Squadron Data

Type: ____________ Tonnage: ____________
Name: ____________ Affiliation: ____________
Thrust: ____________ Technology Base: ____________
  Safe Thrust: ____________ Clan
  Maximum Thrust: ____________ Inner Sphere
Fighters: ____________
  Fighter #1: ____________
  Fighter #2: ____________
  Fighter #3: ____________
  Fighter #4: ____________
  Fighter #5: ____________
  Fighter #6: ____________
  Fighter #7: ____________
  Fighter #8: ____________
  Fighter #9: ____________
  Fighter #10: ____________

Total Heat Capacity: ____________
Heat Generation per Arc:
  Nose: ____________
  Left Wing: ____________
  Right Wing: ____________
  Left Wing (Aft): ____________
  Right Wing (Aft): ____________

Weapons and Equipment Inventory

<table>
<thead>
<tr>
<th>Bay</th>
<th>Location</th>
<th>SRV</th>
<th>MRV</th>
<th>LRV</th>
<th>ERV</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1-6)</td>
<td>(7-12)</td>
<td>(13-20)</td>
<td>(21-25)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Squadron Record Sheet

Advanced Movement Vectors

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>F</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Pilot Data

Gunnery Skill: ____________ Piloting Skill: ____________

<table>
<thead>
<tr>
<th>Hits Taken</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Modifer</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>+1</td>
<td>+2</td>
<td>+3</td>
<td>+4</td>
<td>+5</td>
<td>Exp</td>
<td></td>
</tr>
</tbody>
</table>

Velocity Record

| Turn # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|--------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|

Gโรir:

<table>
<thead>
<tr>
<th>Cost</th>
<th></th>
</tr>
</thead>
</table>

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