BATTLET		Nose Damage Threshold (Total Armor) ()	ARMOR DIAGRAM Standard Scale
AERODYNE DROPSHIP F			GAMES
Type: Tonnage: Thrust: Clan	00000 000000 000000 000000 000000 00000 0000		
Weapons & Equipment Inventory Capital Scale (1-12) (13-24) (25-40) (41-50) Standard Scale (1-6) (6-12) (13-20) (21-25) Bay Loc SRV MRV LRV ERV	Left Wing Damage Threshold (Total Armor) ()	00000000000000000000000000000000000000	Right Wing Damage Threshold (Total Armor) (
Ammo: Cost: BV: NOTES	CREW DATA Gunnery Skill: Piloting Skill:	(Total Armor) — () CRITICAL DAM	
VELOCITY RECORD	Hits Taken	FCS	D Life Support +2 Support +5 K-F Boom D Collar D Collar
Turn # 1 2 3 4 5 Thrust Velocity Effective Velocity Altitude Turn # 11 12 13 14 15 Thrust Velocity Effective Velocity Altitude Altitude	6 7 8 9 10 16 17 18 19 20	Right +1 +2 Engine	+3 D -3 -4 -5 D Generation Per Arc