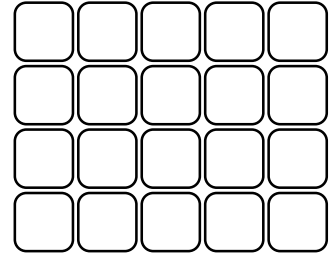


BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



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

FIGHTER DATA

Type: Riever FB-100B "Raven"

Thrust: Tonnage: 100
 Safe Thrust: 5 Tech Base: Mixed
 Maximum Thrust: 8 Rules Level: Standard
 Engine Type: 300 Fusion Role: Fire Support

Weapons & Equipment Inventory

Standard Scale		(1-6) (7-12)(13-20)(21-25)			
# Type	Loc Ht	SRV	MRV	LRV	ERV
1 TAG (C)	NOS —	0	—	—	—
1 AC/10 [DB,S]	AFT 3	10	10	—	—
4 Cargo (6 tons) [E]	FSLG —	—	—	—	—
1 ECM Suite [E]	FSLG —	—	—	—	—

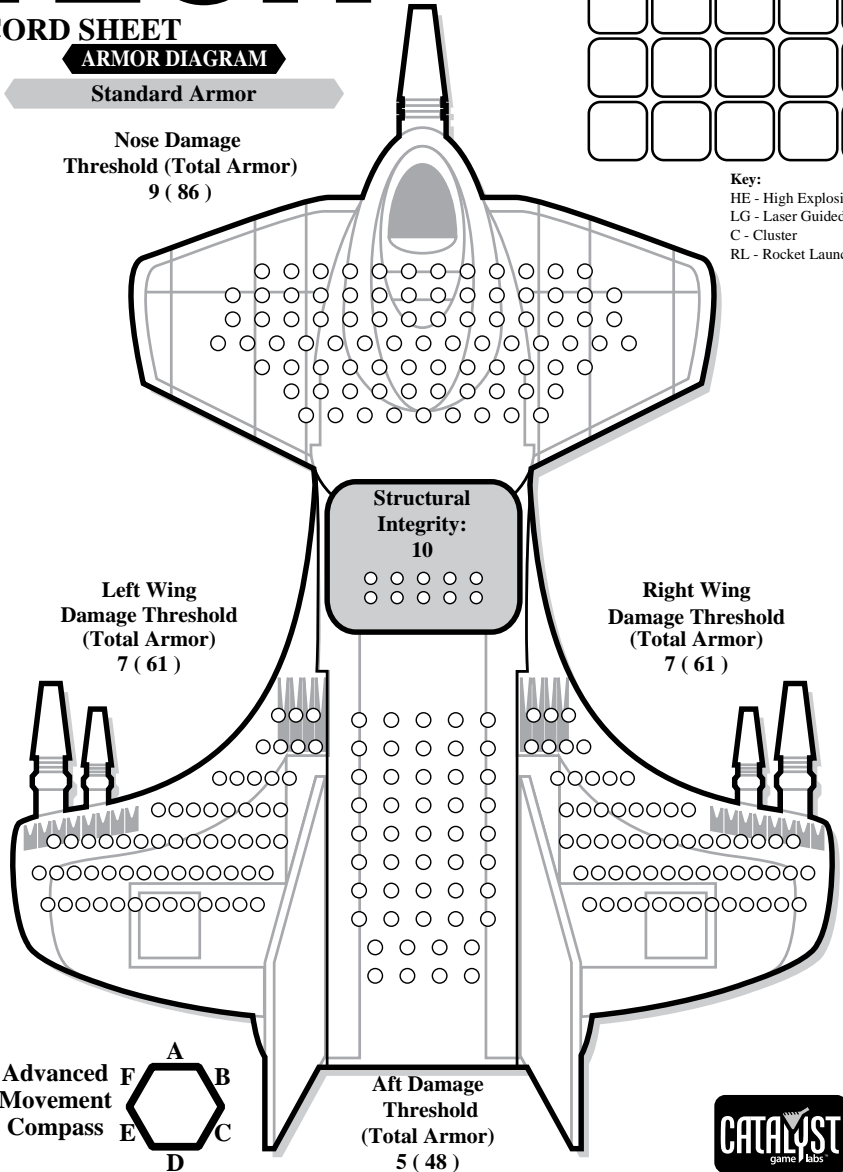
Ammo: (AC/10) 10
 Fuel Points: 400
 Features Cargo (24 tons)
 Quirks: Internal Bomb Bay

BV: 1,036

ARMOR DIAGRAM

Standard Armor

Nose Damage
 Threshold (Total Armor)
 9 (86)

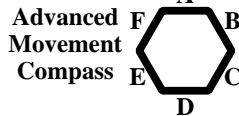


Left Wing
 Damage Threshold
 (Total Armor)
 7 (61)

Right Wing
 Damage Threshold
 (Total Armor)
 7 (61)

Structural
 Integrity:
 10

Aft Damage
 Threshold
 (Total Armor)
 5 (48)



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

Heat Sinks: 28
 Heat Level* Effects

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+	○○○○

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

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										