


ENTROPIC GAMING SYSTEM



ILLUSTRATION

player	aircraft
type	description

ABILITIES & SKILLS

attack	maneuverability	propulsion	resilience	operating-airplanes	operating-helicopters	mechanisms	firearms
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ATTRIBUTES

acceleration	initiative	minimum speed	top speed	crew	size

ADD-ONS

TRACKERS

HEALTH TRACK SPEED CONDITIONS AMMO

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HEALTH TRACK SPEED CONDITIONS AMMO

Diagram illustrating a system with 50 components (circles) arranged in a 5x10 grid. The components are categorized into three states:

- maximum**: 20 components (top 2 rows)
- Damaged**: 20 components (middle 2 rows)
- Impaired**: 10 components (bottom 1 row)

current
accelerate
decelerate



 5
 10
 15
 20
 25
 30
 35
 40
 45

COMBAT ACTION TRACKER

The diagram shows a 4x4 grid. The top 2x2 section is divided into four quadrants. The columns are labeled 1, 2, Non-Pilot, and Non-Pilot. The rows are labeled 1, 2, 3, and 4. The bottom 2x2 section is labeled 'notes'.

ARMOR TRACK

HARDPOINTS

Add-on System	Range	DMG	ROF	Shots	ACC	TSPD	Notes

CARGO

ARMOR

COMBAT NOTES

Description	Size

front: _____

rear: _____

left: _____

right: _____

special: _____

notes: _____

DOGFIGHT NOTES

- * Kill Range = Blast Rating
- * Casualty Range = Kill Range + 10ft, penetration halved
- * Injury Range = Casualty Range + 10ft, damage and penetration halved, lose heavy weapons property
- * Soak Roal = Resilience + Operating
- * Evade = Maneuverability + Operating
- * Outrun = Propulsion + Operating

MISSION & RECONAISSANCE NOTES