

# 1 AND 2 SEATER AIRCRAFT RECORD SHEET

|              |                         |                         |                      |                      |                      |                      |                      |                      |  |
|--------------|-------------------------|-------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|--|
| <b>Type:</b> |                         |                         |                      |                      |                      | <b>Points Cost:</b>  |                      |                      |  |
| Airframe TL: | AS:                     | Mv C:                   | AB C:                | DV C                 | Cli C:               | Dive Sh:             |                      |                      |  |
| Systems TL:  | VMin:                   | Mv L:                   | AB L:                | DV L                 | Cli L:               | Dive Stp:            |                      |                      |  |
| Dam:         |                         |                         |                      |                      | CEIL:                | Dive Pwr:            |                      |                      |  |
| <b>Crew:</b> | <b>Skills:</b>          | <b>Guns:</b>            |                      | To Hit               | # of D10s:           | # of D6s:            | Deplete              | Deplete              | <b>Dive Vert:</b>  |
|              |                         | Arc:                    | # of Type:           | Range:               | Mod.:                | (to hit)             | Normal               | Long Burst           |  |
|              | P: <input type="text"/> | W: <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | Gun data is taken from the rules. The to hit modifier should allow for both the type and number of guns. |
|              | P: <input type="text"/> | W: <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |  |

**Stores:** E/W/P denotes location of the item and should be marked accordingly. Enter the name or type in the next box and optionally the number in the third box.

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| Systems TL:  | VMin:                   | Mv L:                   | AB L:                | DV L                 | Cli L:               | Dive Stp:            |                      |                      |  |
| Dam:         |                         |                         |                      |                      | CEIL:                | Dive Pwr:            |                      |                      |  |
| <b>Crew:</b> | <b>Skills:</b>          | <b>Guns:</b>            |                      | To Hit               | # of D10s:           | # of D6s:            | Deplete              | Deplete              | <b>Dive Vert:</b>  |
|              |                         | Arc:                    | # of Type:           | Range:               | Mod.:                | (to hit)             | Normal               | Long Burst           |  |
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