

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

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

FIGHTER DATA

Type: Riever YFB-100 "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	AC/20 [DB,S]	NOS	7	20	—	—	—
1	LRM 10 [M,C,S]	NOS	4	6	6	6	—
2	SRM 6 [M,C,S]	LWG	4	8	—	—	—
2	SRM 6 [M,C,S]	RWG	4	8	—	—	—

Ammo: (AC/20) 10, (LRM 10) 24, (SRM 6) 60
 Fuel Points: 400

BV: 1,557



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

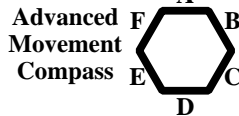
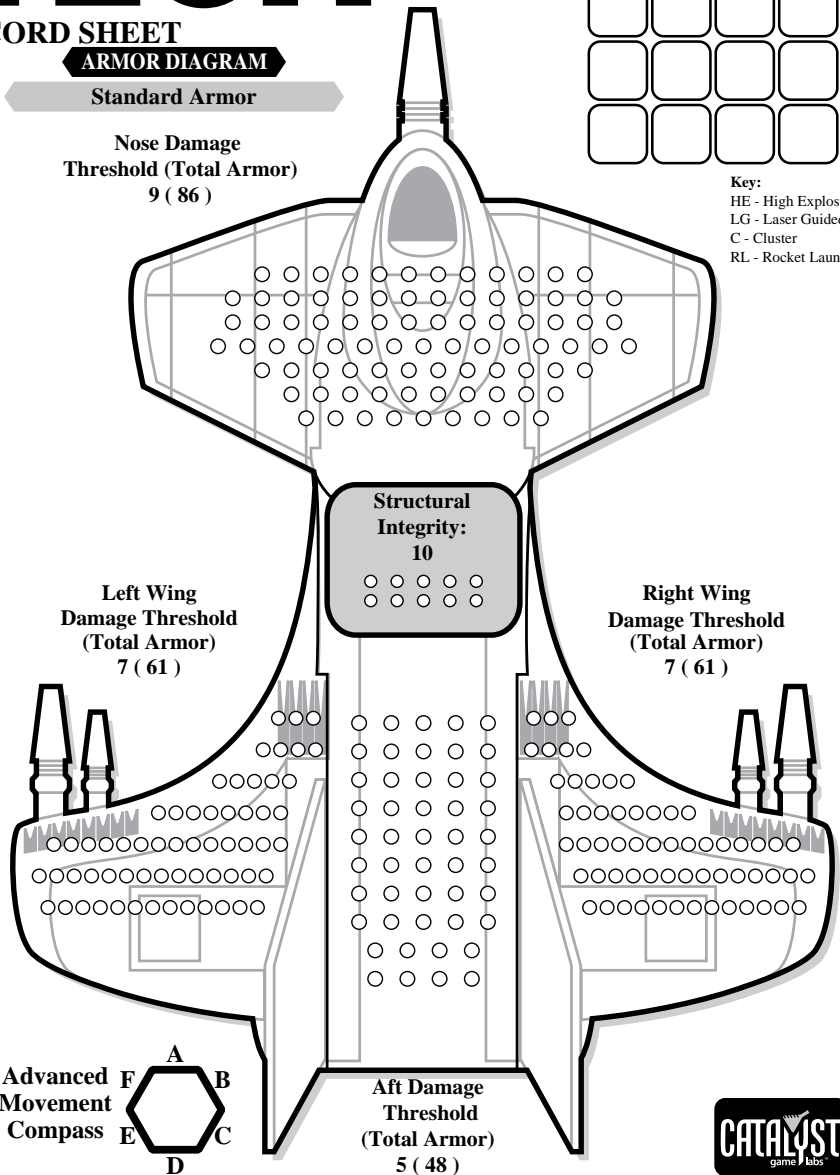
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

ARMOR DIAGRAM

Standard Armor

Nose Damage
 Threshold (Total Armor)
 9 (86)



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*
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