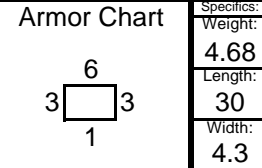


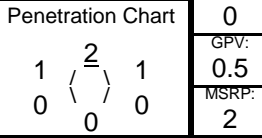
Unit Name: **Kopeck-Standard** (Helicopter (Single)c) Call Sign: _____ Internal Damage Chart

Duty/History/Innovations: The Kopeck is the standard light helicopter that you will see hovering around a typical United Nations battle group. Because of its small size and the U.N. requirement to use two turbines, one of the engines is actually outside of the unit body on a root that appears to be a wing on the right side of the unit. Both 20 slot pylons are on the left wing of the unit.

Defense Values	F/R	F/R	Sds	Sds	
Ballistic	20			20	
Energy	13			13	
Missile	15			15	
Indirect	25			25	
Small Arms	10			10	
Physical				28	
Radar Signature (F/S/T):	26	/	180	/	129
Heat Signature (Main):	30				
Sound Signature:	15				
Nuclear Emission:	0				
Silhouette (F/S/T):	26	/	180	/	129
Laser/UV Reflection:	0				
Electro Emission:	10			1d 10	
Gale (F/S):	0	/	0	1d 10	



Shock Threshold: 1



Weight: 4.68
Length: 30
Width: 4.3
Height: 6
Clearance: 0
GPV: 0.5
MSRP: 2

00	A	00
99	B	99
98	B	98
97	B	97
96	B	96
95	B	95
94	B	94
93	B	93
92	B	92
91	B	91
90	B	90
89	B	89
88	B	88
87	C	87
86	C	86
85	C	85
84	C	84
83	D	83
82	D	82
81	D	81
80	D	80
79	E	79
78	E	78
77	E	77
76	E	76
75	E	75
74	E	74
73	E	73
72	E	72
71	E	71
70	E	70
69	E	69
68	E	68
67	E	67
66	E	66
65	E	65
64	E	64
63	E	63
62	E	62
61	E	61
60	E	60
59	F	59
58	F	58
57	F	57
56	F	56
55	F	55
54	F	54
53	F	53
52	F	52
51	G	51
50	G	50
49	G	49
48	G	48
47	G	47
46	H	46
45	H	45
44	H	44
43	H	43
42	H	42
41	H	41
40	H	40
39	H	39
38	H	38
37	H	37
36	H	36
35	H	35
34	H	34
33	H	33
32	H	32
31	I	31
30	I	30
29	I	29
28	I	28
27	I	27
26	I	26
25	I	25
24	I	24
23	I	23
22	I	22
21	J	21
20	K	20
19	K	19
18	K	18
17	L	17
16	M	16
15	M	15
14	M	14
13	M	13
12	M	12
11	M	11
10	M	10
9	M	9
8	M	8
7	M	7
6	M	6
5	M	5
4	M	4
3	M	3
2	M	2
1	M	1

5% 1 hit	10% 1 hit	15% 2 hits	20% 2 hits	25% 3 hits	30% 3 hits	35% 3 hits	40% 4 hits	45% 4 hits	10+
1	2	3	4	5	6	7	8	9	10+

Acceleration	Speed	T+4	Knigs	Pos.
24	0	0	2	A
	1	0	2	B
	2	1	2	
	3	1	2	
	4	2	2	C
Deceleration	5	2	2	D
25	6	3	2	E
	7	3	2	F
	8	3	2	G
	9	4	2	H
	10	4	2	I
Movement Costs:	11	5	2	
	12	5	2	
	13	6	2	
	14	6	2	
	15	6	2	
	16	7	2	J
	17	7	2	K
	18	8	2	L
	19	8	2	
Free Hex Facing	20	9	2	M
3	21	9	1	
	22	9	1	
	23	10	1	N
Open Ground	24	10	1	
0	25	11	1	
	26	11	1	
Rough Ground	27	12	1	
0	28	12	1	
	29	12	1	
Thick Growth	30	13	1	
0	31	13	1	
	32	14	1	
Sand or Snow	33	14	1	
0	34	15	1	
	35	15	1	
Swamp or Mud	36	15	1	
0	37	16	1	
	38	16	1	
1 Level	39	17	1	
0	40	17	1	
	41	18	1	
2 Levels	42	18	1	
0				
3 Levels				
0				
4+ Levels				
0				
Vertical Grade				
0				
Floating on Water				
0				
Shallow Water				
0				
Under Water				
0				
Muck Factor				
0				
ECVs				
Base:	249			
Stand LO:	0			
Crew:	0			
Cargo:	0			
Total:	249			

Unit Manifest
CREW & Crew Accessories:
Pilot/G - P:+ G:+
N/B/C Protection

EQUIPMENT:
Medium Altitude Turbine Engine: [1] Hits
Medium Altitude Turbine Engine: [1] Hits
10 Hour Fuel Tank for Engine
Sensor Array
Targeting Computer
Main Rotor
Tail Rotor

WEAPONS:
Body:
Pintle Mount
30mm Machine Gun
5 rnd. Ammo. Bin: Military Ball 30mm

20 Slot External Hardpoint (see below)

DEFENSE MECHANISMS:
PAMS Pod

Choose from any of these standard configurations. Do NOT forget to add the ECV to value of unit.

Standard Mix (add 205 to ECV)
Type I Rocket Pod
Type I Rocket Pod
Type V Rocket Pod
Screaming Mimi
Kite
Sparrowhawk

RR 100 (add 20 to ECV)
100mm Recoilless Rifle

RR 76 (add 32 to ECV)
76mm Recoilless Rifle
76mm Recoilless Rifle
76mm Recoilless Rifle
76mm Recoilless Rifle

RP Type I set (add 260 to ECV)
Type I Rocket Pod
Type I Rocket Pod
Type I Rocket Pod
Type I Rocket Pod

RP Type V set (add 180 to ECV)
Type V Rocket Pod
Type V Rocket Pod
Type V Rocket Pod
Type V Rocket Pod

RP Type V set (add 320 to ECV)
Type XV Rocket Pod
Type XV Rocket Pod
Type XV Rocket Pod
Type XV Rocket Pod

TBE Pod (add 10 to ECV)

Locomotion Damage Chart						
8	1	2	3	4	5 = A	6 = D
1	X	N/A	N/A	N/A	4	SLIP
2	N/A	X	N/A	4	4	8
3	N/A	N/A	X	8	8	8
4	N/A	4	8	X	8	13
5	4	4	8	8	X	13
6	4	8	8	13	13	X
7	4	8	13	13	17	17
8	4	8	13	13	17	21
9	2	2	7	7	12	12
0	TURN	3	3	8	8	MSRP

dVT	Dam	Sh	Pen	Krg	Spr?	Ind?	Rng	Operators
Phys	0.08	0.08	0.04					

SA	3	2	2	0	y	n	0.5
B	1	4	0	0	y	n	0.5
B	1	4	0	0	y	n	0.5
B	5	0	0	0	y	n	0.5
M	1	0	0	0	n	n	2
M	3	6	0	0	n	n	3
M	8	0	0	0	n	n	5
B	4	3	2	0	n	y	5
B	1	1	1	0	n	y	5
B	1	1	1	0	n	y	5
B	1	1	1	0	n	y	5
B	1	4	0	0	y	n	0.5
B	1	4	0	0	y	n	0.5
B	1	4	0	0	y	n	0.5
B	1	4	0	0	y	n	0.5
B	5	0	0	0	y	n	0.5
B	5	0	0	0	y	n	0.5
B	5	0	0	0	y	n	0.5
B	5	0	0	0	y	n	0.5
B	1	0	4	0	y	n	0.5
B	1	0	4	0	y	n	0.5
B	1	0	4	0	y	n	0.5
B	1	0	4	0	y	n	0.5
E	1	0	0	0	n	n	1