

SQUADRON RECORD SHEET

ACTIVE FIGHTERS

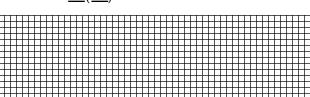


Type

ARMOR DIAGRAM

Capital Scale Armor

Squadron Damage Threshold (Total Armor)



CRITICAL DAMAGE

Avionics	+1	+2	+5

Cargo	
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FCC			
FCS	+2	+4	В



Thrusters:

Left	



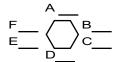
+5

D

Right

+3

Advanced Movement Vectors



BV: Cost:



elocity Record 12 13 14 15 Turn # 8 9 10 11 16 Thrust Velocity Effective Velocity Altitude Fuel

Squadron Data

Name:	
Affiliation:	
Thrust:	Technology Base:
Safe Thrust:	Clan
Maximum Thi	ust: Inner Sphere
Fighter #1:	
Fighter #2:	
Fighter #3:	
Fighter #4:	
Fighter #5:	
Fighter #6:	
Fighter #7:	
Fighter #8:	
Fighter #9:	
Fighter #10:	
Fighter #11:	
Fighter #12:	
Total Heat Ca	pacity:
Heat Generation	·
Nose:	Left Wing:
Right Wing:	
Standard We	d Equipment Inventory spon Range (0-6) (7-12) (13-20) (21-25) oc. Heat SRV MRV LRV ERV

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Ammo and Extern	al Store	s:		

Pilot Data	

Gunnery Skill: Piloting Ski				ll:			
Hits Taken	1	2	3	4	5	6	
Modifier	+1	+2	+3	+4	+5	Incp.	