

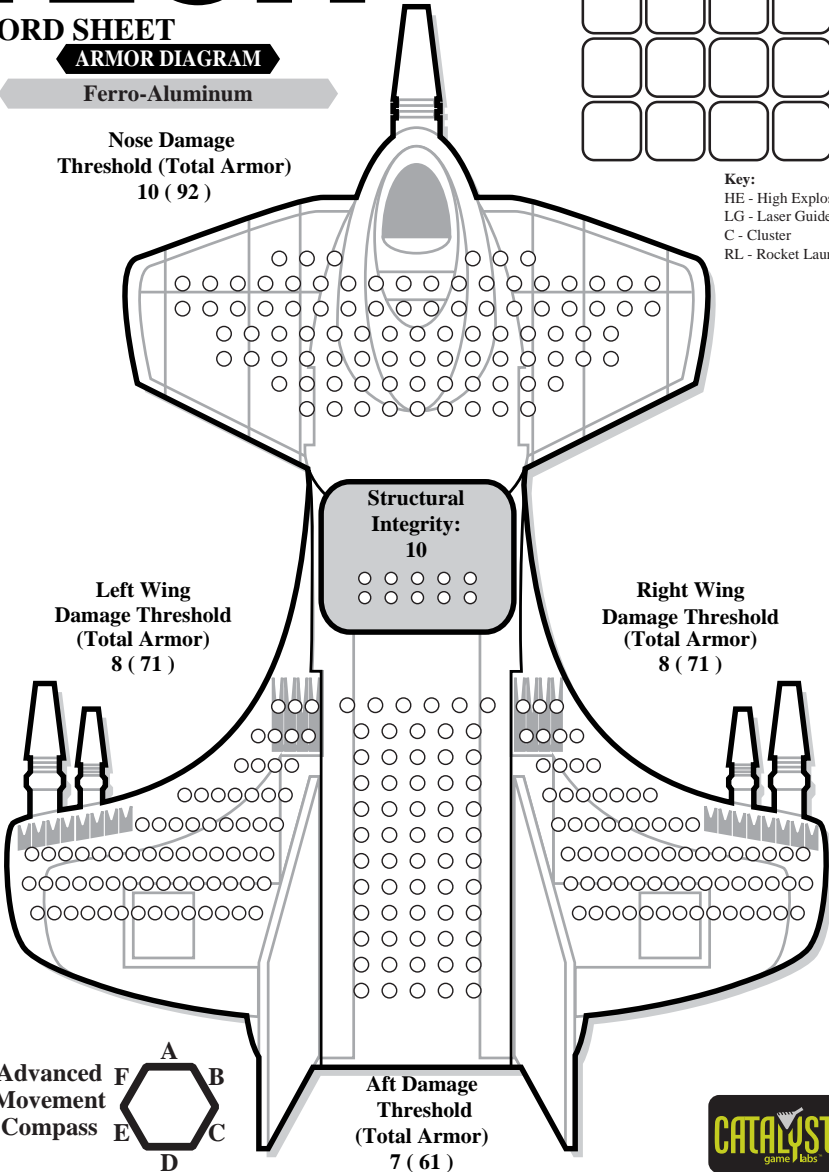
BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM

Ferro-Aluminum

Nose Damage Threshold (Total Armor) 10 ( 92 )



FIGHTER DATA

Type: Mk 39-005R Voidseeker Attack
Thrust: Tonnage: 100
SafeThrust: 5 Tech Base: Inner Sphere
Maximum Thrust: 8 Rules Level: Experimental
Engine Type: 300 XL Role: Attack Fighter

Weapons & Equipment Inventory

Table with 8 columns: Qty, Type, Loc, Ht, SRV, MRV, LRV, ERV. Rows include ER PPC [DE], Gauss Rifle [DB,X], Shielded Aerospace Smart Robotic Control System [Elite] [E], and Medium Pulse Laser [P].

Ammo: (Gauss) 40
Fuel Points: 480
Quirks: Improved Communications

BV: 2,718

NOTES

CRITICAL DAMAGE

Table for critical damage tracking for Avionics, FCS, Sensors, Engine, Landing Gear, and Life Support with +1, +2, +5, and D markers.

VELOCITY RECORD

Two tables for velocity and altitude records over 10 and 20 turns, including columns for Turn #, Thrust, Velocity, Effective Velocity, and Altitude.

PILOT DATA

Pilot data fields including Name, Gunnery Skill, Piloting Skill, Hits Taken, Consciousness #, and Modifier.

HEAT DATA

Heat data table with columns for Heat Level, Effects, and Double Heat Sinks. Includes a list of heat levels from 30 down to 0.

EXTERNAL STORES/BOMBS

Grid for tracking external stores and bombs.

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

Heat Scale

Heat scale bar with markers for 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.

