

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: **Sulla Z**

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

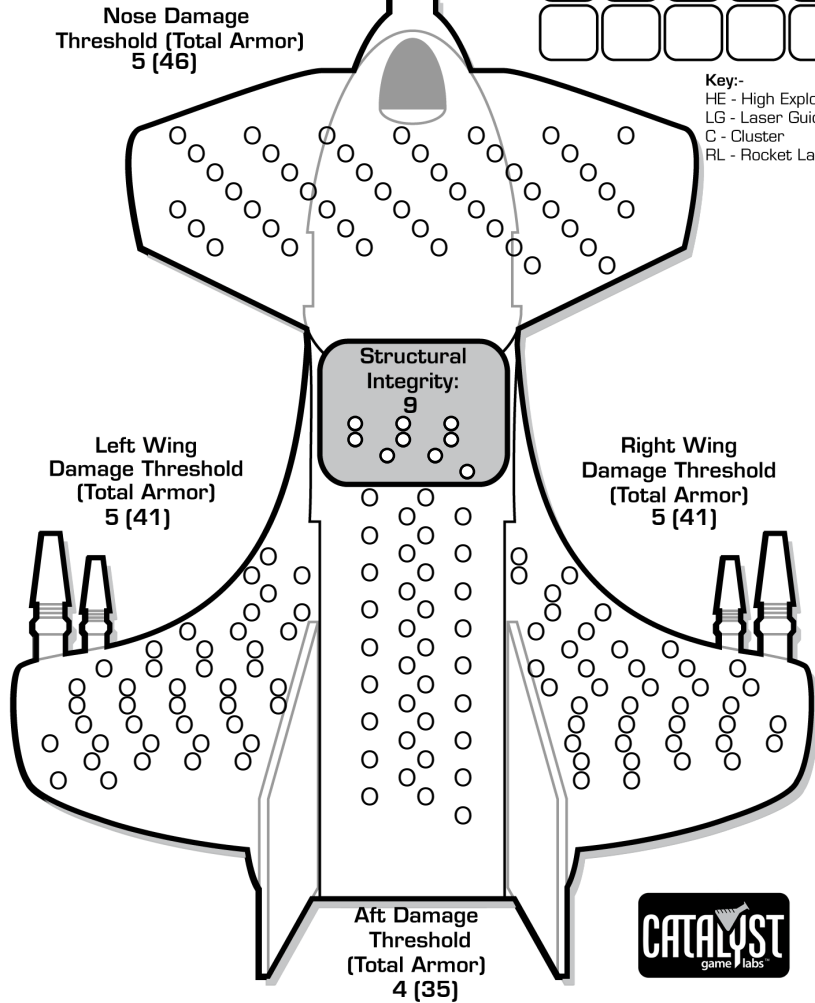
### Weapons & Equipment Inventory

| Standard Scale |  |         | (0-6) | (6-12) | (13-20) | (21-25) |
|----------------|--|---------|-------|--------|---------|---------|
| 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     | —      | —       | —       |

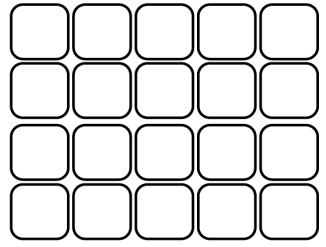
Ammo (CASE): (iATM 3) 40  
 Fuel: 400 Points

BV: 2,279

### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS



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

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+     | OO          |
| 26          | Shutdown, avoid on 10+        | OO          |
| 25          | Random Movement, avoid on 10+ | OO          |
| 24          | +4 Modifier to Fire           | O           |
| 23          | Ammo Exp. avoid on 6+         | OO          |
| 22          | Shutdown, avoid on 8+         | O           |
| 21          | Pilot Damage, avoid on 6+     | OO          |
| 20          | Random Movement, avoid on 8+  | O           |
| 19          | Ammo Exp. avoid on 4+         | OO          |
| 18          | Shutdown, avoid on 6+         | O           |
| 17          | +3 Modifier to Fire           | O           |
| 15          | Random Movement, avoid on 7+  | O           |
| 14          | Shutdown, avoid on 4+         | O           |
| 13          | +2 Modifier to Fire           | O           |
| 10          | Random Movement, avoid on 6+  | O           |
| 8           | +1 Modifier to Fire           | O           |
| 5           | Random Movement, avoid on 5+  | O           |

### 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           |    |    |    |    |    |    |    |    |    |    |