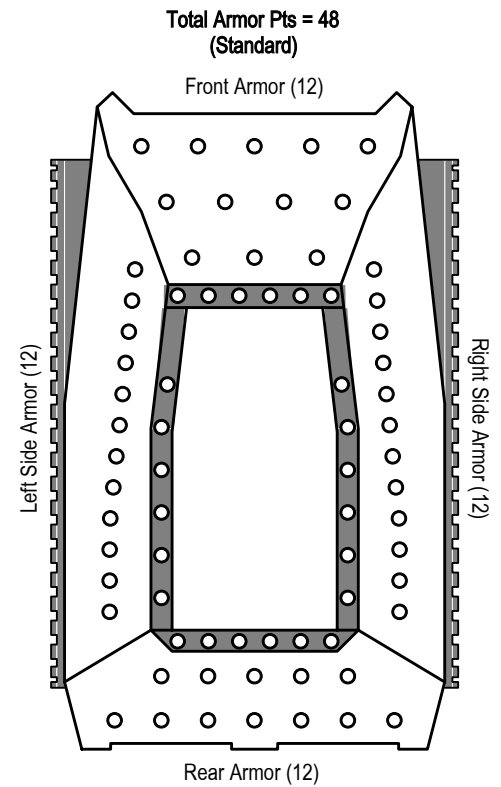


BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: AC/2 Carrier			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	5 Autocannon/2	F	2	4	8	16	24
Inner Sphere		MP:							
3025 Level 1		3							
Flank		MP:							
		5							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	180 I.C.E. Engine						
Cost, C-Bills: 1,086,400			4 Crew Members						
BV: 263 WV: 86 / 86									
Ammo									
Ammo Type	Rounds								
Autocannon/2	180								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

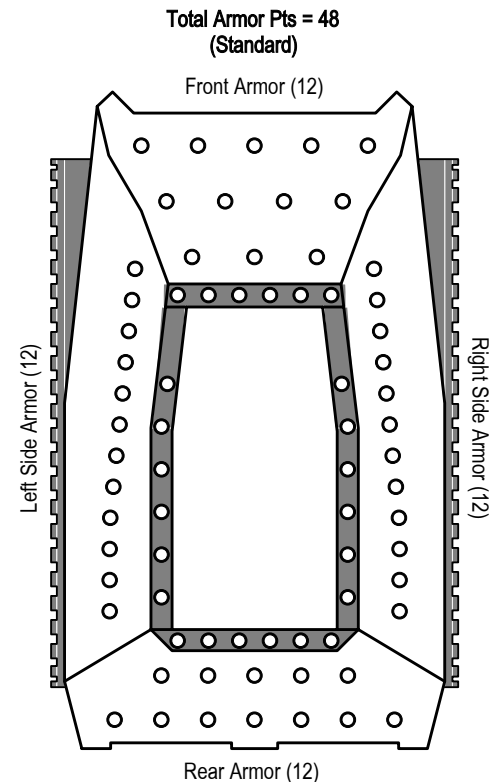


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TRACKED VEHICLE RECORD SHEET

Type: AC/2 Carrier			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	5 Autocannon/2	F	2	4	8	16	24
Inner Sphere		MP:							
3025 Level 1		3							
Flank		MP:							
		5							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	180 I.C.E. Engine						
Cost, C-Bills: 1,086,400			4 Crew Members						
BV: 263 WV: 86 / 86									
Ammo									
Ammo Type	Rounds								
Autocannon/2	180								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								



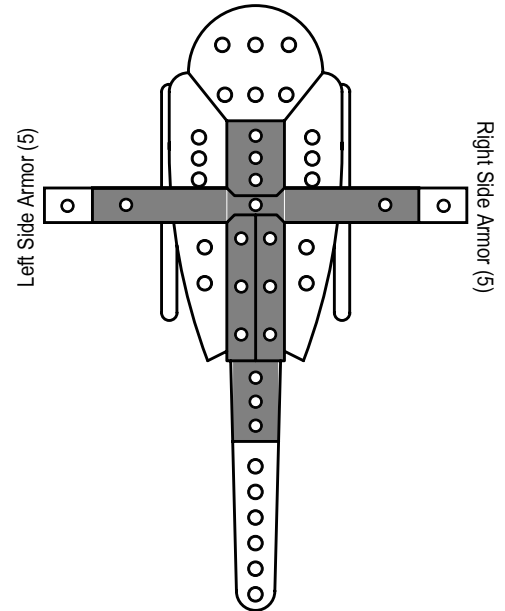
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BATTLETECH®

V.T.O.L. RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

Type: Warrior H-7 Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 21	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/2	F	2	4 8 16 24
Inner Sphere		Flank MP:	1 SRM 4	F	2/hit	- 3 6 9
3025 Level 1-FA		10				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 540,600						
BV: 406		WV: 36 / 36				
Ammo						
Ammo Type	Rounds					
Autocannon/2	45					
SRM 4	25					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
70 I.C.E. Engine						
2 Crew Members						
0.25T Sensors						

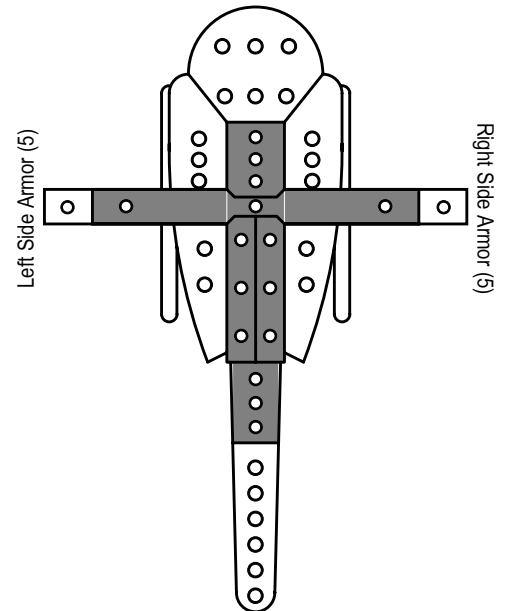
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BATTLETECH®

V.T.O.L. RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

Type: Warrior H-7 Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 21	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/2	F	2	4 8 16 24
Inner Sphere		Flank MP:	1 SRM 4	F	2/hit	- 3 6 9
3025 Level 1-FA		10				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 540,600						
BV: 406		WV: 36 / 36				
Ammo						
Ammo Type	Rounds					
Autocannon/2	45					
SRM 4	25					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
70 I.C.E. Engine						
2 Crew Members						
0.25T Sensors						

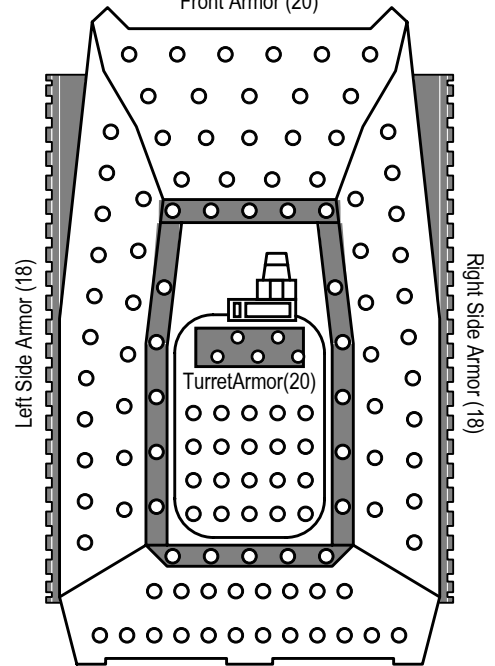
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (20)



Rear Armor (20)

Type: Vedette Medium Tank			Weapons Inventory			
Config: Tracked		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 5	1 Autocannon/5	T	5	3 6 12 18
		Flank MP: 8	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 725,000						
BV: 229		WV: 96 / 96				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
Machine Gun	100					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			250 I.C.E. Engine			
			4 Crew Members			

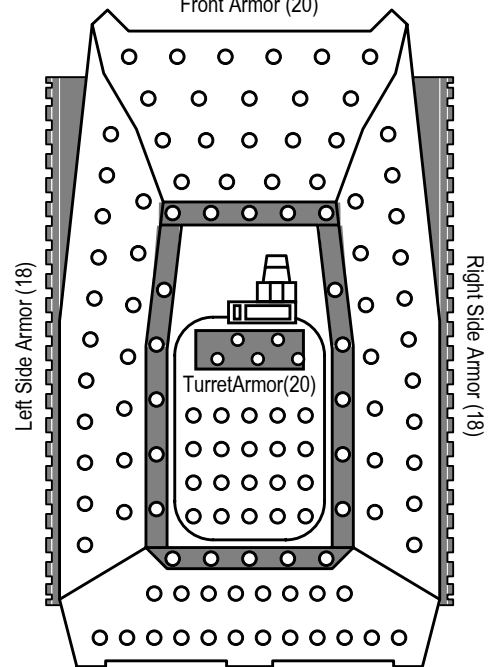
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (20)



Rear Armor (20)

Type: Vedette Medium Tank			Weapons Inventory			
Config: Tracked		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 5	1 Autocannon/5	T	5	3 6 12 18
		Flank MP: 8	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 725,000						
BV: 229		WV: 96 / 96				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
Machine Gun	100					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			250 I.C.E. Engine			
			4 Crew Members			

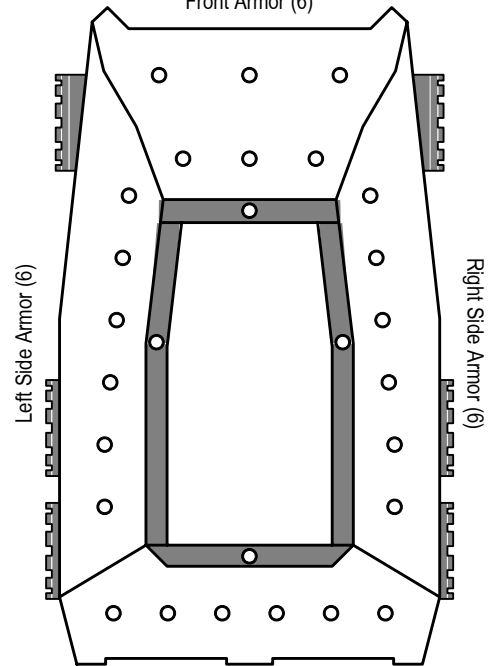
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Type: Swift Wind Scout Car		
Config: Wheeled	Tons: 7.5	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 10	Flank MP: 15
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 57,063		
BV: 25	WV: 0 / 0	
Ammo		
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>		

Weapons Inventory			
#	Type	Loc	Dmg Min S M L
Body Inventory			
55 VOX Fusion Engine			
1 Crew Members			
2.00T Communications Equipment			

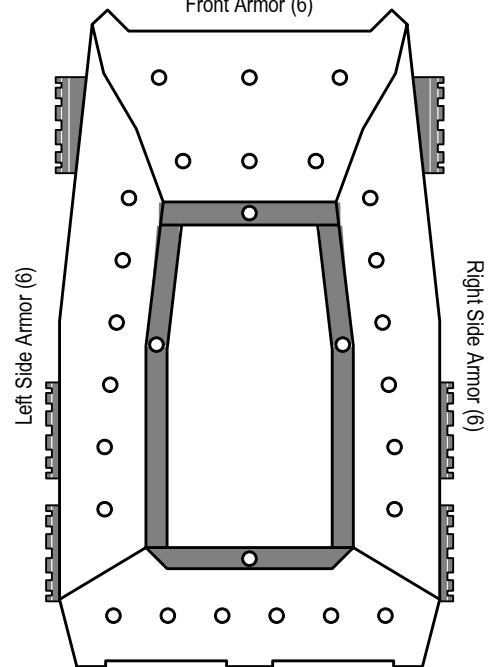
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Type: Swift Wind Scout Car		
Config: Wheeled	Tons: 7.5	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 10	Flank MP: 15
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 57,063		
BV: 25	WV: 0 / 0	
Ammo		
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>		

Weapons Inventory			
#	Type	Loc	Dmg Min S M L
Body Inventory			
55 VOX Fusion Engine			
1 Crew Members			
2.00T Communications Equipment			

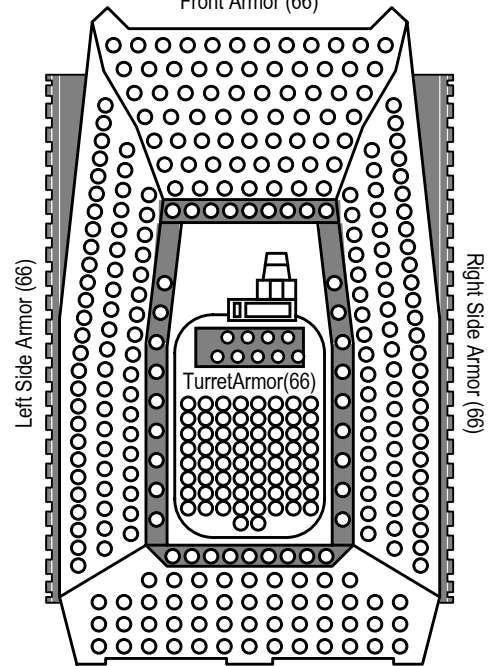
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 312
(Standard)

Front Armor (66)



Rear Armor (48)

Type: SturmFeur Heavy Tank		
Config: Tracked	Tons: 85	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,395,288		
BV: 763 WV: 950 / 950		
Ammo		
Ammo Type	Rounds	
LRM 20	18	
Machine Gun	200	
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	F	1/hit	6	7	14	21
1	LRM 20	T	1/hit	6	7	14	21
2	Machine Gun	T	2	-	1	2	3

Body Inventory

255 I.C.E. Engine
6 Crew Members

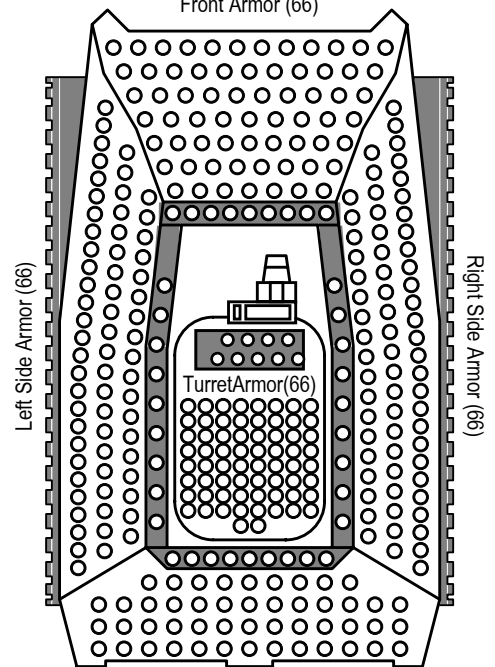
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 312
(Standard)

Front Armor (66)



Rear Armor (48)

Type: SturmFeur Heavy Tank		
Config: Tracked	Tons: 85	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 2,395,288		
BV: 763 WV: 950 / 950		
Ammo		
Ammo Type	Rounds	
LRM 20	18	
Machine Gun	200	
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	F	1/hit	6	7	14	21
1	LRM 20	T	1/hit	6	7	14	21
2	Machine Gun	T	2	-	1	2	3

Body Inventory

255 I.C.E. Engine
6 Crew Members

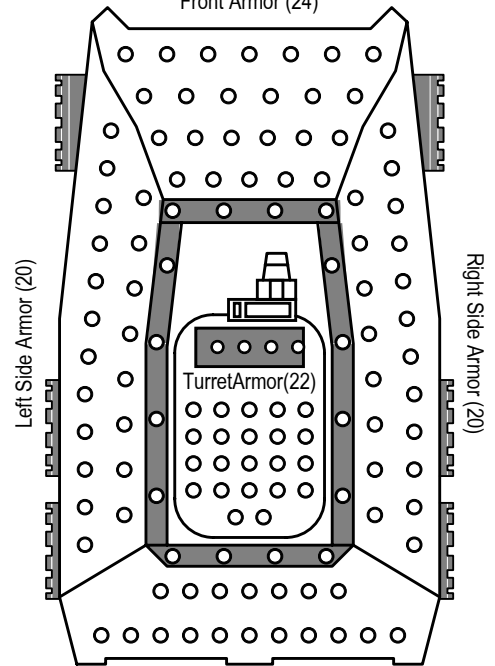
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (18)

Type: Striker Light Tank		
Config: Wheeled		Tons: 35
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 5 Flank MP: 8
Crew:		
Gunnery Skill:		Driving Skill:
Cost, C-Bills: 563,315		
BV: 342		WV: 205 / 205
Ammo		
Ammo Type	Rounds	
SRM 6	30	
LRM 10	12	
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	SRM 6	T	2/hit	-	3	6	9
1	LRM 10	T	1/hit	6	7	14	21

Body Inventory

155 I.C.E. Engine
3 Crew Members

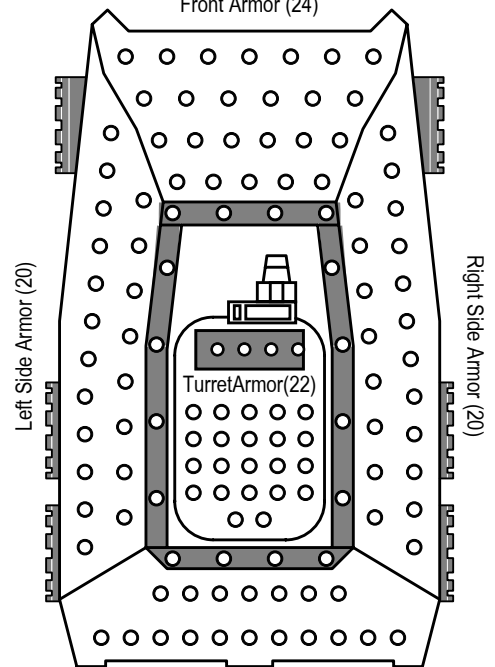
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (18)

Type: Striker Light Tank		
Config: Wheeled		Tons: 35
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 5 Flank MP: 8
Crew:		
Gunnery Skill:		Driving Skill:
Cost, C-Bills: 563,315		
BV: 342		WV: 205 / 205
Ammo		
Ammo Type	Rounds	
SRM 6	30	
LRM 10	12	
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	SRM 6	T	2/hit	-	3	6	9
1	LRM 10	T	1/hit	6	7	14	21

Body Inventory

155 I.C.E. Engine
3 Crew Members

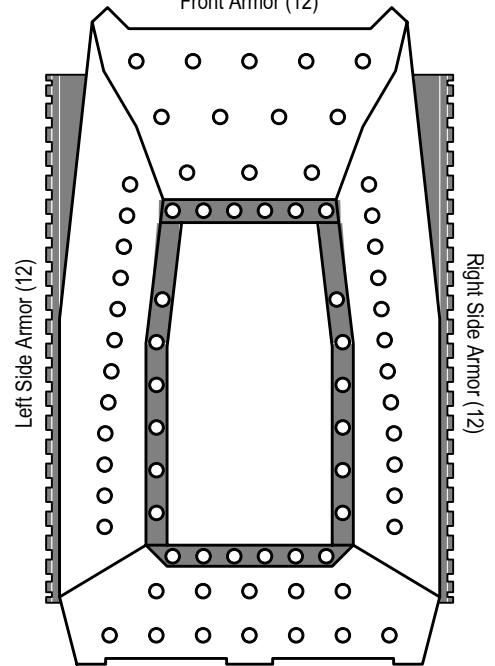
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (12)

Type: SRM Carrier			Weapons Inventory						
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5	10 SRM 6	F	2/hit	-	3	6	9
Crew:			Body Inventory						
Gunnery Skill:	Driving Skill:		180 I.C.E. Engine						
Cost, C-Bills: 1,932,800			4 Crew Members						
BV: 676 WV: 405 / 405									
Ammo									
Ammo Type	Rounds								
SRM 6	60								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

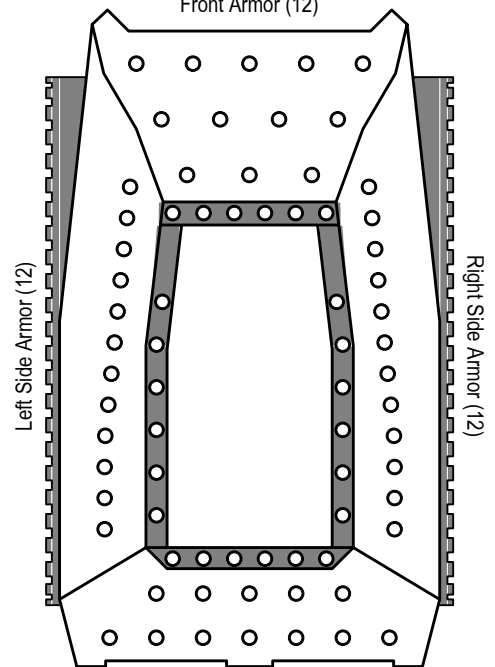
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (12)

Type: SRM Carrier			Weapons Inventory						
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5	10 SRM 6	F	2/hit	-	3	6	9
Crew:			Body Inventory						
Gunnery Skill:	Driving Skill:		180 I.C.E. Engine						
Cost, C-Bills: 1,932,800			4 Crew Members						
BV: 676 WV: 405 / 405									
Ammo									
Ammo Type	Rounds								
SRM 6	60								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

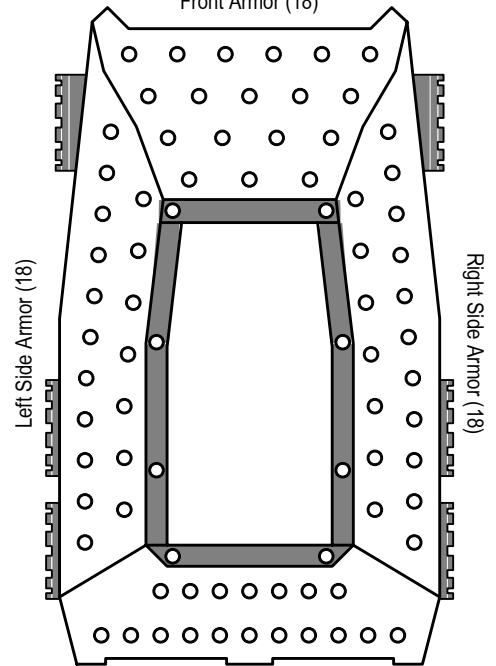
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)



Rear Armor (18)

Type: Skulker Wheeled Scout Tank			Weapons Inventory						
Config: Wheeled		Tons: 20	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 7	1 Medium Laser	F	5	-	3	6	9
Crew:									
Gunnery Skill:		Flank MP: 11							
Driving Skill:									
Cost, C-Bills: 179,300									
BV: 155		WV: 57 / 57							
Ammo									
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	120 I.C.E. Engine						
Axle Destroyed	<input type="checkbox"/>		2 Crew Members						
			0.40T Sensors						

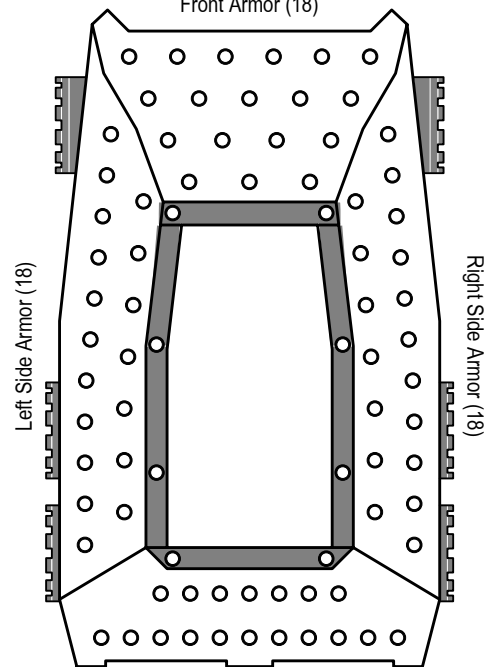
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)



Rear Armor (18)

Type: Skulker Wheeled Scout Tank			Weapons Inventory						
Config: Wheeled		Tons: 20	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 7	1 Medium Laser	F	5	-	3	6	9
Crew:									
Gunnery Skill:		Flank MP: 11							
Driving Skill:									
Cost, C-Bills: 179,300									
BV: 155		WV: 57 / 57							
Ammo									
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	120 I.C.E. Engine						
Axle Destroyed	<input type="checkbox"/>		2 Crew Members						
			0.40T Sensors						

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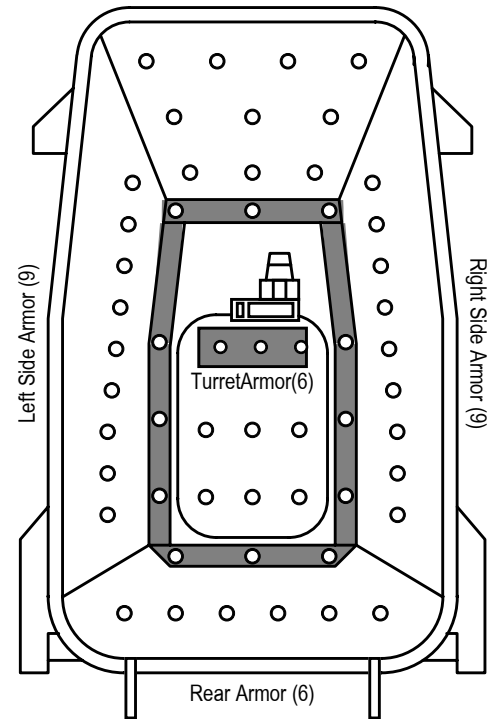
BATTLETECH®

HYDROFOIL RECORD SHEET

Total Armor Pts = 40
(Standard)

Front Armor (10)

Type: Sea Skimmer Hydrofoil			Weapons Inventory			
Config: Hydrofoil		Tons: 25	# Type	Loc Dmg	Min S M L	
Technology Base:		Cruising MP:	1 SRM 4	T 2/hit	- 3 6 9	
Inner Sphere		Flank MP:	1 Machine Gun	LS 2	- 1 2 3	
3025 Level 1-FA		12	1 Machine Gun	RS 2	- 1 2 3	
Crew:			1 Machine Gun	R 2	- 1 2 3	
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 371,333						
BV: 195		WV: 41 / 41				
Ammo						
Ammo Type	Rounds					
SRM 4	25					
Machine Gun	100					
Critical Damage						
Foils Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			150 I.C.E. Engine
Foils Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			2 Crew Members
Body Inventory						



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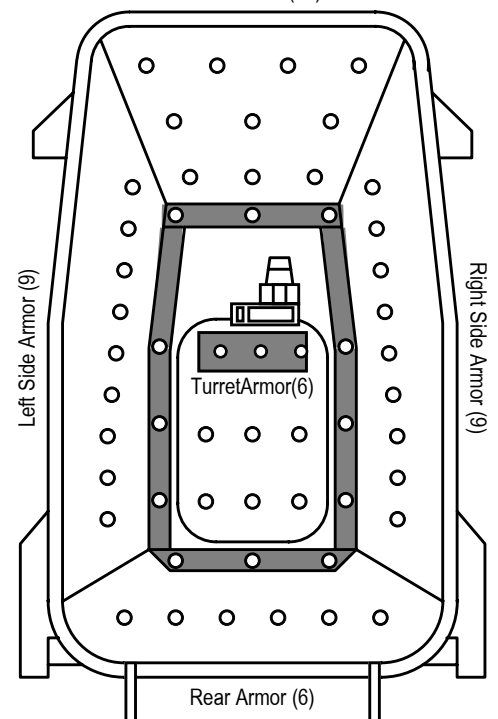
BATTLETECH®

HYDROFOIL RECORD SHEET

Total Armor Pts = 40
(Standard)

Front Armor (10)

Type: Sea Skimmer Hydrofoil			Weapons Inventory			
Config: Hydrofoil		Tons: 25	# Type	Loc Dmg	Min S M L	
Technology Base:		Cruising MP:	1 SRM 4	T 2/hit	- 3 6 9	
Inner Sphere		Flank MP:	1 Machine Gun	LS 2	- 1 2 3	
3025 Level 1-FA		12	1 Machine Gun	RS 2	- 1 2 3	
Crew:			1 Machine Gun	R 2	- 1 2 3	
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 371,333						
BV: 195		WV: 41 / 41				
Ammo						
Ammo Type	Rounds					
SRM 4	25					
Machine Gun	100					
Critical Damage						
Foils Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			150 I.C.E. Engine
Foils Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			2 Crew Members
Body Inventory						



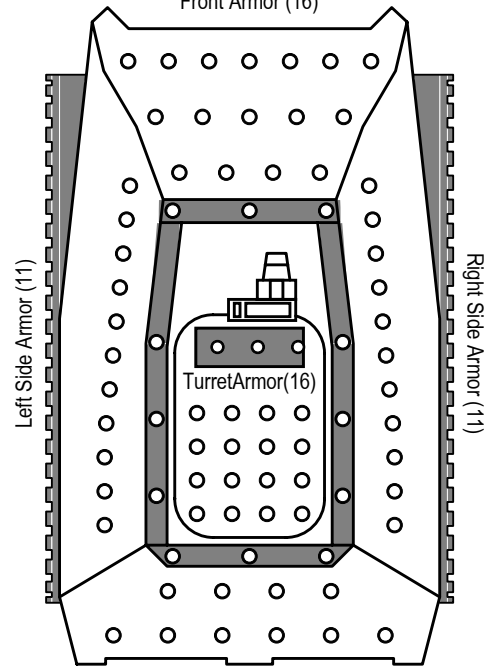
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (16)



Rear Armor (10)

Type: Scorpion Light Tank		
Config: Tracked	Tons: 25	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 4	Flank MP: 6
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 327,083		
BV: 163	WV: 64 / 64	
Ammo		
Ammo Type	Rounds	
Autocannon/5	20	
Machine Gun	100	
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	Autocannon/5	T	5	3	6	12 18
1	Machine Gun	F	2	-	1	2 3

Body Inventory

100 I.C.E. Engine
2 Crew Members

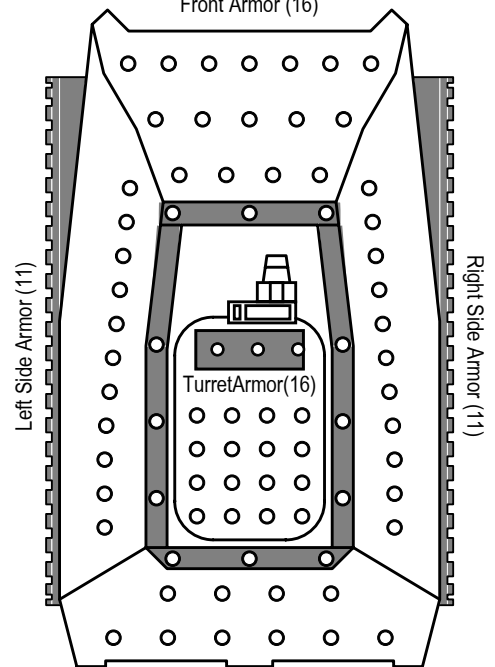
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (16)



Rear Armor (10)

Type: Scorpion Light Tank		
Config: Tracked	Tons: 25	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 4	Flank MP: 6
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 327,083		
BV: 163	WV: 64 / 64	
Ammo		
Ammo Type	Rounds	
Autocannon/5	20	
Machine Gun	100	
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	Autocannon/5	T	5	3	6	12 18
1	Machine Gun	F	2	-	1	2 3

Body Inventory

100 I.C.E. Engine
2 Crew Members

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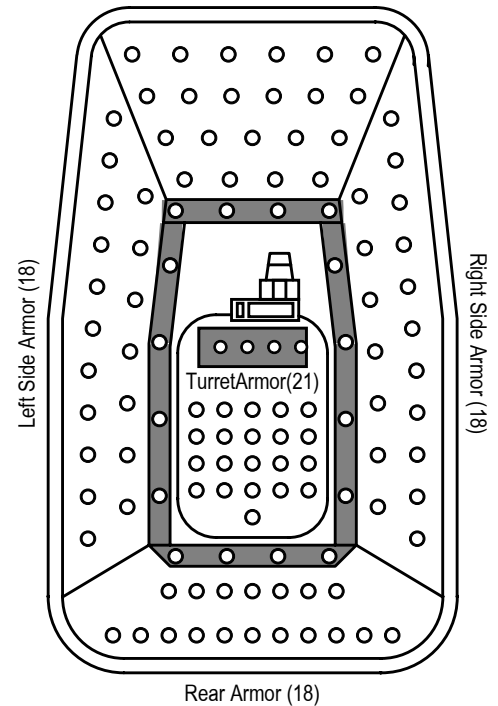
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (21)

Type: Scimitar Medium Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	T	5	3 6 12 18
Inner Sphere		Flank MP:	2 SRM 2	T	2/hit	- 3 6 9
3025 Level 1-FA		8				
12						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 722,925						
BV: 323		WV: 172 / 172				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			105 I.C.E. Engine			
			3 Crew Members			



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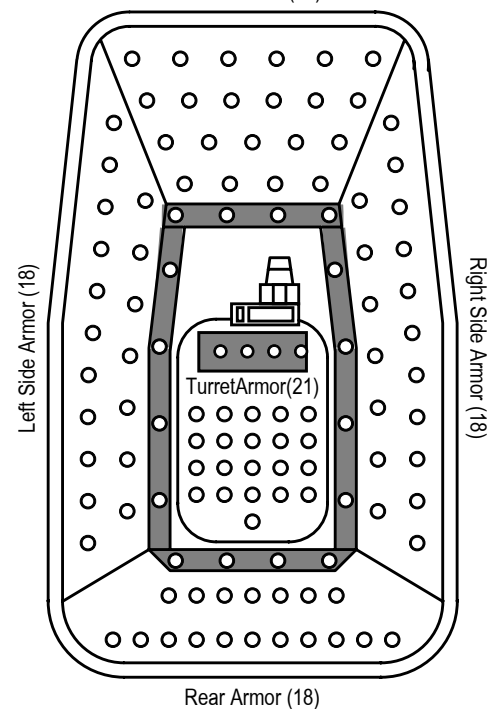
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (21)

Type: Scimitar Medium Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	T	5	3 6 12 18
Inner Sphere		Flank MP:	2 SRM 2	T	2/hit	- 3 6 9
3025 Level 1-FA		8				
12						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 722,925						
BV: 323		WV: 172 / 172				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			105 I.C.E. Engine			
			3 Crew Members			



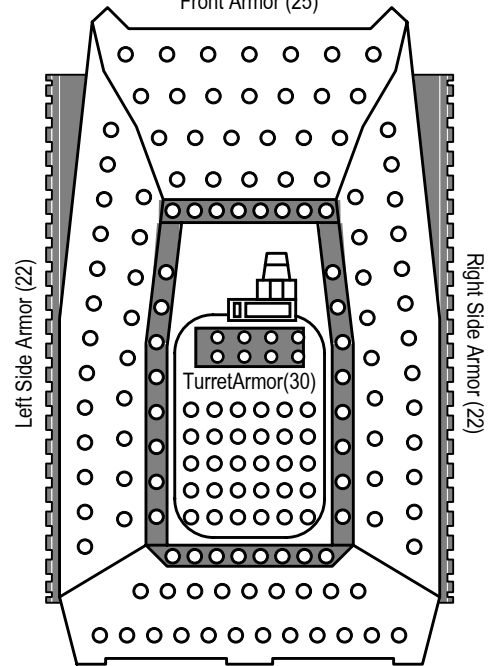
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 120
(Standard)

Front Armor (25)



Rear Armor (21)

Type: Schrek PPC Carrier		
Config: Tracked	Tons: 80	
Technology Base: Inner Sphere 3025 Level 1-FA	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,825,900		
BV: 662 WV: 674 / 674		
Ammo		
<p style="text-align: center;">Critical Damage</p> Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Track Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>		

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
3	PPC	T	10	3	6	12 18

Body Inventory	
240 Pitban Fusion Engine	
6 Crew Members	

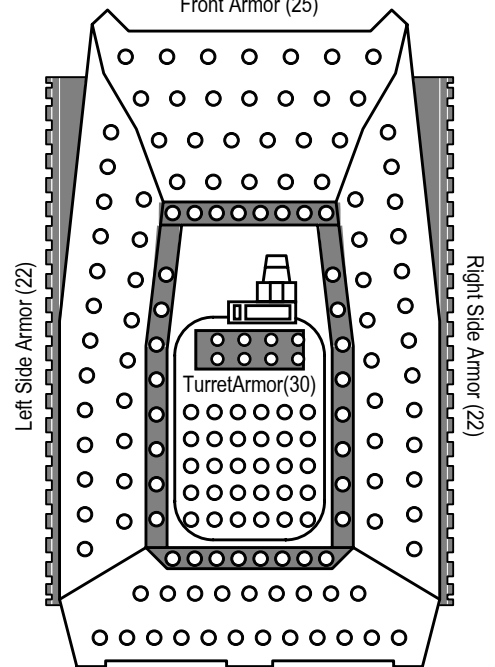
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 120
(Standard)

Front Armor (25)



Rear Armor (21)

Type: Schrek PPC Carrier		
Config: Tracked	Tons: 80	
Technology Base: Inner Sphere 3025 Level 1-FA	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,825,900		
BV: 662 WV: 674 / 674		
Ammo		
<p style="text-align: center;">Critical Damage</p> Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Track Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>		

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
3	PPC	T	10	3	6	12 18

Body Inventory	
240 Pitban Fusion Engine	
6 Crew Members	

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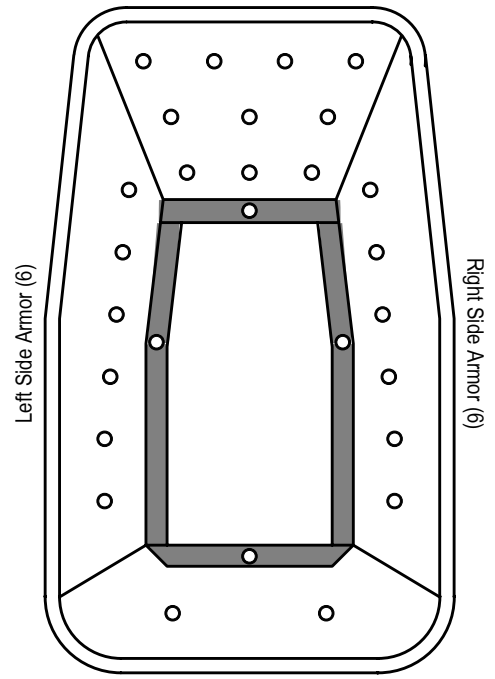
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (10)

Type: Savannah Master Hovercraft			Weapons Inventory						
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:							
3025 Level 2-FA		13							
Crew:			Body Inventory						
Gunnery Skill:	Driving Skill:		25 Omni Fusion Engine						
Cost, C-Bills: 88,917			1 Crew Members						
BV: 160 WV: 22 / 22			0.15T Sensors						
Ammo									
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>								



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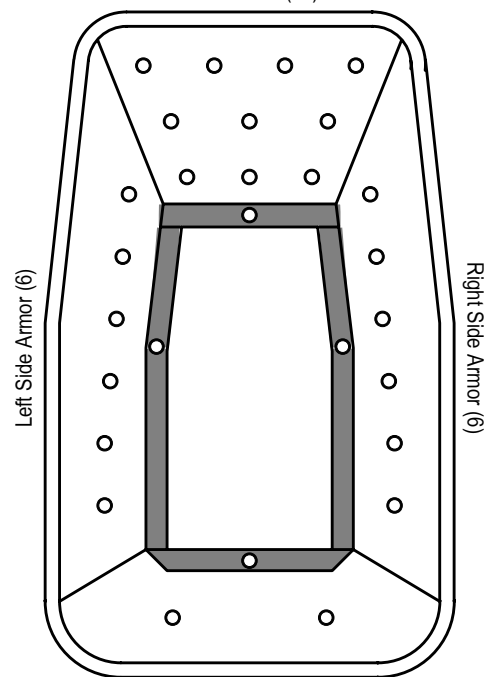
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (10)

Type: Savannah Master Hovercraft			Weapons Inventory						
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:							
3025 Level 2-FA		13							
Crew:			Body Inventory						
Gunnery Skill:	Driving Skill:		25 Omni Fusion Engine						
Cost, C-Bills: 88,917			1 Crew Members						
BV: 160 WV: 22 / 22			0.15T Sensors						
Ammo									
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>								



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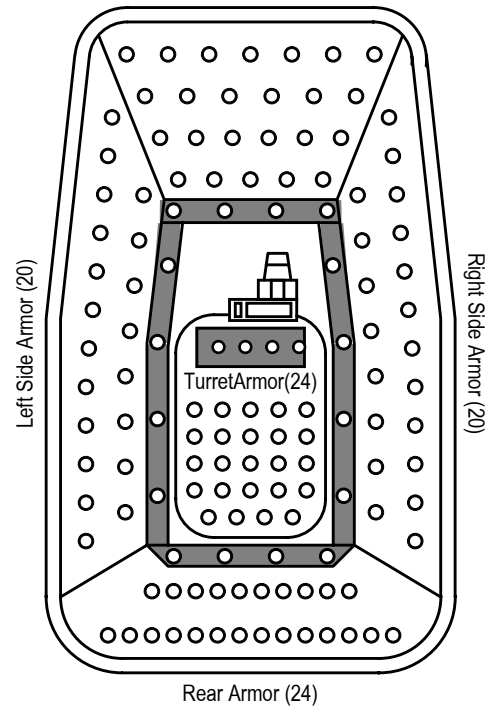
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 112
(Standard)

Front Armor (24)

Type: Saracen Medium Hover Tank			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 8	1 LRM 10	T	1/hit	6	7	14	21
		Flank MP: 12	3 SRM 2	T	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 807,075									
BV: 439		WV: 264 / 264							
Ammo									
Ammo Type	Rounds								
LRM 10	24								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	105 I.C.E. Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members						



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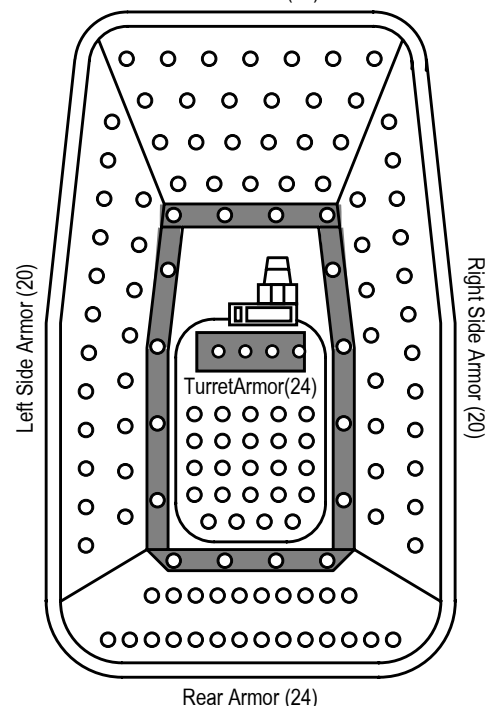
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 112
(Standard)

Front Armor (24)

Type: Saracen Medium Hover Tank			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 8	1 LRM 10	T	1/hit	6	7	14	21
		Flank MP: 12	3 SRM 2	T	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 807,075									
BV: 439		WV: 264 / 264							
Ammo									
Ammo Type	Rounds								
LRM 10	24								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	105 I.C.E. Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members						



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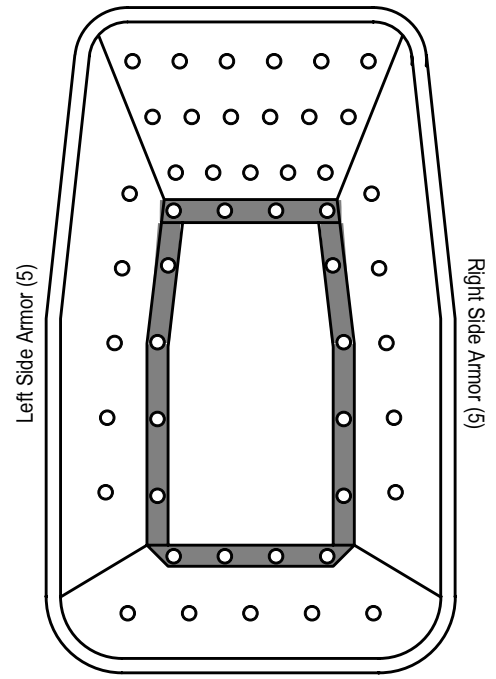
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (17)

Type: Saladin Assault Hover Tank			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere		MP:			
3025 Level 1-FA		8			
Crew:		Flank			
Gunnery Skill:		MP:			
Driving Skill:		12			
Cost, C-Bills: 907,375					
BV: 483		WV: 93 / 93			
Ammo					
Ammo Type	Rounds				
Autocannon/20	15				
Critical Damage					
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Lift Fan Destroyed	<input type="checkbox"/>				
			Body Inventory		
			105 I.C.E. Engine		
			3 Crew Members		



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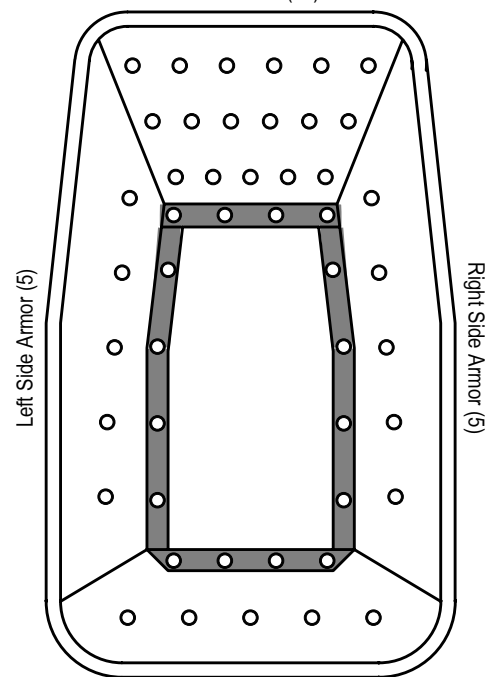
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (17)

Type: Saladin Assault Hover Tank			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere		MP:			
3025 Level 1-FA		8			
Crew:		Flank			
Gunnery Skill:		MP:			
Driving Skill:		12			
Cost, C-Bills: 907,375					
BV: 483		WV: 93 / 93			
Ammo					
Ammo Type	Rounds				
Autocannon/20	15				
Critical Damage					
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Lift Fan Destroyed	<input type="checkbox"/>				
			Body Inventory		
			105 I.C.E. Engine		
			3 Crew Members		



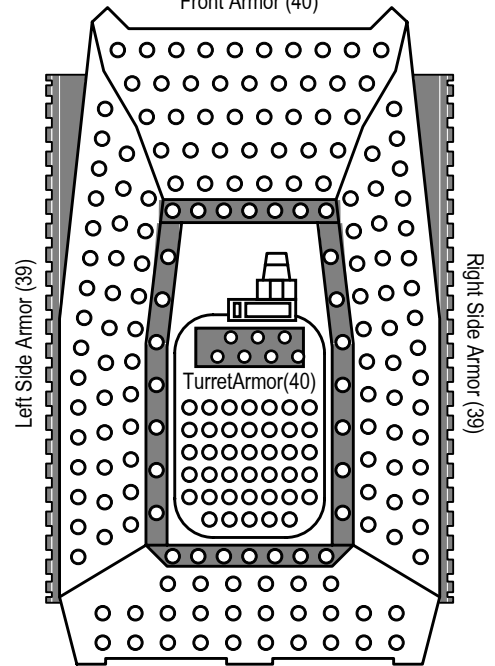
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 184
(Standard)

Front Armor (40)



Rear Armor (26)

Type: Rommel Tank			Weapons Inventory						
Config: Tracked		Tons: 65	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Autocannon/20	T	20	-	3	6	9
Inner Sphere		Flank MP:	1 LRM 5	T	1/hit	6	7	14	21
3025 Level 1-FA		4	1 Small Laser	F	3	-	1	2	3
6									
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 2,901,387									
BV: 550					WV: 479 / 479				
Ammo									
Ammo Type	Rounds								
Autocannon/20	20								
LRM 5	24								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						
Body Inventory									
260 Magna Fusion Engine									
5 Crew Members									

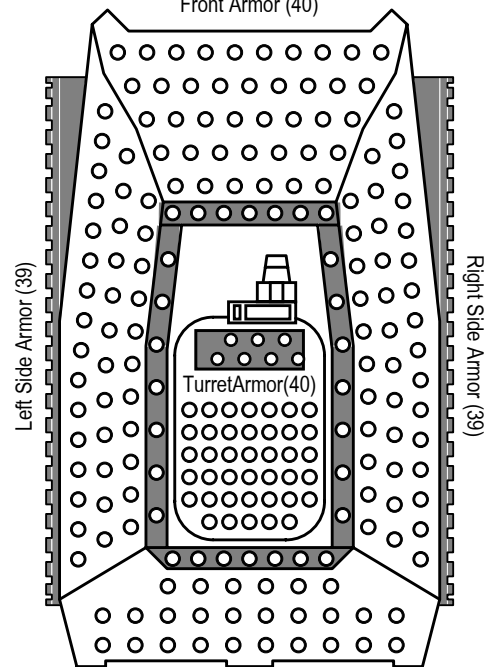
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 184
(Standard)

Front Armor (40)



Rear Armor (26)

Type: Rommel Tank			Weapons Inventory						
Config: Tracked		Tons: 65	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Autocannon/20	T	20	-	3	6	9
Inner Sphere		Flank MP:	1 LRM 5	T	1/hit	6	7	14	21
3025 Level 1-FA		4	1 Small Laser	F	3	-	1	2	3
6									
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 2,901,387									
BV: 550					WV: 479 / 479				
Ammo									
Ammo Type	Rounds								
Autocannon/20	20								
LRM 5	24								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						
Body Inventory									
260 Magna Fusion Engine									
5 Crew Members									

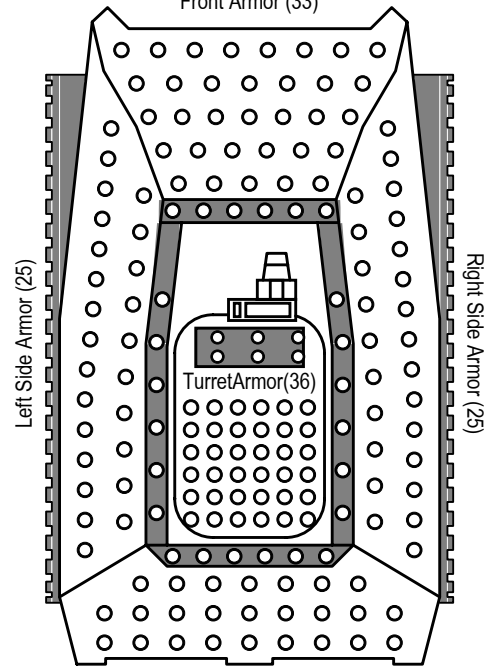
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 144
(Standard)

Front Armor (33)



Rear Armor (25)

Type: Pike Support Vehicle			Weapons Inventory			
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5	3 Autocannon/2	T	2	4 8 16 24
Crew:			2 SRM 2	F	2/hit	- 3 6 9
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 1,035,200						
BV: 334 WV: 188 / 188						
Ammo						
Ammo Type	Rounds					
Autocannon/2	225					
SRM 2	50					
Critical Damage			Body Inventory			
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		180 I.C.E. Engine			
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		4 Crew Members			

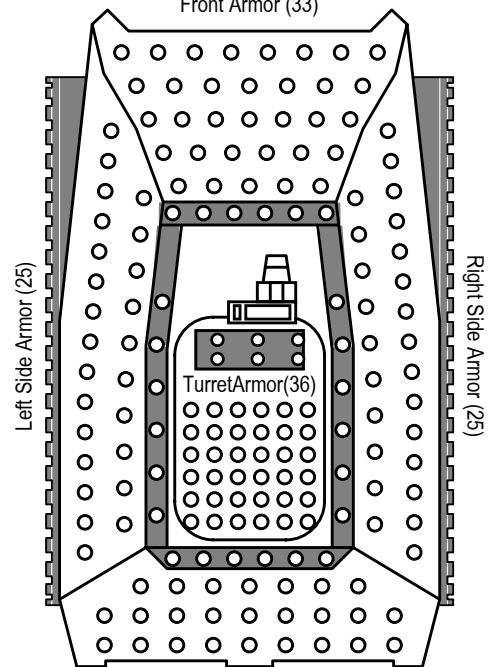
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 144
(Standard)

Front Armor (33)



Rear Armor (25)

Type: Pike Support Vehicle			Weapons Inventory			
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 3	Flank MP: 5	3 Autocannon/2	T	2	4 8 16 24
Crew:			2 SRM 2	F	2/hit	- 3 6 9
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 1,035,200						
BV: 334 WV: 188 / 188						
Ammo						
Ammo Type	Rounds					
Autocannon/2	225					
SRM 2	50					
Critical Damage			Body Inventory			
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		180 I.C.E. Engine			
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		4 Crew Members			

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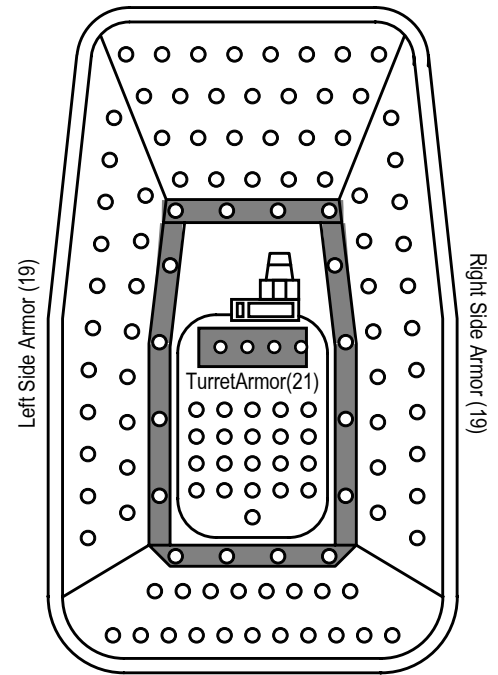
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (26)

Type: Pegasus Scout Hovertank			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L	
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 8	2 SRM 6	T 2/hit	- 3 6 9	
		Flank MP: 12	1 Medium Laser	F 5	- 3 6 9	
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 827,475						
BV: 419			WV: 339 / 339			
Ammo						
Ammo Type	Rounds					
SRM 6	15					
Body Inventory						
105 I.C.E. Engine						
3 Crew Members						
1.00T Sensors						
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			



Rear Armor (19)

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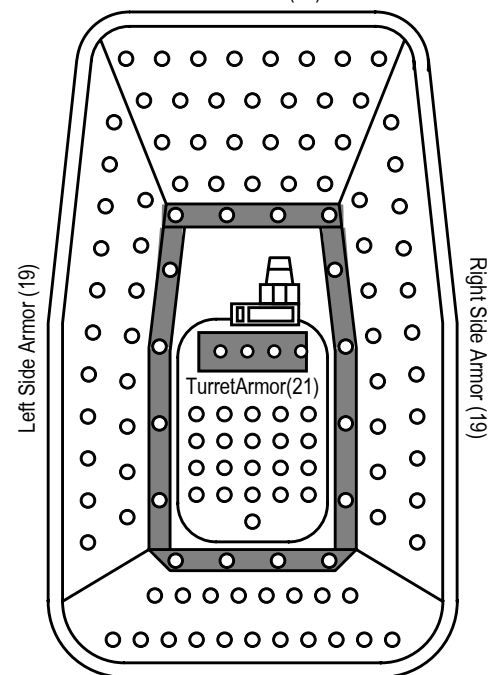
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (26)

Type: Pegasus Scout Hovertank			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L	
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 8	2 SRM 6	T 2/hit	- 3 6 9	
		Flank MP: 12	1 Medium Laser	F 5	- 3 6 9	
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 827,475						
BV: 419			WV: 339 / 339			
Ammo						
Ammo Type	Rounds					
SRM 6	15					
Body Inventory						
105 I.C.E. Engine						
3 Crew Members						
1.00T Sensors						
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			



Rear Armor (19)

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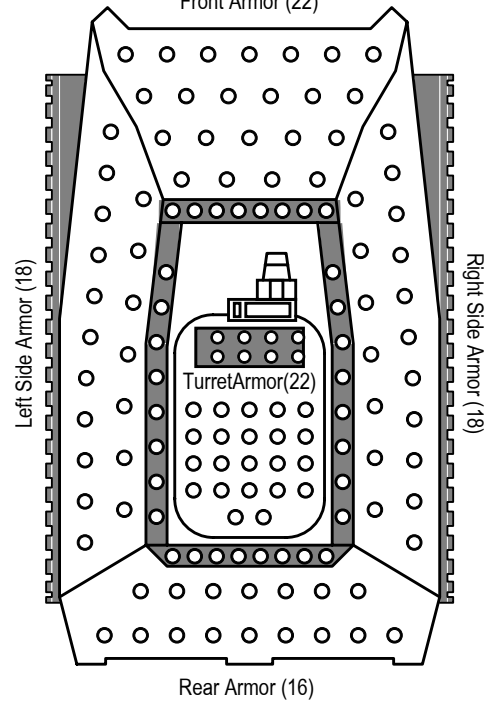
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (22)

Type: Partisan Heavy Tank			Weapons Inventory						
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 3	Flank MP: 5	4 Autocannon/5	T	5	3	6	12 18
				2 Machine Gun	F	2	-	1	2 3
Crew:									
Gunnery Skill:			Driving Skill:						
Cost, C-Bills: 1,866,600									
BV: 420			WV: 324 / 324						
Ammo									
Ammo Type	Rounds								
Autocannon/5	40								
Machine Gun	100								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						
Body Inventory									
240 I.C.E. Engine									
6 Crew Members									



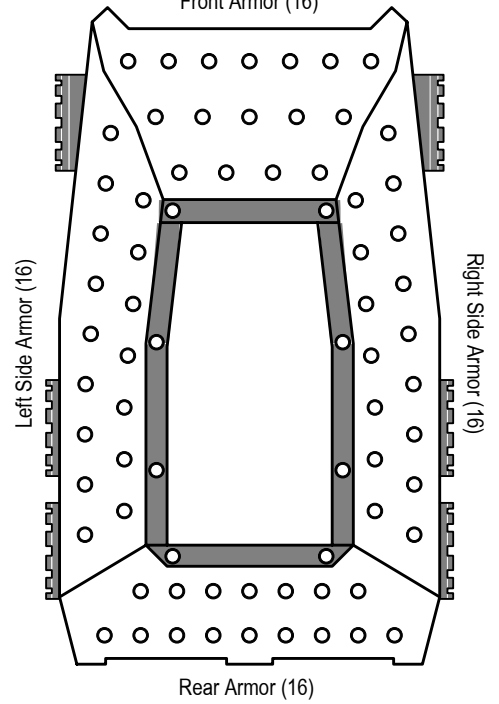
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (16)



Rear Armor (16)

Type: Pack Rat			Weapons Inventory		
Config: Wheeled		Tons: 20	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	F 2/hit	- 3 6 9
Inner Sphere		Flank MP:	1 Flamer	R 2	- 1 2 3
3025 Level 1-FA		7			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 408,650					
BV: 206		WV: 71 / 71			
Ammo					
Ammo Type	Rounds				
SRM 6	30				
Body Inventory					
120 GM Fusion Engine					
2 Crew Members					
1.00T Cargo, Infantry					
Critical Damage					
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Axle Destroyed	<input type="checkbox"/>				

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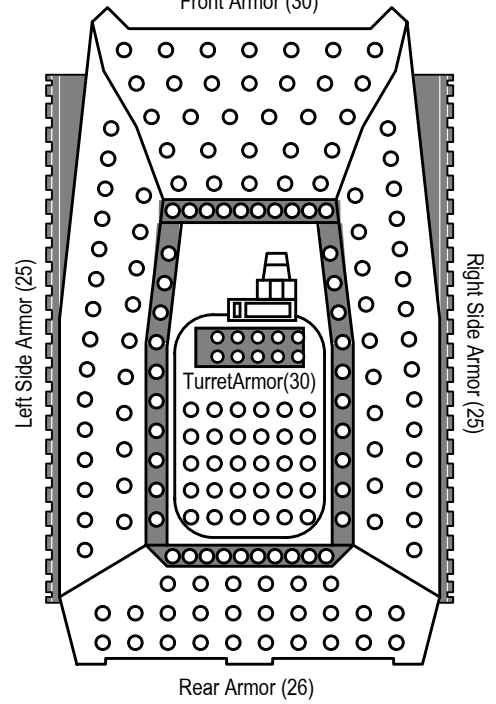
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 136
(Standard)

Front Armor (30)

Type: Ontos Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 95	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 3	Flank MP: 5	8 Medium Laser	T	5	-	3	6	9
				2 LRM 5	T	1/hit	6	7	14	21
Crew:										
Gunnery Skill:				Driving Skill:						
Cost, C-Bills: 2,259,562										
BV: 619					WV: 797 / 797					
Ammo										
Ammo Type		Rounds								
LRM 5		24								
Critical Damage										
Drive Damaged <input type="checkbox"/>		Engine Hit <input type="checkbox"/>		285 I.C.E. Engine						
Track Destroyed <input type="checkbox"/>		Turret Locked <input type="checkbox"/>		7 Crew Members						
Body Inventory										



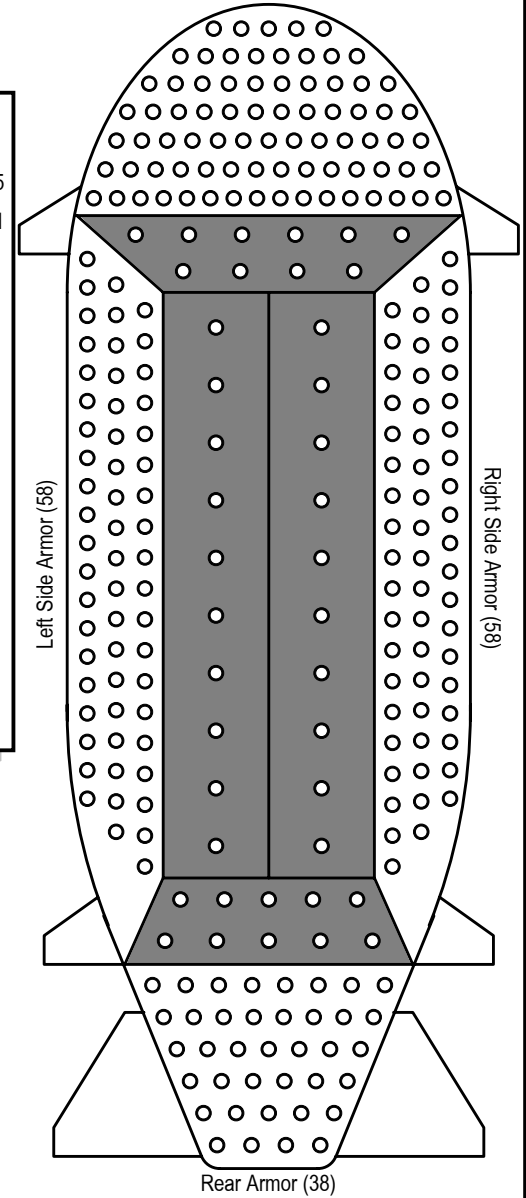
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SUBMARINE RECORD SHEET

Total Armor Pts = 232
(Standard)
Front Armor (78)

Type: Neptune Submarine			Weapons Inventory						
Config: Submarine		Tons: 100	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 3	Flank MP: 5	1 Large Laser	F	8	-	5	10 15
Crew:			1 LR Torpedo 20	F	1/hit	6	7	14	21
Gunnery Skill:		Piloting Skill:		2 SR Torpedo 6	F	2/hit	-	3	6 9
Cost, C-Bills: 4,614,000			Hull Inventory						
BV: 604 WV: 1,002 / 1,002			270 I.C.E. Engine						
Ammo			7 Crew Members						
Ammo Type	Rounds								
LR Torpedo 20	6								
SR Torpedo 6	15								
Critical Damage									
Eng. Rm. Dmg'd	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Eng. Rm. Dest'd	<input type="checkbox"/>								



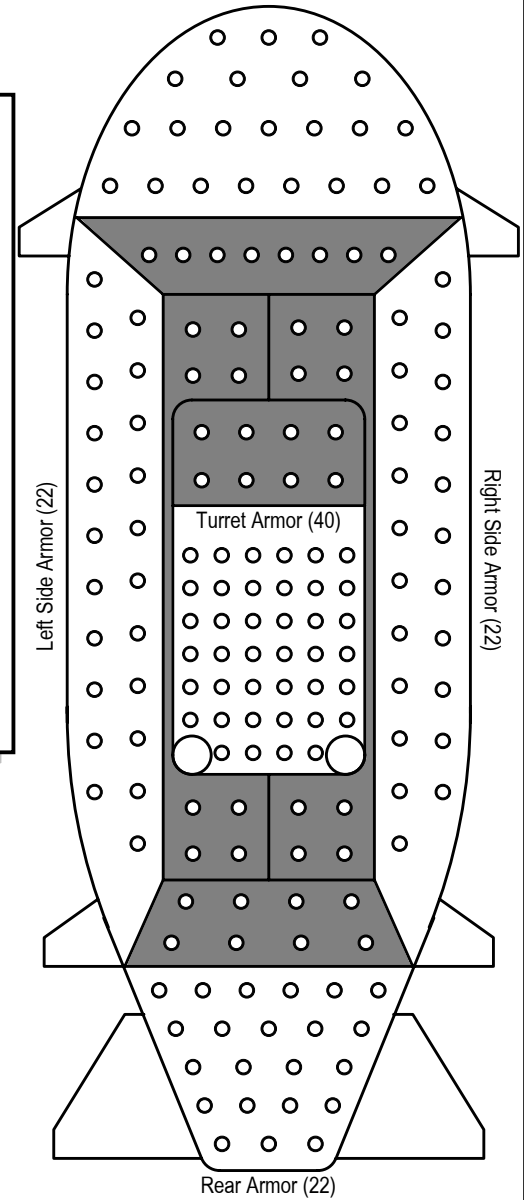
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SURFACE SHIP RECORD SHEET

Total Armor Pts = 128
(Standard)
Front Armor (22)

Type: Monitor Naval Vessel			Weapons Inventory		
Config: Surf. Ship		Tons: 75	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	2 Autocannon/20	T 20	- 3 6 9
Inner Sphere		Flank MP:	1 SRM 2	RS 2/hit	- 3 6 9
3025 Level 1		3	1 SRM 2	LS 2/hit	- 3 6 9
		5	1 SRM 2	R 2/hit	- 3 6 9
Crew:					
Gunnery Skill:		Piloting Skill:			
Cost, C-Bills: 1,568,531					
BV: 571		WV: 508 / 508			
Ammo					
Ammo Type	Rounds				
Autocannon/20	15				
SRM 2	50				
Hull Inventory					
195 I.C.E. Engine					
5 Crew Members					
1.50T Jump Infantry Bay (10 men)					
Critical Damage					
Eng. Rm. Dmg'd	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Eng. Rm. Dest'd	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		



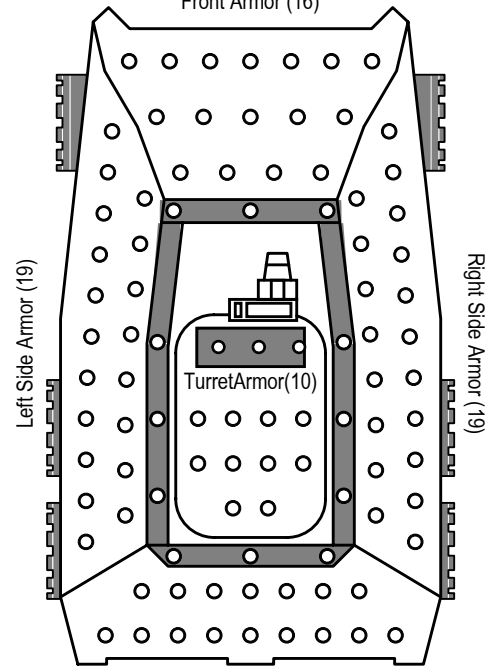
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (16)



Rear Armor (16)

Type: Mobile Headquarters		
Config: Wheeled	Tons: 25	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 392,813		
BV: 149	WV: 66 / 66	
Ammo		
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory					
#	Type	Loc	Dmg	Min	S M L
1	Medium Laser	T	5	-	3 6 9
Body Inventory					
130 Vlar Fusion Engine					
2 Crew Members					
7.50T Communications Equipment					

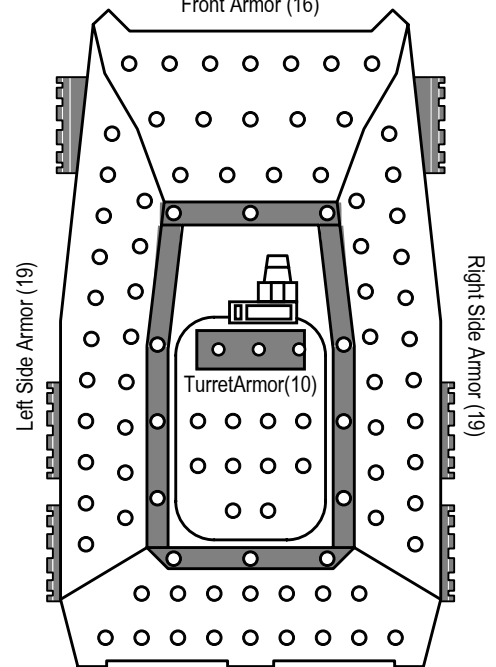
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (16)



Rear Armor (16)

Type: Mobile Headquarters		
Config: Wheeled	Tons: 25	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 392,813		
BV: 149	WV: 66 / 66	
Ammo		
Critical Damage		
Wheel Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Axle Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>	

Weapons Inventory					
#	Type	Loc	Dmg	Min	S M L
1	Medium Laser	T	5	-	3 6 9
Body Inventory					
130 Vlar Fusion Engine					
2 Crew Members					
7.50T Communications Equipment					

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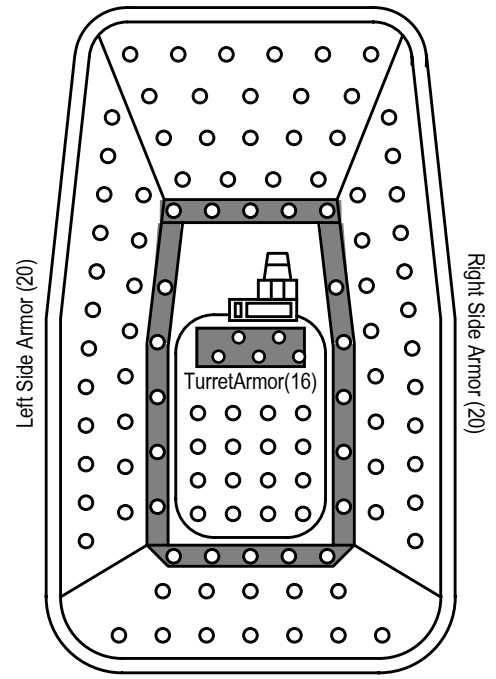
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (20)

Type: Maxim Heavy Hover Transport			Weapons Inventory			
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	T	2/hit	- 3 6 9
Inner Sphere		Flank MP:	3 Machine Gun	T	2	- 1 2 3
3025 Level 1-FA		8	2 LRM 5	F	1/hit	6 7 14 21
Crew:			1 LRM 5	R	1/hit	6 7 14 21
Gunnery Skill:		Driving Skill:	1 SRM 2	LS	2/hit	- 3 6 9
Cost, C-Bills: 1,319,500			1 SRM 2	RS	2/hit	- 3 6 9
BV: 591		WV: 376 / 376	Body Inventory			
Ammo			165 I.C.E. Engine			
Ammo Type	Rounds		4 Crew Members			
SRM 6	15		3.00T Infantry Platoon Bay			
Machine Gun	200					
LRM 5	24					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			



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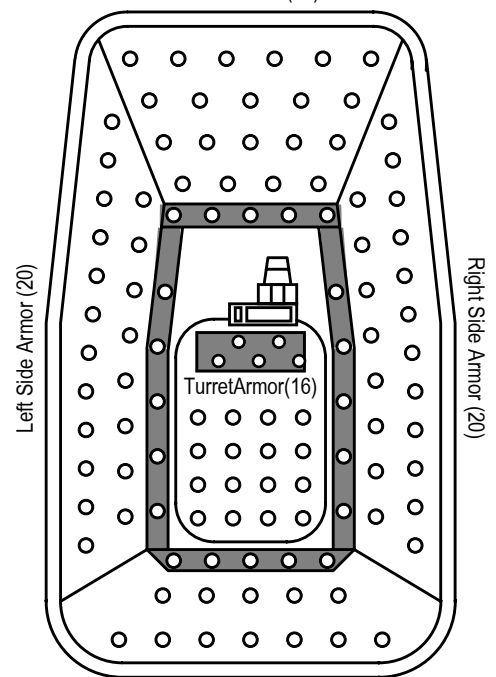
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (20)

Type: Maxim Heavy Hover Transport			Weapons Inventory			
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	T	2/hit	- 3 6 9
Inner Sphere		Flank MP:	3 Machine Gun	T	2	- 1 2 3
3025 Level 1-FA		8	2 LRM 5	F	1/hit	6 7 14 21
Crew:			1 LRM 5	R	1/hit	6 7 14 21
Gunnery Skill:		Driving Skill:	1 SRM 2	LS	2/hit	- 3 6 9
Cost, C-Bills: 1,319,500			1 SRM 2	RS	2/hit	- 3 6 9
BV: 591		WV: 376 / 376	Body Inventory			
Ammo			165 I.C.E. Engine			
Ammo Type	Rounds		4 Crew Members			
SRM 6	15		3.00T Infantry Platoon Bay			
Machine Gun	200					
LRM 5	24					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			



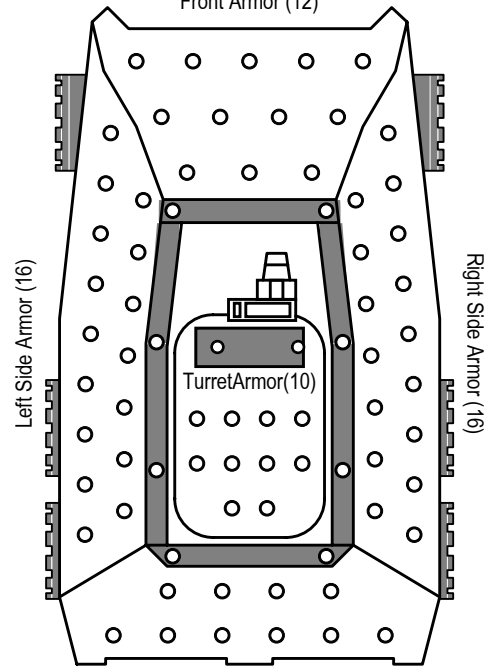
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (12)



Rear Armor (10)

Type: MASH Truck			Weapons Inventory						
Config: Wheeled	Tons: 20		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 3	Cruising MP: 5	Flank MP: 8	2 Small Laser	T	3	-	1	2	3
Crew:			1 MASH Unit (5 Theaters) R						
Gunnery Skill:	Driving Skill:								
Cost, C-Bills: 304,333									
BV: 87 WV: 14 / 14									
Ammo									
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	80 VOX Fusion Engine						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	2 Crew Members						

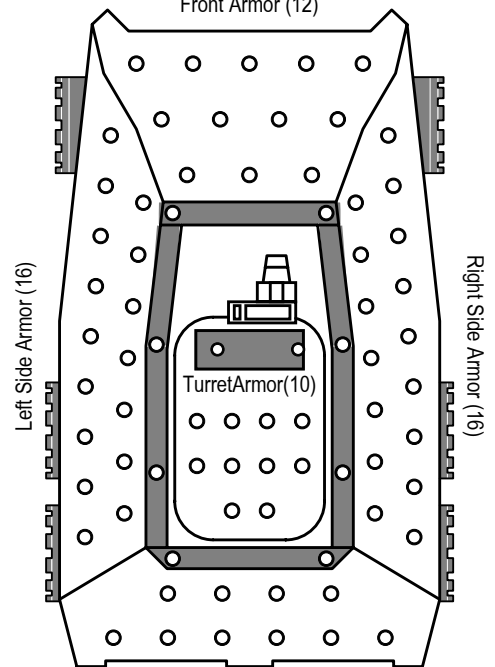
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (12)



Rear Armor (10)

Type: MASH Truck			Weapons Inventory						
Config: Wheeled	Tons: 20		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 3	Cruising MP: 5	Flank MP: 8	2 Small Laser	T	3	-	1	2	3
Crew:			1 MASH Unit (5 Theaters) R						
Gunnery Skill:	Driving Skill:								
Cost, C-Bills: 304,333									
BV: 87 WV: 14 / 14									
Ammo									
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	80 VOX Fusion Engine						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	2 Crew Members						

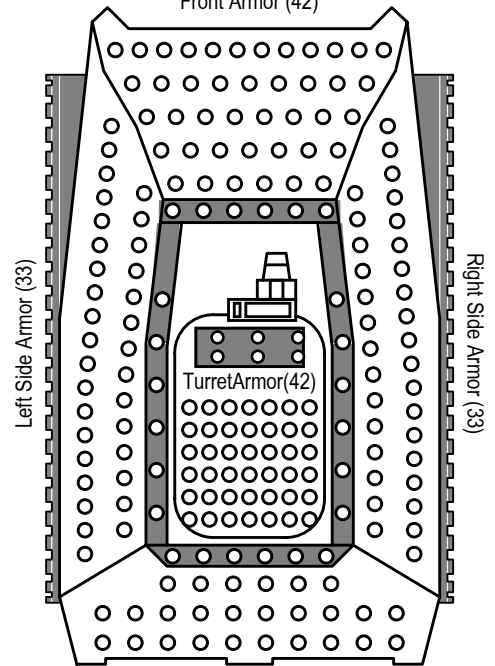
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)



Rear Armor (26)

Type: Manticore Heavy Tank			Weapons Inventory			
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 PPC	T	10	3 6 12 18
Inner Sphere	4	6	1 SRM 6	T	2/hit	- 3 6 9
3025 Level 1			1 LRM 10	T	1/hit	6 7 14 21
Crew:			1 Medium Laser	F	5	- 3 6 9
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 2,640,800						
BV: 619 WV: 842 / 842						
Ammo						
Ammo Type	Rounds					
SRM 6	15					
LRM 10	12					
Critical Damage			Body Inventory			
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		240 Pitban Fusion Engine			
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		4 Crew Members			

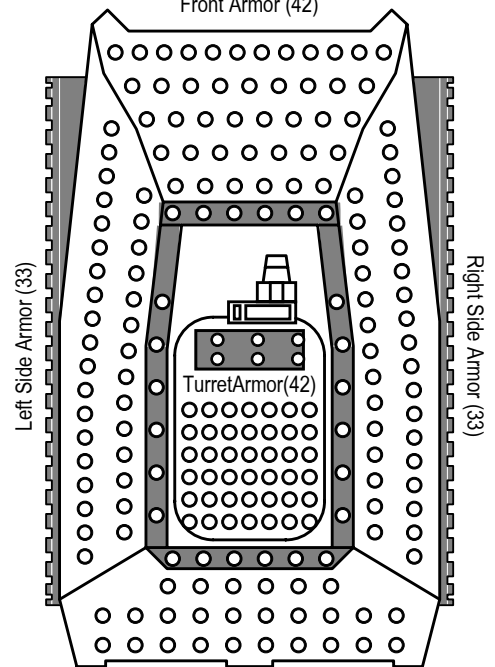
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)



Rear Armor (26)

Type: Manticore Heavy Tank			Weapons Inventory			
Config: Tracked	Tons: 60		# Type	Loc	Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 PPC	T	10	3 6 12 18
Inner Sphere	4	6	1 SRM 6	T	2/hit	- 3 6 9
3025 Level 1			1 LRM 10	T	1/hit	6 7 14 21
Crew:			1 Medium Laser	F	5	- 3 6 9
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 2,640,800						
BV: 619 WV: 842 / 842						
Ammo						
Ammo Type	Rounds					
SRM 6	15					
LRM 10	12					
Critical Damage			Body Inventory			
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>		240 Pitban Fusion Engine			
Track Destroyed <input type="checkbox"/>	Turret Locked <input type="checkbox"/>		4 Crew Members			

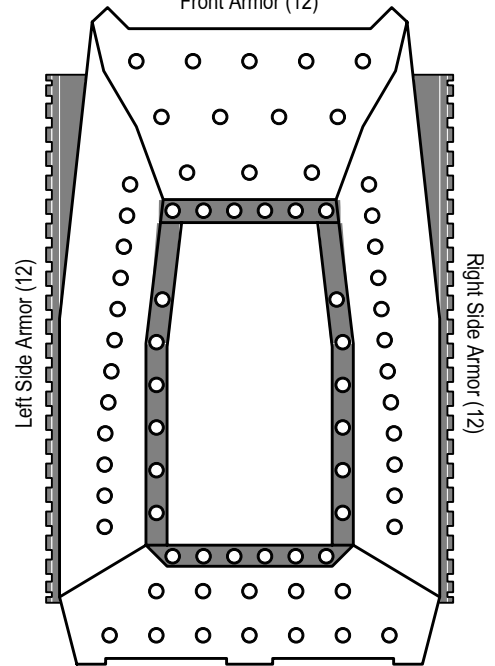
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (12)

Type: LRM Carrier			Weapons Inventory		
Config: Tracked		Tons: 60	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 3	3 LRM 20	F 1/hit	6 7 14 21
Crew:		Flank MP: 5			
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,872,000					
BV: 693		WV: 251 / 251			
Ammo					
Ammo Type	Rounds				
LRM 20	24				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>				
Body Inventory					
180 I.C.E. Engine					
4 Crew Members					

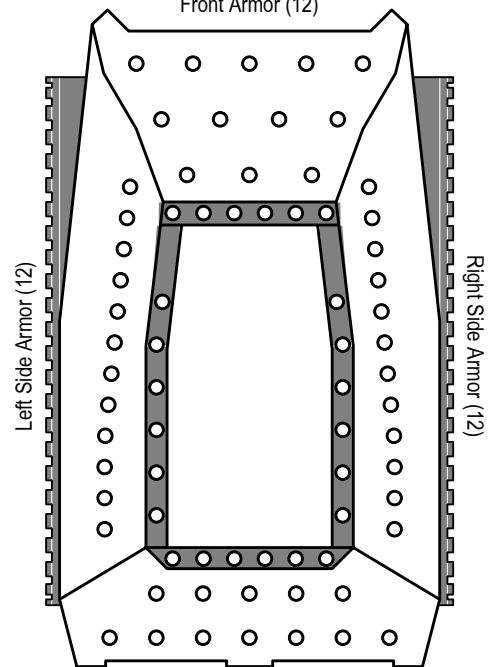
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (12)

Type: LRM Carrier			Weapons Inventory		
Config: Tracked		Tons: 60	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 3	3 LRM 20	F 1/hit	6 7 14 21
Crew:		Flank MP: 5			
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,872,000					
BV: 693		WV: 251 / 251			
Ammo					
Ammo Type	Rounds				
LRM 20	24				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>				
Body Inventory					
180 I.C.E. Engine					
4 Crew Members					

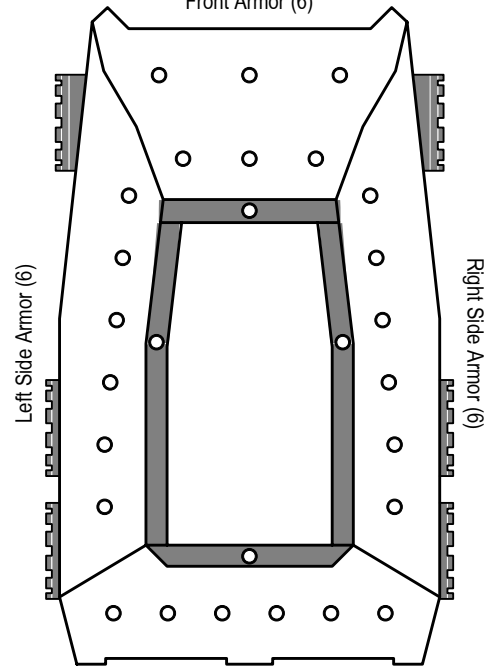
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Type: Jeep			Weapons Inventory										
Config: Wheeled		Tons: 5					# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 7	Flank MP: 11		Body Inventory								
Crew:			15 I.C.E. Engine 1 Crew Members 1.75T Cargo										
Gunnery Skill:	Driving Skill:												
Cost, C-Bills: 24,344													
BV: 25		WV: 0 / 0											
Ammo													
Critical Damage													
Wheel Damaged	<input type="checkbox"/>	Engine Hit								<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>												

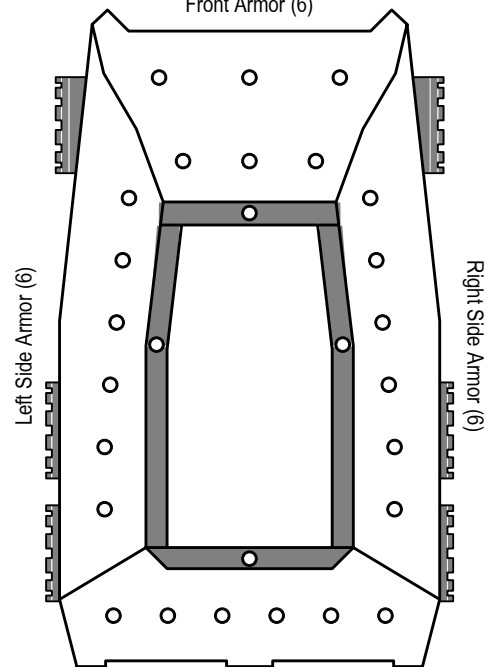
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Type: Jeep			Weapons Inventory										
Config: Wheeled		Tons: 5					# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 7	Flank MP: 11		Body Inventory								
Crew:			15 I.C.E. Engine 1 Crew Members 1.75T Cargo										
Gunnery Skill:	Driving Skill:												
Cost, C-Bills: 24,344													
BV: 25		WV: 0 / 0											
Ammo													
Critical Damage													
Wheel Damaged	<input type="checkbox"/>	Engine Hit								<input type="checkbox"/>			
Axle Destroyed	<input type="checkbox"/>												

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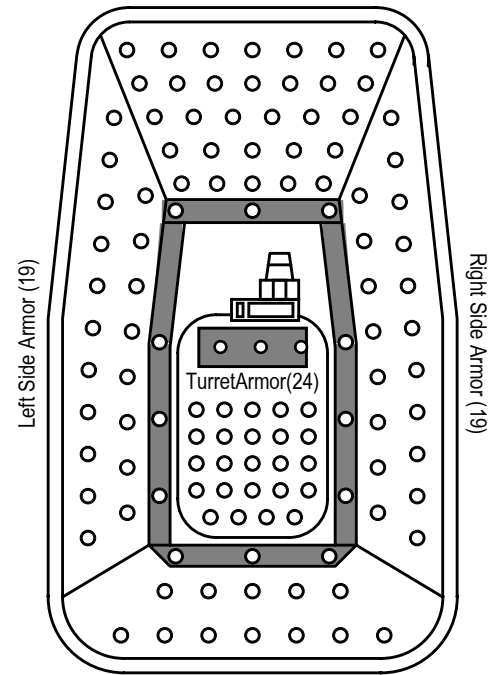
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (30)

Type: J. Edgar Light Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 11	1 Medium Laser	T	5	- 3 6 9
		Flank MP: 17	2 SRM 2	T	2/hit	- 3 6 9
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 729,250						
BV: 328		WV: 155 / 155				
Ammo						
Ammo Type	Rounds					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			145 Leenex Fusion Engine			
			2 Crew Members			



Rear Armor (12)

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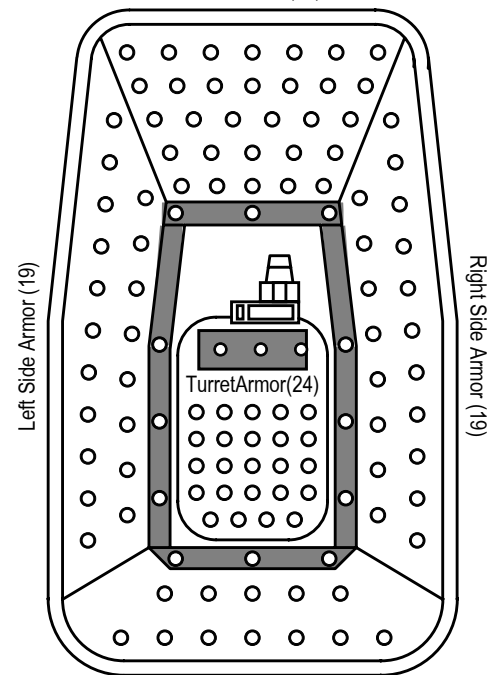
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (30)

Type: J. Edgar Light Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 11	1 Medium Laser	T	5	- 3 6 9
		Flank MP: 17	2 SRM 2	T	2/hit	- 3 6 9
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 729,250						
BV: 328		WV: 155 / 155				
Ammo						
Ammo Type	Rounds					
SRM 2	50					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			145 Leenex Fusion Engine			
			2 Crew Members			



Rear Armor (12)

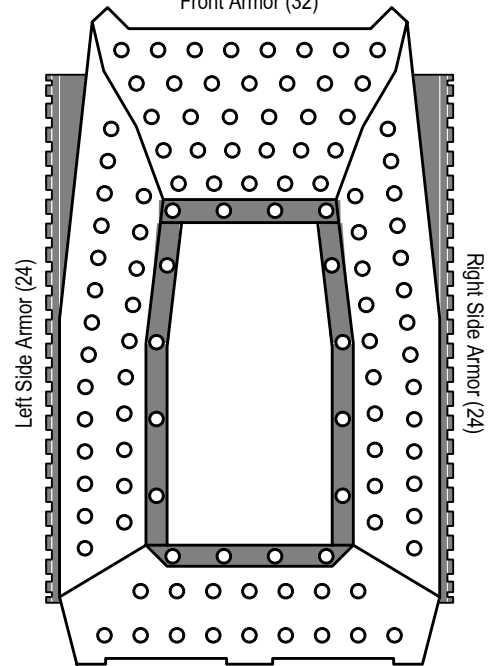
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (32)



Rear Armor (16)

Type: Hunter Light Support Tank		
Config: Tracked	Tons: 35	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 5	Flank MP: 8
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 1,135,125		
BV: 427 WV: 192 / 192		
Ammo		
Ammo Type	Rounds	
LRM 20	12	
Critical Damage		
Drive Damaged	<input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	F	1/hit	6	7	14	21
1	Flamer	R	2	-	1	2	3

Body Inventory

175 Omni Fusion Engine
3 Crew Members

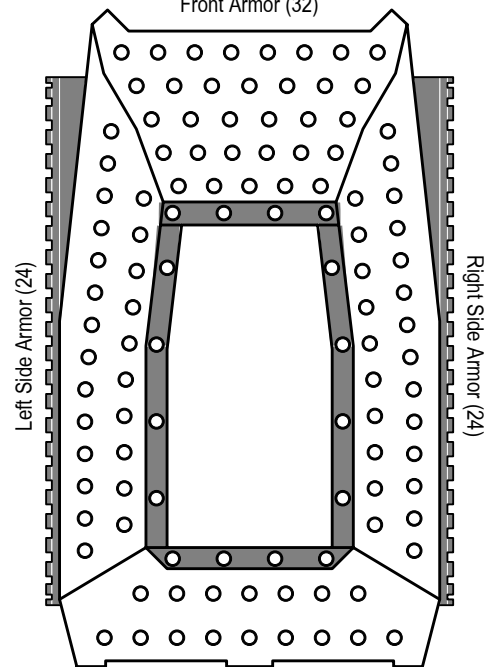
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (32)



Rear Armor (16)

Type: Hunter Light Support Tank		
Config: Tracked	Tons: 35	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 5	Flank MP: 8
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 1,135,125		
BV: 427 WV: 192 / 192		
Ammo		
Ammo Type	Rounds	
LRM 20	12	
Critical Damage		
Drive Damaged	<input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Track Destroyed	<input type="checkbox"/>	

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	F	1/hit	6	7	14	21
1	Flamer	R	2	-	1	2	3

Body Inventory

175 Omni Fusion Engine
3 Crew Members

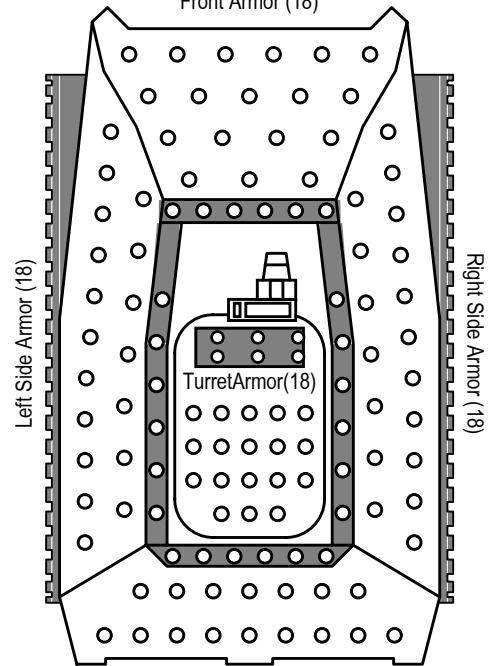
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (18)



Rear Armor (16)

Type: Hi-Scout Drone Carrier			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 SRM 2	T	2/hit	-	3	6	9
Inner Sphere		MP:							
3025 Level 1		4							
		Flank							
		MP:							
		6							
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 679,200									
BV: 126					WV: 22 / 22				
Ammo									
Ammo Type	Rounds								
SRM 2	50								
Body Inventory									
240 I.C.E. Engine									
4 Crew Members									
5.00T Sensor/Communications equipment									
9.00T Three (3) Tracked Drones									
6.00T Three (3) Hover Drones									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

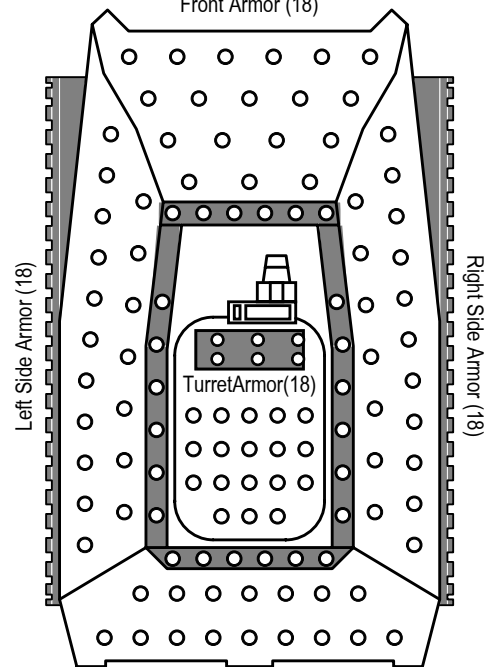
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (18)



Rear Armor (16)

Type: Hi-Scout Drone Carrier			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 SRM 2	T	2/hit	-	3	6	9
Inner Sphere		MP:							
3025 Level 1		4							
		Flank							
		MP:							
		6							
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 679,200									
BV: 126					WV: 22 / 22				
Ammo									
Ammo Type	Rounds								
SRM 2	50								
Body Inventory									
240 I.C.E. Engine									
4 Crew Members									
5.00T Sensor/Communications equipment									
9.00T Three (3) Tracked Drones									
6.00T Three (3) Hover Drones									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

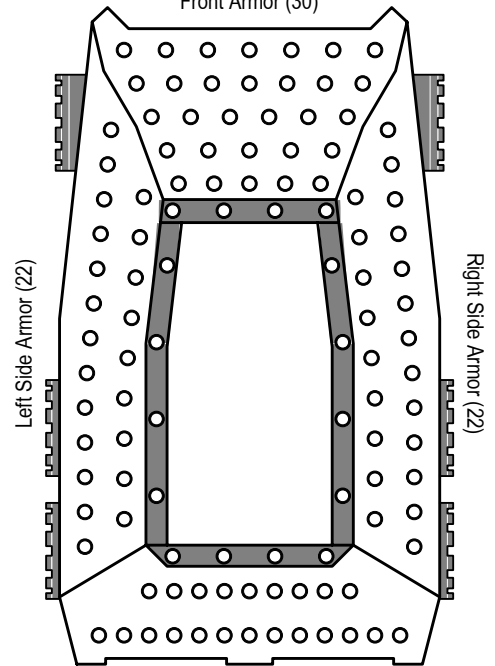
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (30)



Rear Armor (22)

Type: **Hetzer Wheeled Assault Gun**

Config: **Wheeled** Tons: **40**

Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 4	Flank MP: 6
--	-----------------------------	--------------------------

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **664,000**

BV: **376** WV: **186 / 186**

Ammo	
Ammo Type	Rounds
Autocannon/20	20

Critical Damage

Wheel Damaged Engine Hit

Axle Destroyed

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Autocannon/20	F	20	-	3	6	9

Body Inventory

140 I.C.E. Engine
3 Crew Members

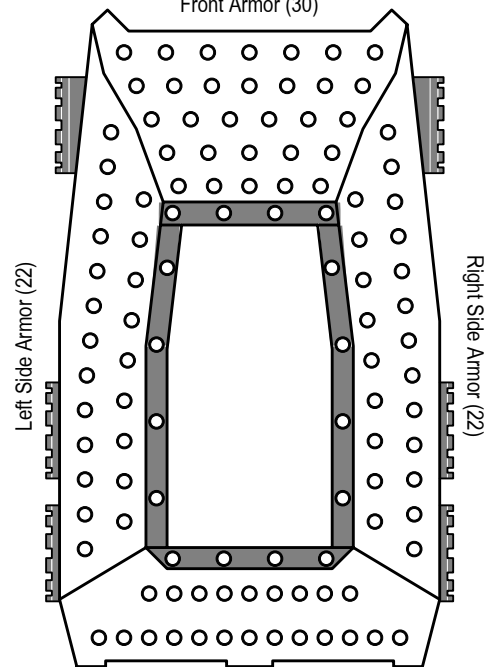
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (30)



Rear Armor (22)

Type: **Hetzer Wheeled Assault Gun**

Config: **Wheeled** Tons: **40**

Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 4	Flank MP: 6
--	-----------------------------	--------------------------

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **664,000**

BV: **376** WV: **186 / 186**

Ammo	
Ammo Type	Rounds
Autocannon/20	20

Critical Damage

Wheel Damaged Engine Hit

Axle Destroyed

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Autocannon/20	F	20	-	3	6	9

Body Inventory

140 I.C.E. Engine
3 Crew Members

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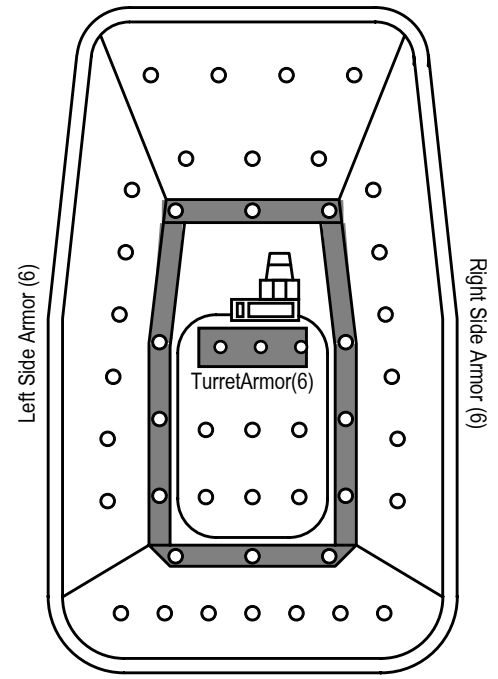
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (7)

Type: Harasser Missile Platform			Weapons Inventory						
Config: Hovercraft		Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	2 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:							
3025 Level 1-FA		10							
Flank MP:		15							
Crew:									
Gunnery Skill:			Driving Skill:						
Cost, C-Bills: 561,750									
BV: 337			WV: 85 / 85						
Ammo									
Ammo Type	Rounds								
SRM 6	30								
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						
			Body Inventory						
			120 I.C.E. Engine						
			2 Crew Members						



Rear Armor (7)

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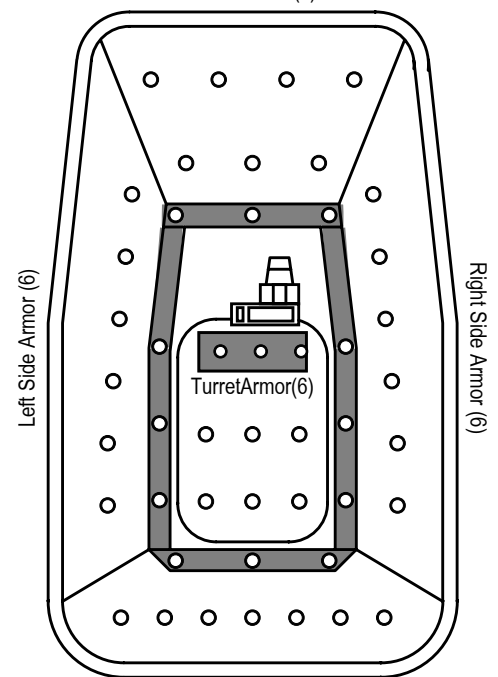
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (7)

Type: Harasser Missile Platform			Weapons Inventory						
Config: Hovercraft		Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	2 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:							
3025 Level 1-FA		10							
Flank MP:		15							
Crew:									
Gunnery Skill:			Driving Skill:						
Cost, C-Bills: 561,750									
BV: 337			WV: 85 / 85						
Ammo									
Ammo Type	Rounds								
SRM 6	30								
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						
			Body Inventory						
			120 I.C.E. Engine						
			2 Crew Members						



Rear Armor (7)

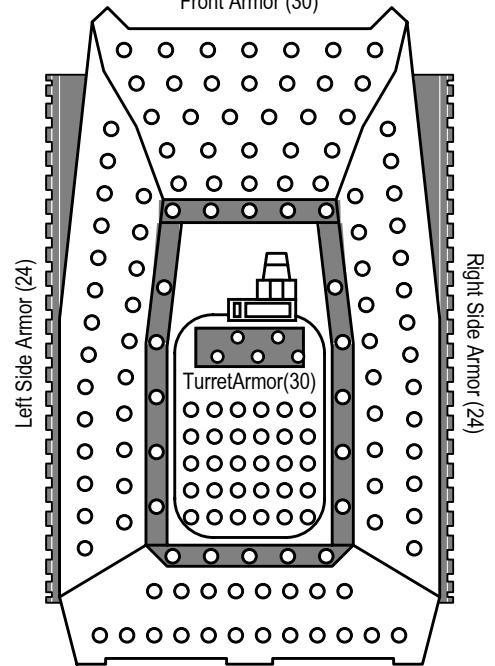
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 128
(Standard)

Front Armor (30)



Type: Goblin Medium Tank			Weapons Inventory						
Config: Tracked		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	1 Large Laser	T	8	-	5	10	15
		Flank MP: 6	1 Machine Gun	F	2	-	1	2	3
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 607,550									
BV: 280		WV: 212 / 212							
Ammo									
Ammo Type	Rounds								
Machine Gun	100								
Body Inventory									
180 I.C.E. Engine									
3 Crew Members									
1.00T Infantry Bay Equipment									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

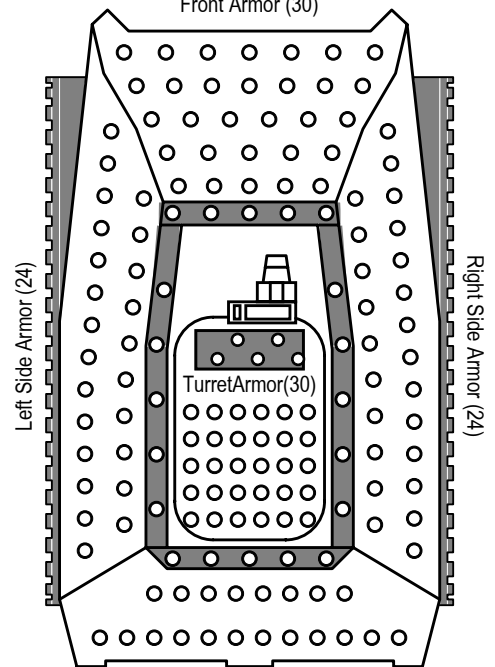
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 128
(Standard)

Front Armor (30)



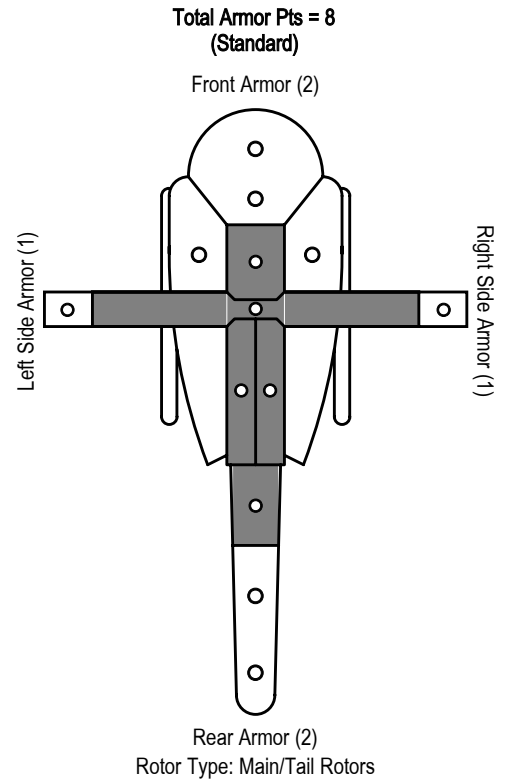
Type: Goblin Medium Tank			Weapons Inventory						
Config: Tracked		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	1 Large Laser	T	8	-	5	10	15
		Flank MP: 6	1 Machine Gun	F	2	-	1	2	3
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 607,550									
BV: 280		WV: 212 / 212							
Ammo									
Ammo Type	Rounds								
Machine Gun	100								
Body Inventory									
180 I.C.E. Engine									
3 Crew Members									
1.00T Infantry Bay Equipment									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

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V.T.O.L. RECORD SHEET

Type: Ferret Light Scout VTOL			Weapons Inventory						
Config: V.T.O.L.		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Machine Gun	F	2	-	1	2	3
Inner Sphere		MP:							
3025 Level 1		15							
Flank		MP:							
		23							
Crew:			Fuselage Inventory						
Gunnery Skill:		Piloting Skill:	25 I.C.E. Engine						
Cost, C-Bills: 49,681			1 Crew Members						
BV: 45		WV: 1 / 1	1.00T Infantry Bay Capacity						
Ammo			Critical Damage						
Ammo Type	Rounds		Rotor Damaged		Engine Hit				
Machine Gun	100		<input type="checkbox"/>		<input type="checkbox"/>				
			Rotor Destroyed						
			<input type="checkbox"/>						

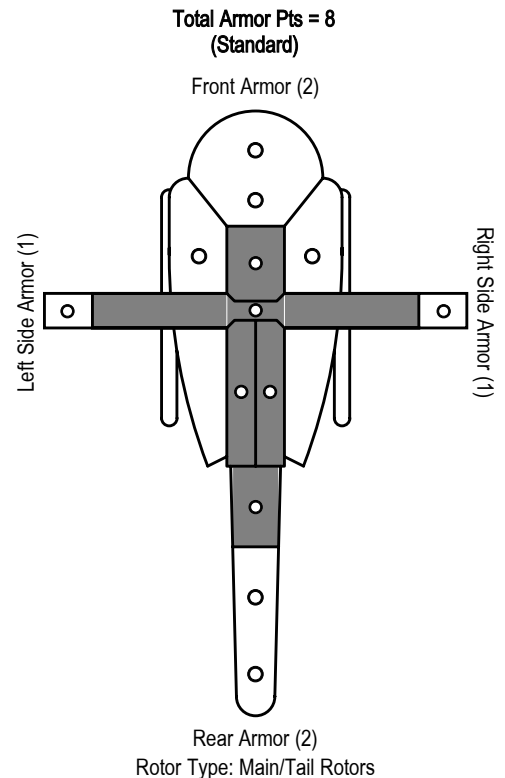


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V.T.O.L. RECORD SHEET

Type: Ferret Light Scout VTOL			Weapons Inventory						
Config: V.T.O.L.		Tons: 5	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	1 Machine Gun	F	2	-	1	2	3
Inner Sphere		MP:							
3025 Level 1		15							
Flank		MP:							
		23							
Crew:			Fuselage Inventory						
Gunnery Skill:		Piloting Skill:	25 I.C.E. Engine						
Cost, C-Bills: 49,681			1 Crew Members						
BV: 45		WV: 1 / 1	1.00T Infantry Bay Capacity						
Ammo			Critical Damage						
Ammo Type	Rounds		Rotor Damaged		Engine Hit				
Machine Gun	100		<input type="checkbox"/>		<input type="checkbox"/>				
			Rotor Destroyed						
			<input type="checkbox"/>						



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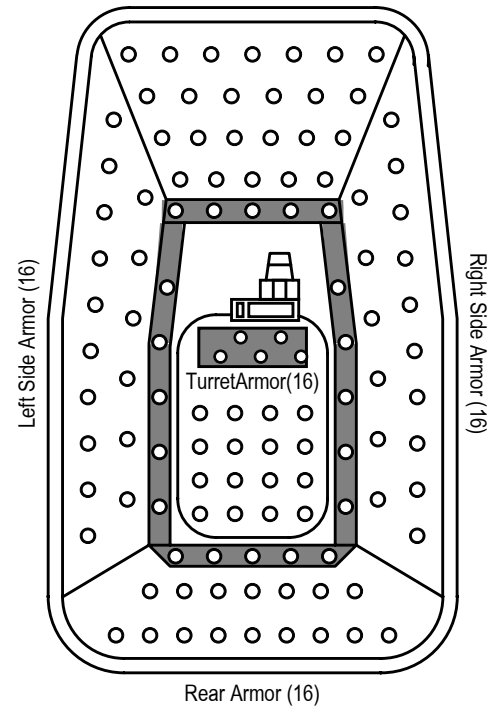
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (24)

Type: Falcon			Weapons Inventory						
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 9	1 Medium Laser	T	5	-	3	6	9
		Flank MP: 14	2 SRM 6	T	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 1,349,333									
BV: 469		WV: 297 / 297							
Ammo			Body Inventory						
Ammo Type	Rounds		215 I.C.E. Engine						
SRM 6	30		4 Crew Members						
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



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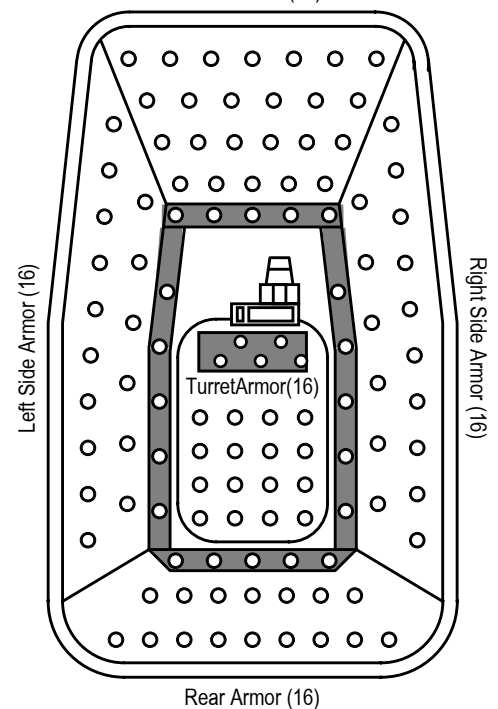
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (24)

Type: Falcon			Weapons Inventory						
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 9	1 Medium Laser	T	5	-	3	6	9
		Flank MP: 14	2 SRM 6	T	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 1,349,333									
BV: 469		WV: 297 / 297							
Ammo			Body Inventory						
Ammo Type	Rounds		215 I.C.E. Engine						
SRM 6	30		4 Crew Members						
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



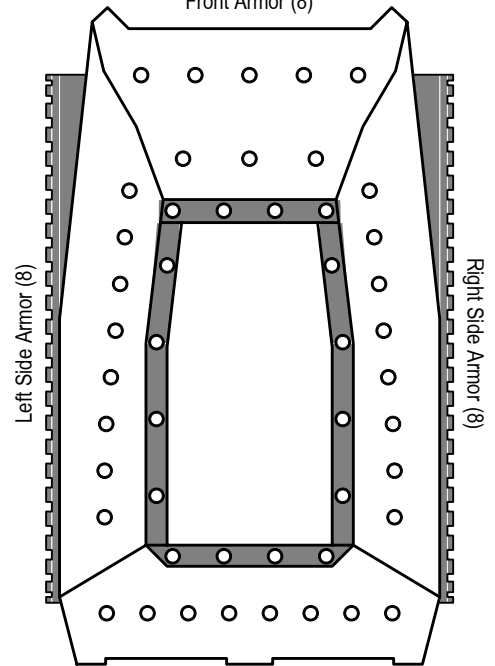
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (8)



Rear Armor (8)

Type: Engineering Vehicle		
Config: Tracked	Tons: 40	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 336,000		
BV: 42 WV: 0 / 0		
Ammo		
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>		

Weapons Inventory					
#	Type	Loc	Dmg	Min	S M L
Body Inventory					
240 I.C.E. Engine					
3 Crew Members					
9.00T Engineering Equipment					

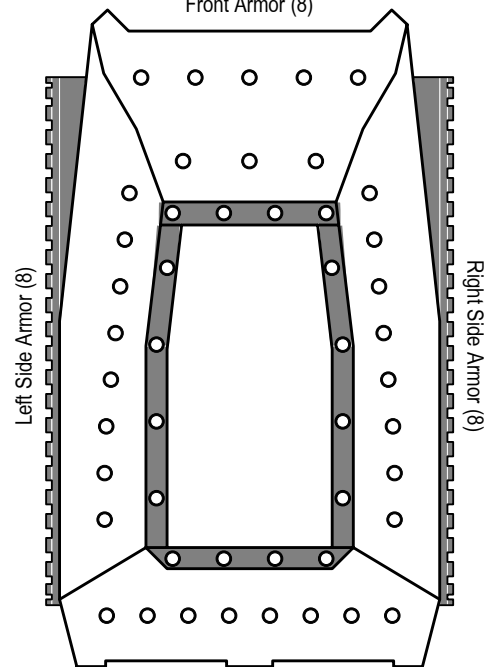
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 32
(Standard)

Front Armor (8)



Rear Armor (8)

Type: Engineering Vehicle		
Config: Tracked	Tons: 40	
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 336,000		
BV: 42 WV: 0 / 0		
Ammo		
Critical Damage		
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>	
Track Destroyed <input type="checkbox"/>		

Weapons Inventory					
#	Type	Loc	Dmg	Min	S M L
Body Inventory					
240 I.C.E. Engine					
3 Crew Members					
9.00T Engineering Equipment					

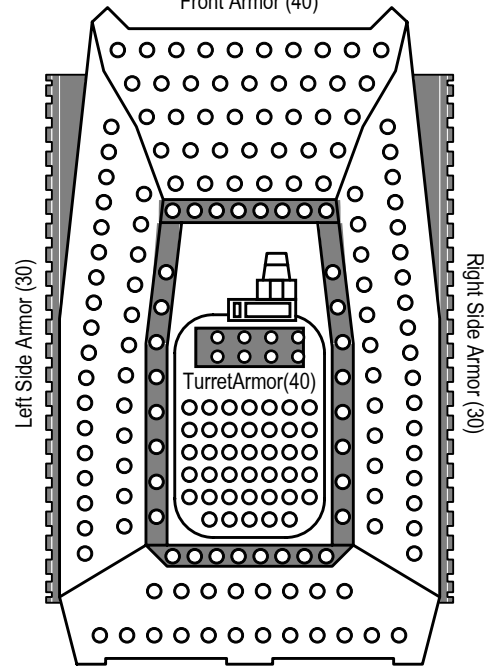
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 160
(Standard)

Front Armor (40)



Rear Armor (20)

Type: Demolisher Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 3	2 Autocannon/20		T	20	-	3	6	9
		Flank MP: 5								
Crew:										
Gunnery Skill:			Driving Skill:							
Cost, C-Bills: 2,151,000										
BV: 609			WV: 529 / 529							
Ammo										
Ammo Type		Rounds								
Autocannon/20		20								
Critical Damage										
Drive Damaged <input type="checkbox"/>		Engine Hit <input type="checkbox"/>		240 I.C.E. Engine						
Track Destroyed <input type="checkbox"/>		Turret Locked <input type="checkbox"/>		6 Crew Members						
Body Inventory										

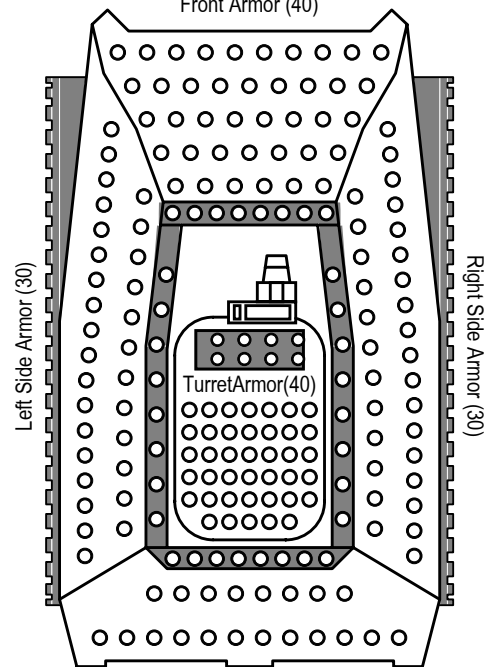
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 160
(Standard)

Front Armor (40)



Rear Armor (20)

Type: Demolisher Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 3	2 Autocannon/20		T	20	-	3	6	9
		Flank MP: 5								
Crew:										
Gunnery Skill:			Driving Skill:							
Cost, C-Bills: 2,151,000										
BV: 609			WV: 529 / 529							
Ammo										
Ammo Type		Rounds								
Autocannon/20		20								
Critical Damage										
Drive Damaged <input type="checkbox"/>		Engine Hit <input type="checkbox"/>		240 I.C.E. Engine						
Track Destroyed <input type="checkbox"/>		Turret Locked <input type="checkbox"/>		6 Crew Members						
Body Inventory										

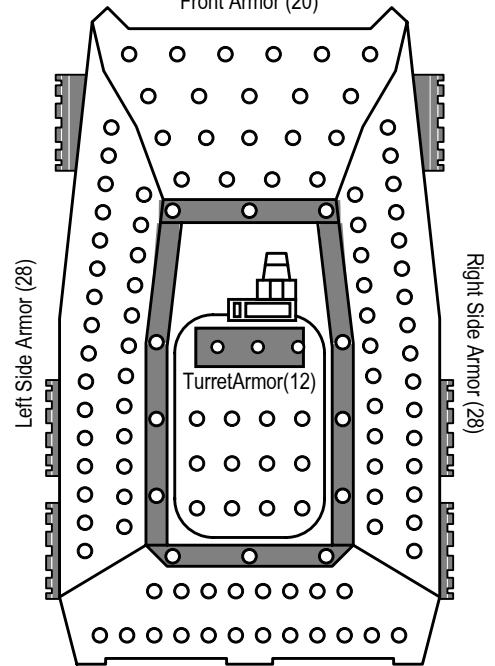
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Standard)

Front Armor (20)



Rear Armor (20)

Type: Coolant Truck 135-K			Weapons Inventory							
Config: Wheeled		Tons: 30	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	2 Flamer (Vehicle)		T	2	-	1	2	3
		Flank MP: 6								
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 212,175										
BV: 110		WV: 14 / 14								
Ammo										
Ammo Type	Rounds									
Flamer (Vehicle)	40									
Body Inventory										
100 I.C.E. Engine										
2 Crew Members										
7.00T Coolant System (7 LiN)										
2.00T Coolant System (2 LOX)										
Critical Damage										
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

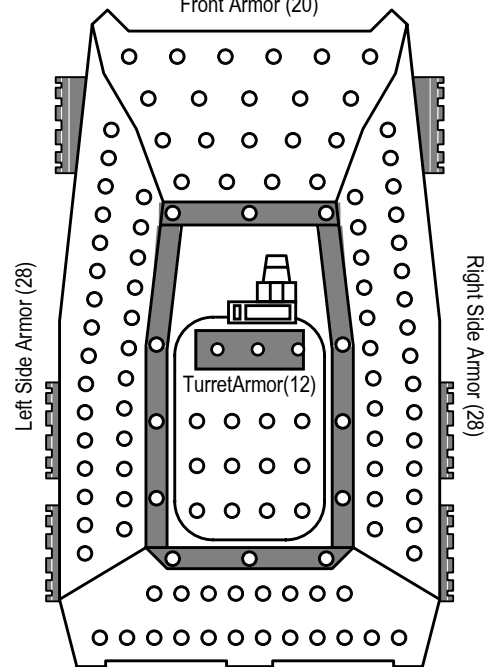
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Standard)

Front Armor (20)



Rear Armor (20)

Type: Coolant Truck 135-K			Weapons Inventory							
Config: Wheeled		Tons: 30	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	2 Flamer (Vehicle)		T	2	-	1	2	3
		Flank MP: 6								
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 212,175										
BV: 110		WV: 14 / 14								
Ammo										
Ammo Type	Rounds									
Flamer (Vehicle)	40									
Body Inventory										
100 I.C.E. Engine										
2 Crew Members										
7.00T Coolant System (7 LiN)										
2.00T Coolant System (2 LOX)										
Critical Damage										
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>							
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>							

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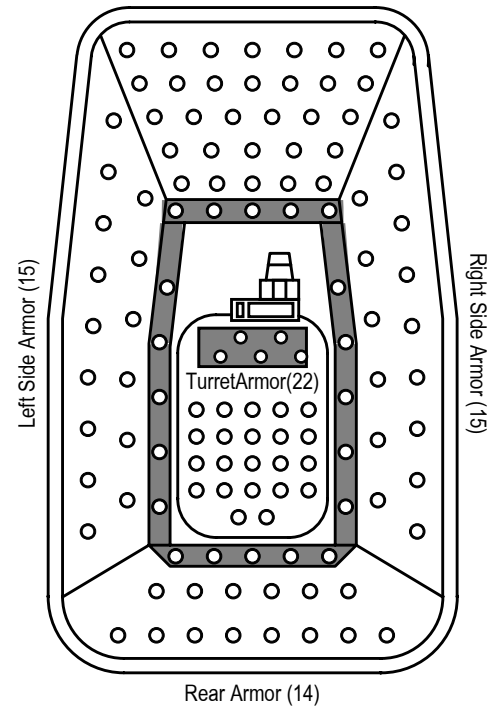
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (30)

Type: Condor Heavy Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	T	5	3 6 12 18
Inner Sphere		Flank MP:	2 Medium Laser	T	5	- 3 6 9
3025 Level 1		8	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,217,000						
BV: 425		WV: 305 / 305				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
Machine Gun	100					
Critical Damage			Body Inventory			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	165 I.C.E. Engine			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	4 Crew Members			



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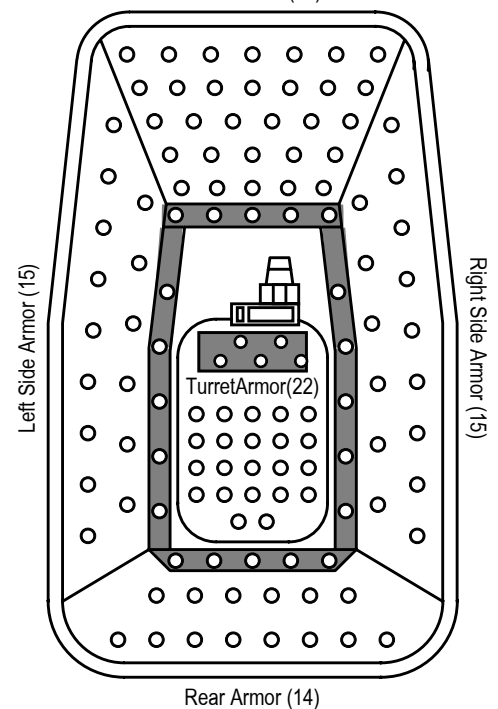
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (30)

Type: Condor Heavy Hover Tank			Weapons Inventory			
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	T	5	3 6 12 18
Inner Sphere		Flank MP:	2 Medium Laser	T	5	- 3 6 9
3025 Level 1		8	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,217,000						
BV: 425		WV: 305 / 305				
Ammo						
Ammo Type	Rounds					
Autocannon/5	20					
Machine Gun	100					
Critical Damage			Body Inventory			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	165 I.C.E. Engine			
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	4 Crew Members			



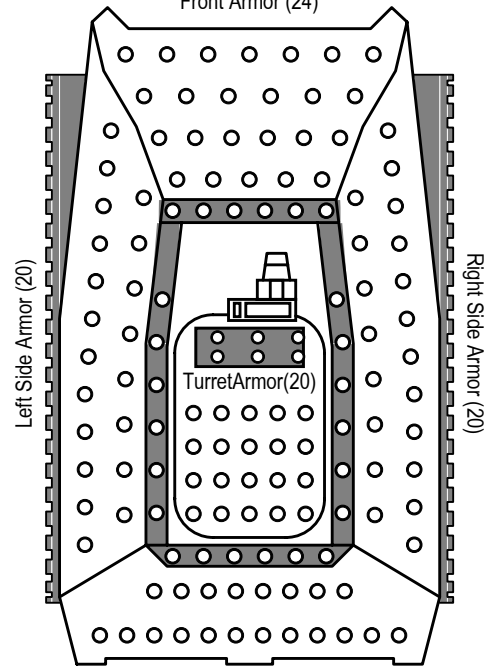
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (20)

Type: Bulldog Medium Tank			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Large Laser	T	8	- 5 10 15
Inner Sphere		Flank MP:	2 SRM 4	T	2/hit	- 3 6 9
3025 Level 1		4	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,128,800						
BV: 358		WV: 305 / 305				
Ammo						
Ammo Type	Rounds					
SRM 4	50					
Machine Gun	100					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			240 I.C.E. Engine			
			4 Crew Members			

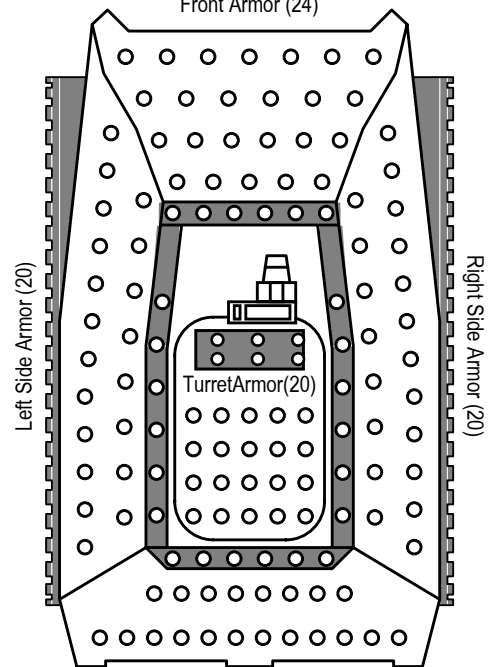
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (20)

Type: Bulldog Medium Tank			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Large Laser	T	8	- 5 10 15
Inner Sphere		Flank MP:	2 SRM 4	T	2/hit	- 3 6 9
3025 Level 1		4	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,128,800						
BV: 358		WV: 305 / 305				
Ammo						
Ammo Type	Rounds					
SRM 4	50					
Machine Gun	100					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			240 I.C.E. Engine			
			4 Crew Members			

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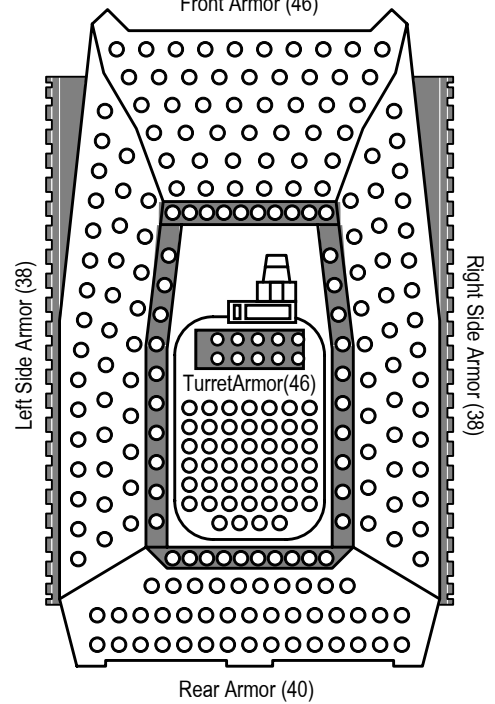
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (46)

Type: Behemoth Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 100	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 2	2 Autocannon/10	T	10	- 5 10 15
		Flank MP: 3	4 LRM 5	F	1/hit	6 7 14 21
Crew:			2 SRM 6	T	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:	2 SRM 2	F	2/hit	- 3 6 9
Cost, C-Bills: 3,044,667			1 SRM 2	RS	2/hit	- 3 6 9
BV: 752 WV: 1,076 / 1,076			1 SRM 2	LS	2/hit	- 3 6 9
Ammo			2 Machine Gun	F	2	- 1 2 3
Ammo Type	Rounds	Ammo Type	1 Machine Gun	RS	2	- 1 2 3
Autocannon/10	20	Machine Gun	1 Machine Gun	LS	2	- 1 2 3
LRM 5	48					
SRM 6	30					
SRM 2	50					
Critical Damage			Body Inventory			
Drive Damaged	<input type="checkbox"/>	Engine Hit	200 I.C.E. Engine			
Track Destroyed	<input type="checkbox"/>	Turret Locked	7 Crew Members			



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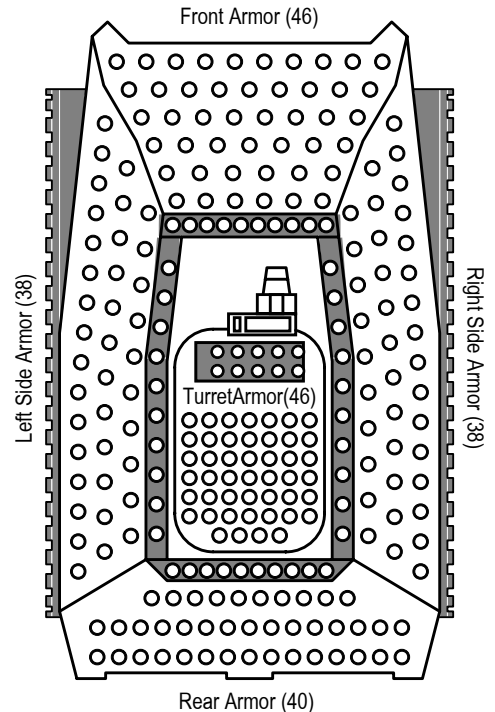
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (46)

Type: Behemoth Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 100	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 2	2 Autocannon/10	T	10	- 5 10 15
		Flank MP: 3	4 LRM 5	F	1/hit	6 7 14 21
Crew:			2 SRM 6	T	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:	2 SRM 2	F	2/hit	- 3 6 9
Cost, C-Bills: 3,044,667			1 SRM 2	RS	2/hit	- 3 6 9
BV: 752 WV: 1,076 / 1,076			1 SRM 2	LS	2/hit	- 3 6 9
Ammo			2 Machine Gun	F	2	- 1 2 3
Ammo Type	Rounds	Ammo Type	1 Machine Gun	RS	2	- 1 2 3
Autocannon/10	20	Machine Gun	1 Machine Gun	LS	2	- 1 2 3
LRM 5	48					
SRM 6	30					
SRM 2	50					
Critical Damage			Body Inventory			
Drive Damaged	<input type="checkbox"/>	Engine Hit	200 I.C.E. Engine			
Track Destroyed	<input type="checkbox"/>	Turret Locked	7 Crew Members			



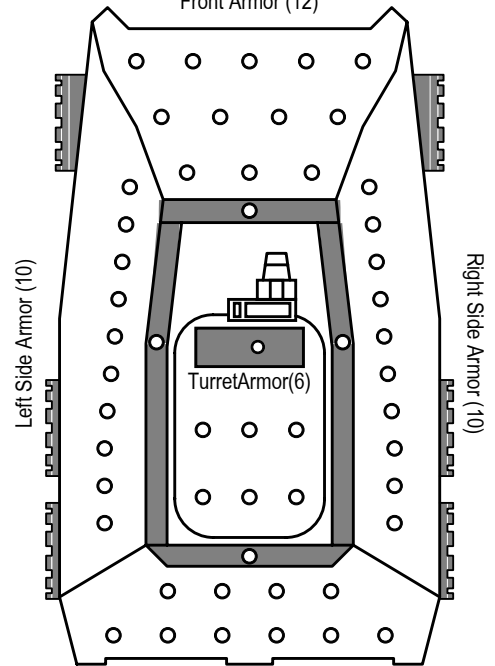
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (10)

Type: APC (Wheeled)			Weapons Inventory						
Config: Wheeled		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 6	2 Machine Gun	T	2	-	1	2	3
		Flank MP: 9							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	40 I.C.E. Engine						
Cost, C-Bills: 68,425			1 Crew Members						
BV: 62		WV: 6 / 6	1.00T Infantry Bay Capacity						
Ammo									
Ammo Type	Rounds								
Machine Gun	200								
Critical Damage									
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

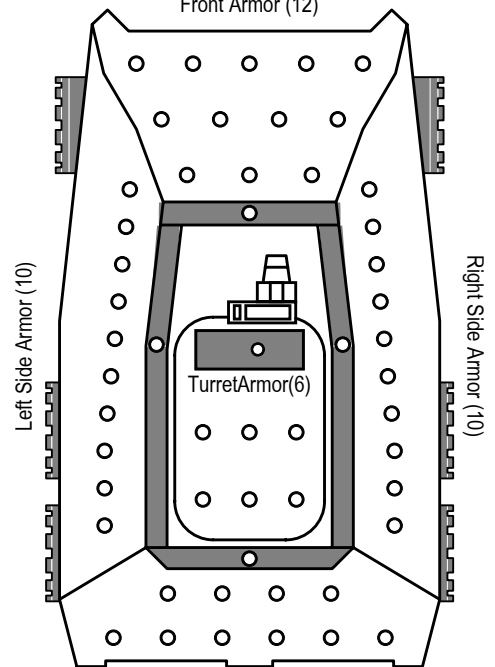
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (12)



Rear Armor (10)

Type: APC (Wheeled)			Weapons Inventory						
Config: Wheeled		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 6	2 Machine Gun	T	2	-	1	2	3
		Flank MP: 9							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	40 I.C.E. Engine						
Cost, C-Bills: 68,425			1 Crew Members						
BV: 62		WV: 6 / 6	1.00T Infantry Bay Capacity						
Ammo									
Ammo Type	Rounds								
Machine Gun	200								
Critical Damage									
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

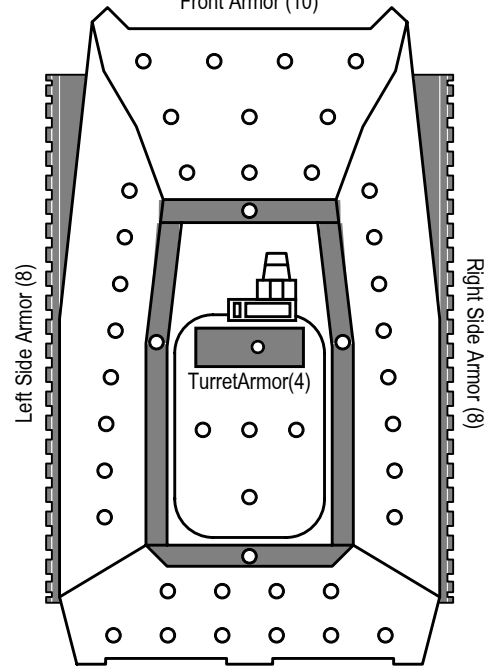
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 40
(Standard)

Front Armor (10)



Rear Armor (10)

Type: APC (Tracked)			Weapons Inventory						
Config: Tracked		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 6	1 Machine Gun	T	2	-	1	2	3
		Flank MP: 9							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	60 I.C.E. Engine						
Cost, C-Bills: 64,350			1 Crew Members						
BV: 53		WV: 3 / 3	1.00T Infantry Bay Capacity						
Ammo									
Ammo Type	Rounds								
Machine Gun	200								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

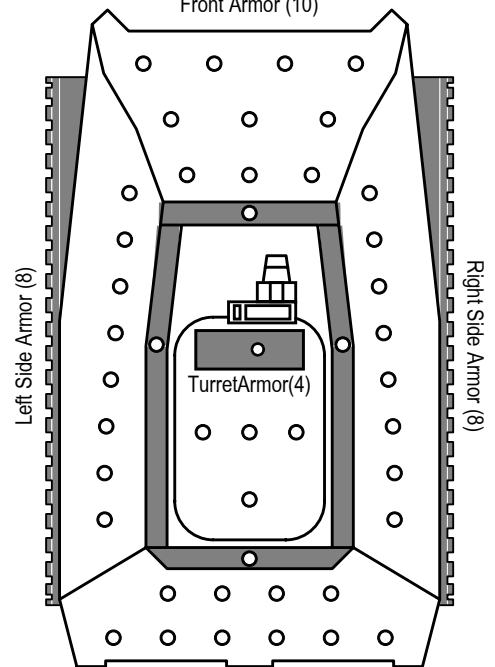
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 40
(Standard)

Front Armor (10)



Rear Armor (10)

Type: APC (Tracked)			Weapons Inventory						
Config: Tracked		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 6	1 Machine Gun	T	2	-	1	2	3
		Flank MP: 9							
Crew:			Body Inventory						
Gunnery Skill:		Driving Skill:	60 I.C.E. Engine						
Cost, C-Bills: 64,350			1 Crew Members						
BV: 53		WV: 3 / 3	1.00T Infantry Bay Capacity						
Ammo									
Ammo Type	Rounds								
Machine Gun	200								
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

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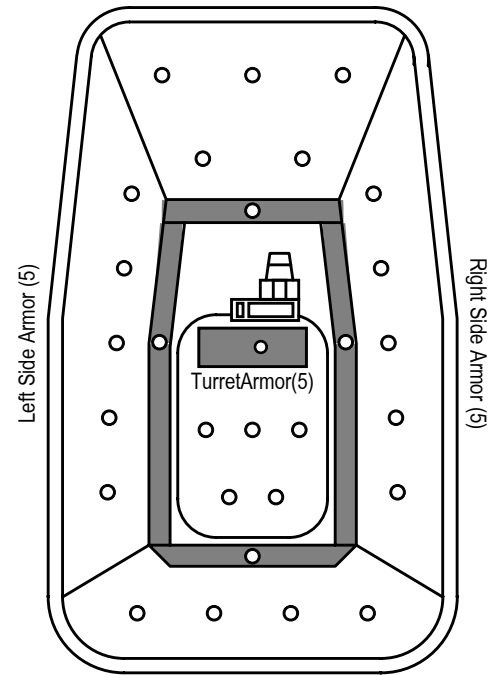
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (5)

Type: APC (Hover)			Weapons Inventory						
Config: Hovercraft		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	2 Machine Gun	T	2	-	1	2	3
Inner Sphere		MP:							
3025 Level 1		10							
Crew:		Flank							
Gunnery Skill:		MP:							
Driving Skill:		15							
Cost, C-Bills: 87,600			Body Inventory						
BV: 46 WV: 3 / 3			60 I.C.E. Engine						
Ammo			1 Crew Members						
Ammo Type	Rounds		1.00T Infantry Bay Capacity						
Machine Gun	100								
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



Rear Armor (4)

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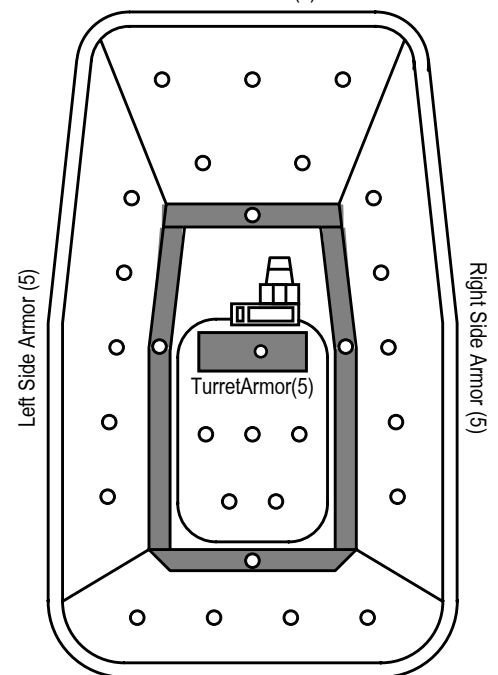
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 24
(Standard)

Front Armor (5)

Type: APC (Hover)			Weapons Inventory						
Config: Hovercraft		Tons: 10	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	2 Machine Gun	T	2	-	1	2	3
Inner Sphere		MP:							
3025 Level 1		10							
Crew:		Flank							
Gunnery Skill:		MP:							
Driving Skill:		15							
Cost, C-Bills: 87,600			Body Inventory						
BV: 46 WV: 3 / 3			60 I.C.E. Engine						
Ammo			1 Crew Members						
Ammo Type	Rounds		1.00T Infantry Bay Capacity						
Machine Gun	100								
Critical Damage									
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



Rear Armor (4)

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