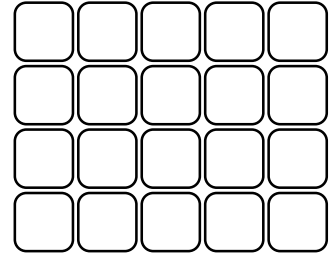


# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



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

### FIGHTER DATA

**Type:** Riever FB-100E "Raven"

**Thrust:**                      **Tonnage:** 100  
**Safe Thrust:** 5              **Tech Base:** Mixed  
**Maximum Thrust:** 8        **Rules Level:** Advanced  
**Engine Type:** 300 XL       **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	—	—
2	Cargo (6 tons) [E]	FSLG	—	—	—	—	—
1	Cargo (5 tons) [E]	FSLG	—	—	—	—	—
1	Angel ECM Suite [E]	NOS	—	—	—	—	—
1	Laser AMS (C) [PB]	LWG	5	3	—	—	—
1	Laser AMS (C) [PB]	RWG	5	3	—	—	—
1	Arrow IV (C) [AE,S,F]	NOS	10	0	—	—	—

Ammo: (AC/10) 10, (Arrow IV) 5  
 Fuel Points: 400  
 Features Cargo (17 tons)  
 Quirks: Internal Bomb Bay

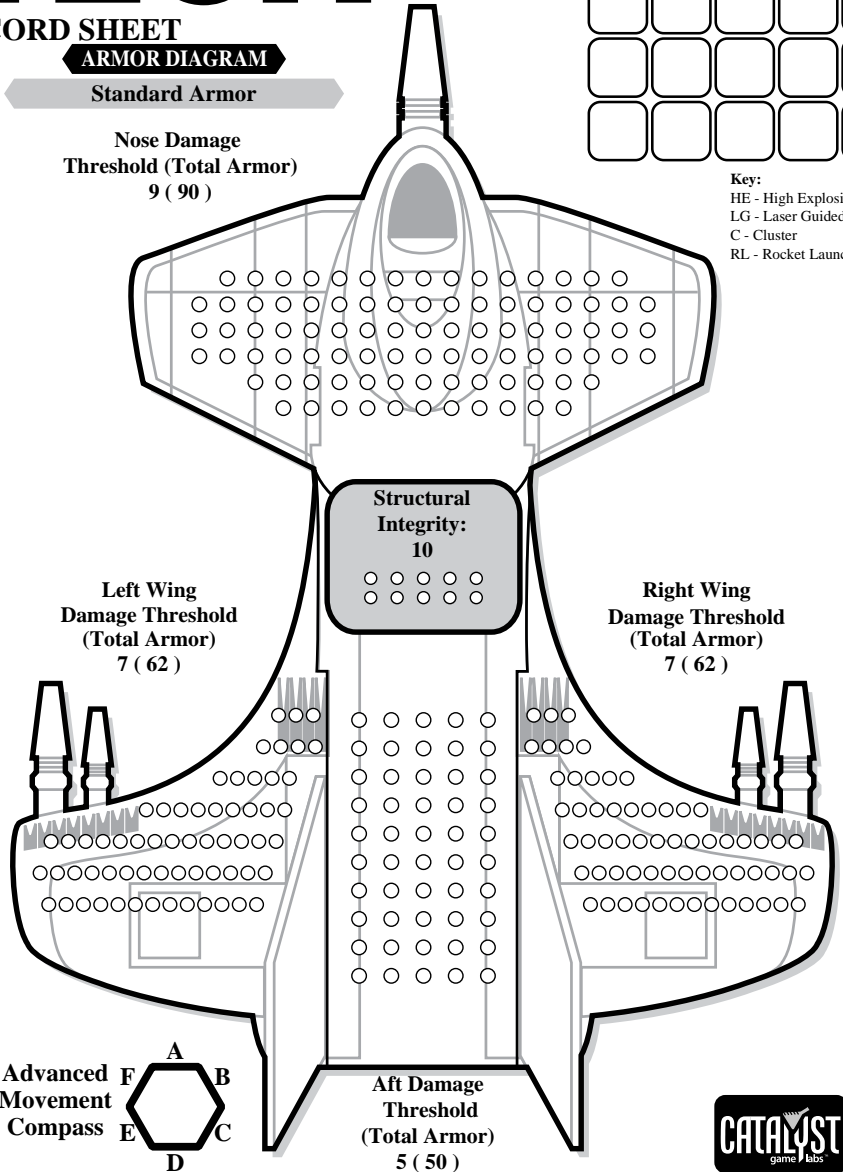
**BV:** 1,483



### ARMOR DIAGRAM

Standard Armor

**Nose Damage Threshold (Total Armor)**  
 9 ( 90 )

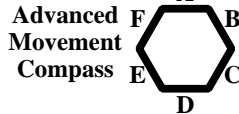


**Left Wing Damage Threshold (Total Armor)**  
 7 ( 62 )

**Right Wing Damage Threshold (Total Armor)**  
 7 ( 62 )

**Structural Integrity:**  
 10

**Aft Damage Threshold (Total Armor)**  
 5 ( 50 )



Advanced Movement Compass

### 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

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+	○○○○

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

### 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										