ENTROPIC GAMING SYSTEM

ILLUSTRATION

player . . . .   aircraft . . . .

type . . . .   description . . . .

ABILITIES & SKILLS

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

ATTRIBUTES

acceleration	initiative	minimum speed	top speed	crew	size

ADD-ONS

TRACKERS

HEALTH TRACK

maximum

Damaged

Impaired

COMBAT ACTION TRACKER

| 1 | 2 | Non-Pilot | Non-Pilot |

notes

ARMOR TRACK

SPEED

current

accelerate

decelerate

CONDITIONS

AMMO

5
10
15
20
25
30
35
40
45

HARDPOINTS

Add-on System	Range	DMG	ROF	Shots	ACC	TSPD	Notes

CARGO

Description	Size

ARMOR

front:
rear:
left:
right:
special:
notes:

COMBAT 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