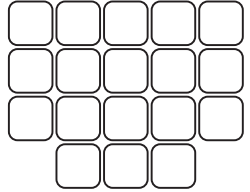


BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



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

FIGHTER DATA

Type: Chippewa CHP-W8

Thrust: _____ Tonnage: 90
 SafeThrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Rules Level: Standard
 Role: Attack Fighter

Weapons & Equipment Inventory

Standard Scale [1-6] [7-12] [13-20] [21-25]

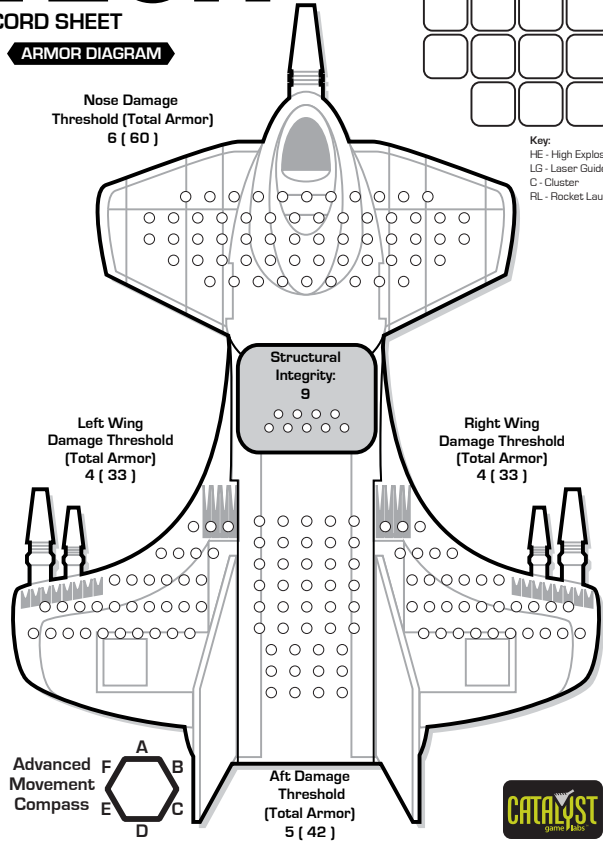
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
3	MML 7 [M.C.S.]	NDS	4				
	LRM			6	6	6	-
	SRM			12	-	-	-
2	Large Pulse Laser [P]	LWG	10	9	9	-	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
2	Large Pulse Laser [P]	RWG	10	9	9	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
2	ER Small Laser [DE]	AFT	2	3	-	-	-

Total Heat [Dissipation]: 81 (48)

Ammo: [MML 7 LRM] 34, [MML 7 SRM] 14
 Fuel Points: 400

BV: 1,611

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



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
 Consciousness #
 Modifier

1	2	3	4	5	6
3	5	7	10	11	Dead
+1	+2	+3	+4	+5	

HEAT DATA

Double Heat Sinks: 24 (48)

Heat Level*	Effects	Count
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										