CLASSIC BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: _____

Name: _____ Tonnage: _____

Thrust: Tech Base:

Safe Thrust: _____ Clan ☐

Maximum Thrust: _____ Inner Sphere ☐

Fighters/Small Craft: ___/___ Launch Rate: _____

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	

Ammo: _____

Cost: _____ BV: _____

ARMOR DIAGRAM

Standard Scale

Nose Damage Threshold (Total Armor) ___(___)

Left Damage Threshold (Total Armor) ___(___)

Right Damage Threshold (Total Armor) ___(___)

Structural Integrity: _____

Aft Damage Threshold (Total Armor) ___(___)

WK™ GAMES

NOTES

CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: _____ Marines: _____

Passengers: _____ Elementals: _____

Other: _____ Battle Armor: _____

Life Boats/Escape Pods: ___/___

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
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: ___(___) Single ☐ Double ☐

Heat Generation Per Arc

Nose: _____ Aft: _____

Fore-Left: _____ Aft-Left: _____

Fore-Right: _____ Aft-Right: _____

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