BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: **Fury**		
Config: **Tracked**	Tons: **80**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **4**	Flank MP: **6**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **4,183,500**		
BV: **692**	WV: **593 / 593**	

Ammo

Ammo Type	Rounds
Gauss Rifle	16

Critical Damage

Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐	Turret Locked	☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Gauss Rifle	T	15	2	7	15	22

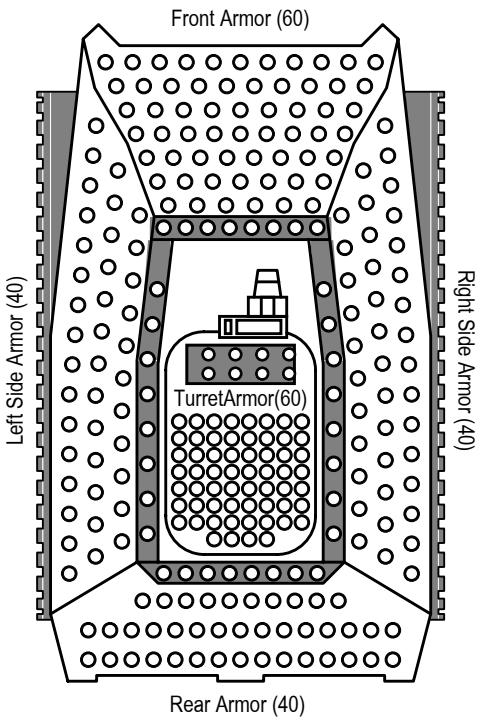
Body Inventory

320 Pitban Fusion Engine

6 Crew Members

0.75T Cargo Bay Capacity

Total Armor Pts = 240
(Standard)



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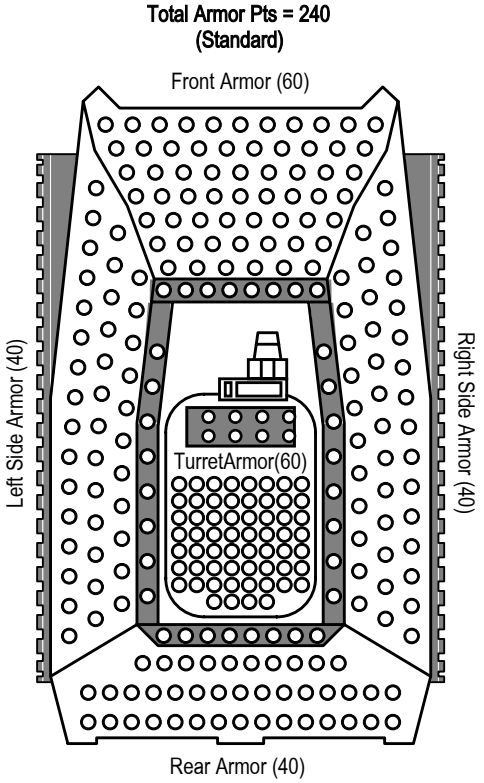
TRACKED VEHICLE RECORD SHEET



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HOVERCRAFT RECORD SHEET

Type: **Zephyr**		
Config: **Hovercraft**	Tons: **40**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **9**	Flank MP: **14**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **2,323,050**		
BV: **640**	WV: **502 / 502**	

Ammo

Ammo Type	Rounds
SRM 6	30

Critical Damage

Airskirt Damaged	☐	Engine Hit	☐
Lift Fan Destroyed	☐	Turret Locked	☐

Weapons Inventory

# Type	Loc	Dmg	Min	S	M	L
3 Medium Laser	T	5	-	3	6	9
1 SRM 6	F	2/hit	-	3	6	9
1 Small Laser	R	3	-	1	2	3
1 TAG	T	-	-	5	9	15

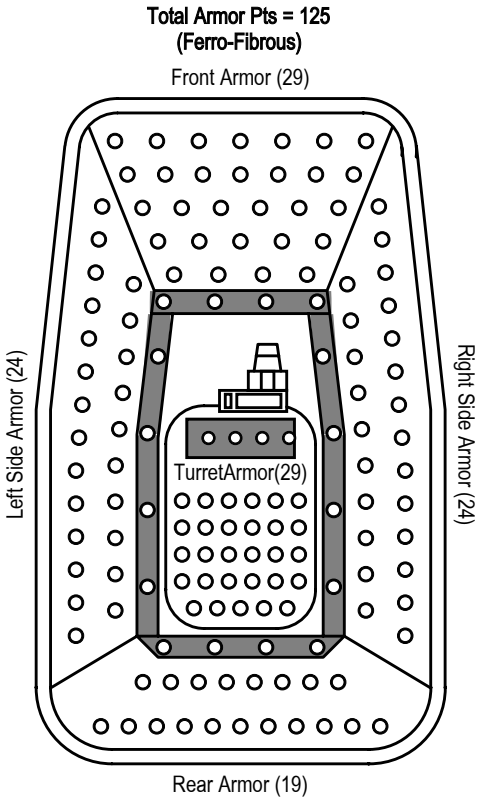
Body Inventory

185 GM Fusion Engine

3 Crew Members

1 Guardian ECM	B	0	-	-	-	6

0.25T Cargo



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BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Zephyr | Config: Hovercraft | Tons: 40 | Technology Base: Inner Sphere 3050 Level 2-FA | Cruising MP: 9 | Flank MP: 14 | Crew: | Gunnery Skill: | Driving Skill: | Cost, C-Bills: 2,323,050 | BV: 640 | WV: 502 / 502

Ammo: SRM 6 — 30

Critical Damage: Airskirt Damaged ☐ | Engine Hit ☐ | Lift Fan Destroyed ☐ | Turret Locked ☐

Weapons Inventory: 3 Medium Laser (T, 5, -, 3, 6, 9); 1 SRM 6 (F, 2/hit, -, 3, 6, 9); 1 Small Laser (R, 3, -, 1, 2, 3); 1 TAG (T, -, -, 5, 9, 15)

Body Inventory: 185 GM Fusion Engine; 3 Crew Members; 1 Guardian ECM (B, 0, -, -, -, 6); 0.25T Cargo

Total Armor Pts = 125 (Ferro-Fibrous)
Front Armor (29)
Left Side Armor (24)
Right Side Armor (24)
TurretArmor(29)
Rear Armor (19)

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WHEELED VEHICLE RECORD SHEET

Type: **Thor**		
Config: **Wheeled**	Tons: **55**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **5**	Flank MP: **8**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **1,906,125**		
BV: **325**	WV: **342 / 342**	

Ammo

Ammo Type	Rounds
Thumper Artillery	40

Critical Damage

Wheel Damaged	☐	Engine Hit	☐
Axle Destroyed	☐	Turret Locked	☐

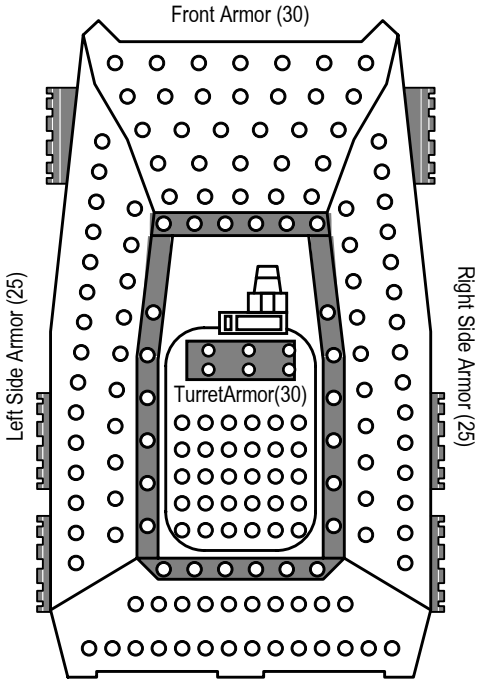
Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Thumper Artillery	F	5/2	-	-	-	-
2	Medium Laser	T	5	-	3	6	9

Body Inventory

255 Strand Fusion Engine
4 Crew Members
1 CASE System

Total Armor Pts = 134
(Ferro-Fibrous)



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WHEELED VEHICLE RECORD SHEET

Type: Thor
Config: Wheeled | Tons: 55
Technology Base: Inner Sphere 3050 Level 2-FA | Cruising MP: 5 | Flank MP: 8
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 1,906,125
BV: 325 | WV: 342 / 342

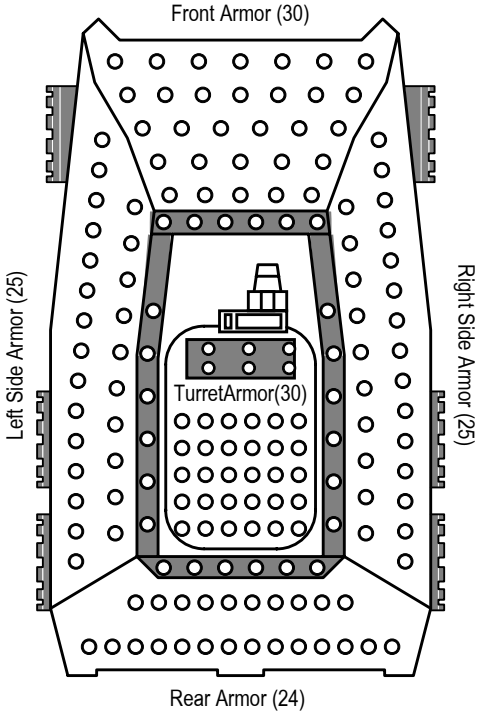
Ammo
Ammo Type Rounds
Thumper Artillery 40

Critical Damage
Wheel Damaged ☐ Engine Hit ☐
Axle Destroyed ☐ Turret Locked ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Thumper Artillery F 5/2 - - - -
2 Medium Laser T 5 - 3 6 9

Body Inventory
255 Strand Fusion Engine
4 Crew Members
1 CASE System

Total Armor Pts = 134
(Ferro-Fibrous)



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WHEELED VEHICLE RECORD SHEET

Type: **Rotunda**		
Config: **Wheeled**	Tons: **20**	
Technology Base: **Inner Sphere 3050 Level 2**	Cruising MP: **9**	Flank MP: **14**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **440,367**		
BV: **341**	WV: **46 / 46**	

Ammo

Ammo Type	Rounds
SRM 2	50

Critical Damage

Wheel Damaged ☐ Engine Hit ☐

Axle Destroyed ☐

Weapons Inventory

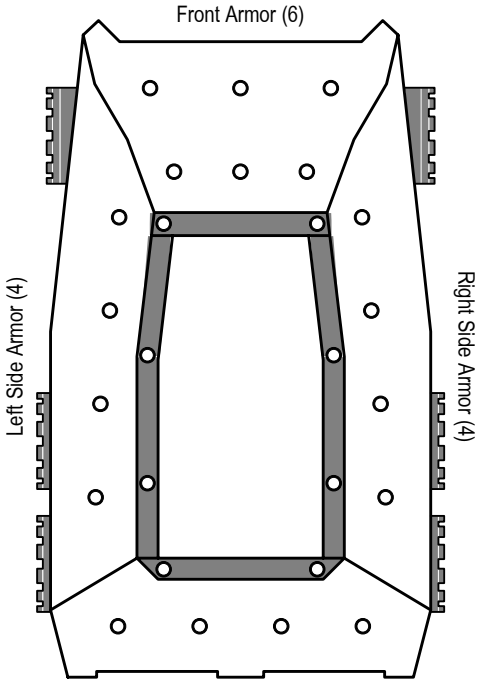
# Type	Loc	Dmg	Min	S	M	L
1 Large Laser	F	8	-	5	10	15
1 SRM 2	F	2/hit	-	3	6	9

Body Inventory

160 LTV Fusion Engine

2 Crew Members

Total Armor Pts = 18
(Ferro-Fibrous)



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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Type: Rotunda
Config: Wheeled | Tons: 20
Technology Base: Inner Sphere 3050 Level 2 | Cruising MP: 9 | Flank MP: 14
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 440,367
BV: 341 WV: 46 / 46

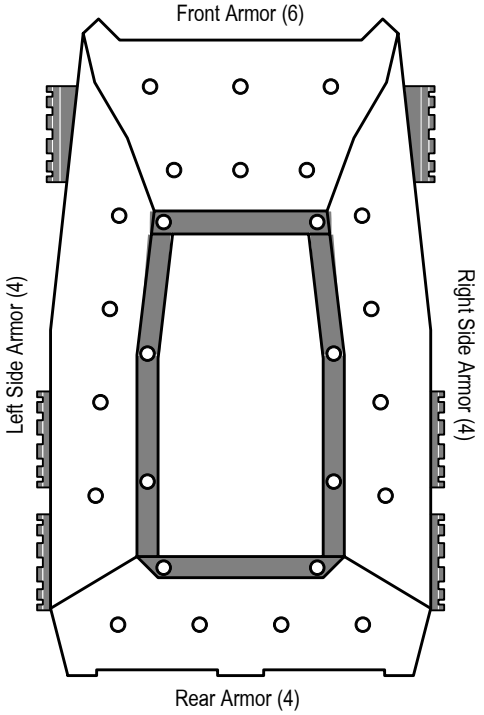
Ammo
Ammo Type Rounds
SRM 2 50

Critical Damage
Wheel Damaged ☐ Engine Hit ☐
Axle Destroyed ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Large Laser F 8 - 5 10 15
1 SRM 2 F 2/hit - 3 6 9

Body Inventory
160 LTV Fusion Engine
2 Crew Members

Total Armor Pts = 18
(Ferro-Fibrous)



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V.T.O.L. RECORD SHEET

Type: **Ripper**		
Config: **V.T.O.L.**	Tons: **10**	
Technology Base: **Inner Sphere 3050 Level 2**	Cruising MP: **12**	Flank MP: **18**
Crew:		
Gunnery Skill:	Piloting Skill:	
Cost, C-Bills: **282,222**		
BV: **518**	WV: **50 / 50**	

Ammo

Critical Damage

Rotor Damaged ☐ Engine Hit ☐

Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
2	Medium Laser	F	5	-	3	6	9

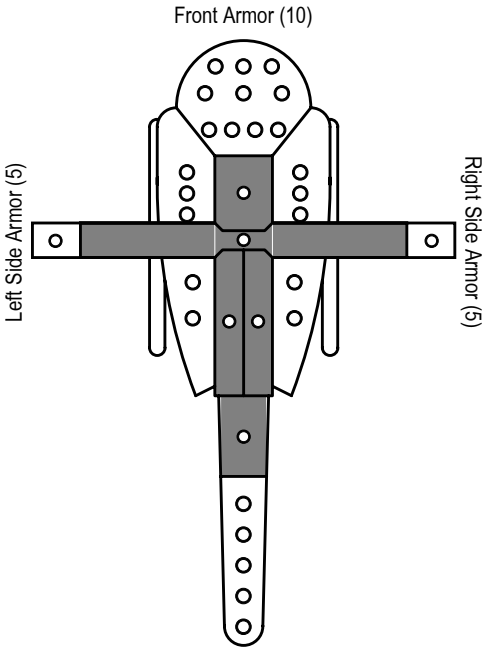
Fuselage Inventory

70 Omni Fusion Engine

1 Crew Members

1.00T Infantry

Total Armor Pts = 27
(Ferro-Fibrous)



Rotor Type: Main/Tail Rotors

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BATTLETECH®

V.T.O.L. RECORD SHEET

Type: Ripper
Config: V.T.O.L. Tons: 10
Technology Base: Inner Sphere 3050 Level 2 | Cruising MP: 12 | Flank MP: 18
Crew:
Gunnery Skill: Piloting Skill:
Cost, C-Bills: 282,222
BV: 518 WV: 50 / 50

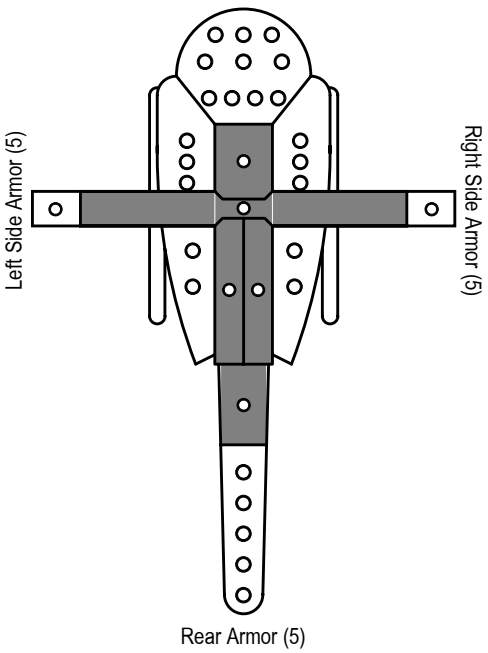
Ammo

Critical Damage
Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐

Weapons Inventory
Type Loc Dmg Min S M L
2 Medium Laser F 5 - 3 6 9

Fuselage Inventory
70 Omni Fusion Engine
1 Crew Members
1.00T Infantry

Total Armor Pts = 27
(Ferro-Fibrous)



Rotor Type: Main/Tail Rotors

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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: **Rhino**		
Config: **Tracked**	Tons: **80**	
Technology Base: **Inner Sphere 3050 Level 1-FA**	Cruising MP: **3**	Flank MP: **5**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **4,285,800**		
BV: **904**	WV: **1,345 / 1,345**	

Ammo

Ammo Type	Rounds
LRM 20	18
LRM 10	12

Critical Damage

Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐	Turret Locked	☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
2	LRM 20	T	1/hit	6	7	14	21
2	Medium Laser	T	5	-	3	6	9
1	LRM 10	F	1/hit	6	7	14	21

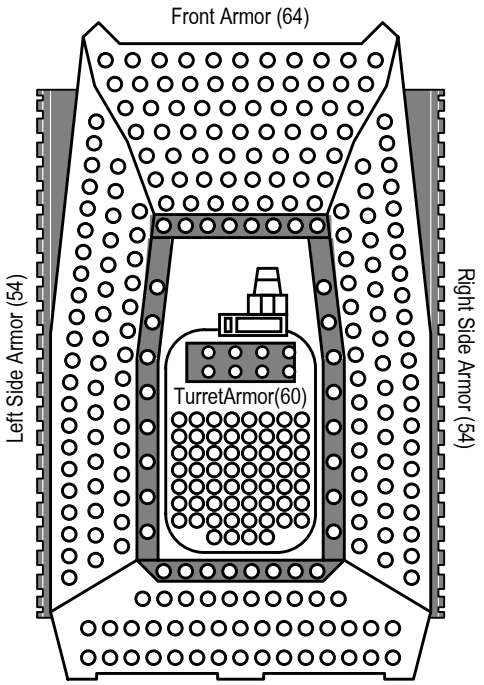
Body Inventory

240 Pitban Fusion Engine

6 Crew Members

0.25T Cargo Bay Capacity

Total Armor Pts = 272
(Standard)



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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Rhino
Config: Tracked | Tons: 80
Technology Base: Inner Sphere 3050 Level 1-FA | Cruising MP: 3 | Flank MP: 5
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 4,285,800
BV: 904 | WV: 1,345 / 1,345

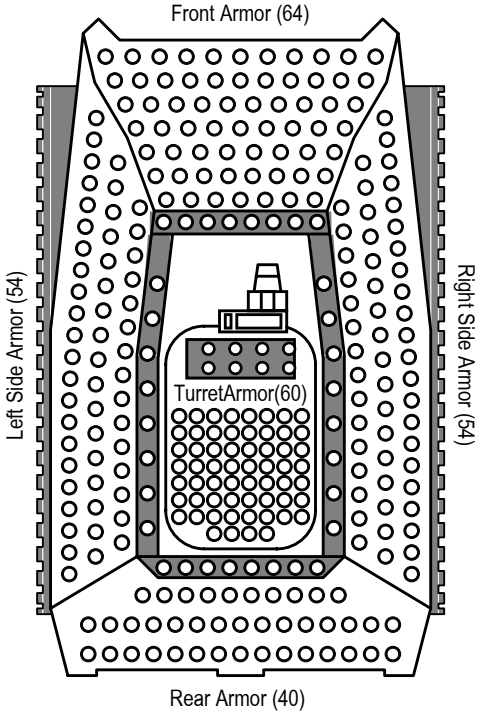
Ammo
Ammo Type | Rounds
LRM 20 | 18
LRM 10 | 12

Critical Damage
Drive Damaged ☐ | Engine Hit ☐
Track Destroyed ☐ | Turret Locked ☐

Weapons Inventory
Type | Loc | Dmg | Min | S | M | L
2 LRM 20 | T | 1/hit | 6 | 7 | 14 | 21
2 Medium Laser | T | 5 | - | 3 | 6 | 9
1 LRM 10 | F | 1/hit | 6 | 7 | 14 | 21

Body Inventory
240 Pitban Fusion Engine
6 Crew Members
0.25T Cargo Bay Capacity

Total Armor Pts = 272
(Standard)



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TRACKED VEHICLE RECORD SHEET

Type: **Puma PMA-005**		
Config: **Tracked**	Tons: **95**	
Technology Base: **Inner Sphere 3050 Level 1-FA**	Cruising MP: **3**	Flank MP: **5**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **5,911,912**		
BV: **943**	WV: **1,305 / 1,305**	

Ammo

Ammo Type	Rounds
LRM 20	12
SRM 4	25
Flamer (Vehicle)	20

Critical Damage

Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐	Turret Locked	☐

Weapons Inventory

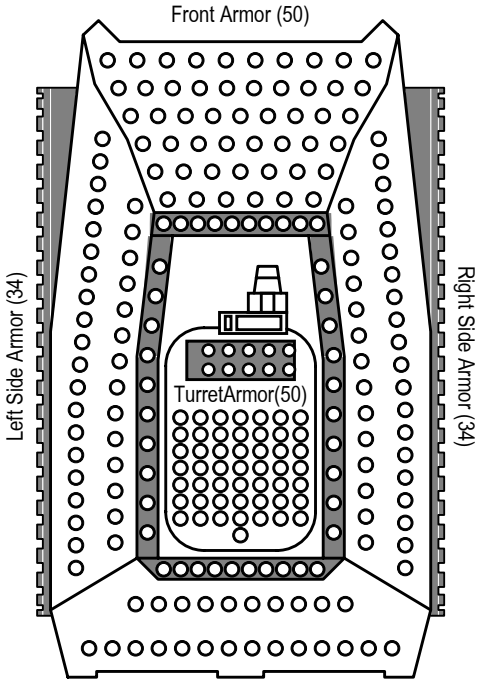
# Type	Loc	Dmg	Min	S	M	L
1 LRM 20	RS	1/hit	6	7	14	21
1 LRM 20	LS	1/hit	6	7	14	21
1 PPC	T	10	3	6	12	18
2 Medium Laser	F	5	-	3	6	9
1 SRM 4	F	2/hit	-	3	6	9
1 Flamer (Vehicle)	R	2	-	1	2	3
1 Small Laser	R	3	-	1	2	3

Body Inventory

285 Pitban Fusion Engine

7 Crew Members

Total Armor Pts = 192
(Standard)



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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Puma PMA-005
Config: Tracked | Tons: 95
Technology Base: Inner Sphere 3050 Level 1-FA | Cruising MP: 3 | Flank MP: 5
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 5,911,912
BV: 943 | WV: 1,305 / 1,305

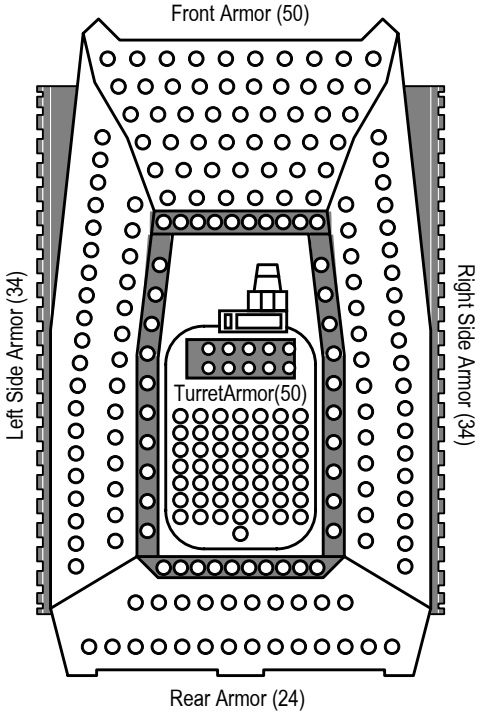
Ammo
Ammo Type | Rounds
LRM 20 | 12
SRM 4 | 25
Flamer (Vehicle) | 20

Critical Damage
Drive Damaged ☐ | Engine Hit ☐
Track Destroyed ☐ | Turret Locked ☐

Weapons Inventory
Type | Loc | Dmg | Min | S | M | L
1 LRM 20 | RS | 1/hit | 6 | 7 | 14 | 21
1 LRM 20 | LS | 1/hit | 6 | 7 | 14 | 21
1 PPC | T | 10 | 3 | 6 | 12 | 18
2 Medium Laser | F | 5 | - | 3 | 6 | 9
1 SRM 4 | F | 2/hit | - | 3 | 6 | 9
1 Flamer (Vehicle) | R | 2 | - | 1 | 2 | 3
1 Small Laser | R | 3 | - | 1 | 2 | 3

Body Inventory
285 Pitban Fusion Engine
7 Crew Members

Total Armor Pts = 192
(Standard)



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V.T.O.L. RECORD SHEET

Type: **Nightshade**		
Config: **V.T.O.L.**	Tons: **25**	
Technology Base: **Inner Sphere 3050 Level 2**	Cruising MP: **14**	Flank MP: **21**
Crew:		
Gunnery Skill:	Piloting Skill:	
Cost, C-Bills: **1,375,000**		
BV: **355**	WV: **34 / 34**	

Ammo

Critical Damage

Rotor Damaged ☐ Engine Hit ☐

Rotor Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Medium Laser	F	5	-	3	6	9

Fuselage Inventory

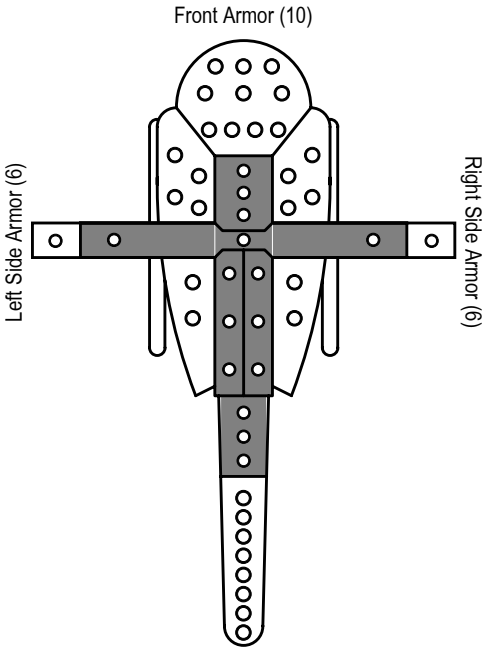
210 GM Fusion Engine

2 Crew Members

1 Guardian ECM B 0 - - - 6

0.50T Cargo Bay Capacity

Total Armor Pts = 32
(Standard)



Rotor Type: Main/Tail Rotors

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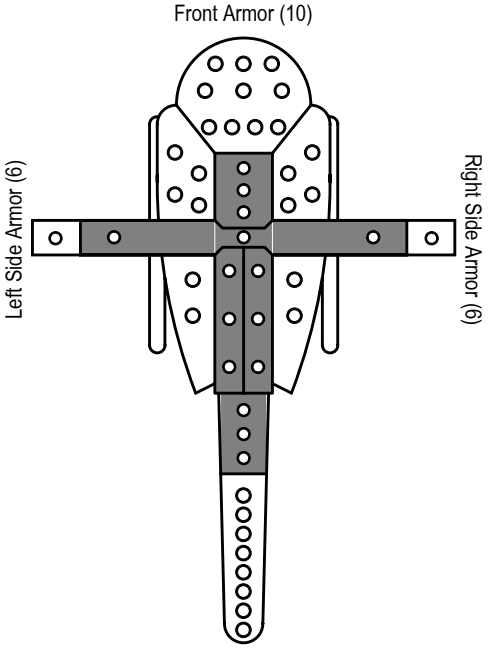
V.T.O.L. RECORD SHEET

Type: Nightshade
Config: V.T.O.L. Tons: 25
Technology Base: Inner Sphere 3050 Level 2 | Cruising MP: 14 | Flank MP: 21
Crew:
Gunnery Skill: Piloting Skill:
Cost, C-Bills: 1,375,000
BV: 355 WV: 34 / 34
Ammo
Critical Damage
Rotor Damaged ☐ Engine Hit ☐
Rotor Destroyed ☐
Weapons Inventory
Type Loc Dmg Min S M L
1 Medium Laser F 5 - 3 6 9
Fuselage Inventory
210 GM Fusion Engine
2 Crew Members
1 Guardian ECM B 0 - - - 6
0.50T Cargo Bay Capacity
Total Armor Pts = 32
(Standard)



Rotor Type: Main/Tail Rotors

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TRACKED VEHICLE RECORD SHEET

Type: **Marksman**		
Config: **Tracked**	Tons: **65**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **4**	Flank MP: **6**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **2,951,300**		
BV: **392**	WV: **415 / 415**	

Ammo

Ammo Type	Rounds
Sniper Artillery	20

Critical Damage

Drive Damaged	☐	Engine Hit	☐
Track Destroyed	☐	Turret Locked	☐

Weapons Inventory

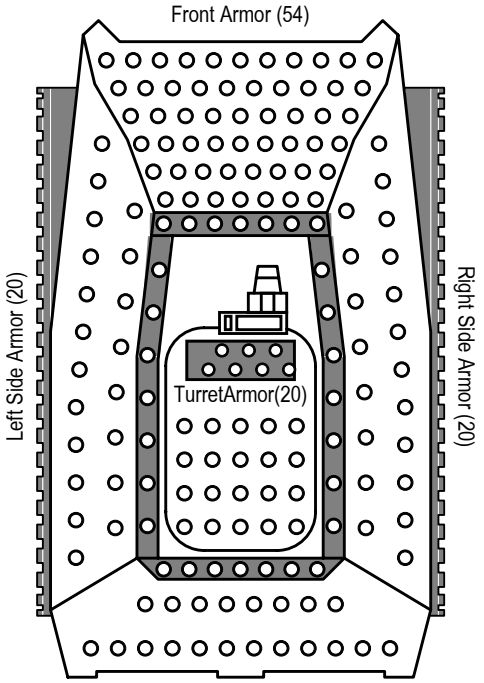
#	Type	Loc	Dmg	Min	S	M	L
1	Sniper Artillery	F	10/5	-	-	-	-
1	Large Laser	T	8	-	5	10	15

Body Inventory

260 Magna Fusion Engine

5 Crew Members

Total Armor Pts = 134
(Ferro-Fibrous)



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TRACKED VEHICLE RECORD SHEET

Type: Marksman
Config: Tracked | Tons: 65
Technology Base: Inner Sphere 3050 Level 2-FA | Cruising MP: 4 | Flank MP: 6
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 2,951,300
BV: 392 | WV: 415 / 415

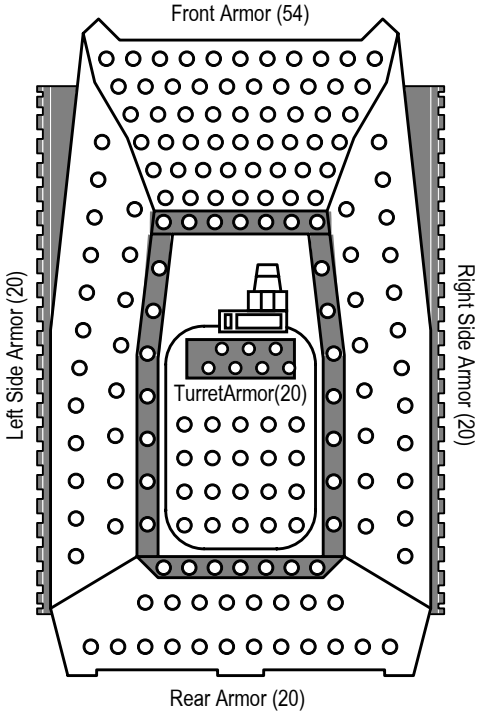
Ammo
Ammo Type Rounds
Sniper Artillery 20

Critical Damage
Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐ Turret Locked ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Sniper Artillery F 10/5 - - - -
1 Large Laser T 8 - 5 10 15

Body Inventory
260 Magna Fusion Engine
5 Crew Members

Total Armor Pts = 134
(Ferro-Fibrous)



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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: **Magi**		
Config: **Tracked**	Tons: **70**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **5**	Flank MP: **8**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **3,585,867**		
BV: **395**	WV: **373 / 373**	

Ammo

Ammo Type	Rounds
Machine Gun	200

Critical Damage

Drive Damaged ☐ Engine Hit ☐

Track Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Medium Laser	F	5	-	3	6	9
1	Medium Laser	RS	5	-	3	6	9
1	Medium Laser	LS	5	-	3	6	9
2	Machine Gun	F	2	-	1	2	3

Body Inventory

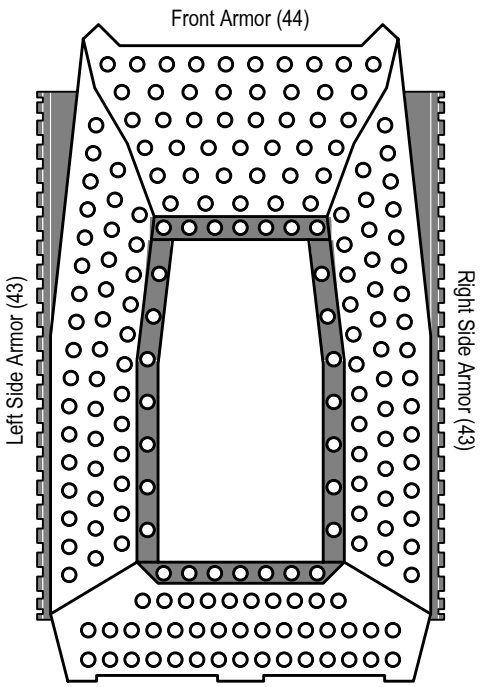
350 Magna Fusion Engine

5 Crew Members

1 CASE System

0.25T Cargo Bay Capacity

Total Armor Pts = 170
(Ferro-Fibrous)



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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Magi
Config: Tracked | Tons: 70
Technology Base: Inner Sphere 3050 Level 2-FA | Cruising MP: 5 | Flank MP: 8
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 3,585,867
BV: 395 WV: 373 / 373

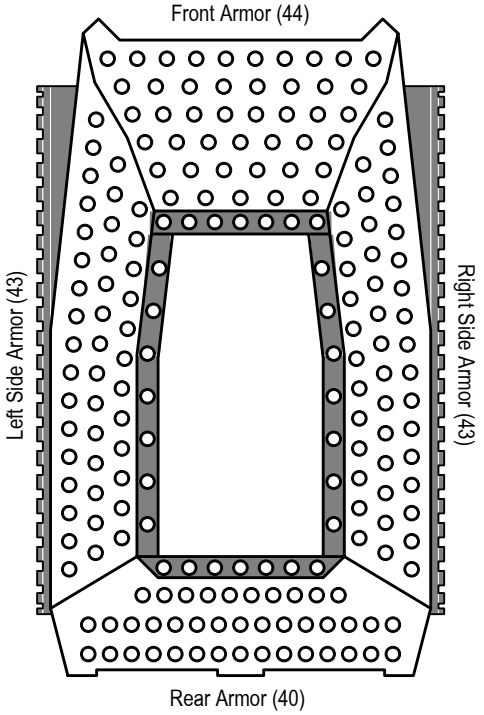
Ammo
Ammo Type Rounds
Machine Gun 200

Critical Damage
Drive Damaged ☐ Engine Hit ☐
Track Destroyed ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Medium Laser F 5 - 3 6 9
1 Medium Laser RS 5 - 3 6 9
1 Medium Laser LS 5 - 3 6 9
2 Machine Gun F 2 - 1 2 3

Body Inventory
350 Magna Fusion Engine
5 Crew Members
1 CASE System
0.25T Cargo Bay Capacity

Total Armor Pts = 170
(Ferro-Fibrous)



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HOVERCRAFT RECORD SHEET

Type: **Lightning**		
Config: **Hovercraft**	Tons: **35**	
Technology Base: **Inner Sphere 3050 Level 2**	Cruising MP: **11**	Flank MP: **17**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **1,470,500**		
BV: **349**	WV: **136 / 136**	

Ammo

Critical Damage

Airskirt Damaged ☐ Engine Hit ☐

Lift Fan Destroyed ☐

Weapons Inventory

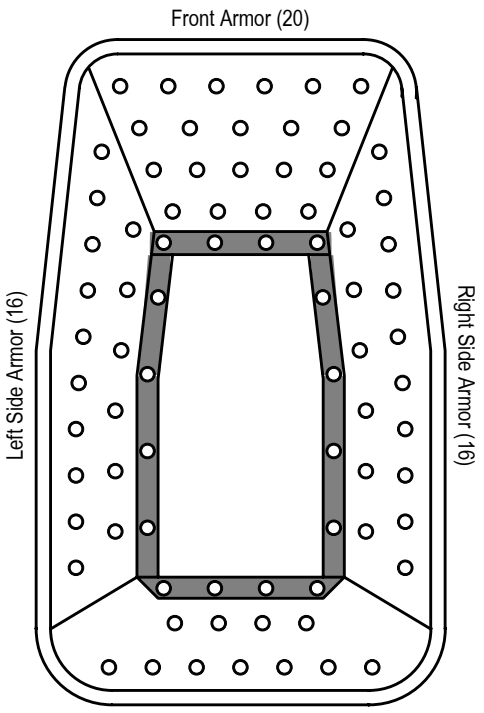
# Type	Loc	Dmg	Min	S	M	L
2 Medium Pulse Laser	F	6	-	2	4	6
1 SRM 4 (OS)	RS	2/hit	-	3	6	9
1 SRM 4 (OS)	LS	2/hit	-	3	6	9

Body Inventory

210 GM Fusion Engine

3 Crew Members

Total Armor Pts = 63
(Ferro-Fibrous)



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BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Lightning
Config: Hovercraft | Tons: 35
Technology Base: Inner Sphere 3050 Level 2 | Cruising MP: 11 | Flank MP: 17
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 1,470,500
BV: 349 | WV: 136 / 136

Ammo

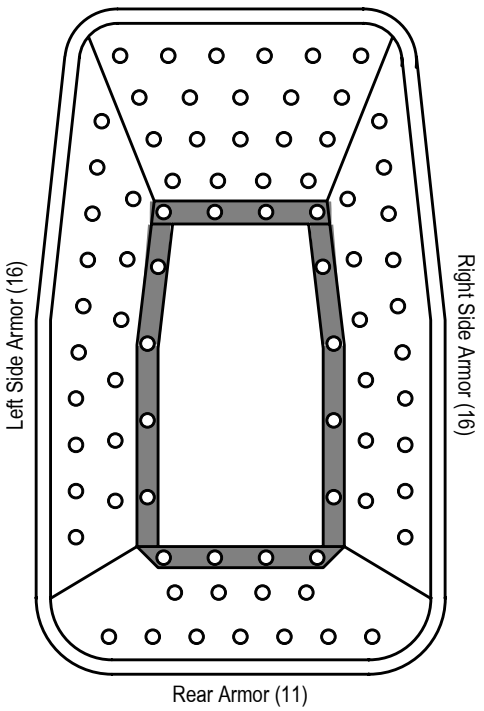
Critical Damage
Airskirt Damaged ☐ Engine Hit ☐
Lift Fan Destroyed ☐

Weapons Inventory

# Type	Loc	Dmg	Min	S	M	L
2 Medium Pulse Laser	F	6	-	2	4	6
1 SRM 4 (OS)	RS	2/hit	-	3	6	9
1 SRM 4 (OS)	LS	2/hit	-	3	6	9

Body Inventory
210 GM Fusion Engine
3 Crew Members

Total Armor Pts = 63
(Ferro-Fibrous)



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HOVERCRAFT RECORD SHEET

Type: **Kanga**		
Config: **Hovercraft**	Tons: **50**	
Technology Base: **Inner Sphere 3050 Level 2**	Cruising MP: **8**	Flank MP: **12**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **2,119,000**		
BV: **680**	WV: **209 / 209**	

Ammo

Ammo Type	Rounds
Autocannon/5	20
LRM 10	12
SRM 4	25
Machine Gun	100

Critical Damage

Airskirt Damaged ☐ Engine Hit ☐

Lift Fan Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Autocannon/5	F	5	3	6	12	18
1	LRM 10	B	1/hit	6	7	14	21
1	SRM 4	B	2/hit	-	3	6	9
1	Machine Gun	B	2	-	1	2	3

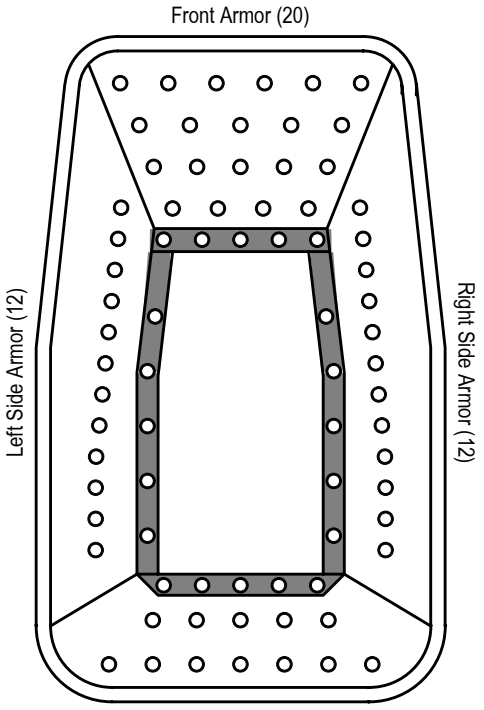
Body Inventory

6 Jump Jets (6 Jump MP)

165 I.C.E. Engine

4 Crew Members

Total Armor Pts = 56
(Standard)



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HOVERCRAFT RECORD SHEET

Type: Kanga
Config: Hovercraft | Tons: 50
Technology Base: Inner Sphere 3050 Level 2 | Cruising MP: 8 | Flank MP: 12
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 2,119,000
BV: 680 | WV: 209 / 209

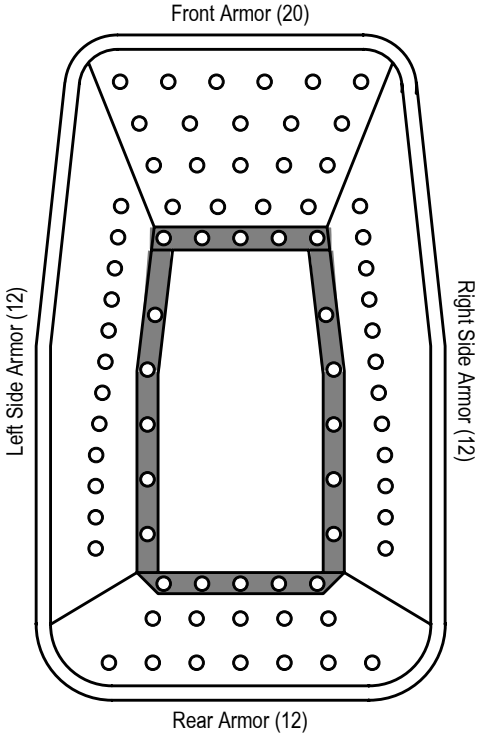
Ammo
Ammo Type / Rounds
Autocannon/5 20
LRM 10 12
SRM 4 25
Machine Gun 100

Critical Damage
Airskirt Damaged ☐ Engine Hit ☐
Lift Fan Destroyed ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Autocannon/5 F 5 3 6 12 18
1 LRM 10 B 1/hit 6 7 14 21
1 SRM 4 B 2/hit - 3 6 9
1 Machine Gun B 2 - 1 2 3

Body Inventory
6 Jump Jets (6 Jump MP)
165 I.C.E. Engine
4 Crew Members

Total Armor Pts = 56
(Standard)



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HOVERCRAFT RECORD SHEET

Type: **Gabriel**		
Config: **Hovercraft**	Tons: **5**	
Technology Base: **Inner Sphere 3050 Level 2-FA**	Cruising MP: **15**	Flank MP: **23**
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **98,633**		
BV: **175**	WV: **17 / 17**	

Ammo

Critical Damage

Airskirt Damaged	☐	Engine Hit	☐
Lift Fan Destroyed	☐	Turret Locked	☐

Weapons Inventory

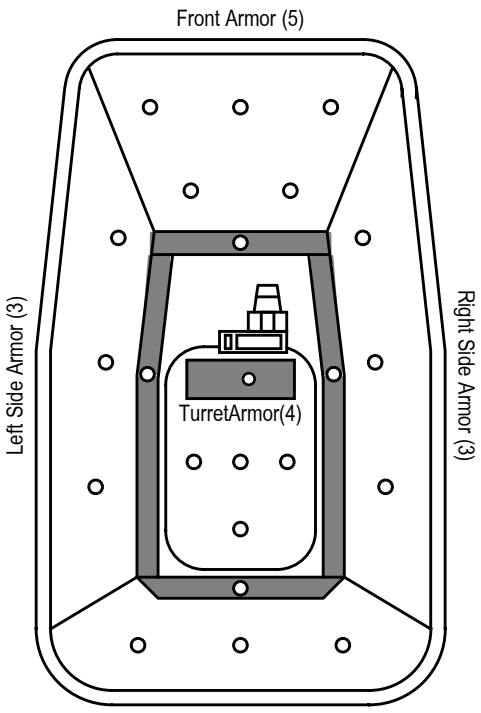
#	Type	Loc	Dmg	Min	S	M	L
1	Medium Laser	T	5	-	3	6	9

Body Inventory

35 VOX Fusion Engine

1 Crew Members

Total Armor Pts = 18
(Ferro-Fibrous)



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BATTLETECH®

HOVERCRAFT RECORD SHEET

Type: Gabriel
Config: Hovercraft | Tons: 5
Technology Base: Inner Sphere 3050 Level 2-FA | Cruising MP: 15 | Flank MP: 23
Crew:
Gunnery Skill: | Driving Skill:
Cost, C-Bills: 98,633
BV: 175 | WV: 17 / 17

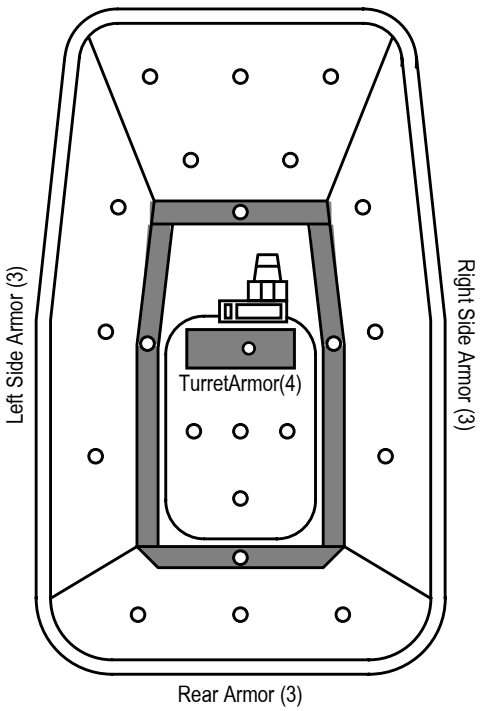
Ammo

Critical Damage
Airskirt Damaged ☐ Engine Hit ☐
Lift Fan Destroyed ☐ Turret Locked ☐

Weapons Inventory
Type Loc Dmg Min S M L
1 Medium Laser T 5 - 3 6 9

Body Inventory
35 VOX Fusion Engine
1 Crew Members

Total Armor Pts = 18
(Ferro-Fibrous)



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