

BATTLETECH™

VTOL RECORD SHEET

VEHICLE DATA

Type: Juncus JS-93

Movement Points:

Cruising: 12

Flanking: 18 [24]

Movement Type: VTOL

Engine Type: 140 Fuel Cell

Tonnage: 23

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	VTOL Jet Booster	BD	[E]	—	—	—	—
1	Mast Mount	RO	[E]	—	—	—	—
1	Recon Camera	RO	[E]	—	—	—	—
1	Remote Sensors/Dispenser	RO	[E]	—	—	—	—
1	Vehicular Mine Dispenser	BD	[E]	—	—	—	—
1	Machine Gun	RS	2 [DB, AI]	—	1	2	3
1	Machine Gun	LS	2 [DB, AI]	—	1	2	3

Ammo: (MG) 100, (Remote Sensors/Dispenser) 30,

(Vehicular Mine Dispenser) 2

Features Infantry Compartment (4 tons)

BV: 223



CREW DATA

Crew: _____

Gunnery Skill: _____ Driving Skill: _____

Co-Pilot Hit ☐ +1

Modifier to all skill rolls

Pilot Hit ☐ +2

Modifier to Driving skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3

Engine Hit ☐

Sensor Hits

☐ +1 ☐ +2 ☐ +3 ☐ D

Stabilizers

Front ☐

Left ☐

Right ☐

Rear ☐

*Move at Cruising speed only

NOTES

ARMOR DIAGRAM

Standard Armor

Front Armor (10)

Rotor Armor (2)

Left Side Armor (7)

Right Side Armor (7)

Rear Armor (6)



VTOL COMBAT VEHICLE HIT LOCATION

ATTACK DIRECTION

	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)*†	Rotors (critical)*†	Rotors (critical)*†

* A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

† Damage Value / 10 (round up); see Rotor Hits, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOLS TABLE

DIFFERENCE IN LEVELS

-1 or lower
0
1-2
3
4+

TYPES OF PHYSICAL ATTACKS ALLOWED

None
All except Punch
All except Kick
Club and Physical Weapons Only
None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

	FRONT	SIDE	LOCATION HIT REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Copilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Locks
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Rotors Destroyed	Ammunition**	Engine Hit	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.

** If the VTOL carries no ammunition, treat this result as Weapon Destroyed.