

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 it's 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

Armor Chart	
3	6 3
	1
Shock Threshold	
	1
Penetration Chart	
1	2
0	0

Specifications:

Weight: 4.68

Length: 30


Width: 4.3

Height: 6

Clearance: 0

GPV: 0.5

MSRP: 2



% ground	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	24
Deceleration	25
Movement Costs:	2, 3, 2
Free Hex Facing	3
Open Ground	0
Rough Ground	0
Thick Growth	0
Sand or Snow	0
Swamp or Mud	0
1 Level	0
2 Levels	0
3 Levels	0
4+ Levels	0
Vertical Grade	0
Floating on Water	0
Shallow Water	0
Under Water	0
Muck Factor	0

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 SA
 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 B 1 4 0 0 y n 0.5
 Type I Rocket Pod B 1 4 0 0 y n 0.5
 Type V Rocket Pod B 5 0 0 0 y n 0.5
 Screaming Mimi M 1 0 0 0 n n 2
 Kite M 3 6 0 0 n n 3
 Sparrowhawk M 8 0 0 0 n n 5

RR 100 (add 20 to ECV)
 100mm Recoilless Rifle B 4 3 2 0 n y 5

RR 76 (add 32 to ECV)
 76mm Recoilless Rifle B 1 1 1 0 n y 5
 76mm Recoilless Rifle B 1 1 1 0 n y 5
 76mm Recoilless Rifle B 1 1 1 0 n y 5

RP Type I set (add 260 to ECV)
 Type I Rocket Pod B 1 4 0 0 y n 0.5
 Type I Rocket Pod B 1 4 0 0 y n 0.5
 Type I Rocket Pod B 1 4 0 0 y n 0.5
 Type I Rocket Pod B 1 4 0 0 y n 0.5

RP Type V set (add 180 to ECV)
 Type V Rocket Pod B 5 0 0 0 y n 0.5
 Type V Rocket Pod B 5 0 0 0 y n 0.5
 Type V Rocket Pod B 5 0 0 0 y n 0.5
 Type V Rocket Pod B 5 0 0 0 y n 0.5

RP Type V set (add 320 to ECV)
 Type XV Rocket Pod B 1 0 4 0 y n 0.5
 Type XV Rocket Pod B 1 0 4 0 y n 0.5
 Type XV Rocket Pod B 1 0 4 0 y n 0.5
 Type XV Rocket Pod B 1 0 4 0 y n 0.5

TBE Pod (add 10 to ECV) E 1 0 0 0 n n 1

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

ECVs

Base: 249

Stand LO: 0

Crew: 0

Cargo: 0

Total: 249

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