

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

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

FIGHTER DATA

Type: Centurion CNT-3S
 Thrust: Tonnage: 30
 SafeThrust: 11 Tech Base: Inner Sphere
 Maximum Thrust: 17 Rules Level: Standard

Weapons & Equipment Inventory

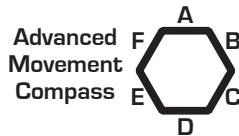
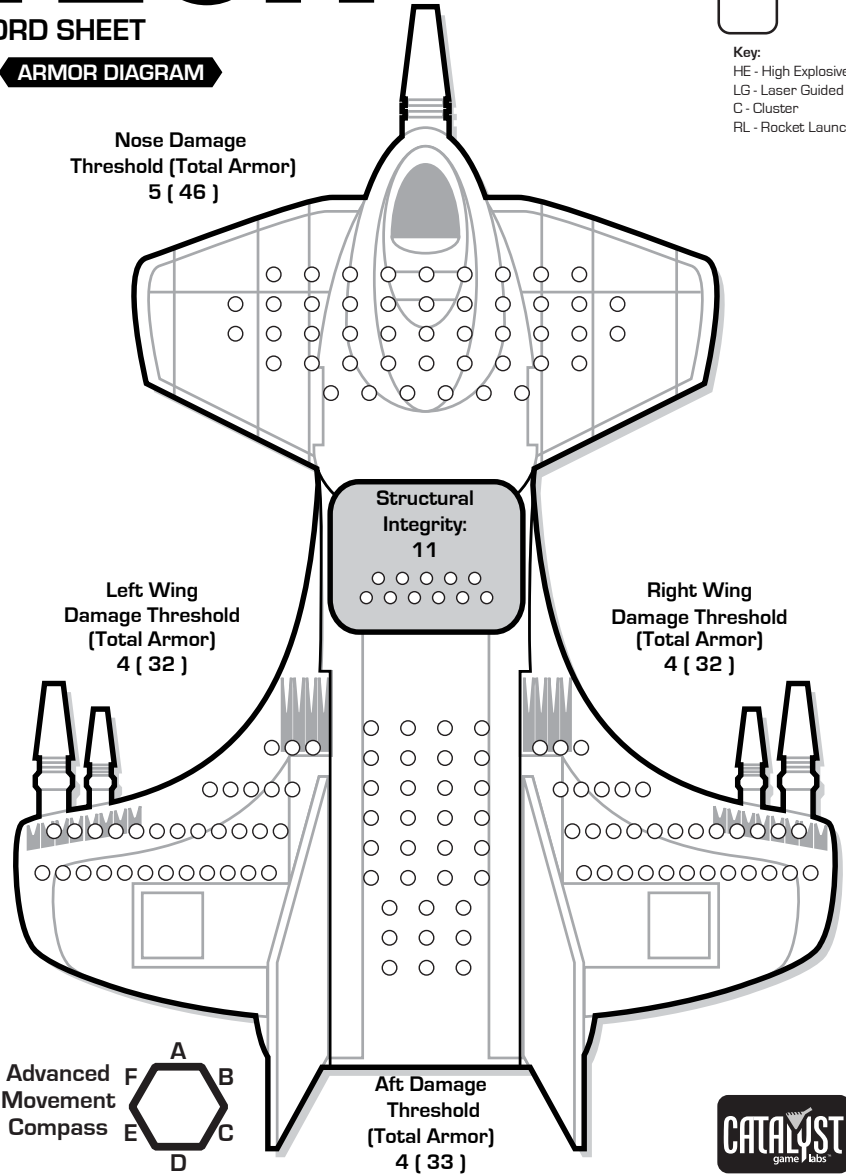
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	TAG]	NDS	-	0	-	-	-
1	ER Medium Laser [DE]	LWG	5	5	5	-	-
1	ER Medium Laser [DE]	RWG	5	5	5	-	-

Fuel Points: 400

BV: 775



ARMOR DIAGRAM



NOTES

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing 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

Level*	Effects	Heat Sinks:
Heat		10
30	Shutdown	○
28	Ammo Exp avoid on 8+	○
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										

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

