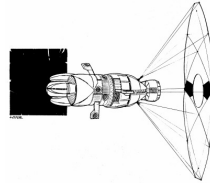
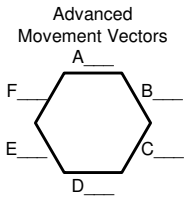
Crew: 240 Passengers: 0 Other: 121

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
15 (150) - Capital Scale

ARMOR DIAGRAM



Aft Damage Threshold (Total Armor)
14 (140)



Battle Value: 56,390

Cost: 14,761,889,200

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	4,750																				

VESSEL DATA

Name: **Volga Transport (EA)**
 Type: **WarShip**
 Mass: **775,000 tons**
 Thrust: Safe Thrust: **2** Max Thrust: **3**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 24 / 0 Launch Rate: 8 / turn
 Life Boats/Escape Pods: 20 / 20 DropShips: 4

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 NAC/20	Nose	120	40	40	40	--
1 NL45	Nose	70	5	5	5	5
2 NAC/30	FL/FR	200	60	60	60	--
1 NL45	FL/FR	70	5	5	5	5
2 NL35	L/RBS	104	7	7	7	--
1 Heavy N-Gauss	L/RBS	18	30	30	30	30
2 NL45	AL/AR	140	9	9	9	9
2 NAC/20	Aft	120	40	40	40	--

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
4 ER Large Laser	Nose	68	5(52)	5(52)	3(32)	--
4 ER Medium Laser						
4 Medium Pulse Laser	Nose	16	2(24)	--	--	--
4 ER Large Laser	FL/FR	68	5(52)	5(52)	3(32)	--
4 ER Medium Laser						
4 ER PPC	L/RBS	60	4(40)	4(40)	4(40)	--
4 Medium Pulse Laser	L/RBS	16	2(24)	--	--	--
4 ER PPC	AL/AR	60	4(40)	4(40)	4(40)	--
4 Large Pulse Laser	AL/AR	40	4(36)	4(36)	--	--
4 ER Large Laser	Aft	68	5(52)	5(52)	3(32)	--
4 ER Medium Laser						
4 Medium Pulse Laser	Aft	16	2(24)	--	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (145-meter diameter)
 Grav Deck #2: (120-meter diameter)

Cargo: Bay 1: Fighters (12) (2 doors)
 Bay 2: Fighters (12) (2 doors)
 Bay 3: Cargo (201,732 Tons, 1 door)

Ammo:
 Hvy N-Gauss (200) NAC/30 (800) NAC/20 (400)

Total Heat Sinks: 476 (952)
Heat Generation per Arc: (2,030 Total)

Nose: 274 Fore Left/Right: 338 x 2
 Left/Right Broadside: 198 x 2
 Aft Left/Right: 240 x 2 Aft: 204

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

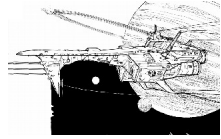
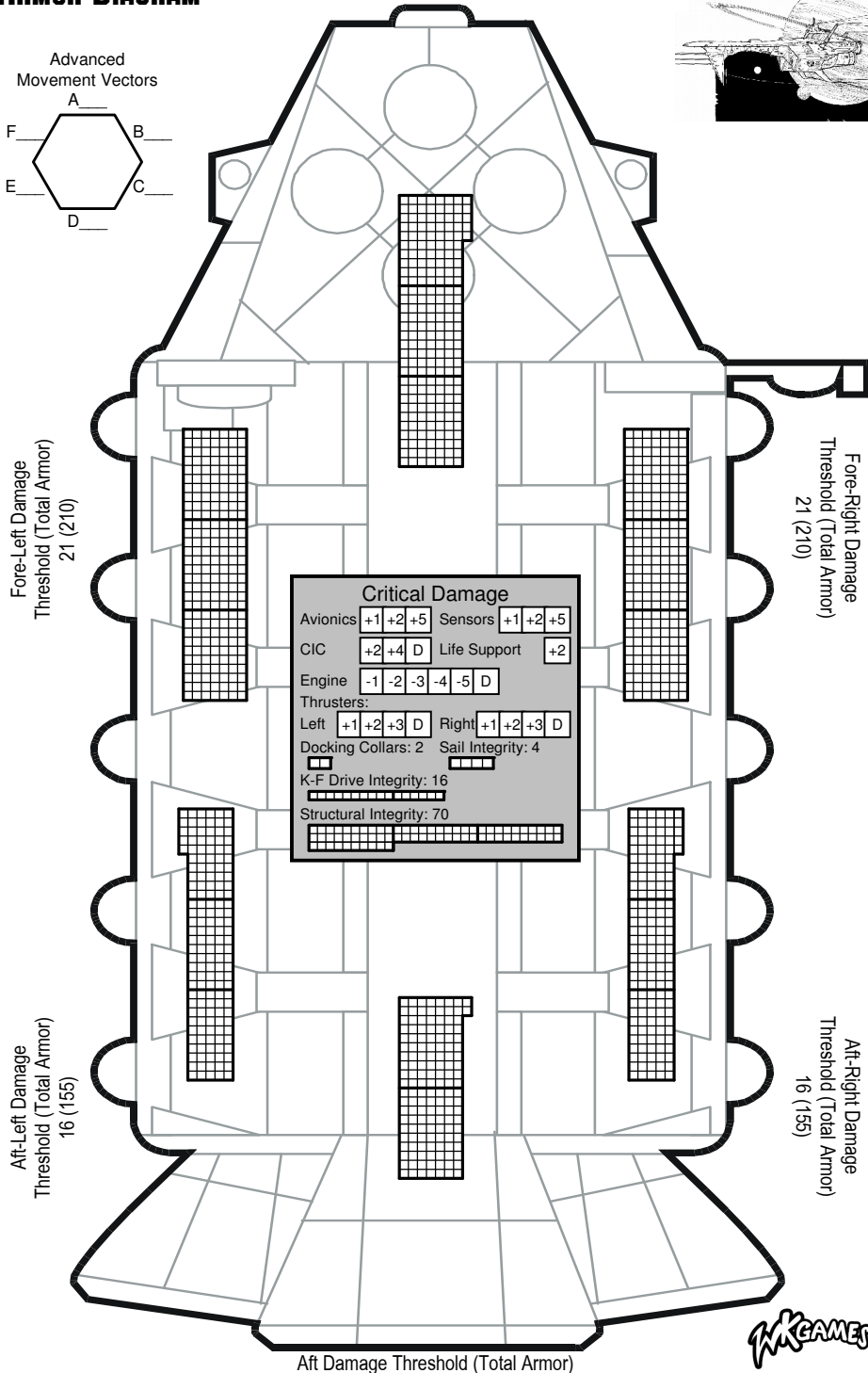
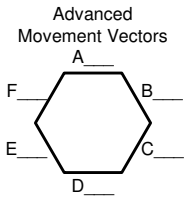
Crew: 280 Passengers: 0 Other: 48

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
22 (215) - Capital Scale

ARMOR DIAGRAM



VESSEL DATA

Name: **Kimagure Battlecruiser/Carrier (EA)**
 Type: **WarShip**
 Mass: **780,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 96 / 0 Launch Rate: 32 / turn
 Life Boats/Escape Pods: 20 / 20 DropShips: 2

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 NAC/25	Nose	170	50	50	50	--
2 NAC/25	Nose	170	50	50	50	--
2 NAC/25	Nose	170	50	50	50	--
2 NAC/30	Nose	200	60	60	60	--
2 NAC/30	Nose	200	60	60	60	--
3 Light NPPC	Nose	315	21	21	21	--
1 Barracuda	Nose	10	2	2	2	2
3 NL45	FL/FR	210	14	14	14	14
3 NL55	FL/FR	255	17	17	17	17
2 NAC/25	L/RBS	170	50	50	50	--
2 NAC/25	L/RBS	170	50	50	50	--
2 NAC/30	L/RBS	200	60	60	60	--
2 NAC/30	L/RBS	200	60	60	60	--
2 NAC/30	L/RBS	200	60	60	60	--
4 Medium NPPC	L/RBS	540	36	36	36	36
1 Barracuda	L/RBS	10	2	2	2	2
3 NL45	AL/AR	210	14	14	14	14
3 NL55	AL/AR	255	17	17	17	17
2 NAC/25	Aft	170	50	50	50	--
1 Barracuda	Aft	10	2	2	2	2

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
6 ER Large Laser	Nose	87	6(63)	6(63)	5(48)	--
3 ER Medium Laser						
6 Large Pulse Laser	Nose	60	5(54)	5(54)	--	--
6 Small Pulse Laser	Nose	12	2(18)	Point Defense		
3 LB 10-X AC	FL/FR	6	2(18)	2(18)	--	--
3 LB 20-X AC	FL/FR	18	4(36)	4(36)	--	--
6 ER Large Laser	L/RBS	87	6(63)	6(63)	5(48)	--
3 ER Medium Laser						
6 Large Pulse Laser	L/RBS	60	5(54)	5(54)	--	--
6 Small Pulse Laser	L/RBS	12	2(18)	Point Defense		
3 LB 10-X AC	AL/AR	6	2(18)	2(18)	--	--
3 LB 20-X AC	AL/AR	18	4(36)	4(36)	--	--
6 ER Large Laser	Aft	87	6(63)	6(63)	5(48)	--
3 ER Medium Laser						
6 Large Pulse Laser	Aft	60	5(54)	5(54)	--	--
6 Small Pulse Laser	Aft	12	2(18)	Point Defense		
1 Hyperpulse Generator						
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (65-meter diameter)
 Grav Deck #2: (85-meter diameter)

Cargo: Bay 1: Fighters (48) (8 doors)
 Bay 2: Fighters (48) (8 doors)
 Bay 3: Cargo (22,542 Tons, 10 doors)

Ammo: LB 20-X (120) LB 10-X (240)
 Barracuda (40) NAC/30 (600) NAC/25 (600)

Total Heat Sinks: 1,575 (3,150)
Heat Generation per Arc: (6,987 Total)
 Nose: 1,394 Fore Left/Right: 489 x 2
 Left/Right BroadSides: 1,649 x 2
 Aft Left/Right: 489 x 2 Aft: 339

Battle Value: 154,598

Aft Damage Threshold (Total Armor)
15 (142)

Cost: 12,478,792,000

Velocity Record	Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	7,500																				

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

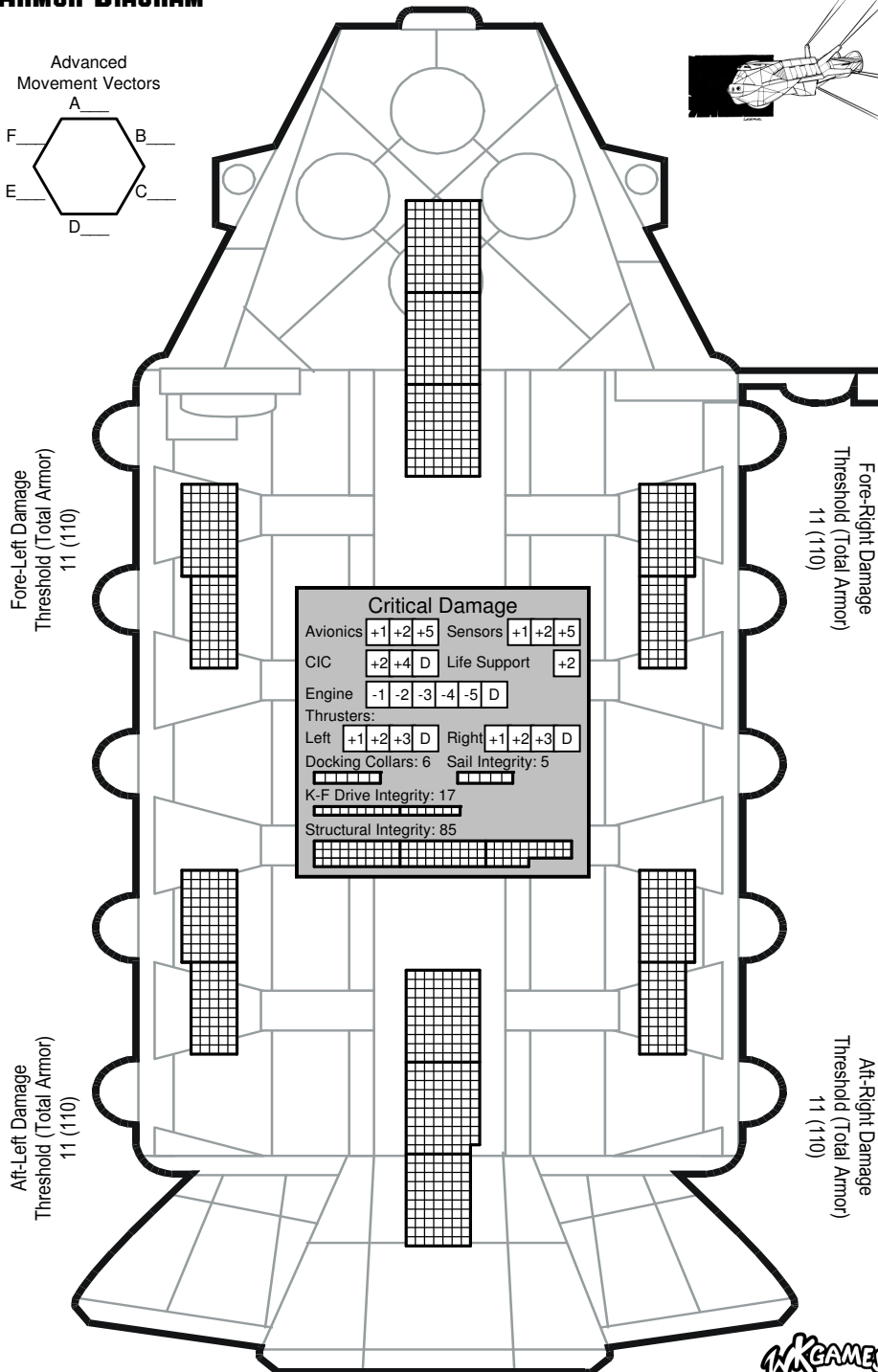
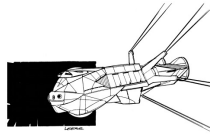
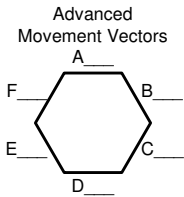
Crew: 250 Passengers: 200 Other: 192
 Marines: 0 Battle Armor: 50

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
24 (240) - Capital Scale

ARMOR DIAGRAM



Aft Damage Threshold (Total Armor)
23 (229)

Cost: 20,305,487,000

Battle Value: 76,315

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	11,250																				

VESSEL DATA

Name: **Liberator Cruiser (EA)**
 Type: **WarShip**
 Mass: **830,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 36 / 0 Launch Rate: 12 / turn
 Life Boats/Escape Pods: 40 / 60 DropShips: 6

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
6 NL45	Nose	420	27	27	27	27
2 NAC/20	FL/FR	120	40	40	40	--
2 Heavy NPPC	FL/FR	450	30	30	30	30
2 NAC/30	L/RBS	200	60	60	60	--
6 NL35	L/RBS	312	21	21	21	--
1 Light N-Gauss	L/RBS	27	45	45	45	45
1 Heavy N-Gauss						
1 Light N-Gauss	L/RBS	27	45	45	45	45
1 Heavy N-Gauss						
2 NAC/20	AL/AR	120	40	40	40	--
3 NL55	AL/AR	255	17	17	17	17
2 Heavy NPPC	AL/AR	450	30	30	30	30
6 NL55	Aft	510	33	33	33	33

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
5 Ultra AC/10	Nose	40	8(75)	8(75)	--	--
3 LRM 20+Artemis IV	FL/FR	18	5(48)	5(48)	5(48)	--
4 Medium Pulse Laser	FL/FR	16	2(24)	--	--	--
3 LRM 20+Artemis IV	AL/AR	18	5(48)	5(48)	5(48)	--
4 LB 20-X AC	AL/AR	24	5(48)	5(48)	--	--
5 Ultra AC/10	Aft	40	8(75)	8(75)	--	--
1 Lithium Fusion Battery						

Grav Decks: Grav Deck #1: (185-meter diameter)
 Grav Deck #2: (145-meter diameter)

Cargo: Bay 1: Fighters (36) (6 doors)
 Bay 2: Battle Armor Points/Squads (12) (3 doors)
 Bay 3: Cargo (70,417 Tons, 1 door)

Ammo: LB 20-X (80) Hvy N-Gauss (400)
 Lt N-Gauss (400) NAC/30 (400) NAC/20 (800)
 LRM 20 (216) Ult AC/10 (200/2)

Total Heat Sinks: 592 (1,184)

Heat Generation per Arc: (5,084 Total)

Nose: 460 Fore Left/Right: 604 x 2
 Left/Right BroadSides: 566 x 2
 Aft Left/Right: 867 x 2 Aft: 550

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

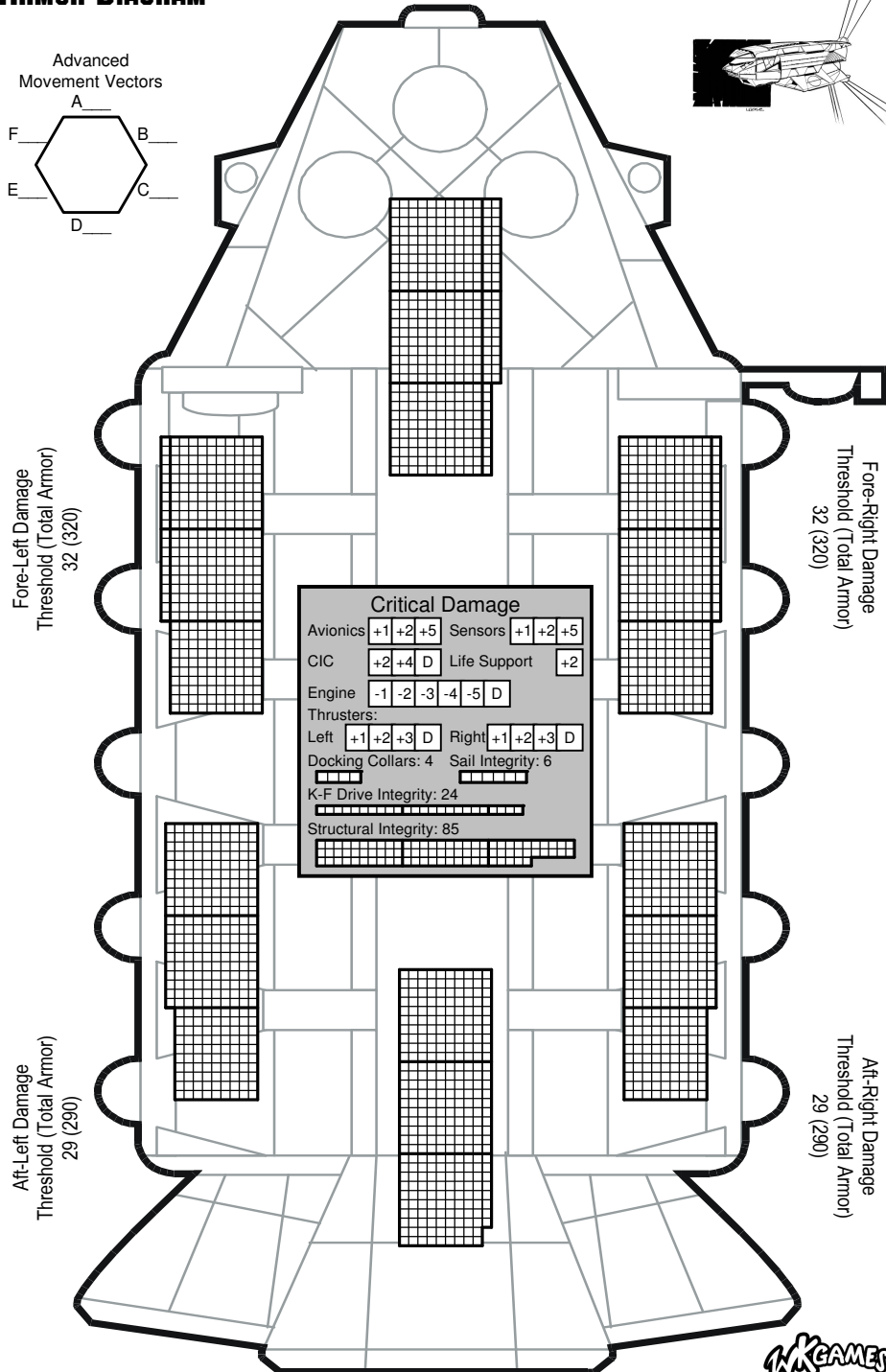
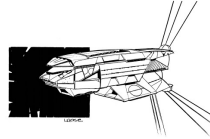
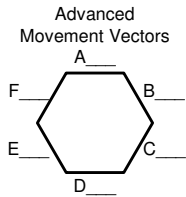
Crew: 420 Passengers: 0 Other: 144

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
35 (350) - Capital Scale

ARMOR DIAGRAM



Aft Damage Threshold (Total Armor)
30 (298)

Battle Value: 190,877

Cost: 15,754,070,000

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	5,000																				

VESSEL DATA

Name: **Dragonlord Battleship (EA)**
 Type: **WarShip**
 Mass: **1,200,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 18 / 0 Launch Rate: 0 / turn
 Life Boats/Escape Pods: 0 / 160 DropShips: 4

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
1 NAC/25	Nose	85	25	25	25	--
1 NAC/25	Nose	85	25	25	25	--
1 NL55	Nose	85	6	6	6	6
1 Medium NPPC	Nose	135	9	9	9	9
1 Medium N-Gauss	Nose	15	25	25	25	25
1 NAC/10	FL/FR	115	35	35	35	--
1 NAC/25						
1 NL35	FL/FR	207	14	14	14	10
1 NL45						
1 NL55						
1 Medium N-Gauss	FL/FR	15	25	25	25	25
1 NAC/10	L/RBS	165	50	50	10	--
1 NAC/40						
1 NAC/10	L/RBS	165	50	50	10	--
1 NAC/40						
1 NL35	L/RBS	122	8	8	8	5
1 NL45						
1 Medium NPPC	L/RBS	135	9	9	9	9
1 Medium N-Gauss	L/RBS	15	25	25	25	25
1 NAC/10	AL/AR	115	35	35	35	--
1 NAC/25						
1 NL35	AL/AR	207	14	14	14	10
1 NL45						
1 NL55						
1 Medium N-Gauss	AL/AR	15	25	25	25	25
1 NAC/25	Aft	85	25	25	25	--
1 NAC/25	Aft	85	25	25	25	--
1 NL55	Aft	85	6	6	6	6
1 Medium NPPC	Aft	135	9	9	9	9
1 Medium N-Gauss	Aft	15	25	25	25	25

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 ER Large Laser	Nose	24	2(16)	2(16)	2(16)	--
2 ER Large Laser	FL/FR	24	2(16)	2(16)	2(16)	--
2 ER PPC	FL/FR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	L/RBS	24	2(16)	2(16)	2(16)	--
2 ER Large Laser	AL/AR	24	2(16)	2(16)	2(16)	--
2 ER PPC	AL/AR	30	2(20)	2(20)	2(20)	--
2 ER Large Laser	Aft	24	2(16)	2(16)	2(16)	--
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (140-meter diameter)

Cargo: Bay 1: Cargo (160,595 Tons, 4 doors)
Fighters (18)

Bay 2: BattleMechs (108) (3 doors)

Bay 3: Battle Armor Points/Squads (108) (2 doors)

Ammo: NAC/40 (150) NAC/10 (150)

Med N-Gauss (240)NAC/25 (150)

Total Heat Sinks: 2,702 (5,404)

Heat Generation per Arc: (3,674 Total)

Nose: 429 Fore Left/Right: 391 x 2

Left/Right BroadSides: 626 x 2

Aft Left/Right: 391 x 2 Aft: 429

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

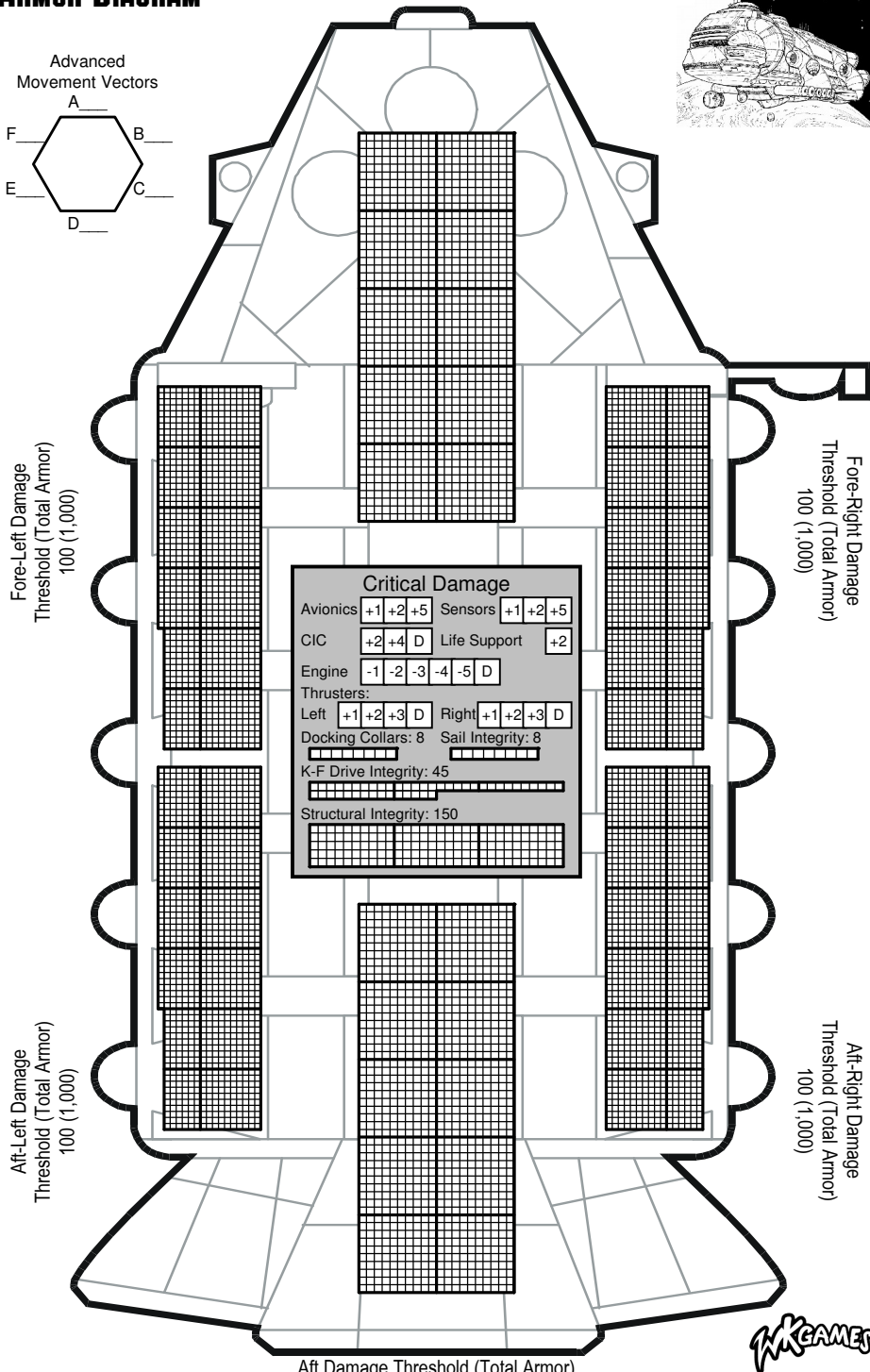
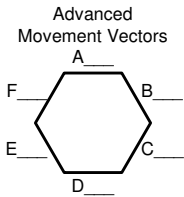
Crew: 830 Passengers: 0 Other: 900

AEROTECH 2™

WARSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
100 (1,000) - Capital Scale

ARMOR DIAGRAM



Battle Value: 331,402

Aft Damage Threshold (Total Armor)
100 (1,000)

Cost: 29,922,456,000

Velocity Record		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Turn #																					
Thrust																					
Velocity																					
Effective Velocity																					
Altitude Level																					
Fuel Pts	37,500																				

VESSEL DATA

Name: **Leviathan (EA)**
 Type: **WarShip**
 Mass: **2,400,000 tons**
 Thrust: Safe Thrust: **3** Max Thrust: **5**
 Tech: **Inner Sphere / Level 3 / 3100**
 Fighters/Small Craft: 288 / 0 Launch Rate: 16 / turn
 Life Boats/Escape Pods: 150 / 150 DropShips: 8

Weapons & Equipment Inventory:

Capital weapon ranges, hexes: (0-12) (13-24) (25-40) (41-50)

Capital Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
2 NAC/30	Nose	200	60	60	60	--
7 Medium NPPC	Nose	945	63	63	63	63
1 AR10(25KW,50WS,100B)	Nose	20	*	*	*	*
2 Heavy N-Gauss	Nose	36	60	60	60	60
12 NL55	Nose	1020	66	66	66	66
7 Medium NPPC	FL/FR	945	63	63	63	63
2 NAC/30	FL/FR	200	60	60	60	--
1 AR10(25KW,50WS,100B)	FL/FR	20	*	*	*	*
12 NL55	FL/FR	1020	66	66	66	66
2 Medium N-Gauss	L/RBS	30	50	50	50	50
12 NL55	L/RBS	1020	66	66	66	66
12 NL55	L/RBS	1020	66	66	66	66
2 NAC/30	AL/AR	200	60	60	60	--
1 AR10(25KW,50WS,100B)	AL/AR	20	*	*	*	*
12 NL55	AL/AR	1020	66	66	66	66
7 Medium NPPC	Aft	945	63	63	63	63
1 AR10(25KW,50WS,100B)	Aft	20	*	*	*	*

Standard weapon ranges, hexes: (0-6) (7-12) (13-20) (21-25)

Standard Class Bay	Loc	Heat	SRV	MRV	LRV	ERV
10 ER Large Laser	Nose	170	13(130)	13(130)	8(80)	--
10 ER Medium Laser						
5 Large Pulse Laser	Nose	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
8 Gauss Rifle	Nose	8	12(120)	12(120)	12(120)	--
10 ELRM-20 (THB)	Nose	100	12(120)	12(120)	12(120)	12(120)
5 AMS	Nose	5	--	--	--	Point Defense
10 ER Medium Laser	FL/FR	50	5(50)	5(50)	--	--
5 Medium Pulse Laser	FL/FR	20	3(30)	--	--	--
3 Streak SRM 6	FL/FR	12	4(36)	--	--	--
10 ELRM-20 (THB)	FL/FR	100	12(120)	12(120)	12(120)	12(120)
5 AMS	FL/FR	5	--	--	--	Point Defense
10 ER Large Laser	L/RBS	120	8(80)	8(80)	8(80)	--
5 ER PPC	L/RBS	75	5(50)	5(50)	5(50)	--
5 Large Pulse Laser	L/RBS	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
3 Streak SRM 6	L/RBS	12	4(36)	--	--	--
6 LRM 20+Artemis IV	L/RBS	36	10(96)	10(96)	10(96)	--
10 ELRM-20 (THB)	L/RBS	100	12(120)	12(120)	12(120)	12(120)
10 ER Large Laser	AL/AR	120	8(80)	8(80)	8(80)	--
5 Medium Pulse Laser	AL/AR	20	3(30)	--	--	--
3 Streak SRM 6	AL/AR	12	4(36)	--	--	--
10 ELRM-20 (THB)	AL/AR	100	12(120)	12(120)	12(120)	12(120)
5 AMS	AL/AR	5	--	--	--	Point Defense
10 ER Medium Laser	Aft	50	5(50)	5(50)	--	--
5 Large Pulse Laser	Aft	70	8(75)	5(45)	--	--
5 Medium Pulse Laser						
8 Gauss Rifle	Aft	8	12(120)	12(120)	12(120)	--
10 ELRM-20 (THB)	Aft	100	12(120)	12(120)	12(120)	12(120)
5 AMS	Aft	5	--	--	--	Point Defense
1 Hyperpulse Generator						
1 Lithium Fusion Battery						

Grav Decks: Grav Decks #1 - 2: (185-meter diameter)
 Grav Decks #3 - 8: (95-meter diameter)

Cargo: Bay 1: Fighters (144) (4 doors)
 Bay 2: Fighters (144) (4 doors)
 Bay 3: Cargo (25,321 Tons, 10 doors)

Ammo: Med N-Gauss (400) LRM 20 (1,200)
 Streak 6 (1,260) Hvy N-Gauss (200) NAC/30 (1,000)
 AMS (6,048) ELRM-20 (8,000) Gauss (1,200)

AR10 Missiles: 150 Killer Whale, *AV=4
 300 White Shark *AV=3 600 Barracuda *AV=2

Total Heat Sinks: 9,500 (19,000)
Heat Generation per Arc: (16,476 Total)
 Nose: 2,574 Fore Left/Right: 2,372 x 2
 Left/Right Broadside: 2,483 x 2
 Aft Left/Right: 1,497 x 2 Aft: 1,198

Crew Data

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incap

Crew: 1,170 Passengers: 0 Other: 576
 Marines: 0 Battle Armor: 224