BATTLETECH®

V.T.O.L. RECORD SHEET

Type: **Ferret Light Scout VTOL**		
Config: **V.T.O.L.**	Tons: **5**	
Technology Base: **Inner Sphere 3025 Level 1**	Cruising MP: **15**	Flank MP: **23**
Crew:		
Gunnery Skill:	Piloting Skill:	
Cost, C-Bills: **49.681**		
BV: **45**	WV: **1 / 1**	

Ammo

Ammo Type	Rounds
Machine Gun	100

Critical Damage

Rotor Damaged ☐ Engine Hit ☐

Rotor Destroyed ☐

Weapons Inventory

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

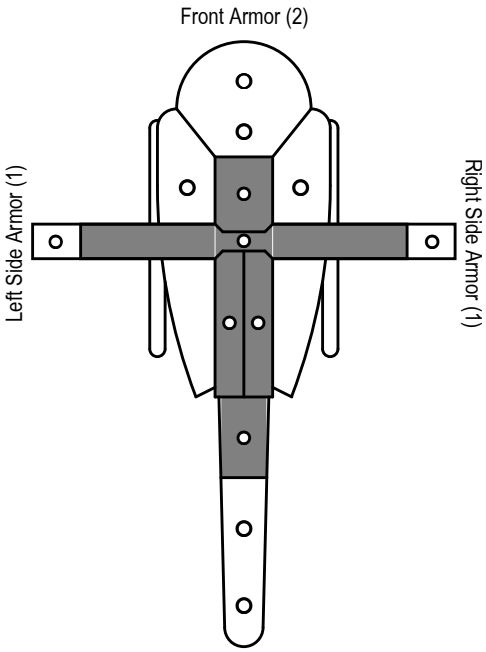
Fuselage Inventory

25 I.C.E. Engine

1 Crew Members

1,00T Infantry Bay Capacity

Total Armor Pts = 8 (Standard)



Rotor Type: Main/Tail Rotors

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MOVEMENT RECORD

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

ADVANCED VTOL CRIT TABLE (2d6)

Roll	Front	Side	Rear	Rotor
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Jam	Cargo/Infantry Hit	Rotor Damage
7	Weapon Jam	Cargo/Infantry Hit	Weapon Jam	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Tail Rotor Hit
10	Pilot Hit	Engine Hit	Sensors	Tail Rotor Hit
11	Weapon Destroyed	Ammunition	Engine Hit	Rotor Destroyed
12	Crew Killed	Fuel Tank	Fuel Tank	Rotor Destroyed

ADVANCED VTOL 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	Rotors	Rotors	Rotors
11	Rotors	Rotors	Rotors
12	Rotors (Crit)	Rotors (Crit)	Rotors (Crit)