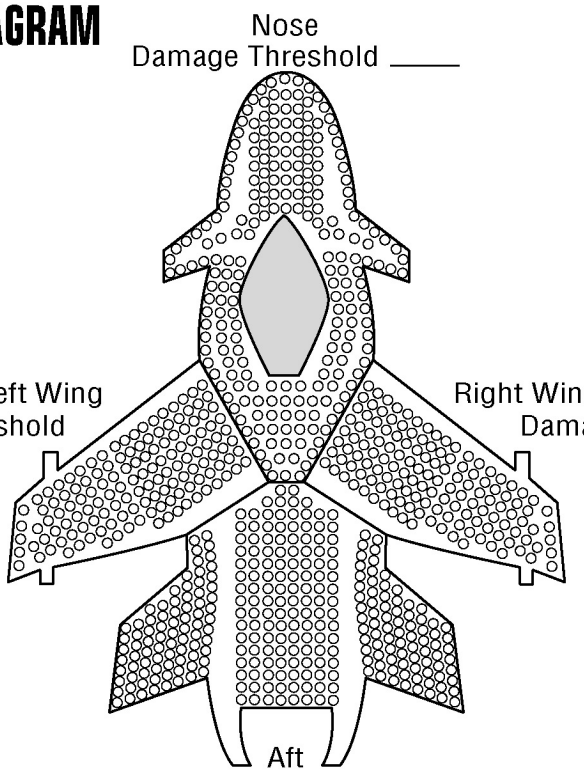
AEROTECH 2™

FIGHTER RECORD SHEET

ARMOR DIAGRAM



Structural Integrity

○○○○○
○○○○○

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	Dead

Vessel Data

Type: _____ Tonnage: _____

Thrust: Technology Base:

Safe Thrust: _____ ☐ Clan

Maximum Thrust: _____ ☐ Inner Sphere

Weapons Inventory

Type	Location	Heat	SRV	MRV	LRV	ERV

Bomb Load: _____

Total Heat Sinks: ___ (___)

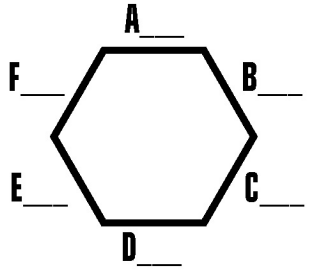
○○○○○○○○○○○○○○ Single ☐

○○○○○○○○○○○○○○ Double ☐

Critical Damage

Avionics	+1	+2	+5	
Cargo				
Engine	2	4	Dest.	
FCS	+2	+4	Dest.	
Gear	+5			
Life Support	+2			
Sensors	+1	+2	+5	
Thrusters: Left	+1	+2	+3	Dest.
Thrusters: Right	+1	+2	+3	Dest.

Advanced Movement Vectors



Velocity Record

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

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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