

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



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

### TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1	+2
attacking air target	
Secondary target in fwd arc	+1
Secondary target in other arc	+2
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Pilot damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	Prohibited

### FIGHTER DATA

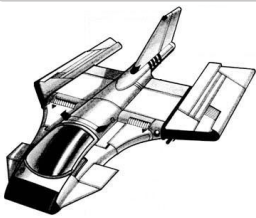
Type: Cheetah F-11  
 Thrust: \_\_\_\_\_ Tonnage: 25  
 SafeThrust: 12 Tech Base: Inner Sphere  
 Maximum Thrust: 18 Rules Level: Standard  
 Role: Interceptor

### Weapons & Equipment Inventory

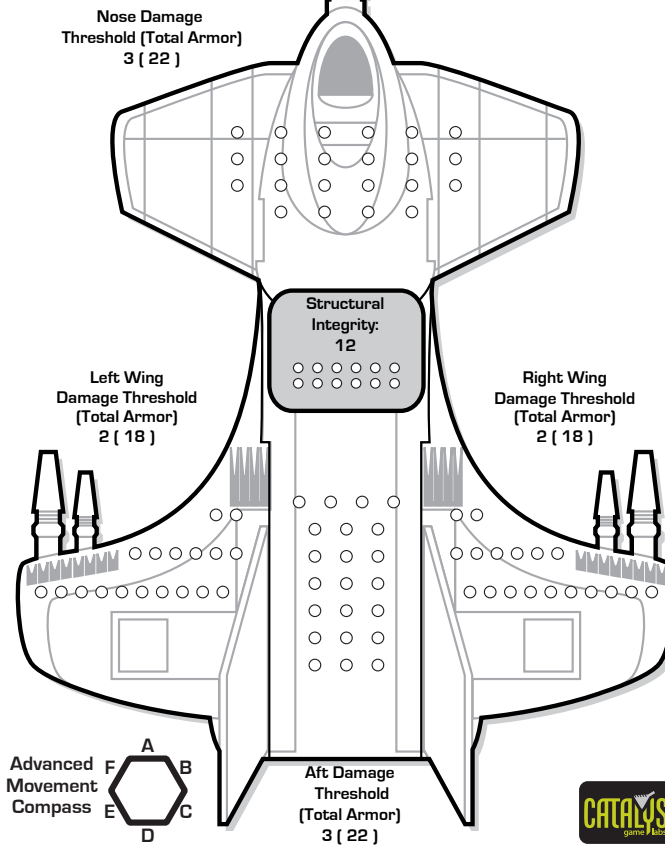
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Small Pulse Laser [P, AI]	NOS	2	3	-	-	-
1	Medium Pulse Laser [P]	LWG	4	6	-	-	-
1	Medium Pulse Laser [P]	RWG	4	6	-	-	-

Fuel Points: 480

BV: 563



### 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	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

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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										

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### HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Sensor	Aft/Heat Sink	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensor	Nose/Sensor
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Engine	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Wing/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gear	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

### AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5
Dive bombing	+2	3-5
Altitude bombing	+2	1+

+altitude

### RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

### STRAIGHT MOVEMENT

Velocity	Low Altitude	
	Map	Ground Map
1	1	8
2	1	12
3	1	16
4	1	20
5	1	24
6	1	28
7	2	32
8	2	36
9	2	40
10	3	44
11	3	48
12	3	52
13-15	4	-
16+	5	-

### CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

# BATTLETECH™

## OMNIFIGHTER RECORD SHEET

### FIGHTER DATA

Type: Jengiz B  
 Thrust: SafeThrust: 5 Maximum Thrust: 8  
 Tonnage: 80 Tech Base: Clan Rules Level: Standard Role: Attack Fighter

### Weapons & Equipment Inventory

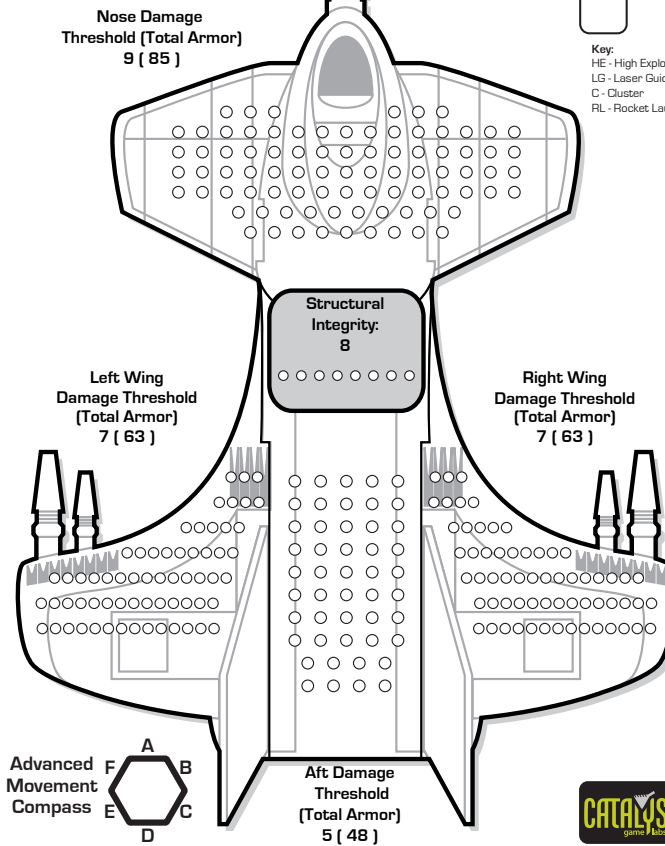
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Gauss Rifle [DB,X]	NOS	1	15	15	15	-
2	ER Medium Laser [DE]	NOS	5	7	7	-	-
1	ER PPC [DE]	LWGS	15	15	15	15	-
1	LRM 20 [M,C,S] w/Artemis IV	LWGS	6	16	16	16	-
1	ER PPC [DE]	RWGS	15	15	15	15	-
1	LRM 20 [M,C,S] w/Artemis IV	RWGS	6	16	16	16	-
1	ER Small Laser [DE]	AFT	2	5	-	-	-

Ammo: [Gauss] 24, [LRM 20 Artemis-capable] 12  
 Fuel Points: 320

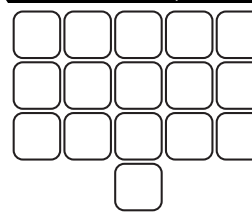
BV: 3,558



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS



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

### TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1	+1
attacking air target	
Secondary target in fwd arc	+1
Secondary target in other arc	+2
Target is conducting air-to-ground attack	-3
Target is at zero velocity	-2
Firing through atmospheric hex on high altitude map	+2/+hex
Firing into or out of screen hex	+2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Pilot damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	Prohibited

### CONTROL ROLL TABLE

Situation	Modifiers
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Pilot damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+1
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

Heat Scale

Overflow

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



### 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

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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										

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### HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Sensor	Aft/Heat Sink	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensor	Nose/Sensor
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Engine	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Wing/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gear	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

### AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5
Dive bombing	+2	3-5
Altitude bombing	+2	1+
	+altitude	

### RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

### CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		

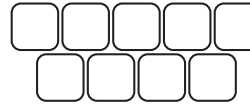
### STRAIGHT MOVEMENT

Velocity	Low Altitude	
	Map	Ground Map
1	1	8
2	1	12
3	1	16
4	1	20
5	1	24
6	1	28
7	2	32
8	2	36
9	2	40
10	3	44
11	3	48
12	3	52
13-15	4	-
16+	5	-

# BATTLETECH™

## CONVENTIONAL FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



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

### TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1	+2
attacking air target	
Secondary target in fwd arc	+1
Secondary target in other arc	+2
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Pilot damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	Prohibited

### FIGHTER DATA

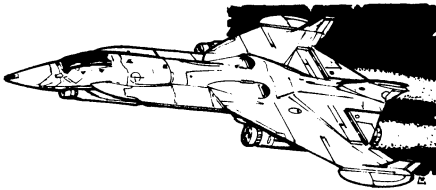
Type: Heavy Strike Fighter Meteor-U  
 Thrust: \_\_\_\_\_ Tonnage: 45  
 SafeThrust: 5 Tech Base: Inner Sphere  
 Maximum Thrust: 8 Rules Level: Standard  
 Role: Attack Fighter

### Weapons & Equipment Inventory

Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)		
Qty	Type	Loc	SRV	MRV	LRV	ERV
1	Ultra AC/10 [DB,R/C]	NOS	15	15	-	-
2	Medium Laser [DE]	LWG	5	-	-	-
2	Medium Laser [DE]	RWG	5	-	-	-

Ammo: [Ultra AC/10] 20  
 Fuel Points: 320

BV: 716



### ARMOR DIAGRAM

Nose Damage  
 Threshold (Total Armor)  
 2 (12)

Left Wing  
 Damage Threshold  
 (Total Armor)  
 1 (10)

Right Wing  
 Damage Threshold  
 (Total Armor)  
 1 (10)

Aft Damage  
 Threshold  
 (Total Armor)  
 1 (8)

### GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT  
 (IN HEXES)

FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8
2	14
3	20
4	26
5	32
6	38
7	44
8	50
9	56
10	62
11	68
12	74

Velocity above 12 is not possible on ground maps.

### 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	

### 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										

### FIGHTER RETURN TABLE

	URNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

### STRAIGHT MOVEMENT

Velocity	Low Altitude	
	Map	Ground Map
1	1	8
2	1	12
3	1	16
4	1	20
5	1	24
6	1	28
7	1	32
8	1	36
9	1	40
10	2	44
11	2	48
12	2	52
13-15	3	-
16+	4	-

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### HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Sensor	Aft/Heat Sink	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensor	Nose/Sensor
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Engine	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Wing/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gear	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

### AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Strafing	+4	1-3
Striking	+2	2-5
Dive bombing	+2	3-5
Altitude bombing	+2	1+
	+altitude	

### RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

# BATTLETECH™

## FIXED WING SUPPORT VEHICLE RECORD SHEET

### FIGHTER DATA

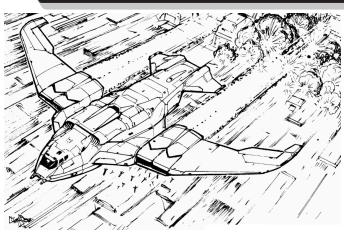
**Type:** Torrent Heavy Bomber (Standard)  
**Thrust:** \_\_\_\_\_ **Tonnage:** 200  
**SafeThrust:** 4 **Tech Base:** Inner Sphere  
**Maximum Thrust:** 6 **Rules Level:** Standard

### Weapons & Equipment Inventory

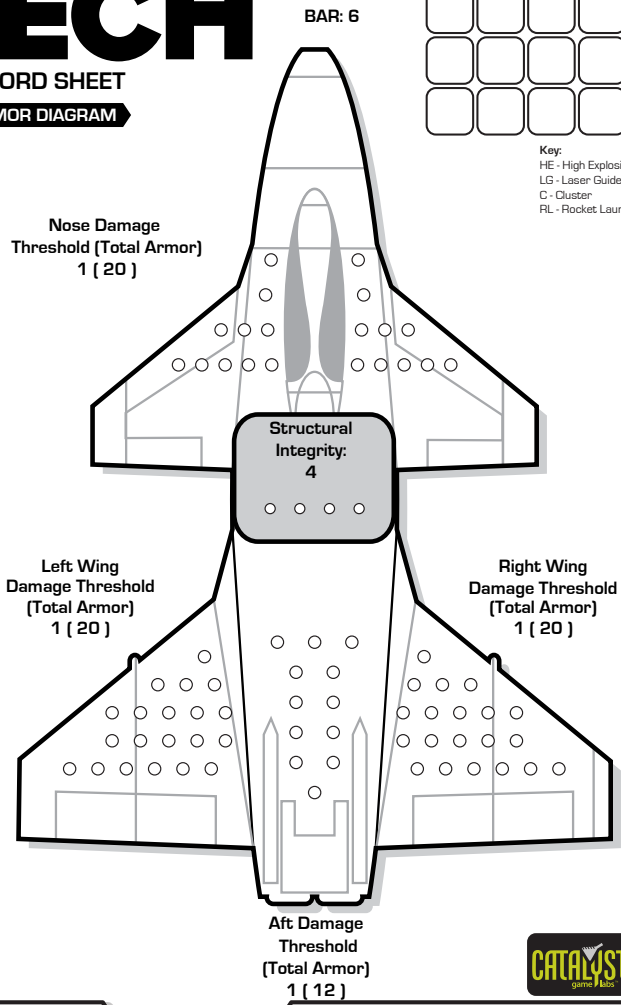
Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)		
Qty	Type	Loc	SRV	MRV	LRV	ERV
4	Machine Gun [DB, AI]	NOS	2	-	-	-
1	SRM 6 [M.C.S]	AFT	8	-	-	-
1	ECM Suite [Guardian] [E]	BOD	-	-	-	-

Ammo: [Machine Gun] 100, [SRM 6] 15  
 Fuel Points: 371  
 Features: STOL Chassis Mod, Advanced Fire Control, Cargo [15 tons]

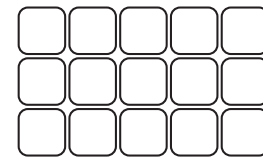
BV: 327



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS



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

### TO-HIT MODIFIERS

Range	Modifier
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1	+2
attacking air target	
Secondary target in fwd arc	+1
Secondary target in other arc	+2
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	Prohibited

### CONTROL ROLL TABLE

Situation	Modifier
Movement	
Exceed normal operating ceiling	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust	
in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+1
Per 20 points of damage	+1
Velocity above 2x	+1/point safe thrust

### 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	

### GROUND MAP STRAIGHT MOVEMENT

FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8
2	14
3	20
4	26
5	32
6	38
7	44
8	50
9	56
10	62
11	68
12	74

Velocity above 12 is not possible on ground maps.

### 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										

### FIGHTER RETURN TABLE

Turns Before Return	Turns
1-4	3
5-8	2
9-12	1
13+	0

### STRAIGHT MOVEMENT

Velocity	Low Altitude	
	Map	Ground Map
1	2	8
2	2	14
3	2	20
4	2	26
5	2	32
6	2	38
7	2	44
8	2	50
9	2	56
10	4	62
11	4	68
12	4	74
13-15	6	-
16+	8	-

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### HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Weapon	Aft/Weapon	Nose/Weapon	Nose/Weapon
3	Nose/Sensor	Aft/Heat Sink	Wing/Gear	Wing/Gear
4	Right Wing/Heat Sink	Right Wing/Fuel	Nose/Sensor	Nose/Sensor
5	Right Wing/Weapon	Right Wing/Weapon	Nose/Crew	Nose/Crew
6	Nose/Avionics	Aft/Engine	Wing/Weapon	Wing/Weapon
7	Nose/Control	Aft/Control	Wing/Avionics	Nose/Avionics
8	Nose/FCS	Aft/Engine	Wing/Bomb	Wing/Weapon
9	Left Wing/Weapon	Left Wing/Weapon	Aft/Control	Aft/Control
10	Left Wing/Heat Sink	Left Wing/Fuel	Aft/Engine	Aft/Engine
11	Nose/Gear	Aft/Heat Sink	Wing/Gear	Wing/Gear
12	Nose/Weapon	Aft/Weapon	Aft/Weapon	Aft/Weapon

### AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Striking	+2	2-5
Dive bombing	+2	3-5
Altitude bombing	+2	1+
	+altitude	

### RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides





# BATTLETECH™

## SPHEROID SMALL CRAFT RECORD SHEET

### ARMOR DIAGRAM

Standard Scale



### CRAFT DATA

Type: Dragonstar Assault Transport (3060)  
 Thrust: 5 Tonnage: 150  
 SafeThrust: 5 Tech Base: Inner Sphere  
 Maximum Thrust: 8 Rules Level: Standard

### Weapons & Equipment Inventory

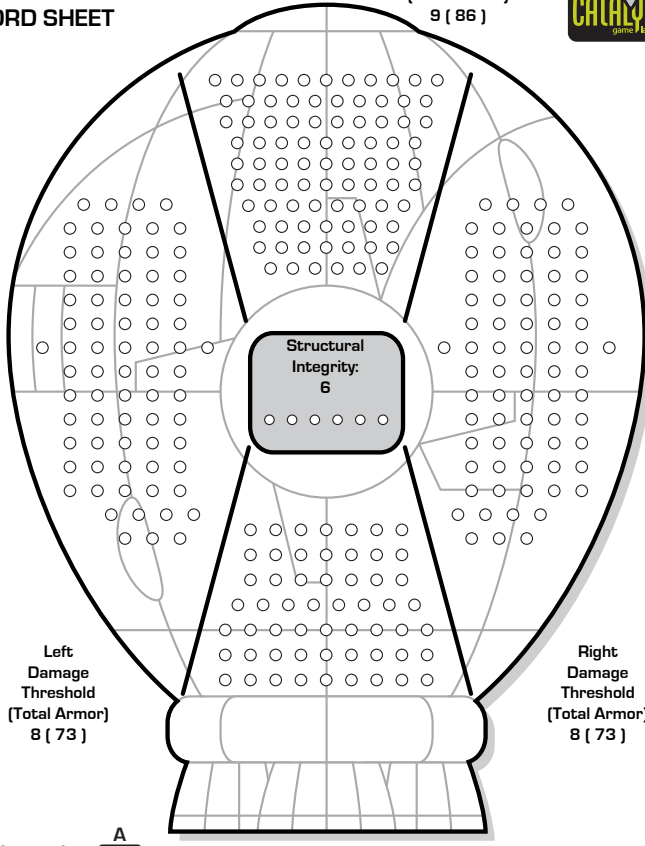
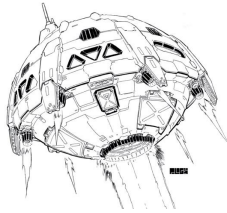
Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)			
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large Pulse Laser [P]	NOS	10	9	9	-	-
1	ER Medium Laser [DE]	NOS	5	5	5	-	-
1	Medium Pulse Laser [P]	FLS	4	6	-	-	-
1	Medium Pulse Laser [P]	FRS	4	6	-	-	-
2	ER Medium Laser [DE]	AFT	5	5	5	-	-

#### Cargo:

Bay 1: Battle Armor (3) (2 Doors)  
 Bay 6: Cargo (4.5) (0 Doors)

Fuel Points: 480

BV: 1,173



### TO-HIT MODIFIERS

Range	
Short	+0
Medium	+2
Long	+4
Extreme	+6
Target/Intervening conditions	
Attack against aft	+0
Attack against side	+1
Attack against nose	+2
Attacker flying at altitude 1	+2
attacking air target	
Secondary target in fwd arc	+1
Secondary target in other arc	+2
Target is conducting	-3
air-to-ground attack	
Target is at zero velocity	-2
Firing through atmospheric	+2/hex
hex on high altitude map	
Firing into or out of screen hex+2	
Target is evading	variable
Attacker Conditions	
Exceeded safe thrust this turn	+2
Out of control	+2
Crew damage	+2
FCS damage	+2/hit
Sensor damage	+1/hit
Sensors destroyed	+5
Attacker evading	Prohibited

#### 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	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

Heat Sinks: 20

Level*	Effects	Heat Sinks
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										

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### HIT LOCATION TABLE

Die Roll (2D6)	Nose	Side	Aft	Above/Below
2	Nose/Crew	Aft/Life Support	Nose/Weapon	Nose/Weapon
3	Nose/Avionics	Aft/Control	Nose/FCS	Nose/FCS
4	Right Side/Weapon	Right Side/Weapon	Nose/Sensor	Nose/Sensor
5	Right Side/Thruster	Right Side/Door	Side/Thruster	Side/Thruster
6	Nose/FCS	Aft/Engine	Side/Cargo	Side/Cargo
7	Nose/Weapon	Aft/Weapon	Side/Weapon	Side/Weapon
8	Nose/Control	Aft/Collar	Side/Door	Side/Door
9	Left Side/Thruster	Left Side/Door	Side/Thruster	Side/Thruster
10	Left Side/Weapon	Left Side/Weapon	Aft/Avionics	Aft/Avionics
11	Nose/Sensor	Aft/Gear	Aft/Engine	Aft/Engine
12	Nose/K-F Boom	Aft/Fuel	Aft/Weapon	Aft/Weapon

### AIR-TO-GROUND ATTACKS

Attack Type	Modifier	Altitude
Striking	+2	2-5

### RANDOM MOVEMENT TABLE

1D6 Result	Effect
1	Forward 1 hex, left 2 hexsides
2	Forward 1 hex, left 1 hexside
3-4	Forward 1 hex
5	Forward 1 hex, right 1 hexside
6	Forward 1 hex, right 2 hexsides

### CONTROL ROLL TABLE

Situation	Modifier
Movement	
Roll more than once in a turn	
Use thrust > current SI	
Velocity > 2x safe thrust	
in atmosphere	
Stalling	
Descending 3+ altitudes in a turn	
Damage	
Avionics critical	
Control critical	
Damaged in atmosphere	
Modifiers	
Crew damage	+1/hit
Avionics damage	+1/hit
Life support damage	+1/hit
Above safe thrust	+1
Atmospheric operations	+1
Per 20 points of damage	+1
Velocity above 2x safe thrust	+1/point

### CHANGING FACING COST

Velocity	Thrust points	Velocity	Thrust points
0-2	1	10	5
3-5	2	11	6
6-7	3	12	+1/point
8-9	4		