AEROTECH 2™

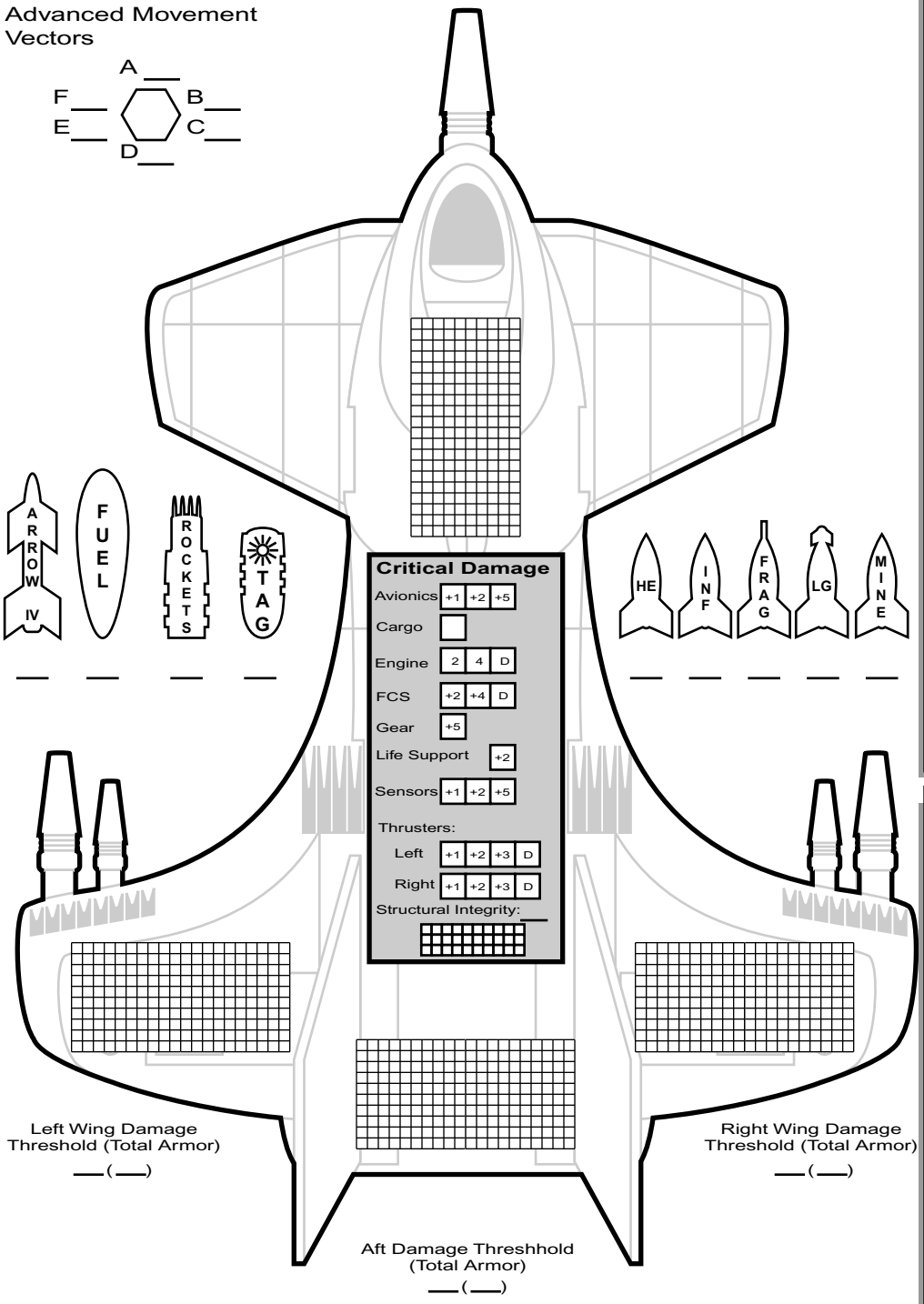
AEROSPACE FIGHTER RECORD SHEET

ARMOR DIAGRAM
STANDARD SCALE ARMOR

Nose Damage Threshold (Total Armor)
___(___)

Advanced Movement Vectors

A___ B___ C___ D___ E___ F___



Left Wing Damage Threshold (Total Armor)
___(___)

Right Wing Damage Threshold (Total Armor)
___(___)

Aft Damage Threshhold (Total Armor)
___(___)

BV: _____
Cost: _____

Velocity Record

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Vessel Data

Type:_____ Tonnage:_____
Affiliation:_____
Thrust:
Safe Thrust:_____
Maximum Thrust:_____
Technology Base :
☐ Clan
☐ Inner Sphere

Weapons and Equipment Inventory

Type	Loc.	Heat	Standard Weapon Range SRV (0-6)	MRV (7-12)	LRV (13-20)	ERV (21-25)

Ammo and External Stores: CASE ☐

Total Heat Sinks:____(____) Single ☐ Double ☐

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 Scale

Heat Overflow	
30	Shutdown
29	
28	Ammo Explosion, 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 Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

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