

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
|--|--|--|--|--|--|

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

FIGHTER DATA

Type: Cheetah F-11

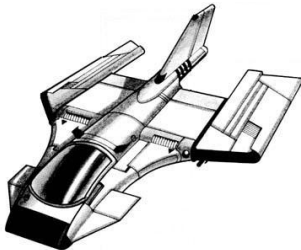
Thrust: Tonnage: 25
 SafeThrust: 12 Tech Base: Inner Sphere
 Maximum Thrust: 18 Rules Level: Standard
 Role: Interceptor

Weapons & Equipment Inventory

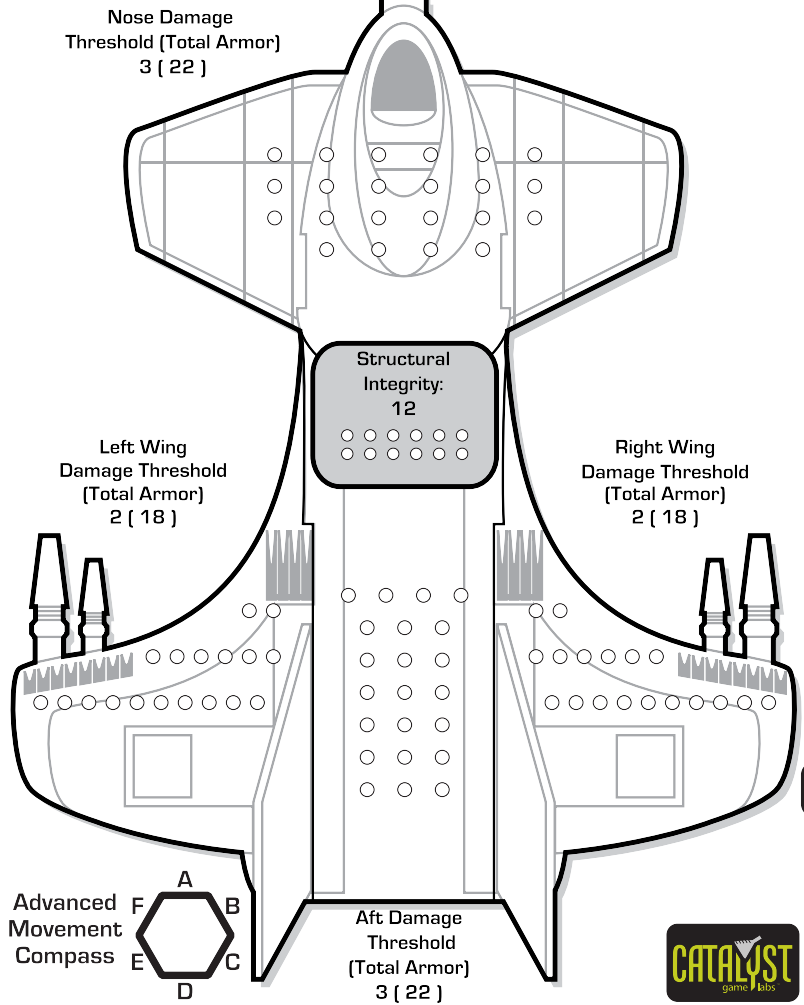
| Standard Scale | | | [1-6] | [7-12] | [13-20] | [21-25] | |
|----------------|--------------------------|------|-------|--------|---------|---------|-----|
| Qty | Type | Loc | Ht | SRV | MRV | LRV | ERV |
| 2 | Small Pulse Laser [P,AI] | NOS | 2 | 3 | - | - | - |
| 1 | Medium Pulse Laser [P] | LVWG | 4 | 6 | - | - | - |
| 1 | Medium Pulse Laser [P] | RWG | 4 | 6 | - | - | - |
| 1 | Medium Pulse Laser [P] | WNG | 4 | 6 | - | - | - |

Fuel Points: 480

BV: 563



ARMOR DIAGRAM



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



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: Kim Reyes
 Gunnery Skill: 4 Piloting Skill: 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

HEAT DATA

Heat Level* Effects Heat Sinks: 10

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+

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 | | | | | | | | | | |

BATTLETECH™

OMNIFIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS

| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

FIGHTER DATA

Type: Jengiz B
Thrust: Tonnage: 80
SafeThrust: 5 Tech Base: Clan
Maximum Thrust: 8 Rules Level: Standard
Role: Attack Fighter

Weapons & Equipment Inventory

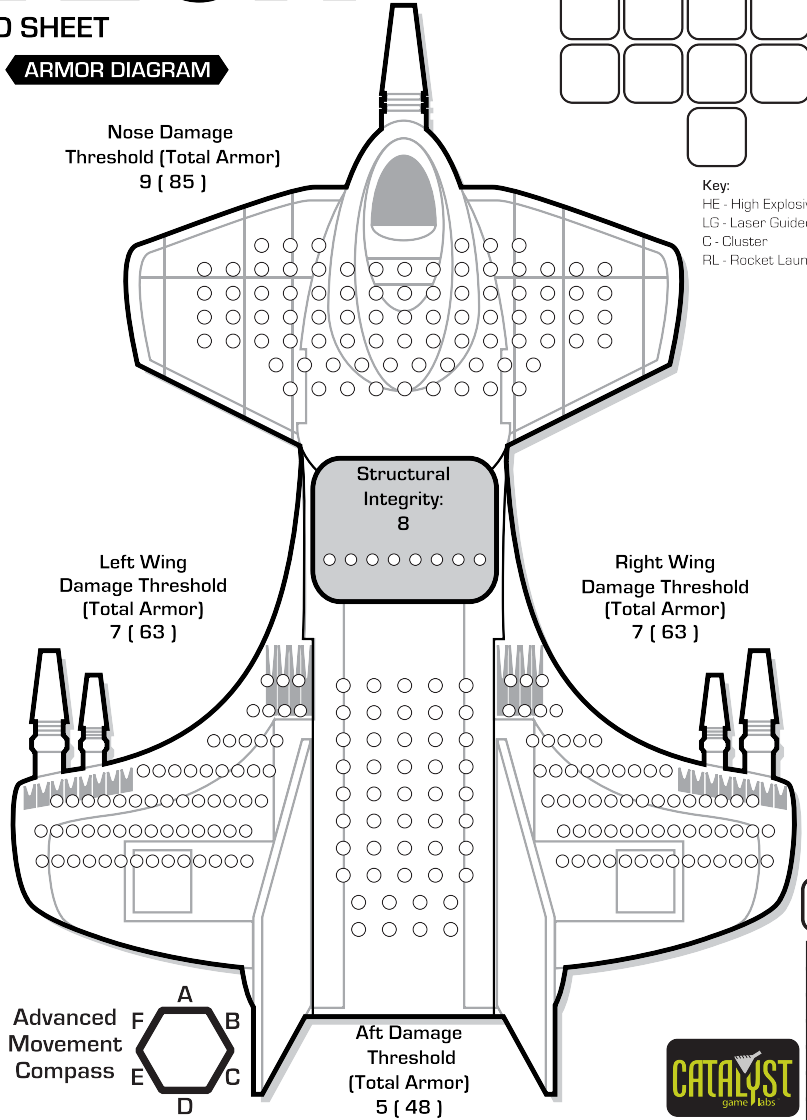
| Standard Scale | | | [1-6] | [7-12] | [13-20] | [21-25] | |
|----------------|----------------------|-----|-------|--------|---------|---------|-----|
| Qty | Type | Loc | Ht | SRV | MRV | LRV | ERV |
| 2 | Gauss Rifle [DB,X] | NOS | 1 | 15 | 15 | 15 | - |
| 3 | ER Medium Laser [DE] | NOS | 5 | 7 | 7 | - | - |
| 1 | ER PPC [DE] | LWG | 15 | 15 | 15 | 15 | - |
| 1 | LRM 20 [M,C,S] | LWG | 6 | 16 | 16 | 16 | - |
| w/Artemis IV | | | | | | | |
| 1 | ER PPC [DE] | RWG | 15 | 15 | 15 | 15 | - |
| 1 | LRM 20 [M,C,S] | RWG | 6 | 16 | 16 | 16 | - |
| w/Artemis IV | | | | | | | |
| 2 | ER Small Laser [DE] | AFT | 2 | 5 | - | - | - |
| 1 | LRM 20 [M,C,S] | WNG | 6 | 12 | 12 | 12 | - |
| 1 | ER PPC [DE] | WNG | 15 | 15 | 15 | 15 | - |

Ammo: (Gauss) 24, (LRM 20) 12
 Fuel Points: 320

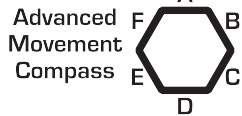
BV: 3,558



ARMOR DIAGRAM



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



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 |



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: Ulf Jansson
Gunnery Skill: 4 **Piloting Skill:** 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

HEAT DATA

Heat Level* **Effects** **Double Heat Sinks: 20 (40)**

| | | |
|----|-------------------------------|---------|
| 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+ | |

VELOCITY RECORD

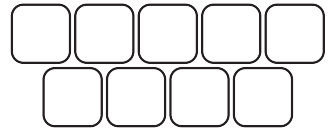
| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|--------------------|---|---|---|---|---|---|---|---|---|----|
| Thrust | | | | | | | | | | |
| Velocity | | | | | | | | | | |
| Effective Velocity | | | | | | | | | | |
| Altitude | | | | | | | | | | |

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

BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

EXTERNAL STORES/BOMBS



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

FIGHTER DATA

Type: Heavy Strike Fighter Meteor-U

Thrust: Tonnage: 45
 SafeThrust: 5 Tech Base: Inner Sphere
 Maximum Thrust: 8 Rules Level: Standard
 Role: Attack Fighter

Weapons & Equipment Inventory

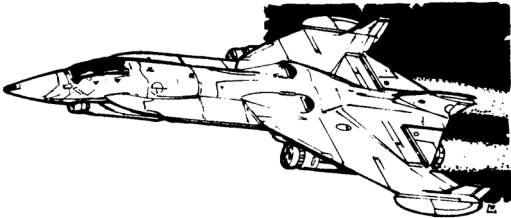
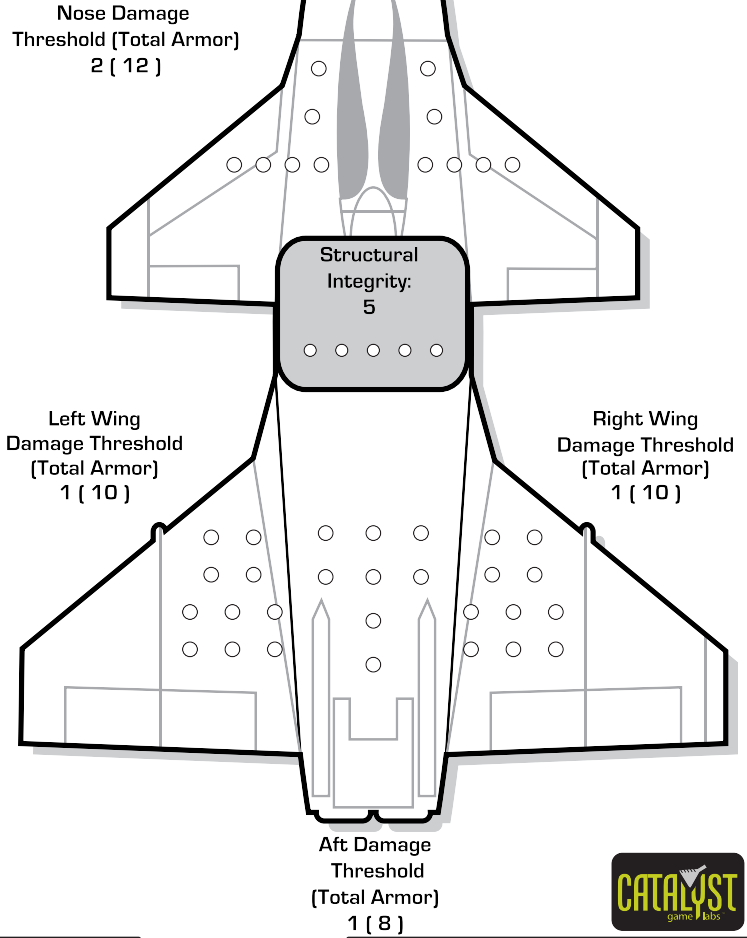
| Standard Scale | | [1-6] | [7-12] | [13-20] | [21-25] | |
|----------------|----------------------|-------|--------|---------|---------|-----|
| Qty | Type | Loc | SRV | MRV | LRV | ERV |
| 1 | Ultra AC/10 [DB,R/C] | NOS | 15 | 15 | - | - |
| 2 | Medium Laser [DE] | LWG | 5 | - | - | - |
| 2 | Medium Laser [DE] | RWG | 5 | - | - | - |

Ammo: (Ultra AC/10) 20
 Fuel Points: 320

BV: 716



ARMOR DIAGRAM



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: Mary Zapata
 Gunnery Skill: 4 Piloting Skill: 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

GROUND MAP STRAIGHT MOVEMENT

| VELOCITY | MINIMUM STRAIGHT MOVEMENT (IN HEXES) | |
|----------|--------------------------------------|---|
| | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

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 | | | | | | | | | | |

FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|-------------|---------------------|
| 1-4 | 3 |
| 5-8 | 2 |
| 9-12 | 1 |
| 13+ | 0 |

BATTLETECH™

FIXED WING SUPPORT VEHICLE RECORD SHEET

EXTERNAL STORES/BOMBS

| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |
| | | | | |

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

BAR: 6

FIGHTER DATA

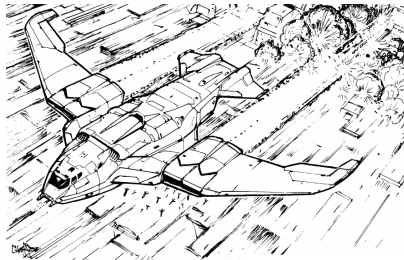
Type: Torrent Heavy Bomber (Standard)
Thrust: **Tonnage:** 200
SafeThrust: 4 **Tech Base:** Inner Sphere
Maximum Thrust: 6 **Rules Level:** Standard

Weapons & Equipment Inventory

| Standard Scale | | [1-6] | [7-12] | [13-20] | [21-25] | |
|----------------|--------------------------|-------|--------|---------|---------|-----|
| Qty | Type | Loc | SRV | MRV | LRV | ERV |
| 4 | Machine Gun [DB,AI] | NOS | 2 | - | - | - |
| 1 | SRM 6 [M,C,S] | AFT | 8 | - | - | - |
| 1 | ECM Suite [Guardian] [E] | BOD | - | - | - | - |

Ammo: [Machine Gun] 100, [SRM 6] 15
 Fuel Points: 371
 Features STDL Chassis Mod, Advanced Fire Control, Cargo (15 tons)

BV: 327



ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 1 (20)

Left Wing Damage Threshold (Total Armor) 1 (20)

Right Wing Damage Threshold (Total Armor) 1 (20)

Structural Integrity: 4

Aft Damage Threshold (Total Armor) 1 (12)



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: Nellie Ishii
 Gunnery Skill: 4 Piloting Skill: 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

| VELOCITY | FIGHTER | SMALL CRAFT AND FIXED WING SUPPORT VEHICLES |
|----------|---------|---|
| 1 | 8 | 8 |
| 2 | 12 | 14 |
| 3 | 16 | 20 |
| 4 | 20 | 26 |
| 5 | 24 | 32 |
| 6 | 28 | 38 |
| 7 | 32 | 44 |
| 8 | 36 | 50 |
| 9 | 40 | 56 |
| 10 | 44 | 62 |
| 11 | 48 | 68 |
| 12 | 52 | 74 |

Velocity above 12 is not possible on ground maps.

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 | | | | | | | | | | |

FIGHTER RETURN TABLE

| SAFE THRUST | TURNS BEFORE RETURN |
|-------------|---------------------|
| 1-4 | 3 |
| 5-8 | 2 |
| 9-12 | 1 |
| 13+ | 0 |

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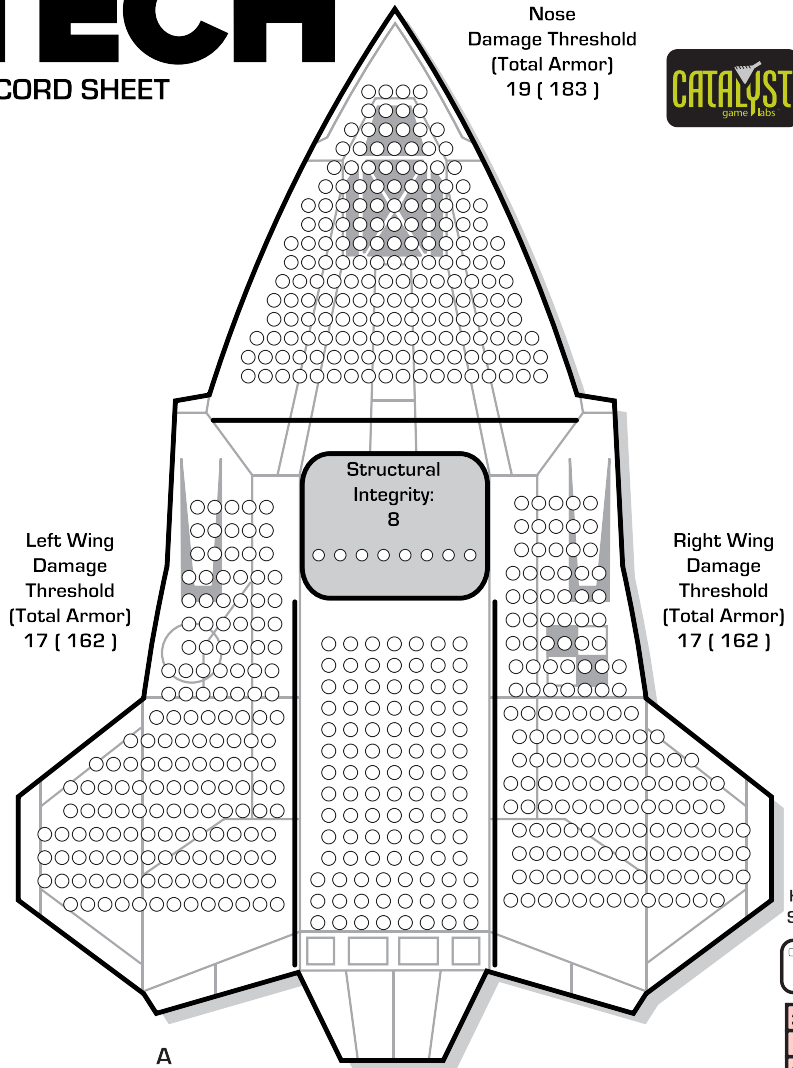
AERODYNE SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM

Standard Scale

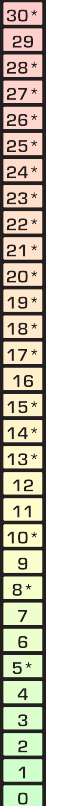


Nose
Damage Threshold
(Total Armor)
19 (183)



Heat Scale

Overflow



CRAFT DATA

Type: Aquarius Escort (Standard)

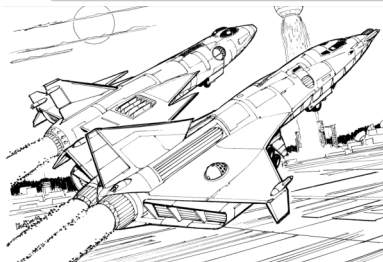
Thrust: Tonnage: 200
SafeThrust: 4 Tech Base: Inner Sphere
Maximum Thrust: 6 Rules Level: Standard

Weapons & Equipment Inventory

| Standard Scale | | [1-6] [7-12] [13-20] [21-25] | | | | | |
|----------------|-------------------|------------------------------|----|-----|-----|-----|-----|
| Qty | Type | Loc | Ht | SRV | MRV | LRV | ERV |
| 2 | Large Laser [DE] | NOS | 8 | 8 | 8 | - | - |
| 1 | LRM 10 [M.C.S] | LS | 4 | 6 | 6 | 6 | - |
| 1 | SRM 6 [M.C.S] | LS | 4 | 8 | - | - | - |
| 1 | Medium Laser [DE] | LS | 3 | 5 | - | - | - |
| 1 | LRM 10 [M.C.S] | RS | 4 | 6 | 6 | 6 | - |
| 1 | SRM 6 [M.C.S] | RS | 4 | 8 | - | - | - |
| 1 | Medium Laser [DE] | RS | 3 | 5 | - | - | - |
| 2 | Medium Laser [DE] | AFT | 3 | 5 | - | - | - |

Ammo: (LRM 10) 24, (SRM 6) 30
Fuel Points: 480

BV: 2,230



Advanced Movement Compass



Aft
Damage Threshold
(Total Armor)
11 (101)

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: Sohvi Saarikoski
Gunnery Skill: 4 Piloting Skill: 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

HEAT DATA

| Heat Level* | Effects | Heat Sinks: 32 |
|-------------|-------------------------------|----------------|
| 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+ | ○○○○○○○○○ |

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 | | | | | | | | | | |

BATTLETECH™

SPHEROID SMALL CRAFT RECORD SHEET

ARMOR DIAGRAM
Standard Scale

Nose
Damage Threshold
(Total Armor)
9 (86)



CRAFT DATA

Type: Dragonstar Assault Transport (3060)
Thrust: **Tonnage:** 150
SafeThrust: 5 **Tech Base:** Inner Sphere
Maximum Thrust: 8 **Rules Level:** Standard

Weapons & Equipment Inventory

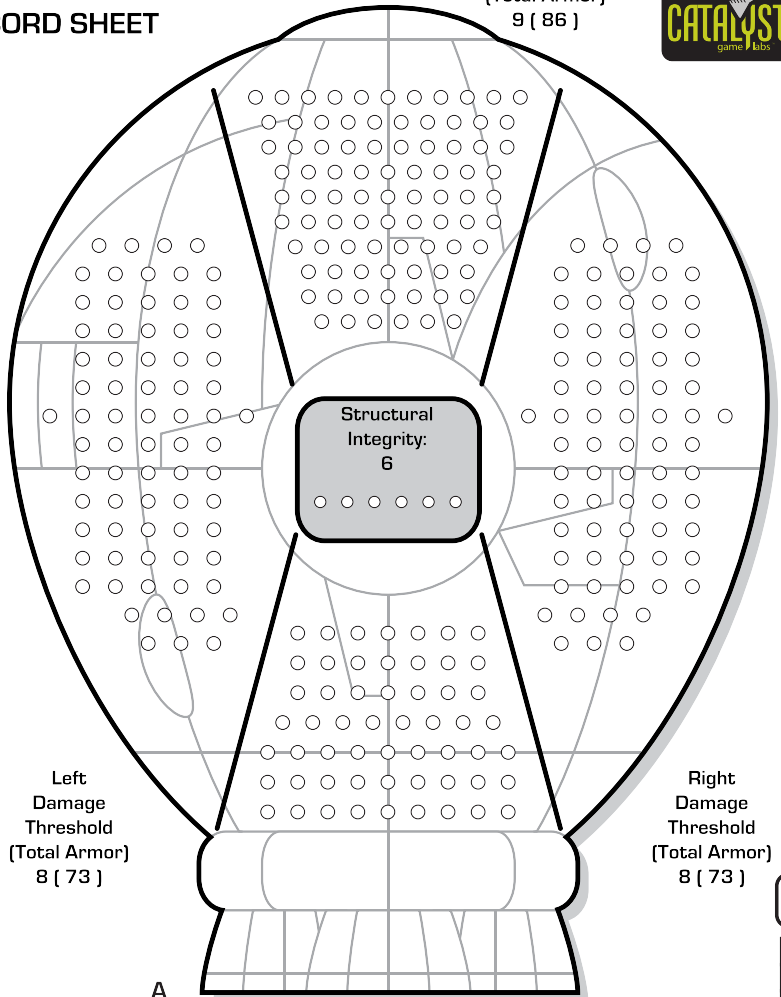
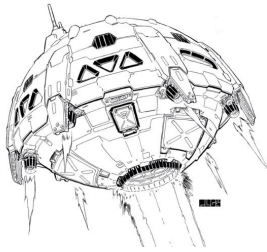
| Standard Scale | | [1-6] [7-12] [13-20] [21-25] | | | | | |
|----------------|------------------------|------------------------------|----|-----|-----|-----|-----|
| Qty | Type | Loc | Ht | SRV | MRV | LRV | ERV |
| 1 | Large Pulse Laser [P] | NOS | 10 | 9 | 9 | - | - |
| 1 | ER Medium Laser [DE] | NOS | 5 | 5 | 5 | - | - |
| 1 | Medium Pulse Laser [P] | FLS | 4 | 6 | - | - | - |
| 1 | Medium Pulse Laser [P] | FRS | 4 | 6 | - | - | - |
| 2 | ER Medium Laser [DE] | AFT | 5 | 5 | 5 | - | - |

Cargo:

Bay 1: Battle Armor [3] [2 Doors]
 Bay 6: Cargo [4.5] [0 Doors]

Fuel Points: 480

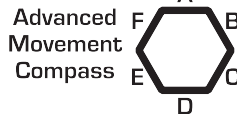
BV: 1,173



Left
Damage Threshold
(Total Armor)
8 (73)

Right
Damage Threshold
(Total Armor)
8 (73)

Aft
Damage Threshold
(Total Armor)
6 (56)



Heat Scale



| |
|-----|
| 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 |

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: Zamir Bhat
 Gunnery Skill: 4 Piloting Skill: 5

| | | | | | | |
|-----------------|----|----|----|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |
| Modifier | +1 | +2 | +3 | +4 | +5 | |

HEAT DATA

| Heat Level* | Effects | Heat Sinks: 20 |
|-------------|-------------------------------|----------------|
| 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+ | ○○○○○○○○○ |

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 | | | | | | | | | | |