BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: **APC (Hover)**		
Config: **Hovercraft**	Tons: **10**	
Technology Base: **Inner Sphere 3025 Level 1**	Cruising MP: **10**	Flank MP: **15**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **87.600**		
BV: **46**	WV: **3 / 3**	

Ammo

Ammo Type	Rounds
Machine Gun	100

Critical Damage

Airskirt Damaged	☐	Engine Hit	☐
Lift Fan Destroyed	☐	Turret Locked	☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
2	Machine Gun	T	2	-	1	2	3

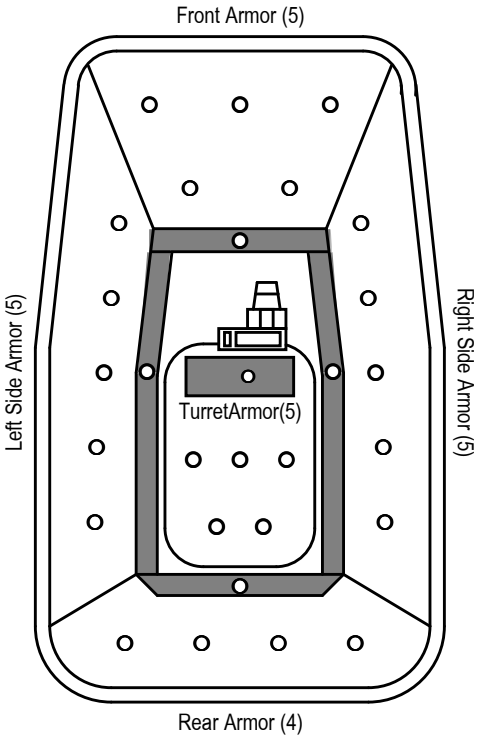
Body Inventory

60 I.C.E. Engine

1 Crew Members

1,00T Infantry Bay Capacity

Total Armor Pts = 24 (Standard)



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MOVEMENT RECORD

Turn Num	Type C/F	Num Hex	To-Hits	Damage & Notes:
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

MOTIVE SYSTEM DAMAGE TABLE

Roll	Effect
2-3	No effect
4-5	+1 Driving Skill
6-7	-1 Cruise MP, +2 Driving Skill
8+	No movement for rest of game

ADVANCED GROUND VEHICLE CRIT TABLE (2d6)

Roll	Front	Side	Rear	Turret
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Jam	Stabilizer
7	Weapon Jam	Weapon Jam	Cargo/Infantry Hit	Turret Jams
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Jam
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition	Turret Blown Off
12	Crew Killed	Fuel Tank	Fuel Tank	Ammunition

ADVANCED GROUND VEHICLE HIT LOCATION TABLE

2d6 Roll	Front	Rear	Side
2	Front (Crit)	Rear (Crit)	Side (Crit)
3	Front †	Rear †	Side †
4	Front	Rear	Side
5	R.Side	L.Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side
9	L.Side	R.Side	Rear
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12	Turret (Crit)	Turret (Crit)	Turret (Crit)

† Also roll once on Motive System Damage Table.