CLASSIC BATTLETECH™

CONVENTIONAL FIGHTER RECORD SHEET

FIGHTER DATA

Type: _____

Thrust: Tonnage: _____

Safe Thrust: _____ Tech Base:

Maximum Thrust: _____ Clan ☐

VSTOL ☐ STOL ☐ Inner Sphere ☐

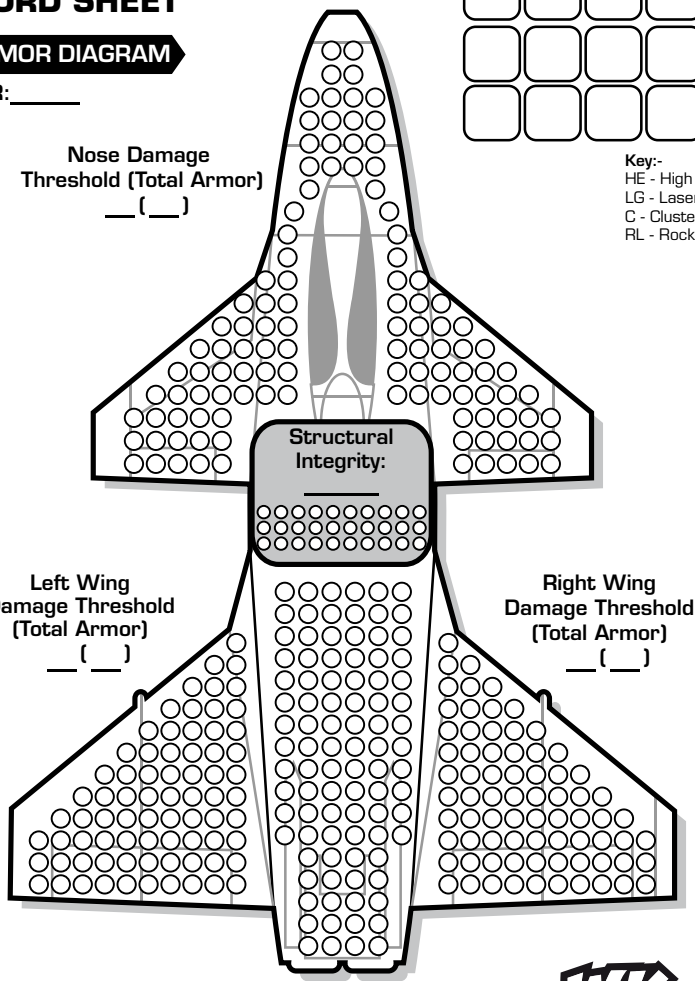
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	Standard Scale (0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV

Cost: _____ BV: _____

ARMOR DIAGRAM

BAR: _____



EXTERNAL STORES/BOMBS

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

NOTES

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

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	

GROUND MAP STRIGHT 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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