

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

FIGHTER DATA

Type: Sulla Z

Thrust: _____ Tonnage: 45
 Safe Thrust: 9 Tech Base: Mixed Tech (Clean)
 Maximum Thrust: 14 (Experimental)
 Era: Society XTRO

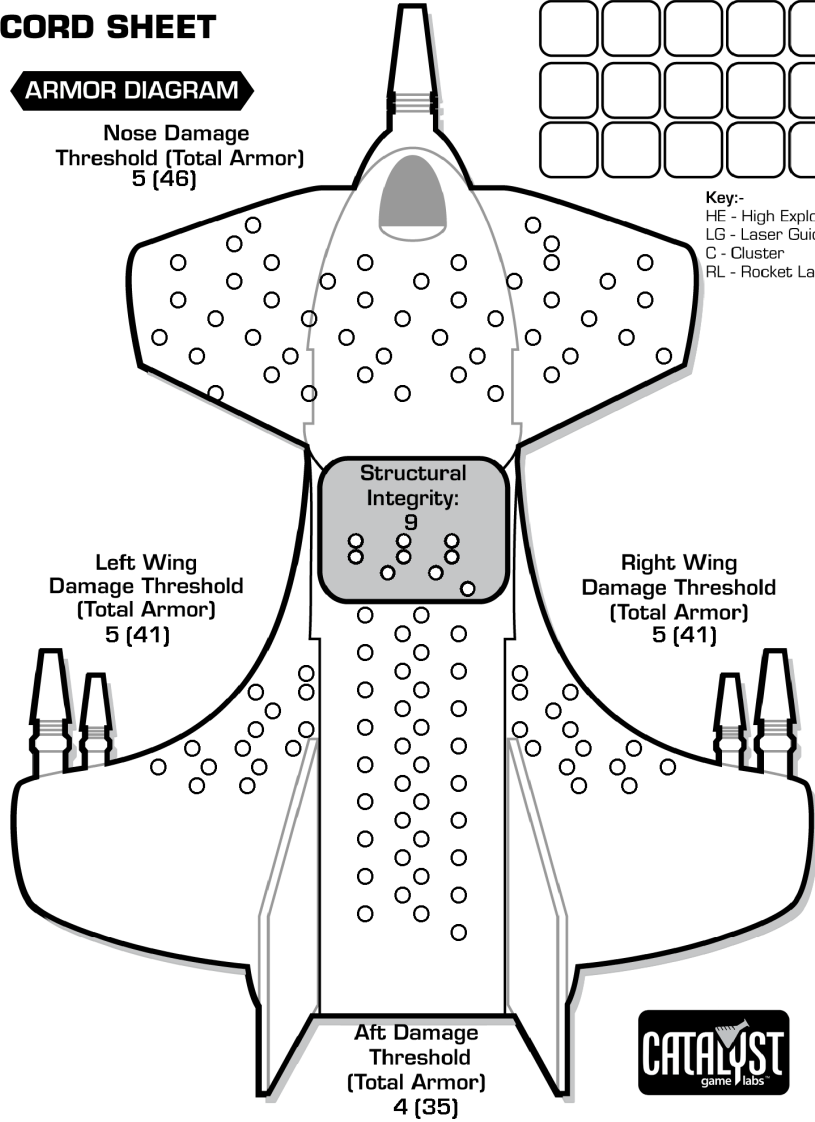
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER PPC [DE]	N	15	15	15	15	-
1	Nova Combined Electronic Warfare System [CEWS] [E]	N	0	-	-	6	-
1	PPC Capacitor [IS] [E]	N	5	-	-	-	-
1	Improved ATM 3	LW	2	6	6	-	-
1	Improved ATM 3	RW	2	6	6	-	-
1	Laser AMS [PD]	A	5	3	-	-	-

Ammo [CASE]: [iATM 3] 40
 Fuel: 400 Points

BV: 2,279

ARMOR DIAGRAM



Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	Random Movement, avoid on 10+	○ ○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
21	Pilot Damage, avoid on 6+	○
20	Random Movement, avoid on 8+	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	Random Movement, avoid on 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	Random Movement, avoid on 6+	○
8	+1 Modifier to Fire	○
5	Random Movement, avoid on 5+	○

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										