BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: **Savannah Master Hovercraft**		
Config: **Hovercraft**	Tons: **5**	
Technology Base: **Inner Sphere 3025 Level 1-FA**	Cruising MP: **13**	Flank MP: **20**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **88.917**		
BV: **160**	WV: **22 / 22**	

Ammo

Critical Damage

Airskirt Damaged ☐ Engine Hit ☐

Lift Fan Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Medium Laser	F	5	-	3	6	9

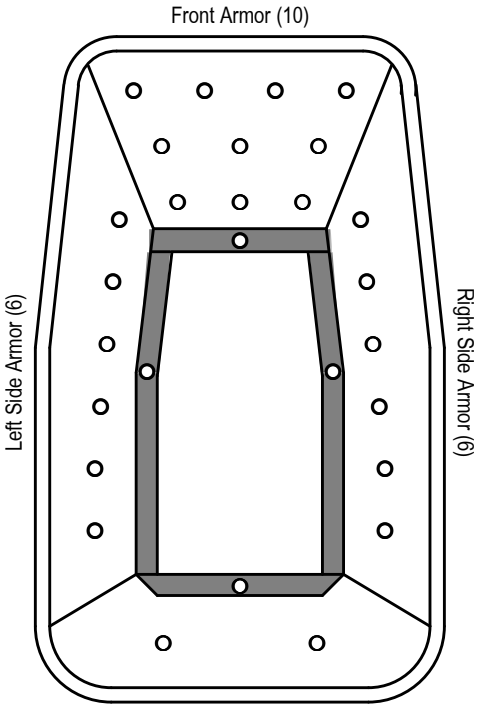
Body Inventory

25 Omni Fusion Engine

1 Crew Members

0,15T Sensors

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				

ADVANCED GROUND VEHICLE CRIT TABLE (2d6)

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

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 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	Front	Rear	Side
11	Front	Rear	Side
12	Front (Crit)	Rear (Crit)	Side (Crit)

† Also roll once on Motive System Damage Table.