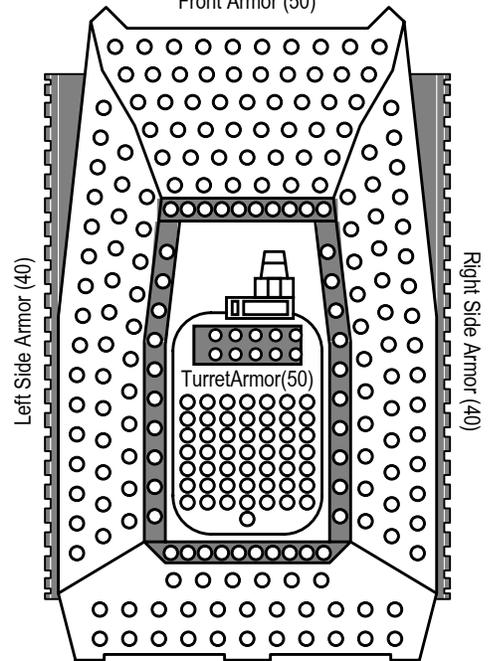


BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (50)



Rear Armor (28)

Type: Alacorn Mk VI Heavy Tank		
Config: Tracked	Tons: 95	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 16,609,125		
BV: 1,372 WV: 1,342 / 1,342		
Ammo		
Ammo Type	Rounds	
Gauss Rifle	40	
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
3	Gauss Rifle	T	15	2	7	15 22
Body Inventory						
285 Pitban XL Fusion Engine						
7 Crew Members						

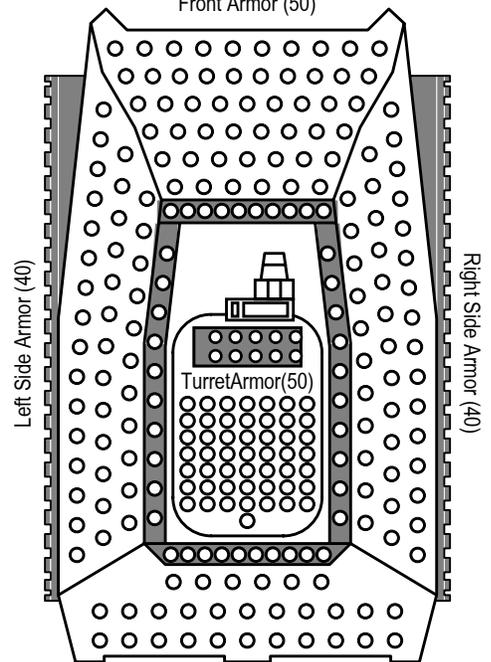
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (50)



Rear Armor (28)

Type: Alacorn Mk VI Heavy Tank		
Config: Tracked	Tons: 95	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 3	Flank MP: 5
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 16,609,125		
BV: 1,372 WV: 1,342 / 1,342		
Ammo		
Ammo Type	Rounds	
Gauss Rifle	40	
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
3	Gauss Rifle	T	15	2	7	15 22
Body Inventory						
285 Pitban XL Fusion Engine						
7 Crew Members						

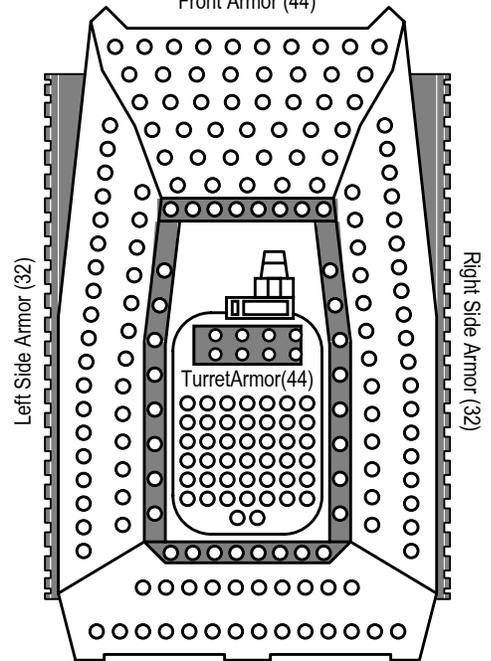
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (44)



Rear Armor (24)

Type: Zhukov Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 75	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Autocannon/10	T	10	- 5 10 15
Inner Sphere		Flank MP:	1 SRM 6	F	2/hit	- 3 6 9
3025 Level 1		3				
5						
Crew:						
Gunnery Skill:			Driving Skill:			
Cost, C-Bills: 1,816,063						
BV: 532			WV: 603 / 603			
Ammo						
Ammo Type	Rounds					
Autocannon/10	20					
SRM 6	15					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	225 I.C.E. Engine		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	5 Crew Members		

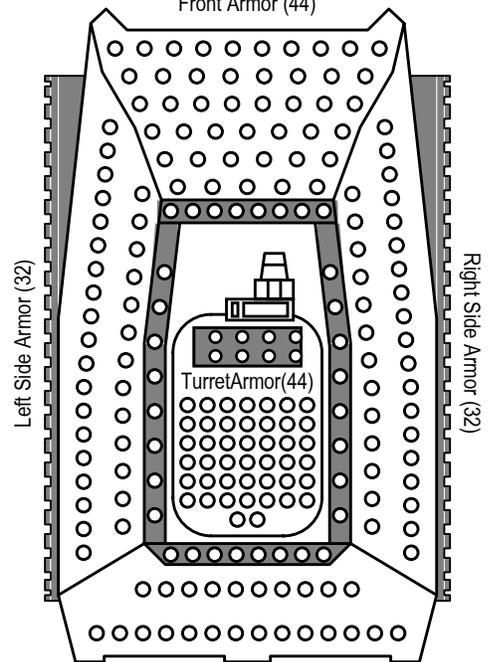
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (44)



Rear Armor (24)

Type: Zhukov Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 75	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Autocannon/10	T	10	- 5 10 15
Inner Sphere		Flank MP:	1 SRM 6	F	2/hit	- 3 6 9
3025 Level 1		3				
5						
Crew:						
Gunnery Skill:			Driving Skill:			
Cost, C-Bills: 1,816,063						
BV: 532			WV: 603 / 603			
Ammo						
Ammo Type	Rounds					
Autocannon/10	20					
SRM 6	15					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	225 I.C.E. Engine		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	5 Crew Members		

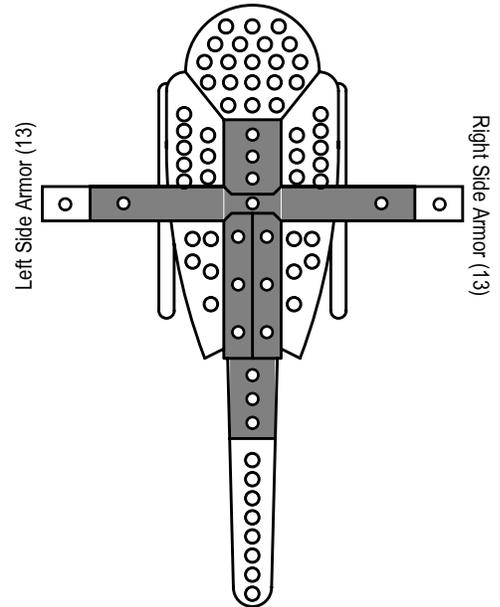
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V.T.O.L. RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

Type: Yellow Jacket Gunship			Weapons Inventory			
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	F	15	2 7 15 22
Inner Sphere		Flank MP:				
3050 Level 2		6				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 1,120,000						
BV: 1,110		WV: 165 / 165				
Ammo						
Ammo Type	Rounds					
Gauss Rifle	16					
Critical Damage			Fuselage Inventory			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	40 I.C.E. Engine		
Rotor Destroyed	<input type="checkbox"/>			2 Crew Members		

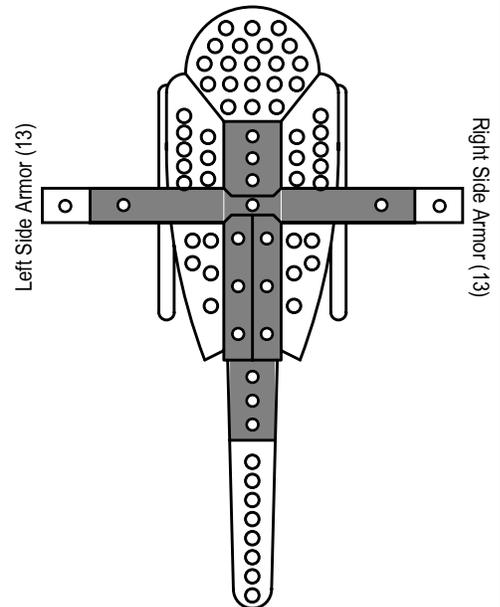
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V.T.O.L. RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

Type: Yellow Jacket Gunship			Weapons Inventory			
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	F	15	2 7 15 22
Inner Sphere		Flank MP:				
3050 Level 2		6				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 1,120,000						
BV: 1,110		WV: 165 / 165				
Ammo						
Ammo Type	Rounds					
Gauss Rifle	16					
Critical Damage			Fuselage Inventory			
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	40 I.C.E. Engine		
Rotor Destroyed	<input type="checkbox"/>			2 Crew Members		

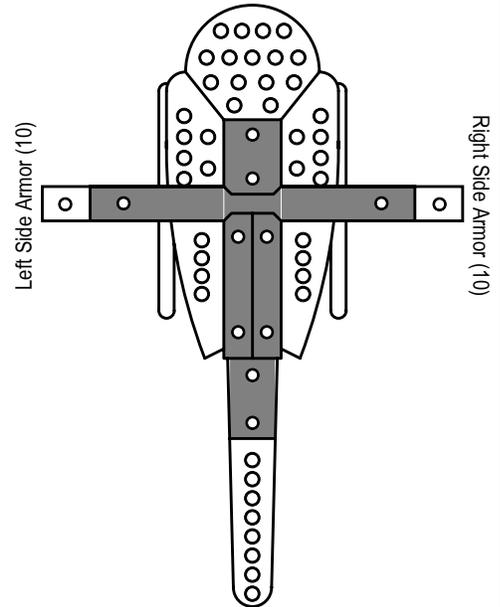
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V.T.O.L. RECORD SHEET

Total Armor Pts = 45
(Ferro-Fibrous)

Front Armor (15)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

Type: Warrior H-8 Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 20	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 5	F	1/hit	6 7 14 21
Inner Sphere		Flank MP:	2 Streak SRM 2	F	2/hit	- 3 6 9
3050 Level 2		10				
15						
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 740,000						
BV: 548		WV: 66 / 80				
Ammo						
Ammo Type	Rounds					
LRM 5	24					
Streak SRM 2	50					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
105 DAV Fusion Engine						
2 Crew Members						

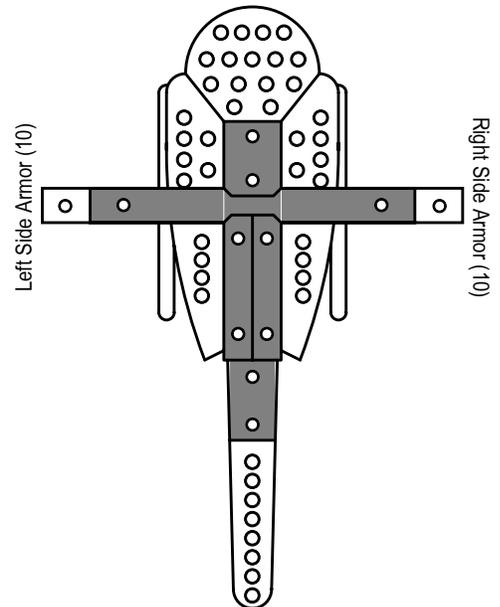
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V.T.O.L. RECORD SHEET

Total Armor Pts = 45
(Ferro-Fibrous)

Front Armor (15)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

Type: Warrior H-8 Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 20	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 LRM 5	F	1/hit	6 7 14 21
Inner Sphere		Flank MP:	2 Streak SRM 2	F	2/hit	- 3 6 9
3050 Level 2		10				
15						
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 740,000						
BV: 548		WV: 66 / 80				
Ammo						
Ammo Type	Rounds					
LRM 5	24					
Streak SRM 2	50					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
105 DAV Fusion Engine						
2 Crew Members						

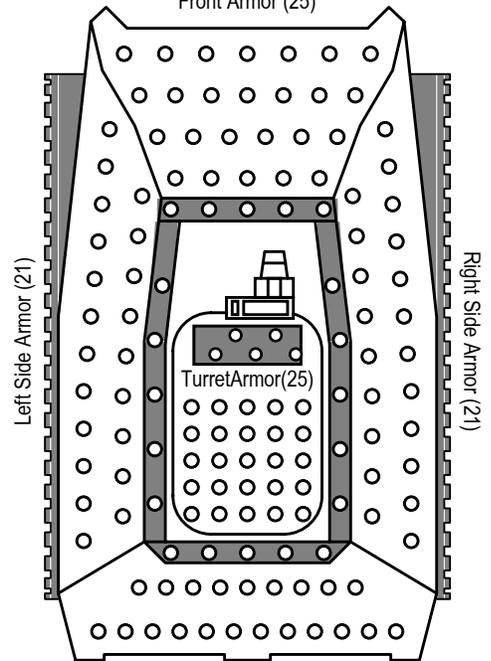
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 113
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (21)

Type: Vedette Medium Tank (3058 Upgrade)

Config: **Tracked** Tons: **50**

Technology Base: **Inner Sphere 3050 Level 2**
Cruising MP: **5** Flank MP: **8**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **941,000**

BV: **305** WV: **119 / 119**

Ammo
Ammo Type Rounds
Ultra AC/5 20

Critical Damage
Drive Damaged Engine Hit
Track Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Ultra AC/5	T	5	2	6	13	20

Body Inventory

250 I.C.E. Engine
4 Crew Members

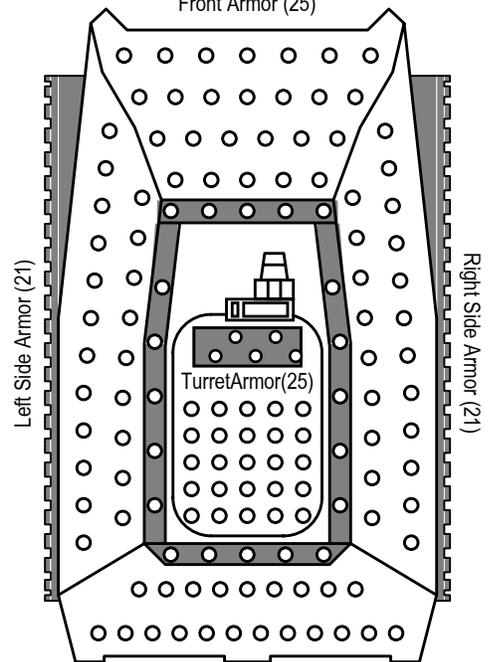
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 113
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (21)

Type: Vedette Medium Tank (3058 Upgrade)

Config: **Tracked** Tons: **50**

Technology Base: **Inner Sphere 3050 Level 2**
Cruising MP: **5** Flank MP: **8**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **941,000**

BV: **305** WV: **119 / 119**

Ammo
Ammo Type Rounds
Ultra AC/5 20

Critical Damage
Drive Damaged Engine Hit
Track Destroyed Turret Locked

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Ultra AC/5	T	5	2	6	13	20

Body Inventory

250 I.C.E. Engine
4 Crew Members

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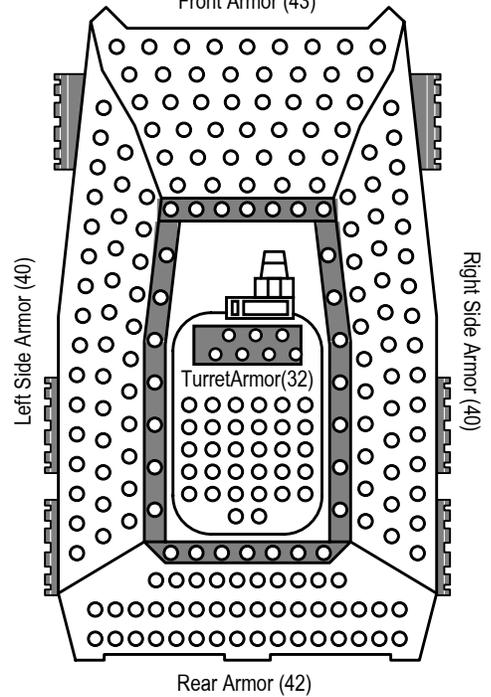
BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 197
(Ferro-Fibrous)

Front Armor (43)

Type: Typhoon Urban Assault Vehicle			Weapons Inventory			
Config: Wheeled	Tons: 70		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 3	Flank MP: 5	1 Autocannon/20	T	20	- 3 6 9
Crew:			2 Streak SRM 2	T	2/hit	- 3 6 9
Gunnery Skill:	Driving Skill:		2 Streak SRM 2	F	2/hit	- 3 6 9
Cost, C-Bills: 2,850,075			2 Medium Pulse Laser	T	6	- 2 4 6
BV: 726 WV: 915 / 992			1 Small Pulse Laser	R	3	- 1 2 3
Ammo Ammo Type Rounds Autocannon/20 15 Streak SRM 2 50 SRM 6 15			1 SRM 6	T	2/hit	- 3 6 9
			1 Beagle Active Probe	F	-	-
Critical Damage Wheel Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Axle Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>			Body Inventory			
			190 DAV Fusion Engine			
			5 Crew Members			



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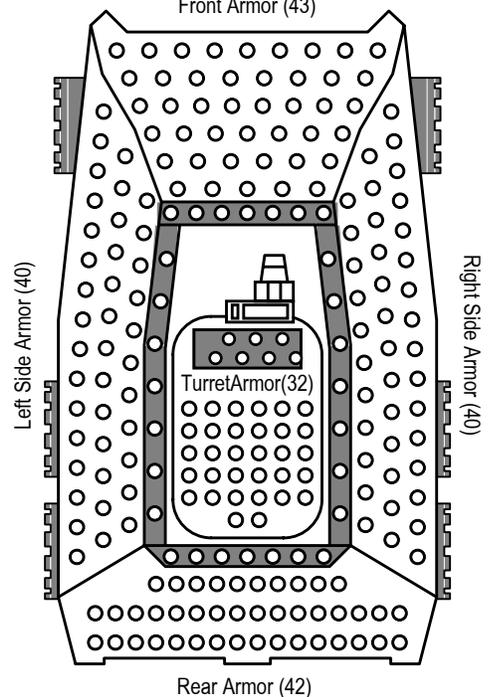
BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 197
(Ferro-Fibrous)

Front Armor (43)

Type: Typhoon Urban Assault Vehicle			Weapons Inventory			
Config: Wheeled	Tons: 70		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 3	Flank MP: 5	1 Autocannon/20	T	20	- 3 6 9
Crew:			2 Streak SRM 2	T	2/hit	- 3 6 9
Gunnery Skill:	Driving Skill:		2 Streak SRM 2	F	2/hit	- 3 6 9
Cost, C-Bills: 2,850,075			2 Medium Pulse Laser	T	6	- 2 4 6
BV: 726 WV: 915 / 992			1 Small Pulse Laser	R	3	- 1 2 3
Ammo Ammo Type Rounds Autocannon/20 15 Streak SRM 2 50 SRM 6 15			1 SRM 6	T	2/hit	- 3 6 9
			1 Beagle Active Probe	F	-	-
Critical Damage Wheel Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Axle Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>			Body Inventory			
			190 DAV Fusion Engine			
			5 Crew Members			



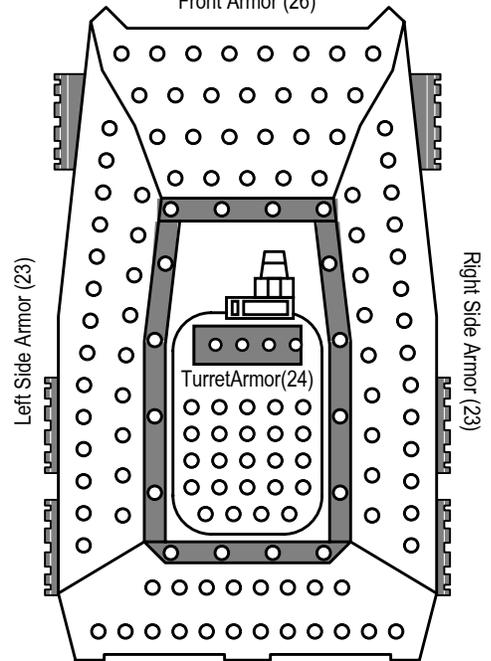
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 116
(Ferro-Fibrous)

Front Armor (26)



Rear Armor (20)

Type: **Striker Light Tank (3058 Upgrade)**

Config: **Wheeled** Tons: **35**

Technology Base: **Inner Sphere 3050 Level 2**
Cruising MP: **5** Flank MP: **8**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **1,143,471**

BV: **449** WV: **242 / 304**

Ammo	
Ammo Type	Rounds
LRM 15	8
Streak SRM 2	50

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	LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
2	Streak SRM 2	T	2/hit	-	3	6	9

Body Inventory

155 Nissan Fusion Engine
3 Crew Members

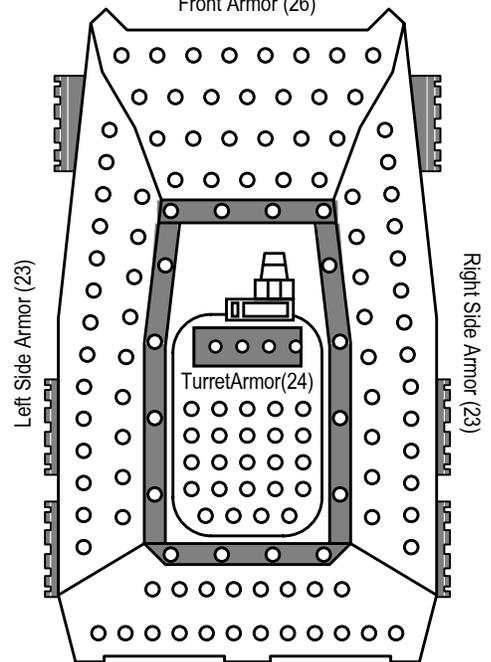
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 116
(Ferro-Fibrous)

Front Armor (26)



Rear Armor (20)

Type: **Striker Light Tank (3058 Upgrade)**

Config: **Wheeled** Tons: **35**

Technology Base: **Inner Sphere 3050 Level 2**
Cruising MP: **5** Flank MP: **8**

Crew:

Gunnery Skill: Driving Skill:

Cost, C-Bills: **1,143,471**

BV: **449** WV: **242 / 304**

Ammo	
Ammo Type	Rounds
LRM 15	8
Streak SRM 2	50

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	LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
2	Streak SRM 2	T	2/hit	-	3	6	9

Body Inventory

155 Nissan Fusion Engine
3 Crew Members

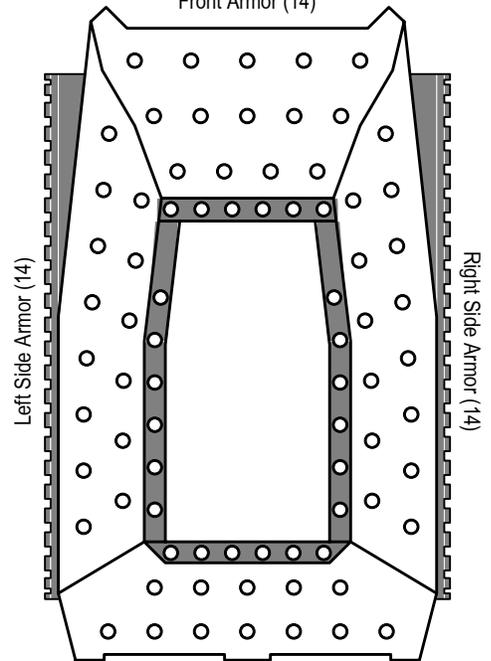
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Rear Armor (12)

Type: SRM Carrier (3058 Upgrade)			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	9 SRM 6	F	2/hit	- 3 6 9
Inner Sphere		Flank MP:	1 Narc Missile Beacon	F	-	- 3 6 9
3050 Level 2		3				
5						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,979,200						
BV: 645		WV: 401 / 401				
Ammo						
Ammo Type	Rounds					
SRM 6	45					
Narc Missile Beacon	6					
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						

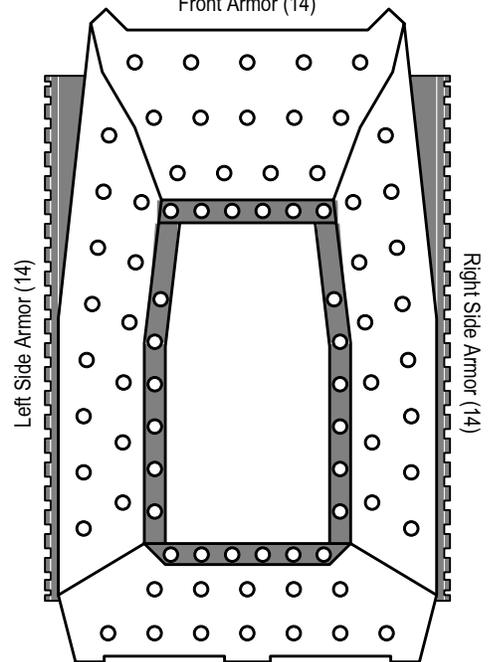
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Rear Armor (12)

Type: SRM Carrier (3058 Upgrade)			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	9 SRM 6	F	2/hit	- 3 6 9
Inner Sphere		Flank MP:	1 Narc Missile Beacon	F	-	- 3 6 9
3050 Level 2		3				
5						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,979,200						
BV: 645		WV: 401 / 401				
Ammo						
Ammo Type	Rounds					
SRM 6	45					
Narc Missile Beacon	6					
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						

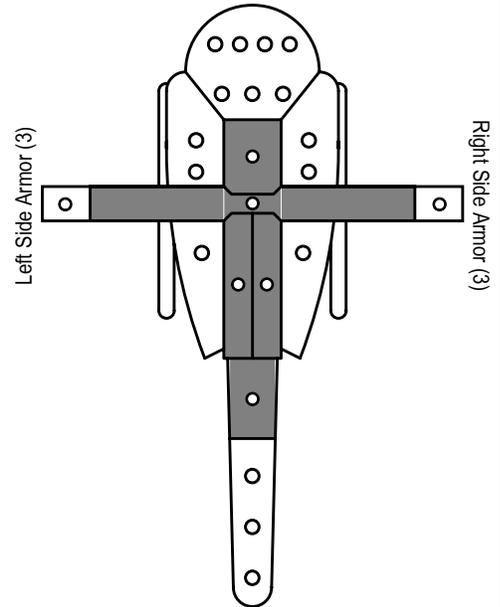
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V.T.O.L. RECORD SHEET

Total Armor Pts = 18
(Ferro-Fibrous)

Front Armor (7)



Rotor Type: Main/Tail Rotors

Type: Sprint Scout Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 10		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	Flank	1 Beagle Active Probe	F	- - - - 4
Inner Sphere		MP:	MP:	1 TAG	F	- - 5 9 15
3050 Level 2		13	20			
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 504,444						
BV: 73		WV: 0 / 0				
Ammo						
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	80 VOX Fusion Engine		
Rotor Destroyed	<input type="checkbox"/>	1 Crew Members				

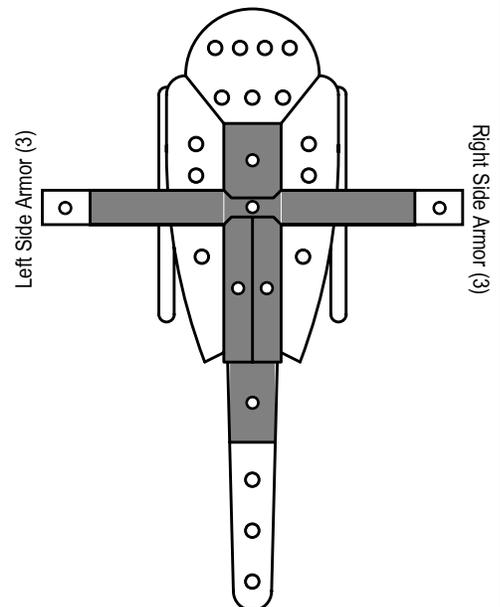
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V.T.O.L. RECORD SHEET

Total Armor Pts = 18
(Ferro-Fibrous)

Front Armor (7)



Rotor Type: Main/Tail Rotors

Type: Sprint Scout Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 10		# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	Flank	1 Beagle Active Probe	F	- - - - 4
Inner Sphere		MP:	MP:	1 TAG	F	- - 5 9 15
3050 Level 2		13	20			
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 504,444						
BV: 73		WV: 0 / 0				
Ammo						
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	80 VOX Fusion Engine		
Rotor Destroyed	<input type="checkbox"/>	1 Crew Members				

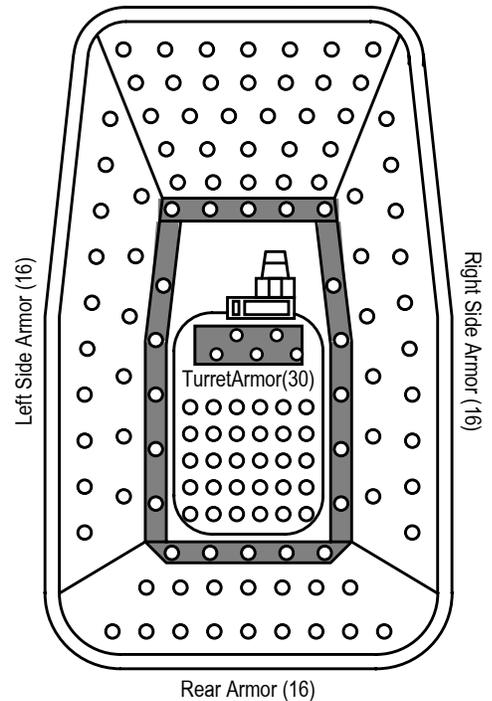
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BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)
Front Armor (30)

Type: Regulator Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 9	1 Gauss Rifle	T	15	2	7	15	22
		Flank MP: 14							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 2,161,250									
BV: 954		WV: 337 / 337							
Ammo									
Ammo Type	Rounds								
Gauss Rifle	16								
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						
			170 DAV Fusion Engine						
			3 Crew Members						



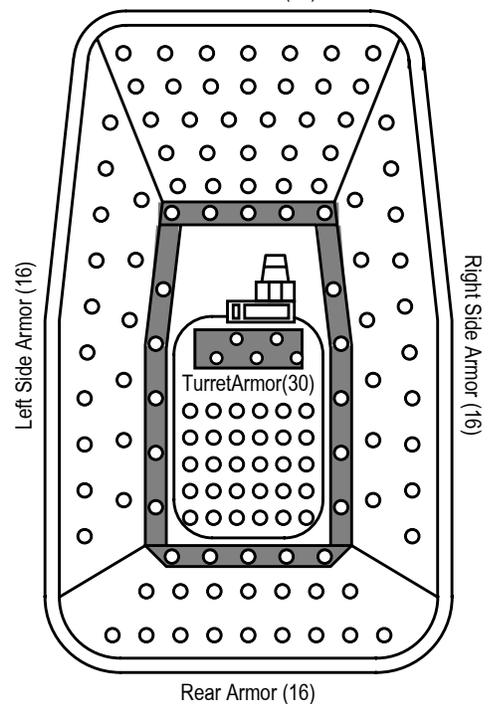
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)
Front Armor (30)

Type: Regulator Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 45	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 9	1 Gauss Rifle	T	15	2	7	15	22
		Flank MP: 14							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 2,161,250									
BV: 954		WV: 337 / 337							
Ammo									
Ammo Type	Rounds								
Gauss Rifle	16								
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						
			170 DAV Fusion Engine						
			3 Crew Members						



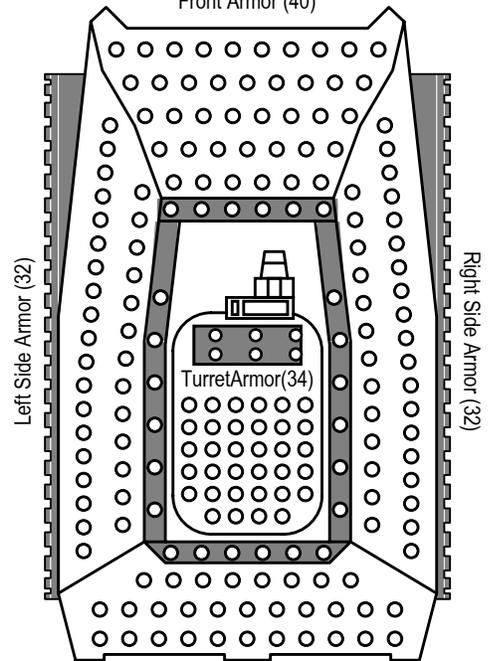
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Standard)

Front Armor (40)



Rear Armor (30)

Type: Po Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/10	T	10	- 5 10 15
Inner Sphere		Flank MP:	1 Machine Gun	T	2	- 1 2 3
3050 Level 2		4	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,064,800						
BV: 360		WV: 280 / 280				
Ammo						
Ammo Type	Rounds					
Autocannon/10	20					
Machine Gun	200					
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"/>	4 Crew Members		
Body Inventory						

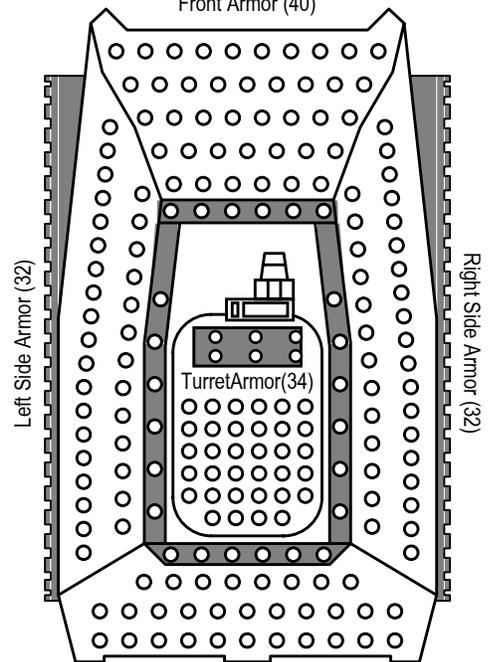
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Standard)

Front Armor (40)



Rear Armor (30)

Type: Po Heavy Tank			Weapons Inventory			
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/10	T	10	- 5 10 15
Inner Sphere		Flank MP:	1 Machine Gun	T	2	- 1 2 3
3050 Level 2		4	1 Machine Gun	F	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 1,064,800						
BV: 360		WV: 280 / 280				
Ammo						
Ammo Type	Rounds					
Autocannon/10	20					
Machine Gun	200					
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"/>	4 Crew Members		
Body Inventory						

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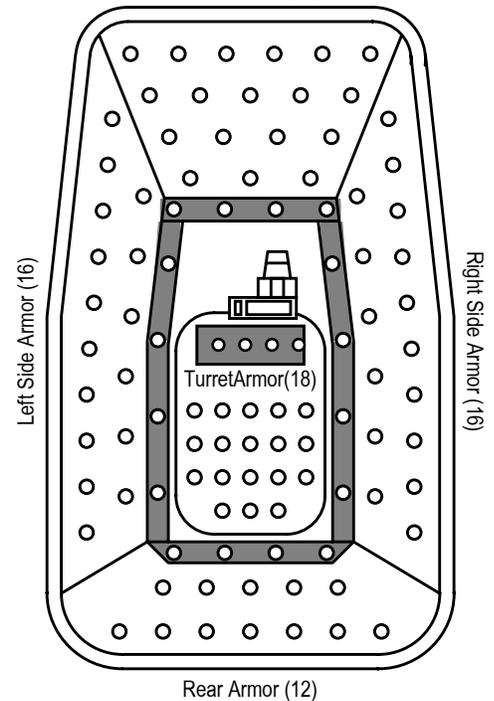
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (18)

Type: Plainsman Medium Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 9	2 SRM 6	T	2/hit	-	3	6	9
		Flank MP: 14	1 SRM 2	F	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 871,533									
BV: 413		WV: 216 / 216							
Ammo									
Ammo Type	Rounds								
SRM 6	30								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	140 I.C.E. Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members						



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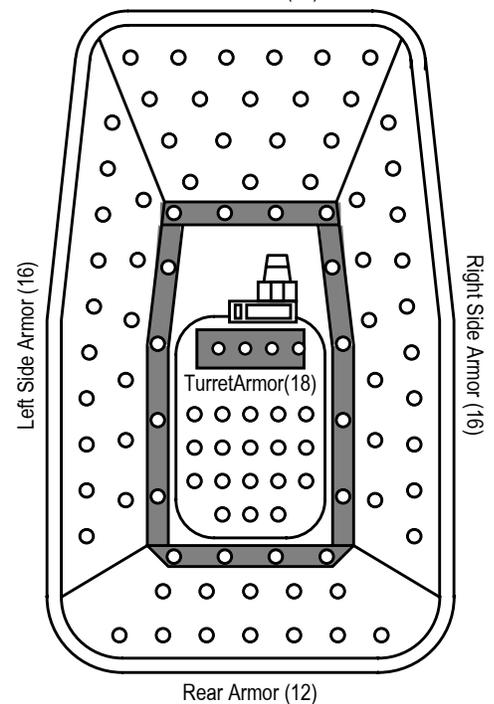
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (18)

Type: Plainsman Medium Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 9	2 SRM 6	T	2/hit	-	3	6	9
		Flank MP: 14	1 SRM 2	F	2/hit	-	3	6	9
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 871,533									
BV: 413		WV: 216 / 216							
Ammo									
Ammo Type	Rounds								
SRM 6	30								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	140 I.C.E. Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	3 Crew Members						



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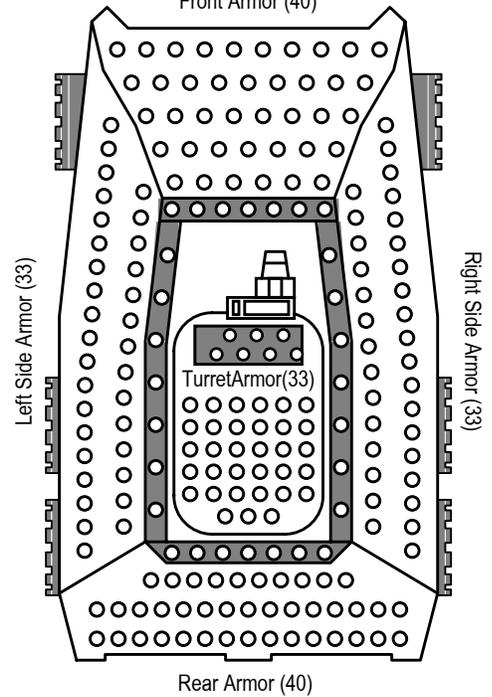
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (40)

Type: Pilum Heavy Tank			Weapons Inventory						
Config: Wheeled		Tons: 70	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 4	2 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
		Flank MP: 6	2 Streak SRM 2	T	2/hit	-	3	6	9
			2 Medium Pulse Laser	F	6	-	2	4	6
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 3,324,150									
BV: 767		WV: 911 / 1,064							
Ammo									
Ammo Type	Rounds								
LRM 15	24								
Streak SRM 2	50								
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	260 Magna Fusion Engine						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	5 Crew Members						



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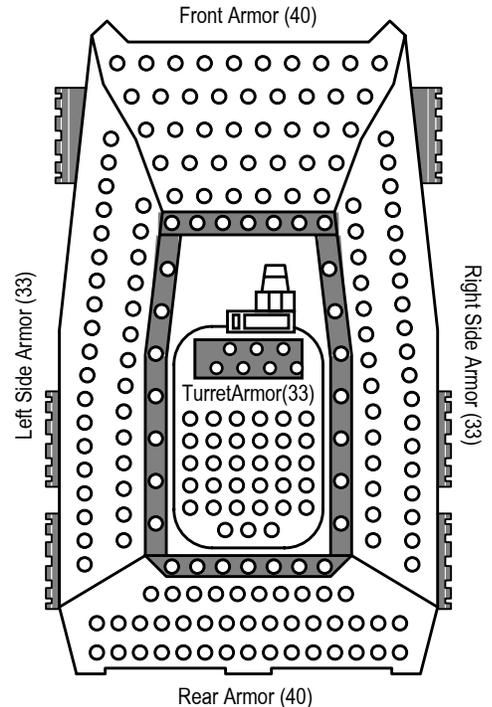
BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (40)

Type: Pilum Heavy Tank			Weapons Inventory						
Config: Wheeled		Tons: 70	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 4	2 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
		Flank MP: 6	2 Streak SRM 2	T	2/hit	-	3	6	9
			2 Medium Pulse Laser	F	6	-	2	4	6
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 3,324,150									
BV: 767		WV: 911 / 1,064							
Ammo									
Ammo Type	Rounds								
LRM 15	24								
Streak SRM 2	50								
Critical Damage			Body Inventory						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	260 Magna Fusion Engine						
Axle Destroyed	<input type="checkbox"/>	Turret Locked	5 Crew Members						



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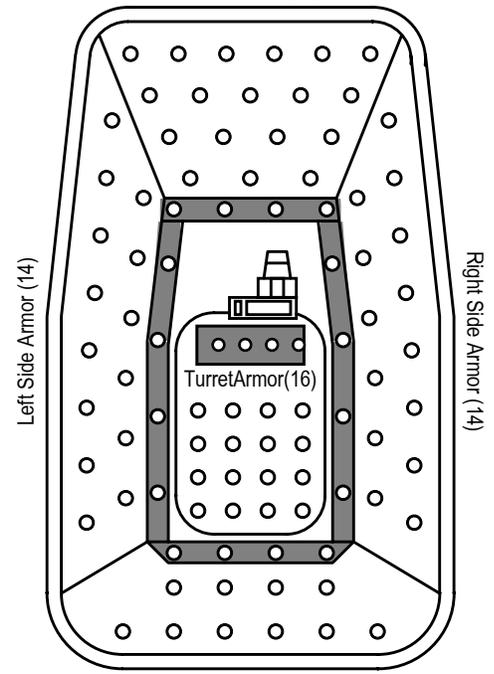
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)

Type: Pegasus Scout Hovercraft (3058 Upgrade)			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 9	2 SRM 6	T	2/hit	- 3 6 9
		Flank MP: 14	1 Medium Pulse Laser	F	6	- 2 4 6
Crew:			1 TAG	F	-	- 5 9 15
Gunnery Skill:		Driving Skill:	1 Beagle Active Probe	F	-	- - - 4
Cost, C-Bills: 2,037,733						
BV: 515		WV: 235 / 235				
Ammo			Body Inventory			
Ammo Type	Rounds		140 Hermes Fusion Engine			
SRM 6	15		3 Crew Members			
Critical Damage			1 Guardian ECM B 0 - - - 6			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit				
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked				



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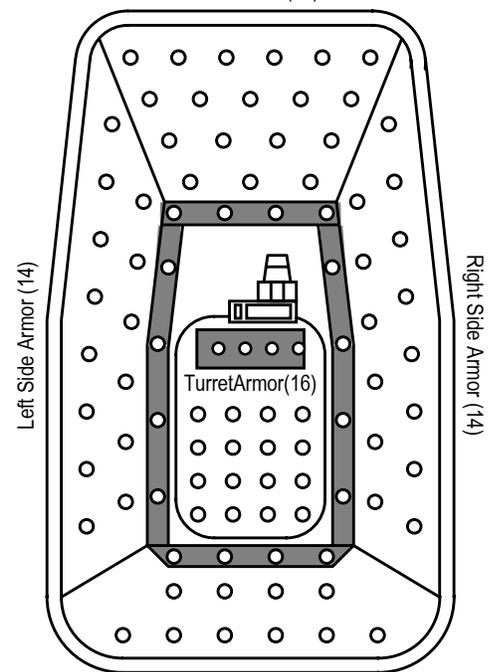
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)

Type: Pegasus Scout Hovercraft (3058 Upgrade)			Weapons Inventory			
Config: Hovercraft		Tons: 35	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 9	2 SRM 6	T	2/hit	- 3 6 9
		Flank MP: 14	1 Medium Pulse Laser	F	6	- 2 4 6
Crew:			1 TAG	F	-	- 5 9 15
Gunnery Skill:		Driving Skill:	1 Beagle Active Probe	F	-	- - - 4
Cost, C-Bills: 2,037,733						
BV: 515		WV: 235 / 235				
Ammo			Body Inventory			
Ammo Type	Rounds		140 Hermes Fusion Engine			
SRM 6	15		3 Crew Members			
Critical Damage			1 Guardian ECM B 0 - - - 6			
Airskirt Damaged	<input type="checkbox"/>	Engine Hit				
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked				



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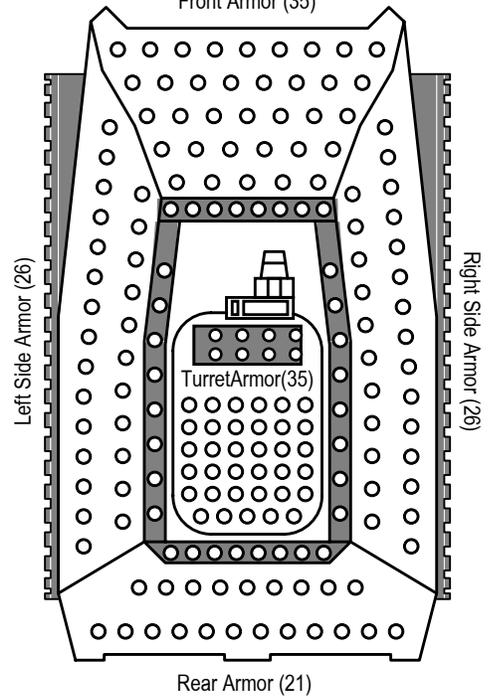
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 143
(Ferro-Fibrous)

Front Armor (35)

Type: Partisan Air Defense Tank			Weapons Inventory			
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 LB 10-X AC	T	10	- 6 12 18
Inner Sphere		Flank MP:	2 Autocannon/2	T	2	4 8 16 24
3050 Level 2		3				
5						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 5,066,100						
BV: 588+		WV: 562 / 562				
Ammo						
Ammo Type	Rounds					
LB 10-X AC	30					
Autocannon/2	45					
Body Inventory						
240 Pitban Fusion Engine						
6 Crew Members						
1 C³ Slave Unit B 0 - - - -						
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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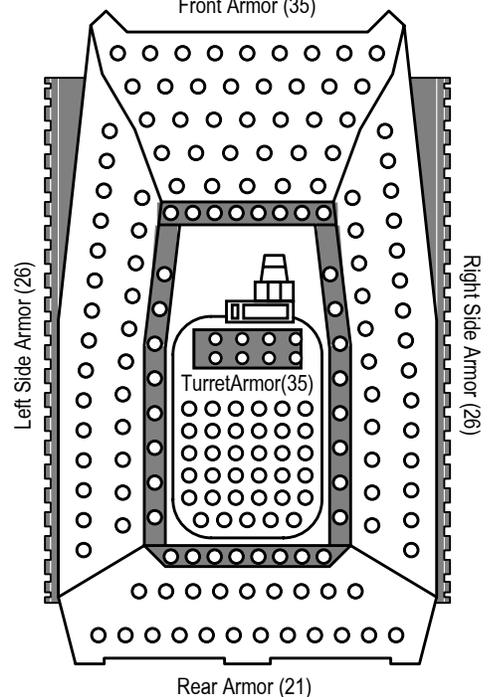
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 143
(Ferro-Fibrous)

Front Armor (35)

Type: Partisan Air Defense Tank			Weapons Inventory			
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 LB 10-X AC	T	10	- 6 12 18
Inner Sphere		Flank MP:	2 Autocannon/2	T	2	4 8 16 24
3050 Level 2		3				
5						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 5,066,100						
BV: 588+		WV: 562 / 562				
Ammo						
Ammo Type	Rounds					
LB 10-X AC	30					
Autocannon/2	45					
Body Inventory						
240 Pitban Fusion Engine						
6 Crew Members						
1 C³ Slave Unit B 0 - - - -						
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			



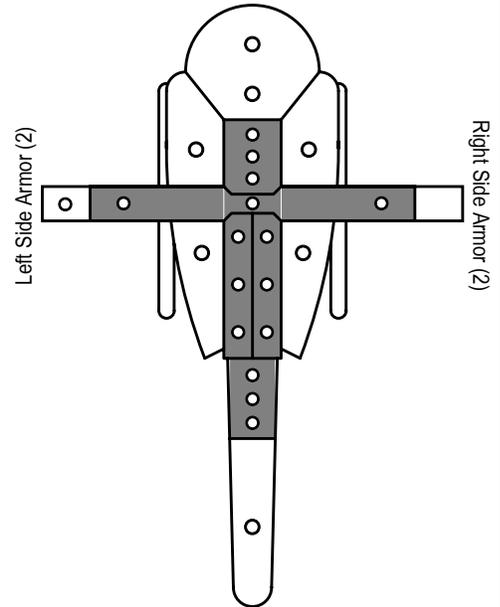
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V.T.O.L. RECORD SHEET

Total Armor Pts = 8
(Standard)

Front Armor (2)



Rear Armor (1)

Rotor Type: Main/Tail Rotors

Type: Peregrine Attack VTOL			Weapons Inventory			
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Machine Gun	F	2	- 1 2 3
Inner Sphere		Flank MP:	1 SRM 4	LS	2/hit	- 3 6 9
3025 Level 1		12	1 SRM 4	RS	2/hit	- 3 6 9
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 1,536,000						
BV: 521		WV: 24 / 24				
Ammo						
Ammo Type	Rounds					
Machine Gun	200					
SRM 4	25					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
220 DAV Fusion Engine						
2 Crew Members						

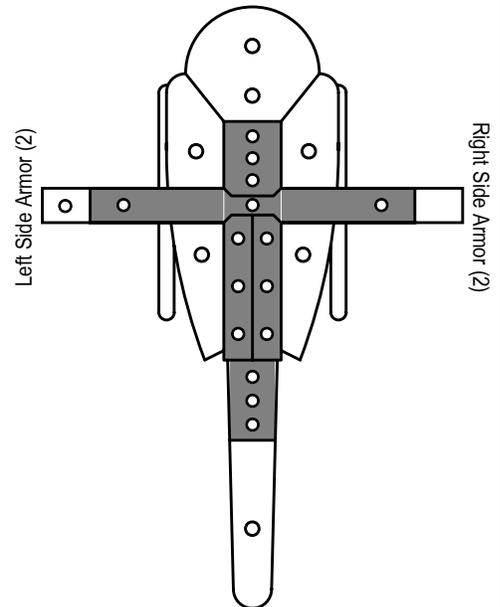
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V.T.O.L. RECORD SHEET

Total Armor Pts = 8
(Standard)

Front Armor (2)



Rear Armor (1)

Rotor Type: Main/Tail Rotors

Type: Peregrine Attack VTOL			Weapons Inventory			
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Machine Gun	F	2	- 1 2 3
Inner Sphere		Flank MP:	1 SRM 4	LS	2/hit	- 3 6 9
3025 Level 1		12	1 SRM 4	RS	2/hit	- 3 6 9
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 1,536,000						
BV: 521		WV: 24 / 24				
Ammo						
Ammo Type	Rounds					
Machine Gun	200					
SRM 4	25					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
220 DAV Fusion Engine						
2 Crew Members						

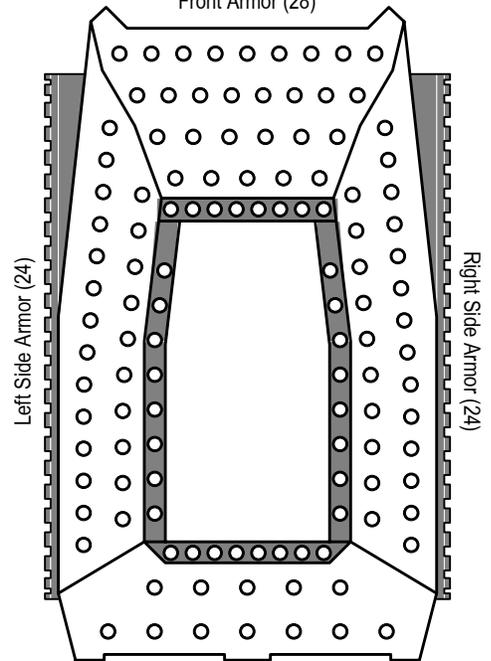
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (28)



Rear Armor (12)

Type: Padilla Heavy Artillery Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Arrow IV System	F	20/10	-	-	-	-
Inner Sphere		MP:	MP:	2 Medium Pulse Laser	F	6	-	2	4	6
3050 Level 2		5	8	1 Anti-Missile System	F	1d6	-	-	-	-
Crew:			1 TAG							
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 14,794,500										
BV: 621			WV: 412 / 412							
Ammo										
Ammo Type		Rounds								
Arrow IV System		30								
Anti-Missile System		24								
Critical Damage										
Drive Damaged		<input type="checkbox"/>		Engine Hit		<input type="checkbox"/>				
Track Destroyed		<input type="checkbox"/>		Body Inventory						
				375 GM XL Fusion Engine						
				5 Crew Members						

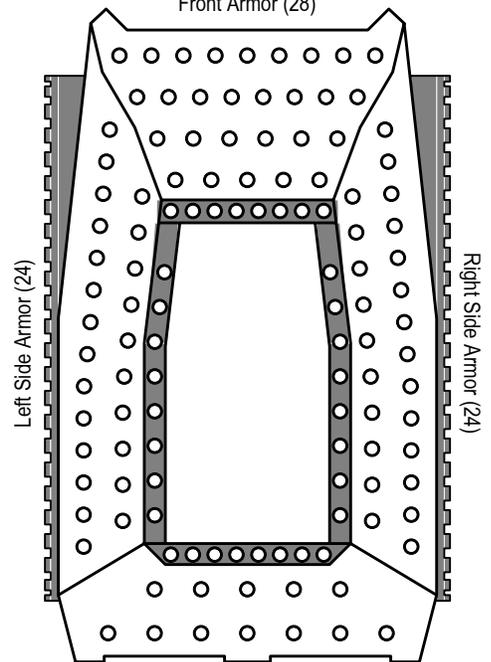
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 88
(Standard)

Front Armor (28)



Rear Armor (12)

Type: Padilla Heavy Artillery Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Arrow IV System	F	20/10	-	-	-	-
Inner Sphere		MP:	MP:	2 Medium Pulse Laser	F	6	-	2	4	6
3050 Level 2		5	8	1 Anti-Missile System	F	1d6	-	-	-	-
Crew:			1 TAG							
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 14,794,500										
BV: 621			WV: 412 / 412							
Ammo										
Ammo Type		Rounds								
Arrow IV System		30								
Anti-Missile System		24								
Critical Damage										
Drive Damaged		<input type="checkbox"/>		Engine Hit		<input type="checkbox"/>				
Track Destroyed		<input type="checkbox"/>		Body Inventory						
				375 GM XL Fusion Engine						
				5 Crew Members						

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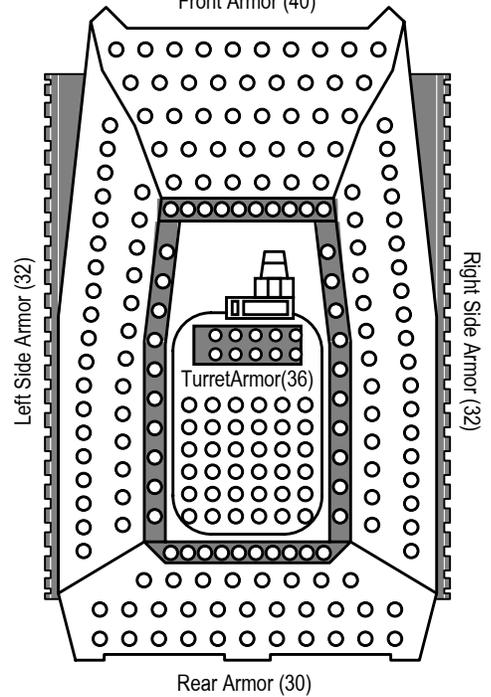
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)

Type: Ontos Heavy Tank (3058 Version)			Weapons Inventory			
Config: Tracked		Tons: 95	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	4 Medium Laser	T	5	- 3 6 9
		Flank MP: 5	3 Medium Pulse Laser	T	6	- 2 4 6
Crew:			1 LRM 15 w/ Artemis IV	T	1/hit	6 7 14 21
Gunnery Skill:		Driving Skill:	1 SRM 4 w/ Artemis IV	T	2/hit	- 3 6 9
Cost, C-Bills: 6,656,325			1 SRM 6 w/ Artemis IV	T	2/hit	- 3 6 9
BV: 842 WV: 1,185 / 1,272			Body Inventory			
Ammo			285 Pitban Fusion Engine			
Ammo Type	Rounds		7 Crew Members			
LRM 15	16		1 CASE System			
SRM 4	25					
SRM 6	15					
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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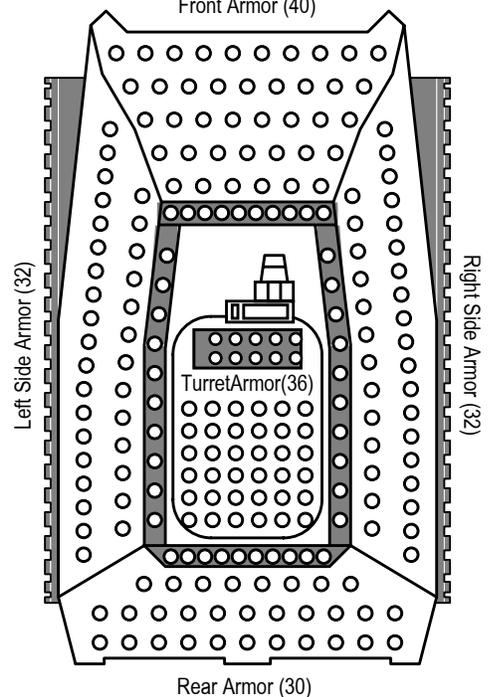
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)

Type: Ontos Heavy Tank (3058 Version)			Weapons Inventory			
Config: Tracked		Tons: 95	# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	4 Medium Laser	T	5	- 3 6 9
		Flank MP: 5	3 Medium Pulse Laser	T	6	- 2 4 6
Crew:			1 LRM 15 w/ Artemis IV	T	1/hit	6 7 14 21
Gunnery Skill:		Driving Skill:	1 SRM 4 w/ Artemis IV	T	2/hit	- 3 6 9
Cost, C-Bills: 6,656,325			1 SRM 6 w/ Artemis IV	T	2/hit	- 3 6 9
BV: 842 WV: 1,185 / 1,272			Body Inventory			
Ammo			285 Pitban Fusion Engine			
Ammo Type	Rounds		7 Crew Members			
LRM 15	16		1 CASE System			
SRM 4	25					
SRM 6	15					
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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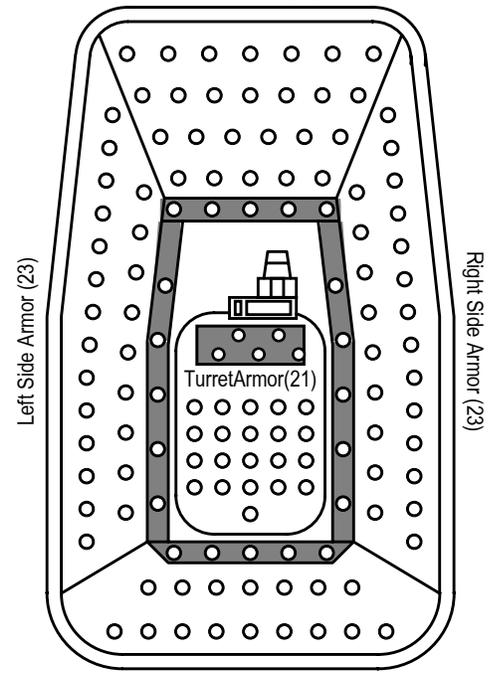
HOVERCRAFT RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)
Front Armor (25)

Type: Maxim Heavy Hover Transport (3058 Upgrade)		
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: 1,553,000		
BV: 548		WV: 380 / 412
Ammo		
Ammo Type	Rounds	
SRM 6	15	
Streak SRM 2	50	
LRM 5	24	
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"/>

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	SRM 6	T	2/hit	-	3	6 9
1	Streak SRM 2	LS	2/hit	-	3	6 9
1	Streak SRM 2	RS	2/hit	-	3	6 9
2	LRM 5	F	1/hit	6	7	14 21
2	Machine Gun	T	2	-	1	2 3
1	TAG	T	-	-	5	9 15

Body Inventory	
165 I.C.E. Engine	
4 Crew Members	
3.00T Infantry Bay	



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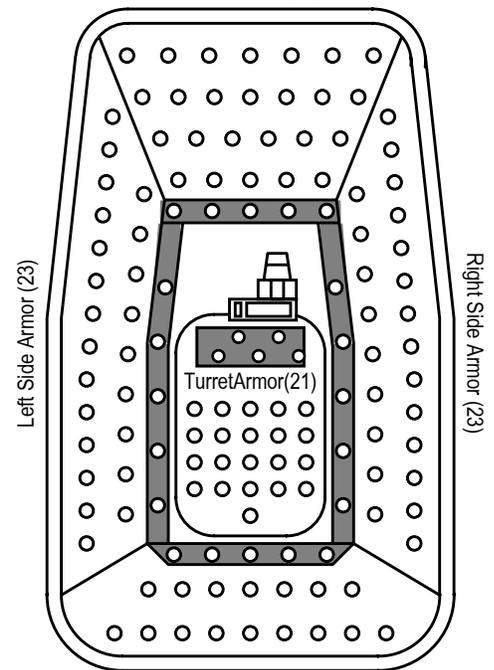
HOVERCRAFT RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)
Front Armor (25)

Type: Maxim Heavy Hover Transport (3058 Upgrade)		
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: 1,553,000		
BV: 548		WV: 380 / 412
Ammo		
Ammo Type	Rounds	
SRM 6	15	
Streak SRM 2	50	
LRM 5	24	
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"/>

Weapons Inventory						
#	Type	Loc	Dmg	Min	S	M L
1	SRM 6	T	2/hit	-	3	6 9
1	Streak SRM 2	LS	2/hit	-	3	6 9
1	Streak SRM 2	RS	2/hit	-	3	6 9
2	LRM 5	F	1/hit	6	7	14 21
2	Machine Gun	T	2	-	1	2 3
1	TAG	T	-	-	5	9 15

Body Inventory	
165 I.C.E. Engine	
4 Crew Members	
3.00T Infantry Bay	



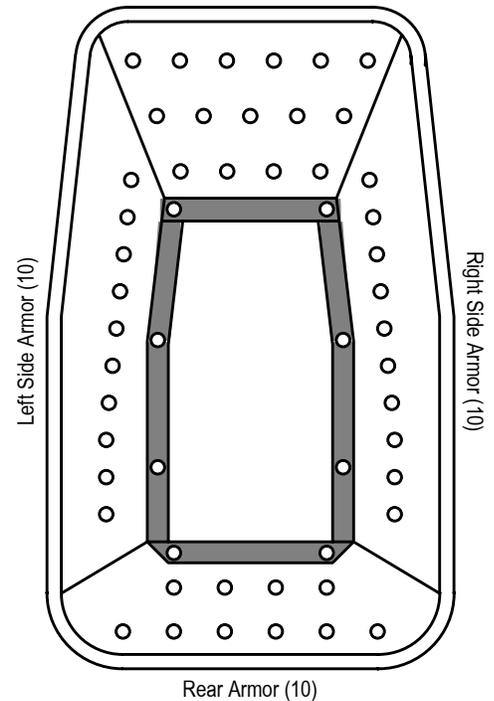
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 45
(Ferro-Fibrous)
Front Armor (15)

Type: Maultier Hover APC			Weapons Inventory		
Config: Hovercraft		Tons: 15	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 Streak SRM 2	F 2/hit	- 3 6 9
Inner Sphere 3050 Level 2		Flank MP:			
		9			
		14			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 242,450					
BV: 115		WV: 16 / 23			
Ammo					
Ammo Type	Rounds				
Streak SRM 2	50				
Body Inventory					
50 I.C.E. Engine					
1 Crew Members					
3.00T Infantry Bay					
Critical Damage					
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Lift Fan Destroyed	<input type="checkbox"/>				



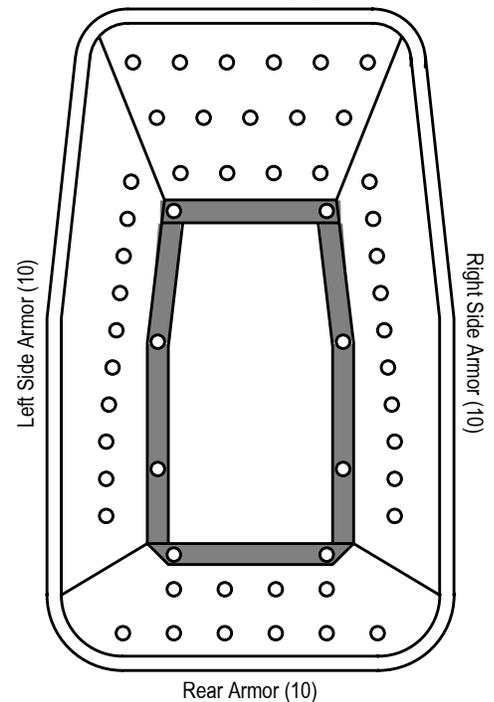
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 45
(Ferro-Fibrous)
Front Armor (15)

Type: Maultier Hover APC			Weapons Inventory		
Config: Hovercraft		Tons: 15	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 Streak SRM 2	F 2/hit	- 3 6 9
Inner Sphere 3050 Level 2		Flank MP:			
		9			
		14			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 242,450					
BV: 115		WV: 16 / 23			
Ammo					
Ammo Type	Rounds				
Streak SRM 2	50				
Body Inventory					
50 I.C.E. Engine					
1 Crew Members					
3.00T Infantry Bay					
Critical Damage					
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Lift Fan Destroyed	<input type="checkbox"/>				



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TRACKED VEHICLE RECORD SHEET

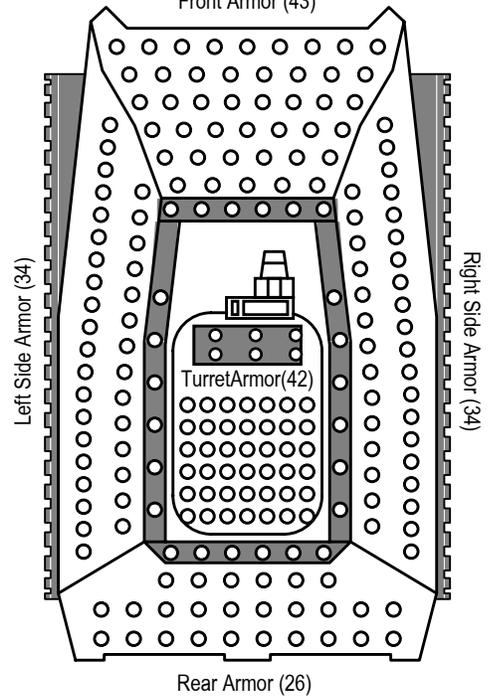
Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (43)

Type: Manticore Heavy Tank (3058 Upgrade)		
Config: Tracked	Tons: 60	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 4	Flank MP: 6
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,196,800		
BV: 578 WV: 698 / 789		
Ammo		
Ammo Type	Rounds	
LRM 10	12	
SRM 6	15	
Streak SRM 2	50	
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	Large Pulse Laser	T	9	-	3	7 10
1	LRM 10 w/ Artemis IV	T	1/hit	6	7	14 21
1	SRM 6 w/ Artemis IV	T	2/hit	-	3	6 9
1	Streak SRM 2	F	2/hit	-	3	6 9

Body Inventory	
240	Pitban Fusion Engine
4	Crew Members



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TRACKED VEHICLE RECORD SHEET

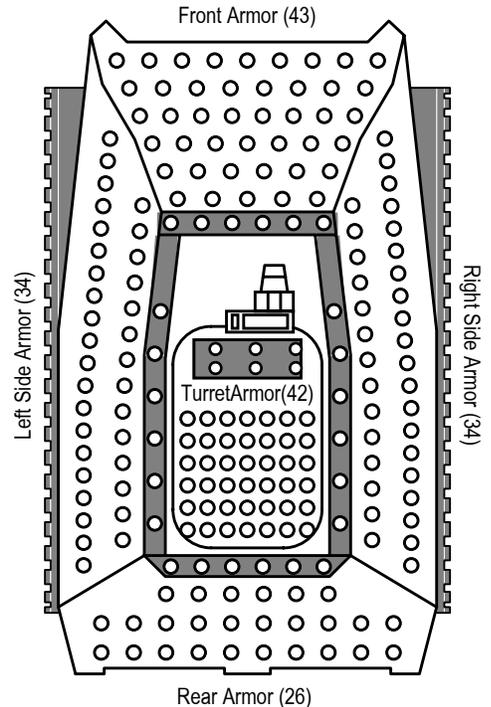
Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (43)

Type: Manticore Heavy Tank (3058 Upgrade)		
Config: Tracked	Tons: 60	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 4	Flank MP: 6
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 3,196,800		
BV: 578 WV: 698 / 789		
Ammo		
Ammo Type	Rounds	
LRM 10	12	
SRM 6	15	
Streak SRM 2	50	
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	Large Pulse Laser	T	9	-	3	7 10
1	LRM 10 w/ Artemis IV	T	1/hit	6	7	14 21
1	SRM 6 w/ Artemis IV	T	2/hit	-	3	6 9
1	Streak SRM 2	F	2/hit	-	3	6 9

Body Inventory	
240	Pitban Fusion Engine
4	Crew Members



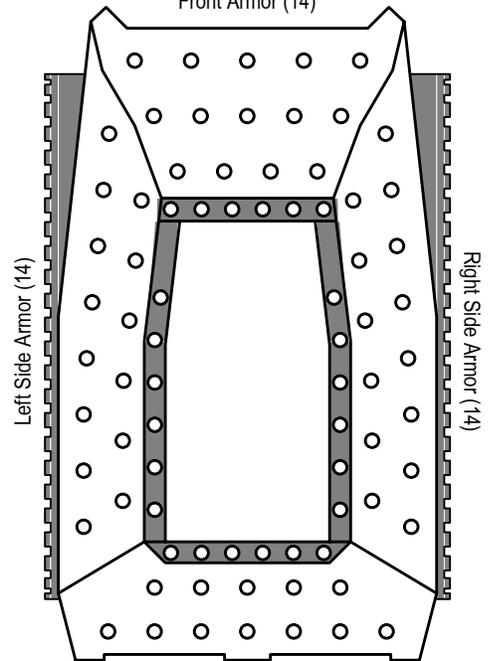
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Rear Armor (12)

Type: LRM Carrier (3058 Upgrade)			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	3 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:							
3050 Level 2		2							
		Flank							
		MP:							
		3							
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 3,088,000									
BV: 666+					WV: 196 / 236				
Ammo									
Ammo Type	Rounds								
LRM 20	36								
Body Inventory									
120 I.C.E. Engine									
4 Crew Members									
1 C ³ Slave Unit B 0 - - - -									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

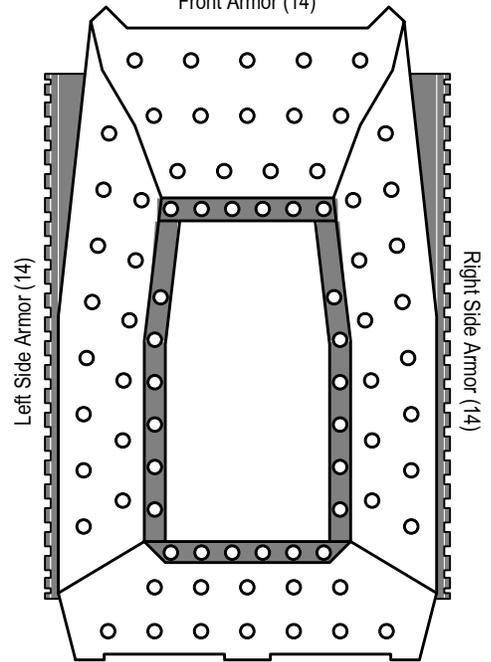
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Rear Armor (12)

Type: LRM Carrier (3058 Upgrade)			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	3 LRM 20 w/ Artemis IV	F	1/hit	6	7	14	21
Inner Sphere		MP:							
3050 Level 2		2							
		Flank							
		MP:							
		3							
Crew:									
Gunnery Skill:					Driving Skill:				
Cost, C-Bills: 3,088,000									
BV: 666+					WV: 196 / 236				
Ammo									
Ammo Type	Rounds								
LRM 20	36								
Body Inventory									
120 I.C.E. Engine									
4 Crew Members									
1 C ³ Slave Unit B 0 - - - -									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>								

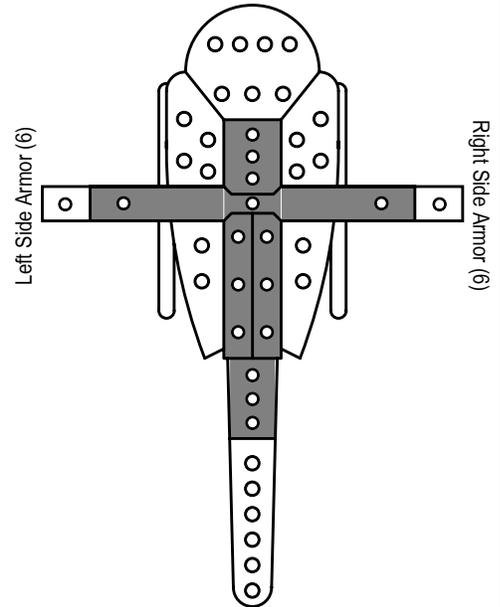
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V.T.O.L. RECORD SHEET

Total Armor Pts = 27
(Ferro-Fibrous)

Front Armor (7)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

Type: Karnov UR Transport (3058 Upgrade)

Config: V.T.O.L. Tons: 30

Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	10	15
3050 Level 2		

Crew:

Gunnery Skill: Piloting Skill:

Cost, C-Bills: 572,000

BV: 70 WW: 4 / 4

Ammo	
Ammo Type	Rounds
Machine Gun	200

Critical Damage

Rotor Damaged Engine Hit
Rotor Destroyed

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Machine Gun	LS	2	-	1	2	3
1	Machine Gun	RS	2	-	1	2	3

Fuselage Inventory

160 I.C.E. Engine
2 Crew Members
7.00T Cargo Bay Capacity

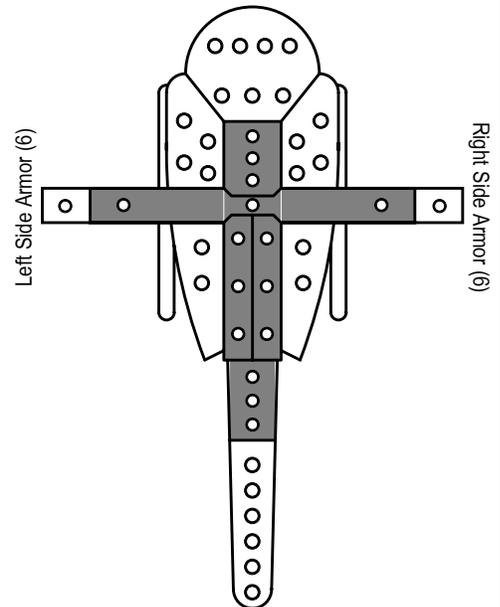
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V.T.O.L. RECORD SHEET

Total Armor Pts = 27
(Ferro-Fibrous)

Front Armor (7)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

Type: Karnov UR Transport (3058 Upgrade)

Config: V.T.O.L. Tons: 30

Technology Base:	Cruising MP:	Flank MP:
Inner Sphere	10	15
3050 Level 2		

Crew:

Gunnery Skill: Piloting Skill:

Cost, C-Bills: 572,000

BV: 70 WW: 4 / 4

Ammo	
Ammo Type	Rounds
Machine Gun	200

Critical Damage

Rotor Damaged Engine Hit
Rotor Destroyed

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
1	Machine Gun	LS	2	-	1	2	3
1	Machine Gun	RS	2	-	1	2	3

Fuselage Inventory

160 I.C.E. Engine
2 Crew Members
7.00T Cargo Bay Capacity

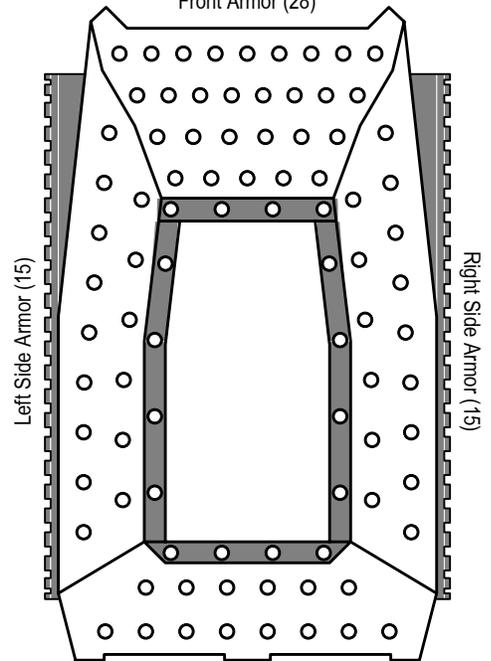
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 72
(Ferro-Fibrous)

Front Armor (28)



Rear Armor (14)

Type: Hunter Light Support Tank (3058 Upgrade)			Weapons Inventory		
Config: Tracked		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 4	2 LRM 15 w/ Artemis IV F 1/hit 6 7 14 21		
		Flank MP: 6			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,527,750					
BV: 480		WV: 226 / 271			
Ammo					
Ammo Type	Rounds				
LRM 15	16				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>				
Body Inventory					
140 Hermes Fusion Engine					
3 Crew Members					

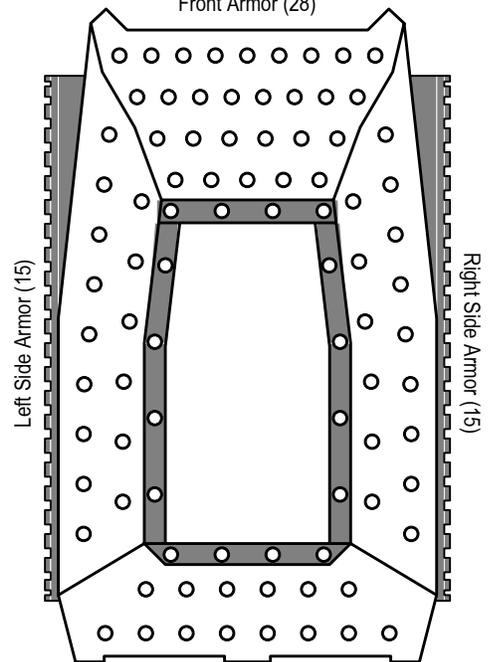
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 72
(Ferro-Fibrous)

Front Armor (28)



Rear Armor (14)

Type: Hunter Light Support Tank (3058 Upgrade)			Weapons Inventory		
Config: Tracked		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 4	2 LRM 15 w/ Artemis IV F 1/hit 6 7 14 21		
		Flank MP: 6			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,527,750					
BV: 480		WV: 226 / 271			
Ammo					
Ammo Type	Rounds				
LRM 15	16				
Critical Damage					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>				
Body Inventory					
140 Hermes Fusion Engine					
3 Crew Members					

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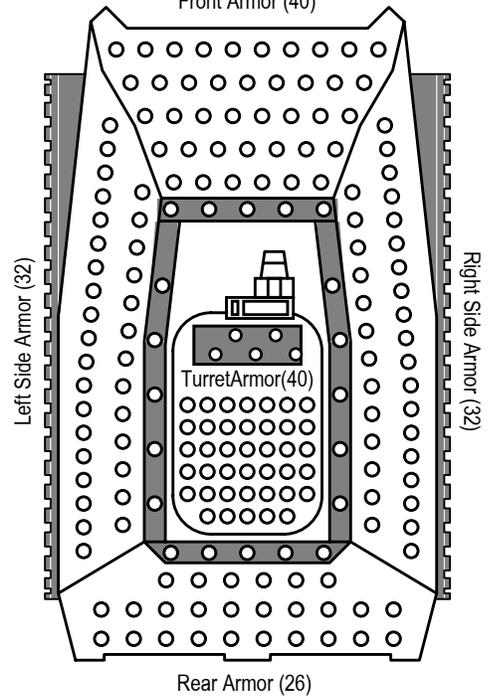
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)

Type: Goblin Infantry Support Vehicle			Weapons Inventory			
Config: Tracked	Tons: 45		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 4	Flank MP: 6	1 Large Pulse Laser	T	9	- 3 7 10
Crew:			2 Machine Gun	F	2	- 1 2 3
Gunnery Skill:	Driving Skill:		1 SRM 6	T	2/hit	- 3 6 9
Cost, C-Bills: 1,739,275			1 Anti-Missile System	F	1d6	- - - -
BV: 435 WV: 450 / 450			Body Inventory			
Ammo			180 GM Fusion Engine			
Ammo Type	Rounds		3 Crew Members			
Machine Gun	100		3.00T Infantry Bay			
SRM 6	15					
Anti-Missile System	12					
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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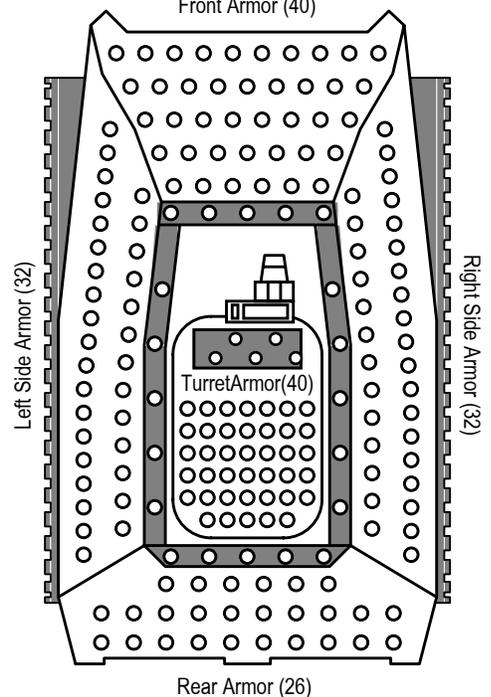
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)

Type: Goblin Infantry Support Vehicle			Weapons Inventory			
Config: Tracked	Tons: 45		# Type	Loc	Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 4	Flank MP: 6	1 Large Pulse Laser	T	9	- 3 7 10
Crew:			2 Machine Gun	F	2	- 1 2 3
Gunnery Skill:	Driving Skill:		1 SRM 6	T	2/hit	- 3 6 9
Cost, C-Bills: 1,739,275			1 Anti-Missile System	F	1d6	- - - -
BV: 435 WV: 450 / 450			Body Inventory			
Ammo			180 GM Fusion Engine			
Ammo Type	Rounds		3 Crew Members			
Machine Gun	100		3.00T Infantry Bay			
SRM 6	15					
Anti-Missile System	12					
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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TRACKED VEHICLE RECORD SHEET

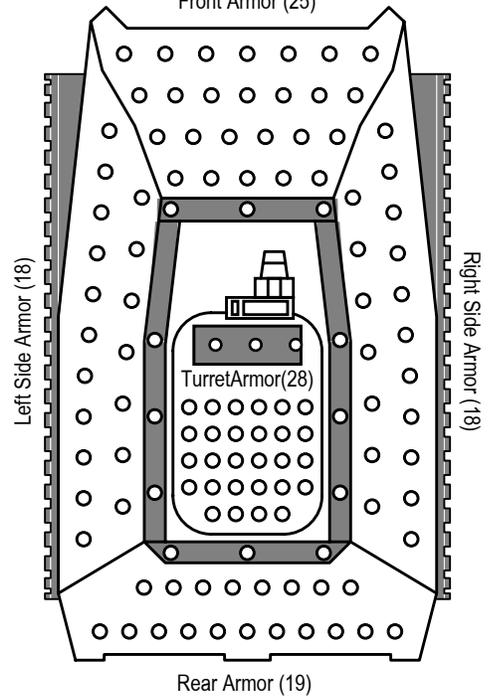
Total Armor Pts = 108
(Ferro-Fibrous)

Front Armor (25)

Type: Galleon Light Tank		
Config: Tracked	Tons: 30	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 7	Flank MP: 11
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 1,205,750		
BV: 393 WV: 256 / 256		
Ammo		
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	Medium Laser	LS	5	-	3	6	9
1	Medium Laser	RS	5	-	3	6	9
1	Medium Pulse Laser	T	6	-	2	4	6
1	Beagle Active Probe	F	-	-	-	-	4

Body Inventory	
210 GM Fusion Engine	
2 Crew Members	



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TRACKED VEHICLE RECORD SHEET

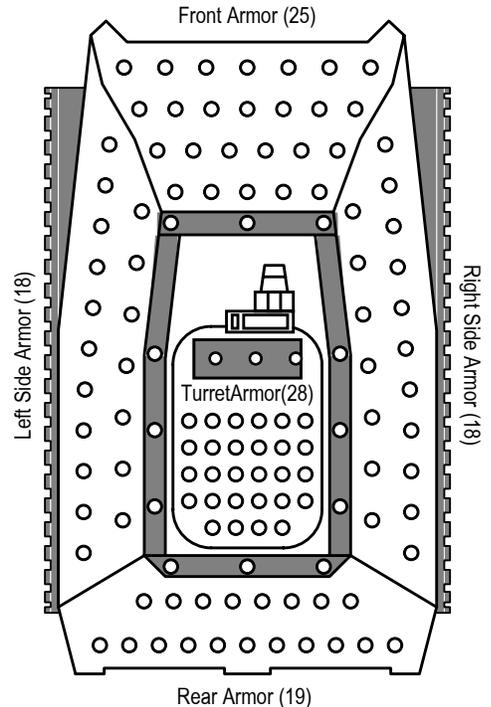
Total Armor Pts = 108
(Ferro-Fibrous)

Front Armor (25)

Type: Galleon Light Tank		
Config: Tracked	Tons: 30	
Technology Base: Inner Sphere 3050 Level 2	Cruising MP: 7	Flank MP: 11
Crew:		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: 1,205,750		
BV: 393 WV: 256 / 256		
Ammo		
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	Medium Laser	LS	5	-	3	6	9
1	Medium Laser	RS	5	-	3	6	9
1	Medium Pulse Laser	T	6	-	2	4	6
1	Beagle Active Probe	F	-	-	-	-	4

Body Inventory	
210 GM Fusion Engine	
2 Crew Members	



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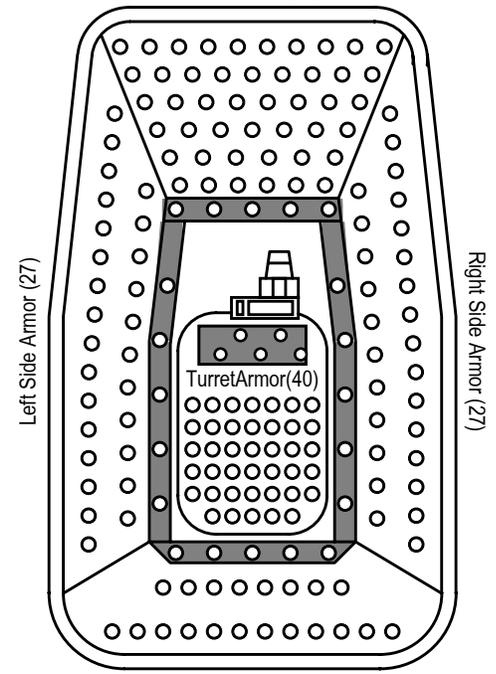
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 160
(Standard)

Front Armor (46)

Type: Fulcrum Heavy Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Large Laser	T	8	-	5	10	15
Inner Sphere		Flank MP:	1 Medium Laser	T	5	-	3	6	9
3055 Level 2		10	1 LRM 10	T	1/hit	6	7	14	21
Crew:		15	1 TAG	F	-	-	5	9	15
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 8,675,667									
BV: 819 WV: 691 / 691									
Ammo			Body Inventory						
Ammo Type	Rounds		265 Vlar XL Fusion Engine						
LRM 10	12		4 Crew Members						
Critical Damage			1 Guardian ECM B 0 - - - 6						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



Rear Armor (20)

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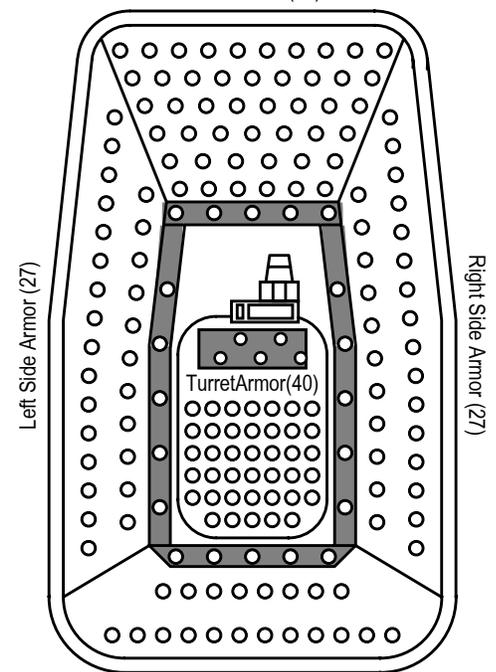
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 160
(Standard)

Front Armor (46)

Type: Fulcrum Heavy Hovertank			Weapons Inventory						
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	1 Large Laser	T	8	-	5	10	15
Inner Sphere		Flank MP:	1 Medium Laser	T	5	-	3	6	9
3055 Level 2		10	1 LRM 10	T	1/hit	6	7	14	21
Crew:		15	1 TAG	F	-	-	5	9	15
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 8,675,667									
BV: 819 WV: 691 / 691									
Ammo			Body Inventory						
Ammo Type	Rounds		265 Vlar XL Fusion Engine						
LRM 10	12		4 Crew Members						
Critical Damage			1 Guardian ECM B 0 - - - 6						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						



Rear Armor (20)

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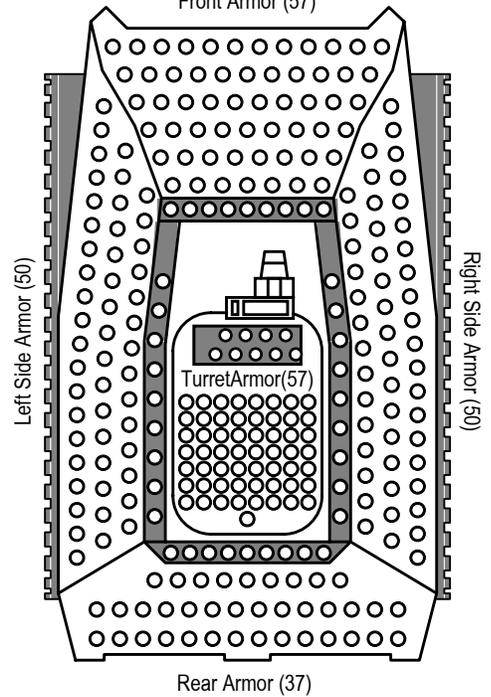
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 251
(Ferro-Fibrous)

Front Armor (57)

Type: Challenger X MBT			Weapons Inventory			
Config: Tracked		Tons: 90	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	T	15	2 7 15 22
Inner Sphere		Flank MP:	1 LB 10-X AC	T	10	- 6 12 18
3050 Level 2		3	1 LRM 10 w/ Artemis IV	T	1/hit	6 7 14 21
Crew:			2 Medium Pulse Laser	F	6	- 2 4 6
Gunnery Skill:		Driving Skill:	1 Streak SRM 2	LS	2/hit	- 3 6 9
Cost, C-Bills: 15,691,150			1 Streak SRM 2	RS	2/hit	- 3 6 9
BV: 1,176 WV: 1,603 / 1,693			1 Small Pulse Laser	R	3	- 1 2 3
Ammo			1 Anti-Missile System	T	1d6	- - - -
Ammo Type	Rounds	Ammo Type	Body Inventory			
Gauss Rifle	16	Anti-Missile System	270 GM XL Fusion Engine			
LB 10-X AC	20		6 Crew Members			
LRM 10	12					
Streak SRM 2	50					
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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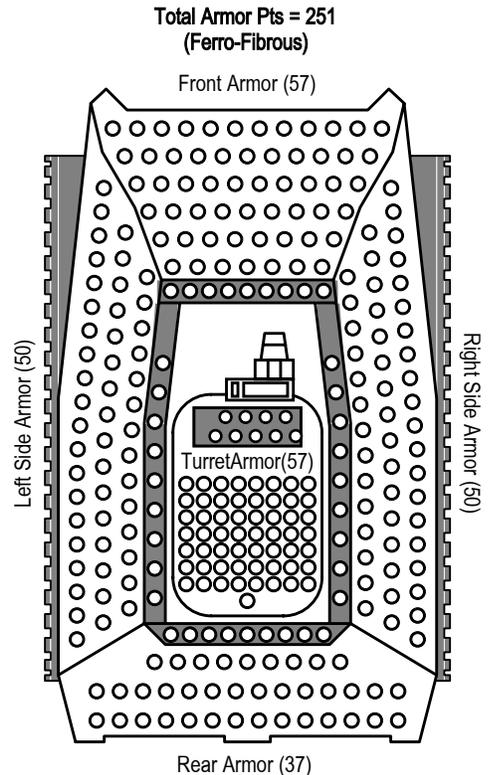
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 251
(Ferro-Fibrous)

Front Armor (57)

Type: Challenger X MBT			Weapons Inventory			
Config: Tracked		Tons: 90	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Gauss Rifle	T	15	2 7 15 22
Inner Sphere		Flank MP:	1 LB 10-X AC	T	10	- 6 12 18
3050 Level 2		3	1 LRM 10 w/ Artemis IV	T	1/hit	6 7 14 21
Crew:			2 Medium Pulse Laser	F	6	- 2 4 6
Gunnery Skill:		Driving Skill:	1 Streak SRM 2	LS	2/hit	- 3 6 9
Cost, C-Bills: 15,691,150			1 Streak SRM 2	RS	2/hit	- 3 6 9
BV: 1,176 WV: 1,603 / 1,693			1 Small Pulse Laser	R	3	- 1 2 3
Ammo			1 Anti-Missile System	T	1d6	- - - -
Ammo Type	Rounds	Ammo Type	Body Inventory			
Gauss Rifle	16	Anti-Missile System	270 GM XL Fusion Engine			
LB 10-X AC	20		6 Crew Members			
LRM 10	12					
Streak SRM 2	50					
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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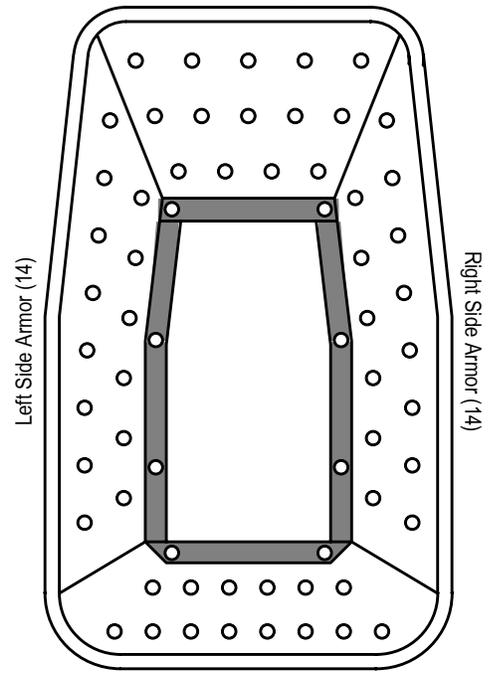
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (14)

Type: Centipede Scout Car			Weapons Inventory			
Config: Hovercraft		Tons: 20	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	F	5	- 3 6 9
Inner Sphere		Flank MP:	1 Flamer (Vehicle)	R	2	- 1 2 3
3050 Level 2		8	1 Beagle Active Probe	F	-	- - - 4
12						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 541,100						
BV: 168		WV: 55 / 55				
Ammo						
Ammo Type	Rounds					
Flamer (Vehicle)	20					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>					
			Body Inventory			
			75 I.C.E. Engine			
			2 Crew Members			



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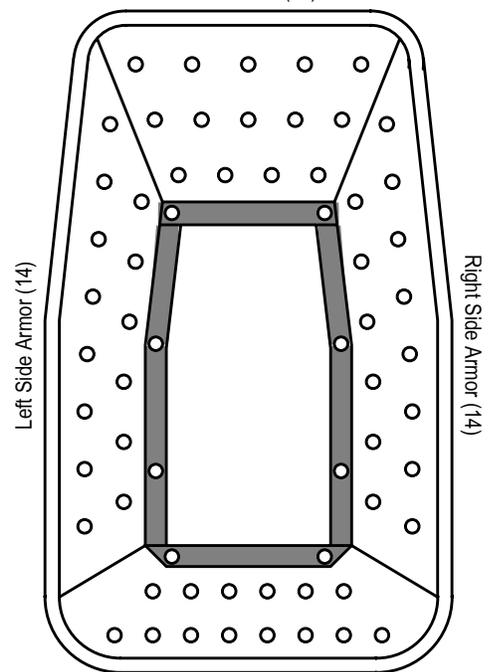
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (14)

Type: Centipede Scout Car			Weapons Inventory			
Config: Hovercraft		Tons: 20	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	F	5	- 3 6 9
Inner Sphere		Flank MP:	1 Flamer (Vehicle)	R	2	- 1 2 3
3050 Level 2		8	1 Beagle Active Probe	F	-	- - - 4
12						
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 541,100						
BV: 168		WV: 55 / 55				
Ammo						
Ammo Type	Rounds					
Flamer (Vehicle)	20					
Critical Damage						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Lift Fan Destroyed	<input type="checkbox"/>					
			Body Inventory			
			75 I.C.E. Engine			
			2 Crew Members			



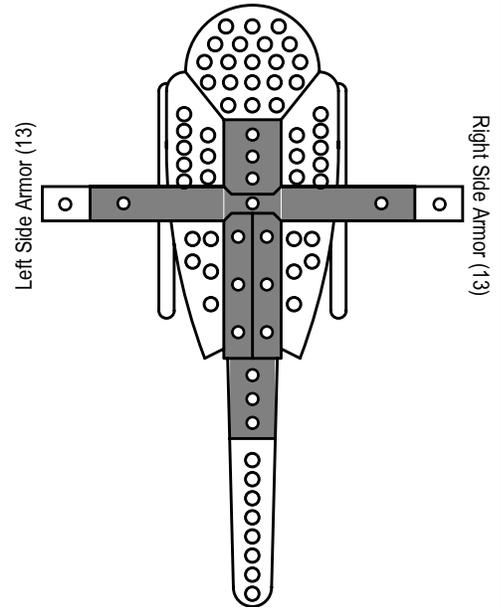
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V.T.O.L. RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)
Rotor Type: Main/Tail Rotors

Type: Cavalry Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	F	2/hit	- 3 6 9
Inner Sphere		Flank MP:	3 SRM 2	F	2/hit	- 3 6 9
3050 Level 1		10				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 705,528						
BV: 632		WV: 120 / 120				
Ammo						
Ammo Type	Rounds					
SRM 6	15					
SRM 2	50					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
110 I.C.E. Engine						
2 Crew Members						

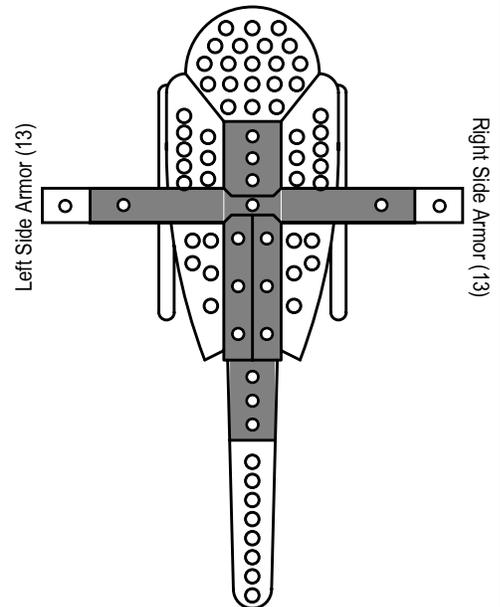
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V.T.O.L. RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)
Rotor Type: Main/Tail Rotors

Type: Cavalry Attack Helicopter			Weapons Inventory			
Config: V.T.O.L.		Tons: 25	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	F	2/hit	- 3 6 9
Inner Sphere		Flank MP:	3 SRM 2	F	2/hit	- 3 6 9
3050 Level 1		10				
Crew:						
Gunnery Skill:		Piloting Skill:				
Cost, C-Bills: 705,528						
BV: 632		WV: 120 / 120				
Ammo						
Ammo Type	Rounds					
SRM 6	15					
SRM 2	50					
Critical Damage						
Rotor Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Rotor Destroyed	<input type="checkbox"/>					
Fuselage Inventory						
110 I.C.E. Engine						
2 Crew Members						

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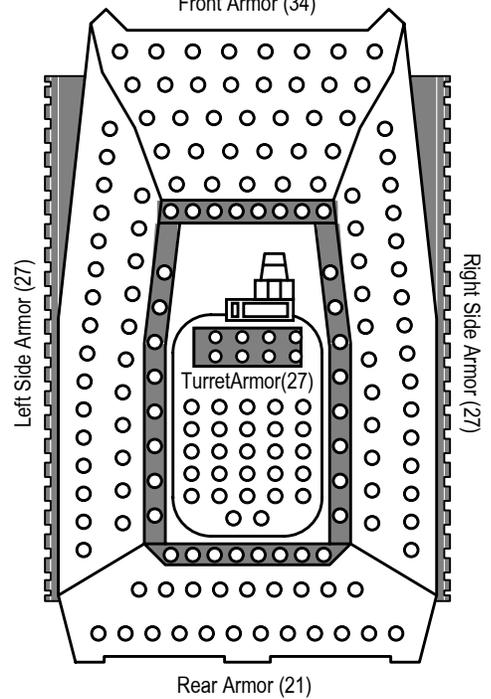
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 136
(Standard)

Front Armor (34)

Type: Brutus Assault Tank			Weapons Inventory			
Config: Tracked		Tons: 75	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Large Laser	T	8	- 5 10 15
Inner Sphere		Flank MP:	1 LRM 20	T	1/hit	6 7 14 21
3025 Level 1		3	2 SRM 6	F	2/hit	- 3 6 9
Crew:		5	1 SRM 2	F	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 3,694,250						
BV: 797 WV: 838 / 838						
Ammo						
Ammo Type	Rounds					
LRM 20	18					
SRM 6	15					
SRM 2	50					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			225 VOX Fusion Engine			
			5 Crew Members			



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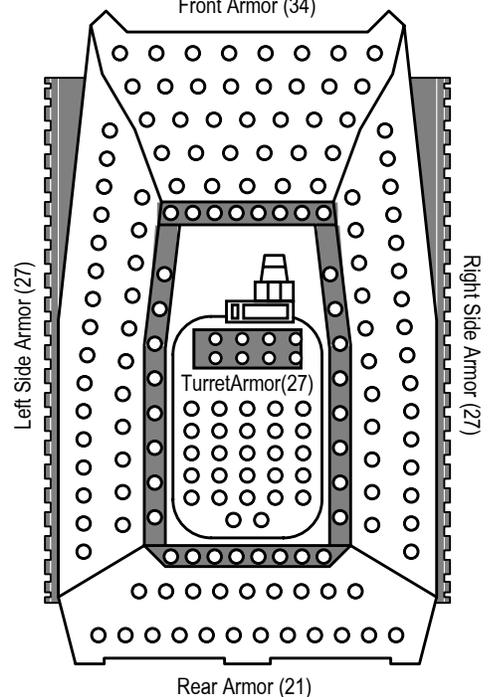
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 136
(Standard)

Front Armor (34)

Type: Brutus Assault Tank			Weapons Inventory			
Config: Tracked		Tons: 75	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	2 Large Laser	T	8	- 5 10 15
Inner Sphere		Flank MP:	1 LRM 20	T	1/hit	6 7 14 21
3025 Level 1		3	2 SRM 6	F	2/hit	- 3 6 9
Crew:		5	1 SRM 2	F	2/hit	- 3 6 9
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: 3,694,250						
BV: 797 WV: 838 / 838						
Ammo						
Ammo Type	Rounds					
LRM 20	18					
SRM 6	15					
SRM 2	50					
Critical Damage						
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>			
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>			
			Body Inventory			
			225 VOX Fusion Engine			
			5 Crew Members			



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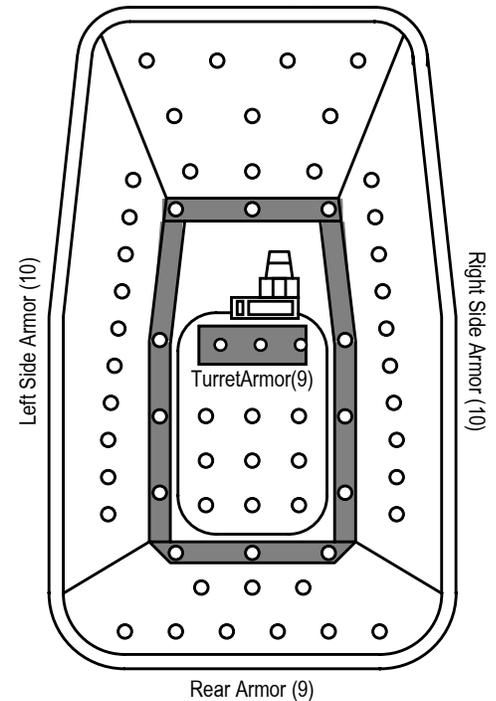
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (10)

Type: Blizzard Hover Transport			Weapons Inventory		
Config: Hovercraft		Tons: 25	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 1		Cruising MP: 9	1 LRM 5	T	1/hit 6 7 14 21
Crew:		Flank MP: 14			
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 333,125					
BV: 157		WV: 37 / 37			
Ammo			Body Inventory		
Ammo Type	Rounds		95 I.C.E. Engine		
LRM 5	24		2 Crew Members		
Critical Damage			6.00T Infantry Bay		
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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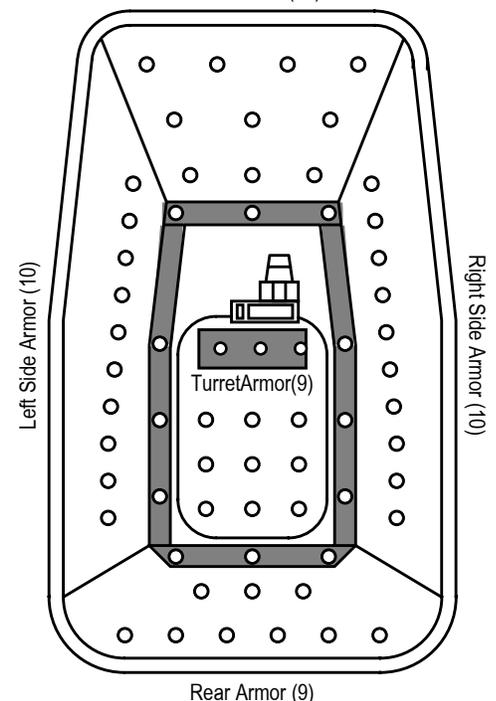
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 48
(Standard)

Front Armor (10)

Type: Blizzard Hover Transport			Weapons Inventory		
Config: Hovercraft		Tons: 25	# Type	Loc Dmg	Min S M L
Technology Base: Inner Sphere 3050 Level 1		Cruising MP: 9	1 LRM 5	T	1/hit 6 7 14 21
Crew:		Flank MP: 14			
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 333,125					
BV: 157		WV: 37 / 37			
Ammo			Body Inventory		
Ammo Type	Rounds		95 I.C.E. Engine		
LRM 5	24		2 Crew Members		
Critical Damage			6.00T Infantry Bay		
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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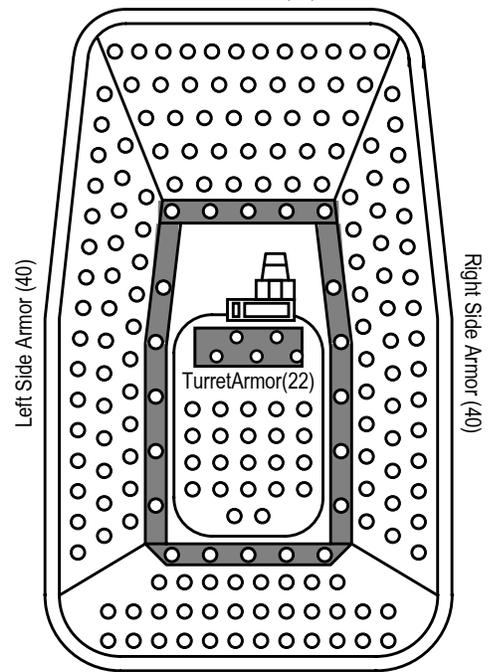
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)

Type: Bandit Hovercraft Prime			Weapons Inventory						
Config: Hovercraft Omni		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 2		Flank	2 SRM 2	F	2/hit	-	3	6	9
		MP:							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 2,947,917									
BV: 566		WV: 587 / 587							
Ammo									
Ammo Type	Rounds								
Machine Gun	100								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	215 Core Tek Fusion Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	4 Crew Members						
			4.00T Infantry Bay						



Rear Armor (32)

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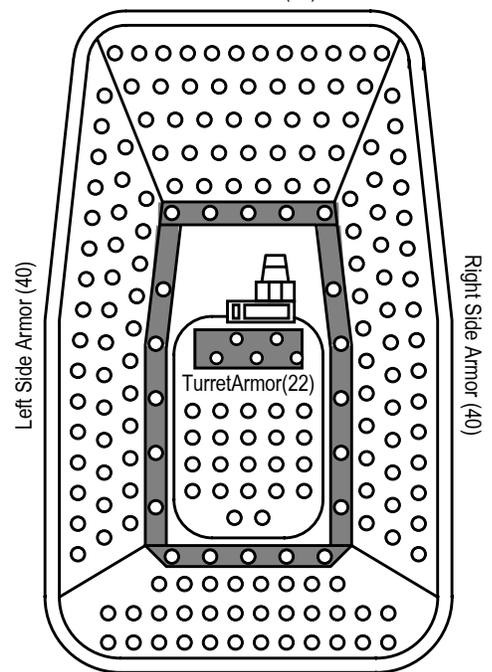
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)

Type: Bandit Hovercraft Prime			Weapons Inventory						
Config: Hovercraft Omni		Tons: 50	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 2		Flank	2 SRM 2	F	2/hit	-	3	6	9
		MP:							
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 2,947,917									
BV: 566		WV: 587 / 587							
Ammo									
Ammo Type	Rounds								
Machine Gun	100								
SRM 2	50								
Critical Damage			Body Inventory						
Airskirt Damaged	<input type="checkbox"/>	Engine Hit	215 Core Tek Fusion Engine						
Lift Fan Destroyed	<input type="checkbox"/>	Turret Locked	4 Crew Members						
			4.00T Infantry Bay						



Rear Armor (32)

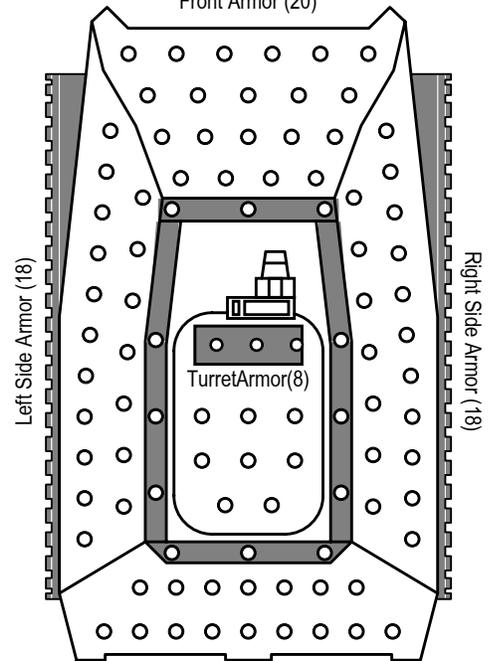
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (20)



Rear Armor (16)

Type: Badger Tracked Transport			Weapons Inventory						
Config: Tracked Omni		Tons: 30	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 6	3 Medium Laser	T	5	-	3	6	9
		Flank MP: 9	1 SRM 2	F	2/hit	-	3	6	9
Crew:									
Gunnery Skill:			Driving Skill:						
Cost, C-Bills: 1,002,625									
BV: 334			WV: 219 / 219						
Ammo									
Ammo Type	Rounds								
SRM 2	50								
Body Inventory									
180 GM Fusion Engine									
2 Crew Members									
4.00T Infantry Bay									
Critical Damage									
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>						
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>						

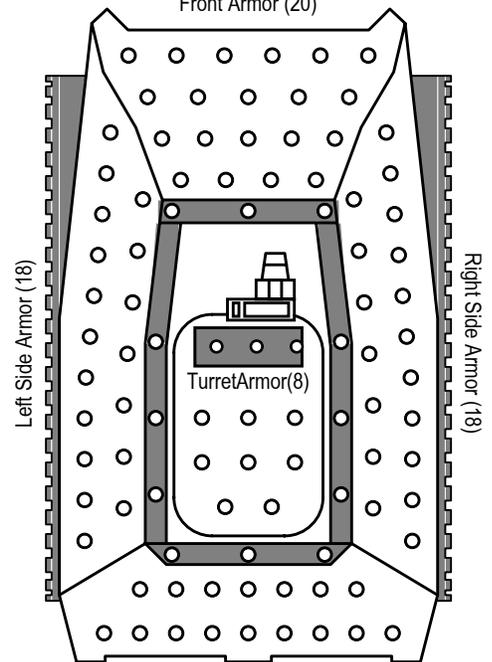
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 80
(Standard)

Front Armor (20)



Rear Armor (16)

Type: Badger Tracked Transport			Weapons Inventory						
Config: Tracked Omni		Tons: 30	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 2		Cruising MP: 6	3 Medium Laser	T	5	-	3	6	9
		Flank MP: 9	1 SRM 2	F	2/hit	-	3	6	9
Crew:									
Gunnery Skill:			Driving Skill:						
Cost, C-Bills: 1,002,625									
BV: 334			WV: 219 / 219						
Ammo									
Ammo Type	Rounds								
SRM 2	50								
Body Inventory									
180 GM Fusion Engine									
2 Crew Members									
4.00T Infantry Bay									
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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