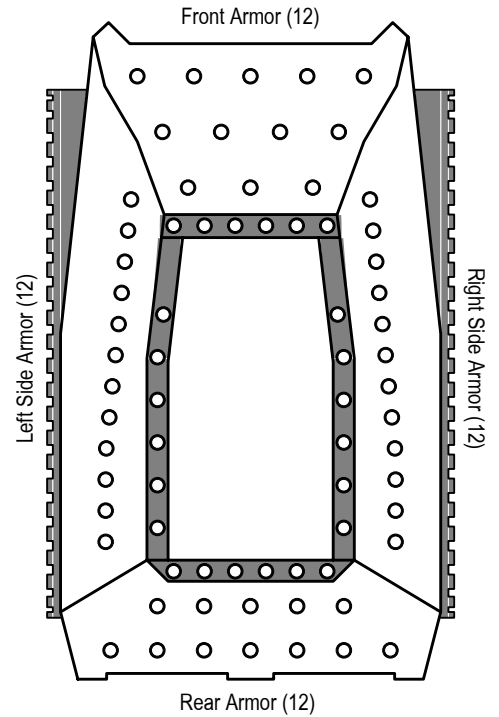


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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 48
(Standard)



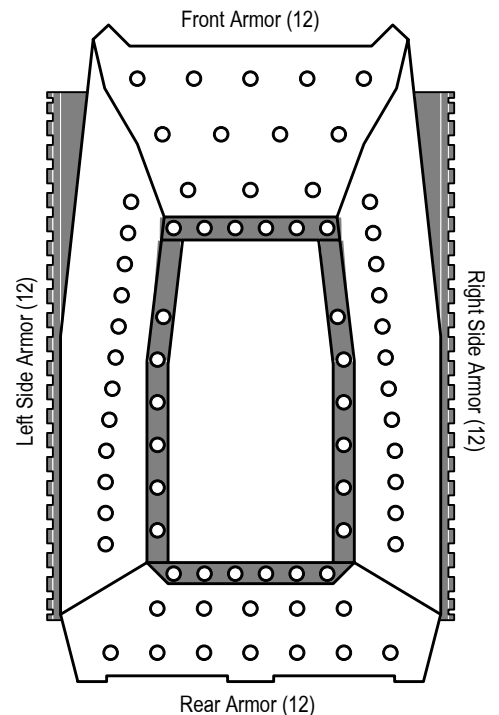
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 48
(Standard)



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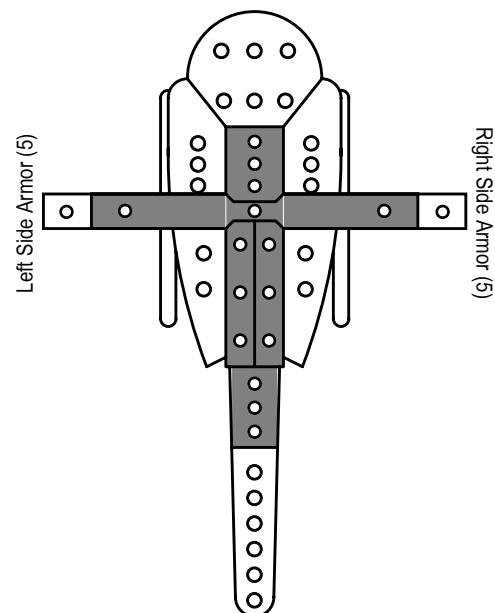
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V.T.O.L. RECORD SHEET

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	Flank	1 Autocannon/2	F	2	4	8	16	24
Inner Sphere		MP:	MP:	1 SRM 4	F	2/hit	-	3	6	9
3025 Level 1-FA		10	15							
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	☐	Engine Hit	☐							
Rotor Destroyed	☐									
Fuselage Inventory										
70 I.C.E. Engine										
2 Crew Members										
0.25T Sensors										

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

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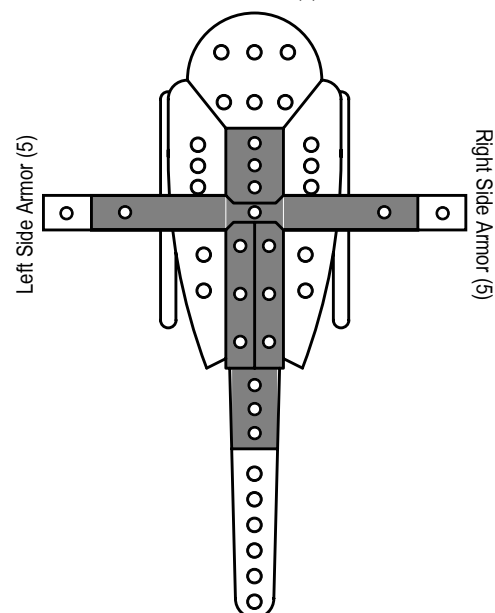
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V.T.O.L. RECORD SHEET

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	Flank	1 Autocannon/2	F	2	4	8	16	24
Inner Sphere		MP:	MP:	1 SRM 4	F	2/hit	-	3	6	9
3025 Level 1-FA		10	15							
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	☐	Engine Hit	☐							
Rotor Destroyed	☐									
Fuselage Inventory										
70 I.C.E. Engine										
2 Crew Members										
0.25T Sensors										

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

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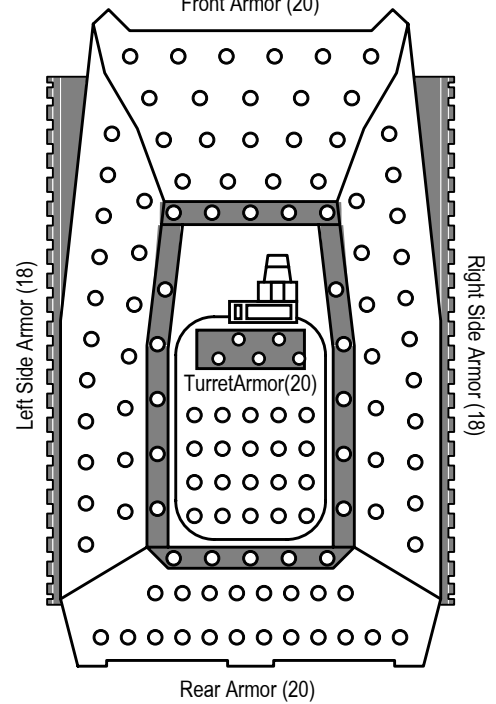
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TRACKED VEHICLE RECORD SHEET

Type: Vedette Medium Tank			Weapons Inventory							
Config: Tracked		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Autocannon/5	T	5	3	6	12	18
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 1		5	8							
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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				250 I.C.E. Engine						
				4 Crew Members						

Total Armor Pts = 96
(Standard)

Front Armor (20)



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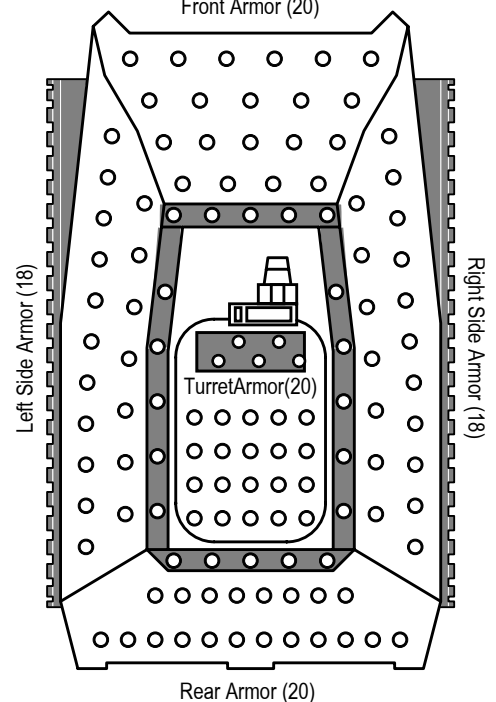
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TRACKED VEHICLE RECORD SHEET

Type: Vedette Medium Tank			Weapons Inventory							
Config: Tracked		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Autocannon/5	T	5	3	6	12	18
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 1		5	8							
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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				250 I.C.E. Engine						
				4 Crew Members						

Total Armor Pts = 96
(Standard)

Front Armor (20)



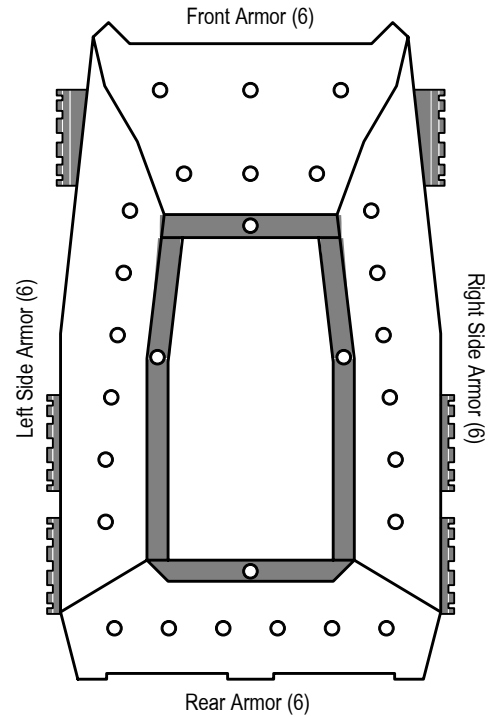
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WHEELED VEHICLE RECORD SHEET

Type: Swift Wind Scout Car			Weapons Inventory # Type Loc Dmg Min S M L		
Config: Wheeled		Tons: 7.5			
Technology Base:	Cruising MP:	Flank MP:	Body Inventory 55 VOX Fusion Engine 1 Crew Members 2.00T Communications Equipment		
Inner Sphere	10	15			
3025 Level 1					
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 57,063					
BV: 25 WV: 0 / 0					
Ammo					
Critical Damage Wheel Damaged ☐ Engine Hit ☐ Axle Destroyed ☐					

Total Armor Pts = 24
(Standard)



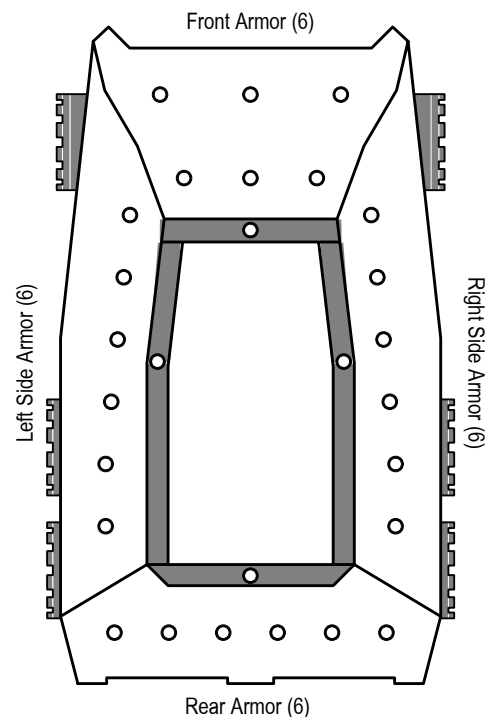
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WHEELED VEHICLE RECORD SHEET

Type: Swift Wind Scout Car			Weapons Inventory # Type Loc Dmg Min S M L		
Config: Wheeled		Tons: 7.5			
Technology Base:	Cruising MP:	Flank MP:	Body Inventory 55 VOX Fusion Engine 1 Crew Members 2.00T Communications Equipment		
Inner Sphere	10	15			
3025 Level 1					
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 57,063					
BV: 25 WV: 0 / 0					
Ammo					
Critical Damage Wheel Damaged ☐ Engine Hit ☐ Axle Destroyed ☐					

Total Armor Pts = 24
(Standard)



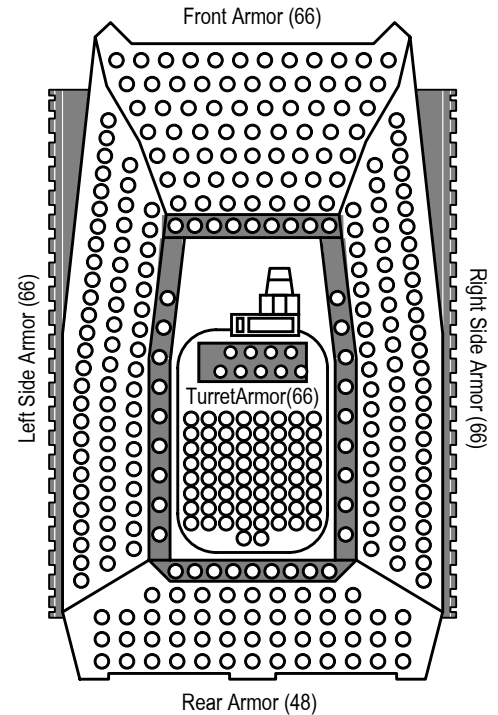
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TRACKED VEHICLE RECORD SHEET

Type: SturmFeur Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 85		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 20	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	1 LRM 20	T	1/hit	6	7	14	21
3025 Level 1		3	5	2 Machine Gun	T	2	-	1	2	3
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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				255 I.C.E. Engine						
				6 Crew Members						

Total Armor Pts = 312
(Standard)



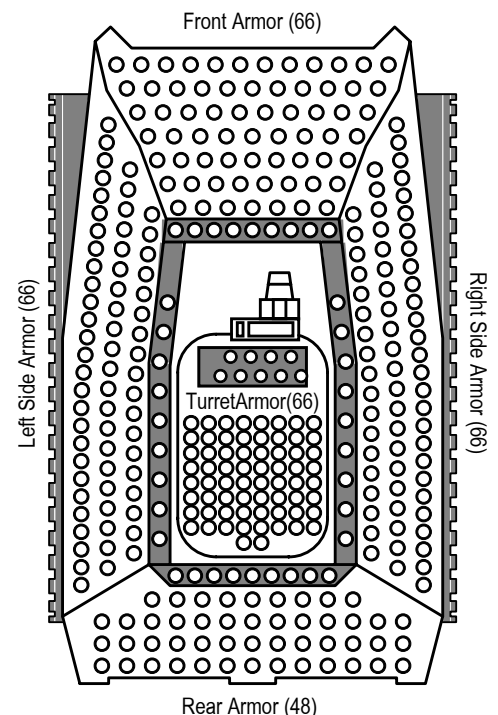
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: SturmFeur Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 85		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 20	F	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	1 LRM 20	T	1/hit	6	7	14	21
3025 Level 1		3	5	2 Machine Gun	T	2	-	1	2	3
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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				255 I.C.E. Engine						
				6 Crew Members						

Total Armor Pts = 312
(Standard)



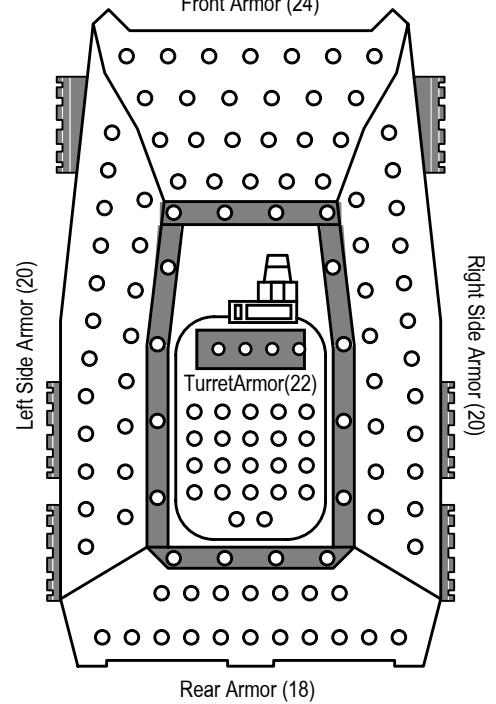
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (18)

Type: Striker Light Tank			Weapons Inventory		
Config: Wheeled	Tons: 35		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 SRM 6	T	2/hit - 3 6 9
Inner Sphere	5	8	1 LRM 10	T	1/hit 6 7 14 21
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			Body Inventory		
Wheel Damaged ☐	Engine Hit ☐		155 I.C.E. Engine		
Axle Destroyed ☐	Turret Locked ☐		3 Crew Members		

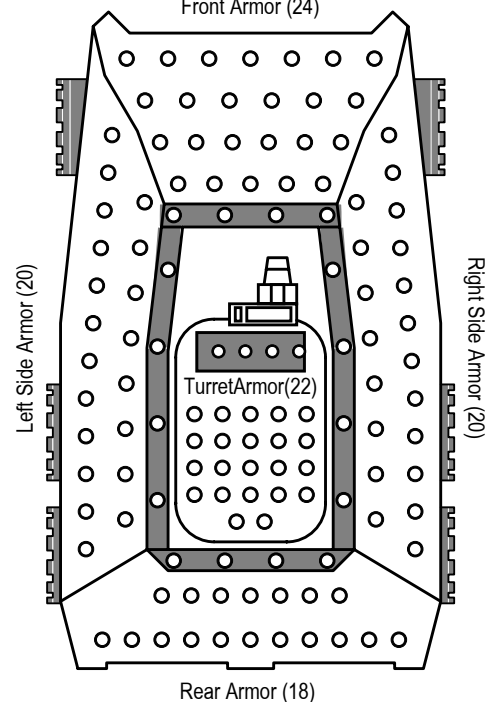
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (24)



Rear Armor (18)

Type: Striker Light Tank			Weapons Inventory		
Config: Wheeled	Tons: 35		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 SRM 6	T	2/hit - 3 6 9
Inner Sphere	5	8	1 LRM 10	T	1/hit 6 7 14 21
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			Body Inventory		
Wheel Damaged ☐	Engine Hit ☐		155 I.C.E. Engine		
Axle Destroyed ☐	Turret Locked ☐		3 Crew Members		

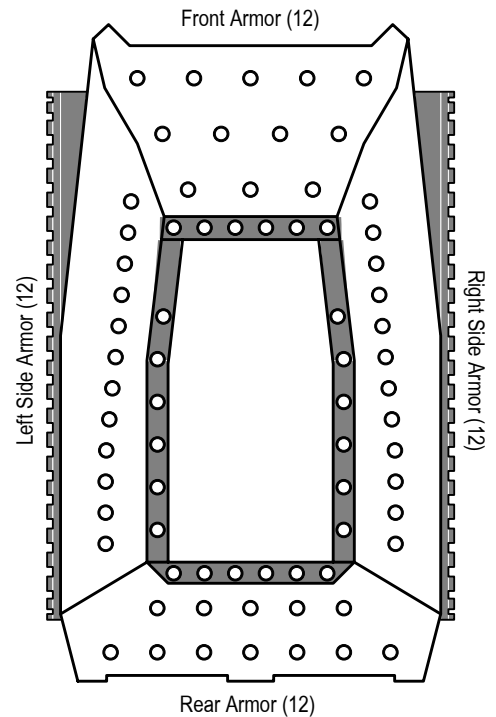
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 48
(Standard)



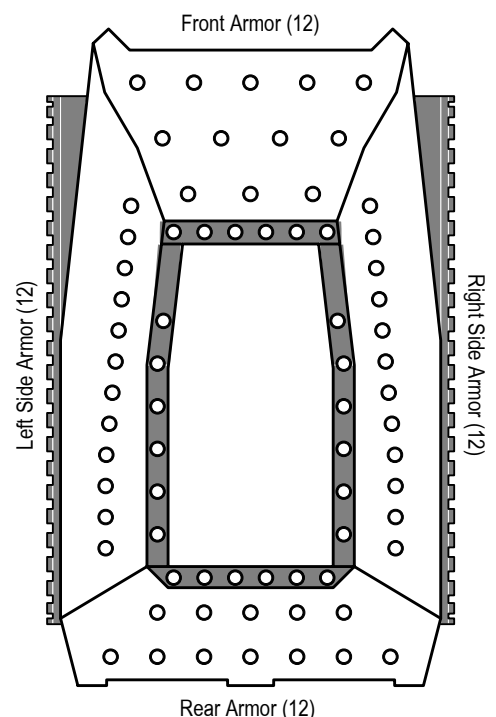
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 48
(Standard)



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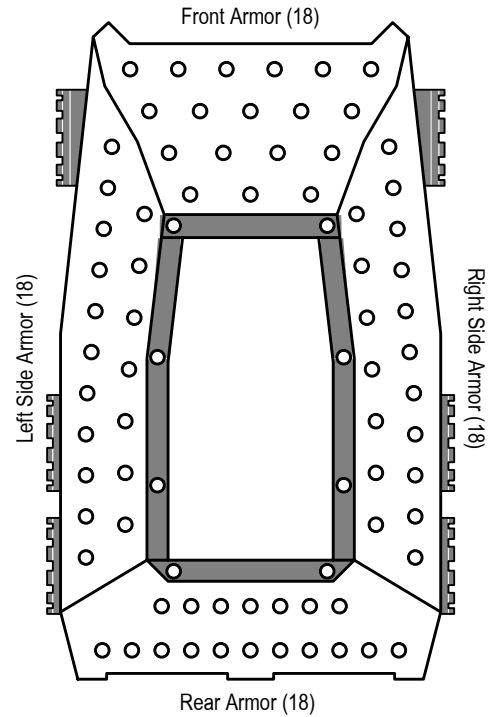
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WHEELED VEHICLE RECORD SHEET

Type: Skulker Wheeled Scout Tank			Weapons Inventory						
Config: Wheeled		Tons: 20	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:						
Inner Sphere		7	11						
3025 Level 1									
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 179,300									
BV: 155		WV: 57 / 57							
Ammo									
Critical Damage									
Wheel Damaged ☐		Engine Hit ☐							
Axle Destroyed ☐									

Body Inventory									
120 I.C.E. Engine									
2 Crew Members									
0.40T Sensors									

Total Armor Pts = 72
(Standard)



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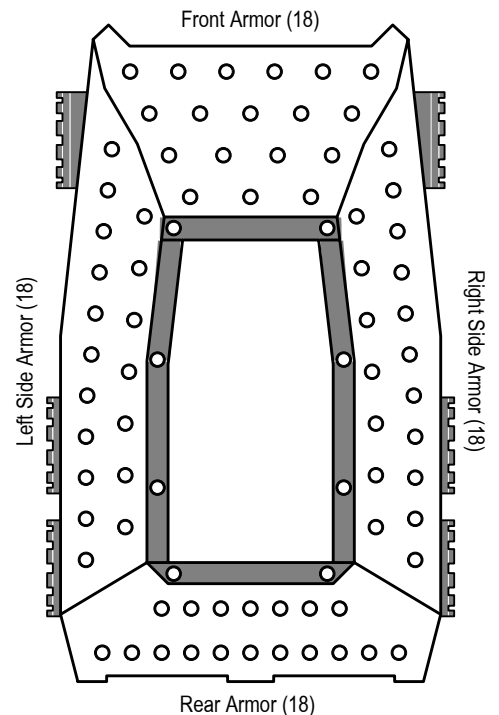
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WHEELED VEHICLE RECORD SHEET

Type: Skulker Wheeled Scout Tank			Weapons Inventory						
Config: Wheeled		Tons: 20	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:						
Inner Sphere		7	11						
3025 Level 1									
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 179,300									
BV: 155		WV: 57 / 57							
Ammo									
Critical Damage									
Wheel Damaged ☐		Engine Hit ☐							
Axle Destroyed ☐									

Body Inventory									
120 I.C.E. Engine									
2 Crew Members									
0.40T Sensors									

Total Armor Pts = 72
(Standard)



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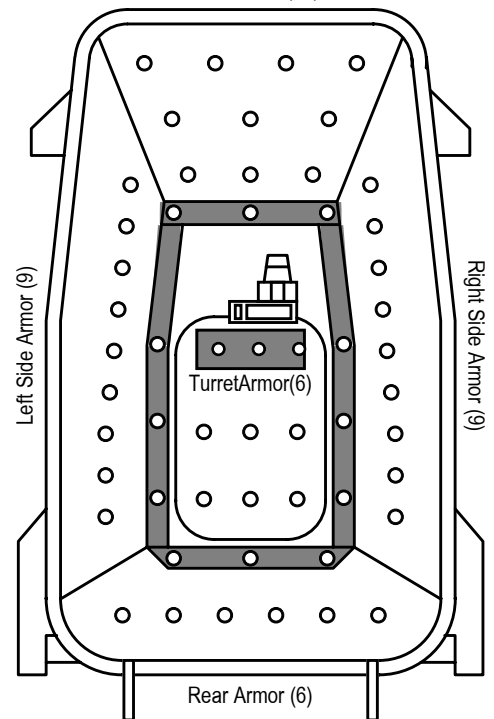
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HYDROFOIL RECORD SHEET

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	Flank	1 SRM 4	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	1 Machine Gun	LS	2	-	1	2	3
3025 Level 1-FA		12	18	1 Machine Gun	RS	2	-	1	2	3
Crew:		1 Machine Gun								
Gunnery Skill:		R 2 - 1 2 3								
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	☐	Engine Hit	☐	150 I.C.E. Engine						
Foils Destroyed	☐	Turret Locked	☐	2 Crew Members						



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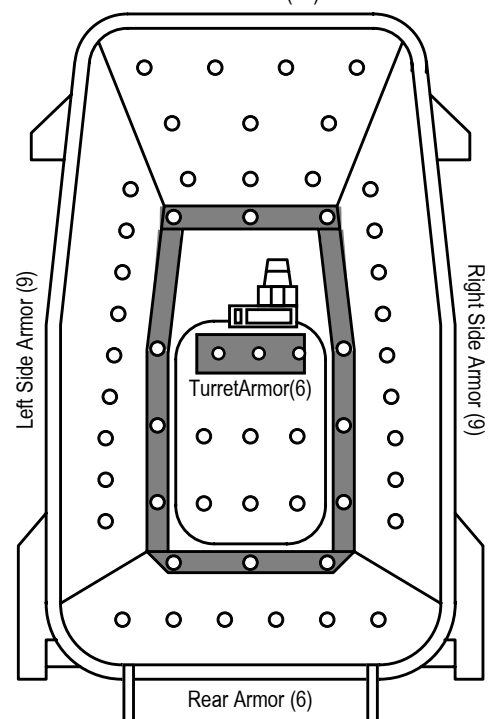
BATTLETECH®

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	Flank	1 SRM 4	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	1 Machine Gun	LS	2	-	1	2	3
3025 Level 1-FA		12	18	1 Machine Gun	RS	2	-	1	2	3
Crew:		1 Machine Gun								
Gunnery Skill:		R 2 - 1 2 3								
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	☐	Engine Hit	☐	150 I.C.E. Engine						
Foils Destroyed	☐	Turret Locked	☐	2 Crew Members						



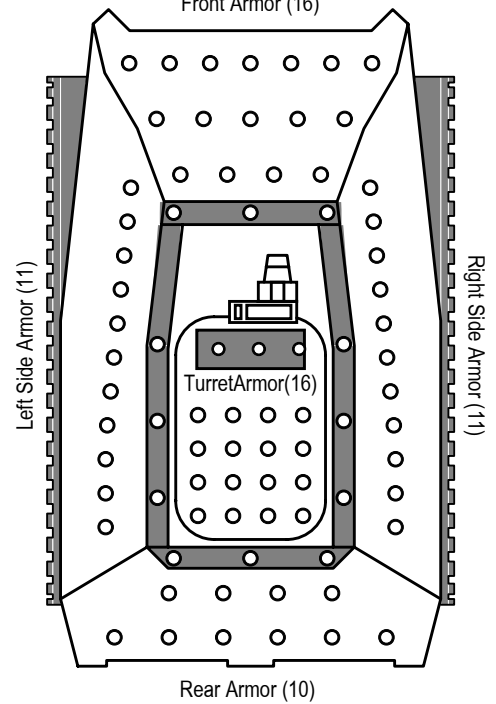
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TRACKED VEHICLE RECORD SHEET

Type: Scorpion Light Tank				Weapons Inventory						
Config: Tracked			Tons: 25	# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	Flank MP: 6	1 Autocannon/5	T	5	3	6	12	18
				1 Machine Gun	F	2	-	1	2	3
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				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		100 I.C.E. Engine						
Track Destroyed ☐		Turret Locked ☐		2 Crew Members						

**Total Armor Pts = 64
(Standard)**

Front Armor (16)



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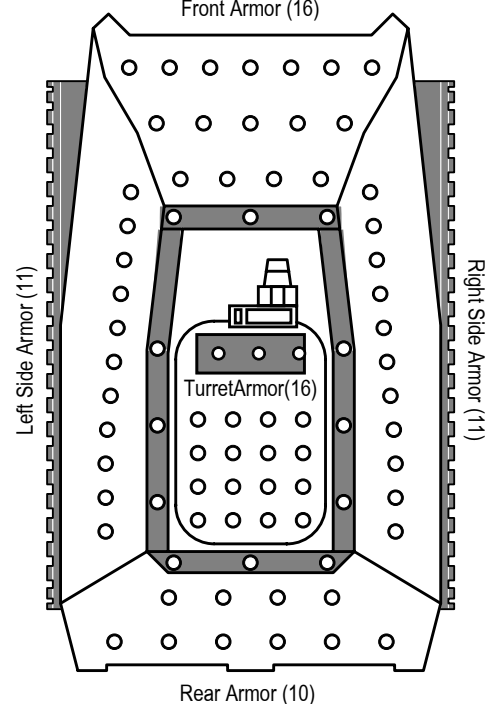
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TRACKED VEHICLE RECORD SHEET

Type: Scorpion Light Tank				Weapons Inventory						
Config: Tracked		Tons: 25		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 4	Flank MP: 6	1 Autocannon/5	T	5	3	6	12	18
				1 Machine Gun	F	2	-	1	2	3
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				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	100 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	☐	2 Crew Members						

**Total Armor Pts = 64
(Standard)**

Front Armor (16)



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HOVERCRAFT RECORD SHEET

The diagram illustrates the armor layout of a tank, showing the distribution of armor points (Pts) for different sections. The total armor points are 96, with a standard of 21 points per section.

Total Armor Pts = 96
(Standard)

Front Armor (21)

Left Side Armor (18)

Right Side Armor (18)

TurretArmor(21)

Rear Armor (18)

The diagram shows a tank silhouette with various armor sections. The front armor is a large rectangular area with a grid of points. The side armor (left and right) consists of two vertical rectangular areas, each with a grid of points. The rear armor is a horizontal rectangular area at the back with a grid of points. The turret armor is a small rectangular area on the turret with a grid of points. The total armor points are 96, with a standard of 21 points per section.

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HOVERCRAFT RECORD SHEET

Total Armor Pts = 96
(Standard)

Front Armor (21)

Left Side Armor (18)

Right Side Armor (18)

Rear Armor (18)

TurretArmor(21)

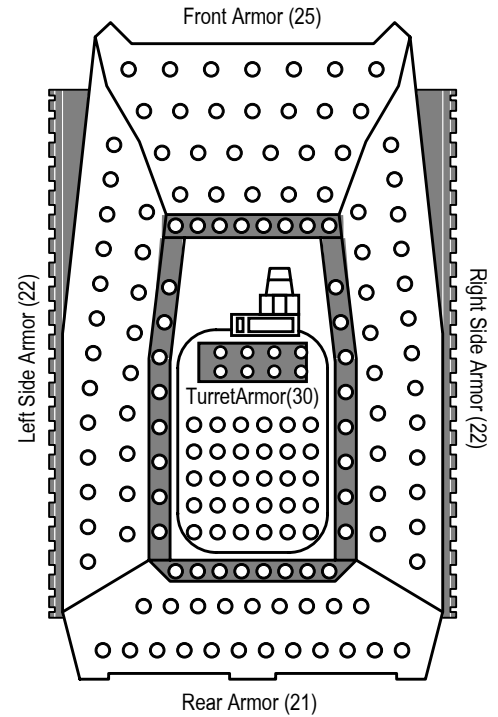
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Schrek PPC Carrier			Weapons Inventory	
Config: Tracked	Tons: 80		# Type	Loc Dmg Min S M L
Technology Base:		Cruising MP:	3 PPC	T 10 3 6 12 18
Inner Sphere 3025 Level 1-FA		Flank MP:		
		3		
		5		
Crew:				
Gunnery Skill:		Driving Skill:		
Cost, C-Bills: 3,825,900				
BV: 662		WV: 674 / 674		
Ammo				
Critical Damage				
Drive Damaged	☐	Engine Hit	☐	
Track Destroyed	☐	Turret Locked	☐	
			Body Inventory	
			240 Pitban Fusion Engine	
			6 Crew Members	

Total Armor Pts = 120
(Standard)



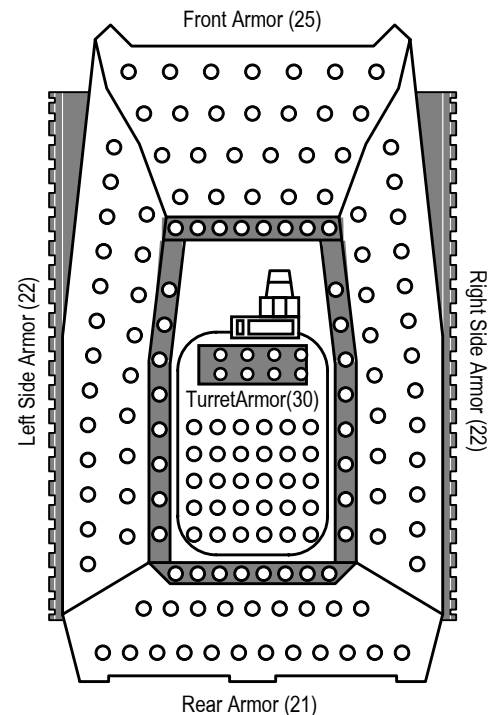
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Schrek PPC Carrier			Weapons Inventory	
Config: Tracked	Tons: 80		# Type	Loc Dmg Min S M L
Technology Base:		Cruising MP:	3 PPC	T 10 3 6 12 18
Inner Sphere 3025 Level 1-FA		Flank MP:		
		3		
		5		
Crew:				
Gunnery Skill:		Driving Skill:		
Cost, C-Bills: 3,825,900				
BV: 662		WV: 674 / 674		
Ammo				
Critical Damage				
Drive Damaged	☐	Engine Hit	☐	
Track Destroyed	☐	Turret Locked	☐	
			Body Inventory	
			240 Pitban Fusion Engine	
			6 Crew Members	

Total Armor Pts = 120
(Standard)



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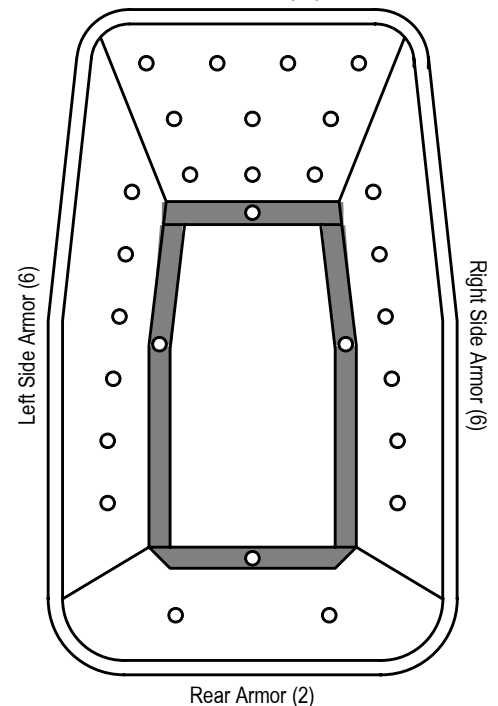
BATTLETECH®

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 MP:	1 Medium Laser	F	5 - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 2-FA		13			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 88,917					
BV: 160		WV: 22 / 22			
Ammo					
Critical Damage					
Airsirt Damaged ☐		Engine Hit ☐			
Lift Fan Destroyed ☐					
Body Inventory					
25 Omni Fusion Engine					
1 Crew Members					
0.15T Sensors					



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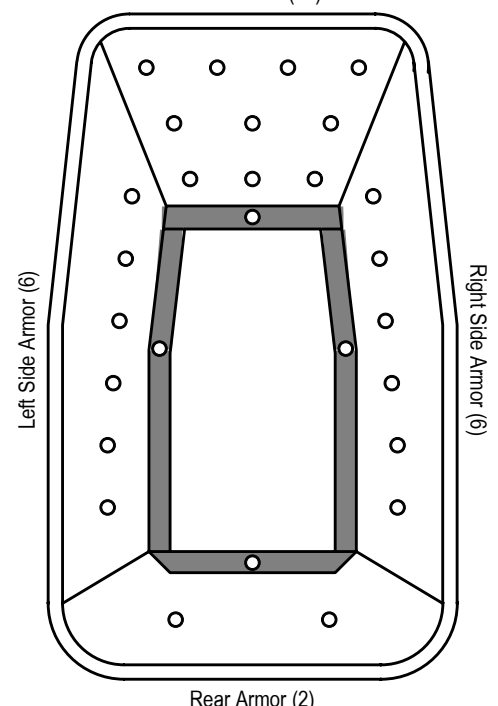
BATTLETECH®

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 MP:	1 Medium Laser	F	5 - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 2-FA		13			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 88,917					
BV: 160		WV: 22 / 22			
Ammo					
Critical Damage					
Airsirt Damaged ☐		Engine Hit ☐			
Lift Fan Destroyed ☐					
Body Inventory					
25 Omni Fusion Engine					
1 Crew Members					
0.15T Sensors					



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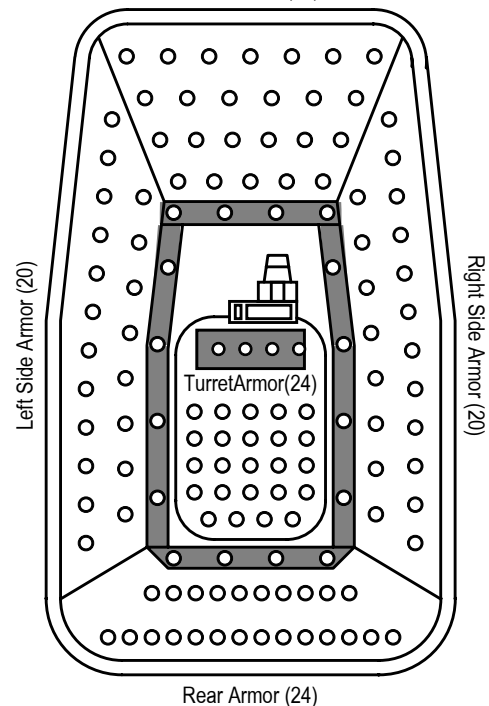
BATTLETECH®

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:		Cruising MP:	1 LRM 10	T	1/hit 6 7 14 21
Inner Sphere		Flank MP:	3 SRM 2	T	2/hit - 3 6 9
3025 Level 1-FA		8			
12					
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					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			105 I.C.E. Engine		
			3 Crew Members		



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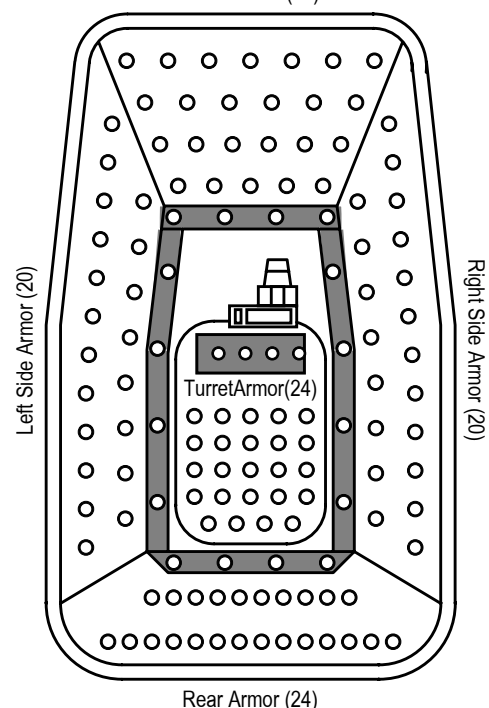
BATTLETECH®

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:		Cruising MP:	1 LRM 10	T	1/hit 6 7 14 21
Inner Sphere		Flank MP:	3 SRM 2	T	2/hit - 3 6 9
3025 Level 1-FA		8			
12					
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					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			105 I.C.E. Engine		
			3 Crew Members		



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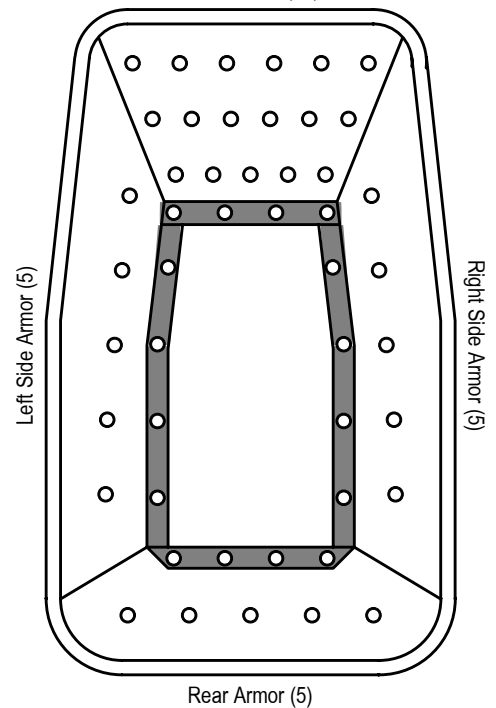
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HOVERCRAFT RECORD SHEET

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 MP:	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1-FA		8			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 907,375					
BV: 483		WV: 93 / 93			
Ammo					
Ammo Type	Rounds				
Autocannon/20	15				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				
Body Inventory					
105 I.C.E. Engine					
3 Crew Members					



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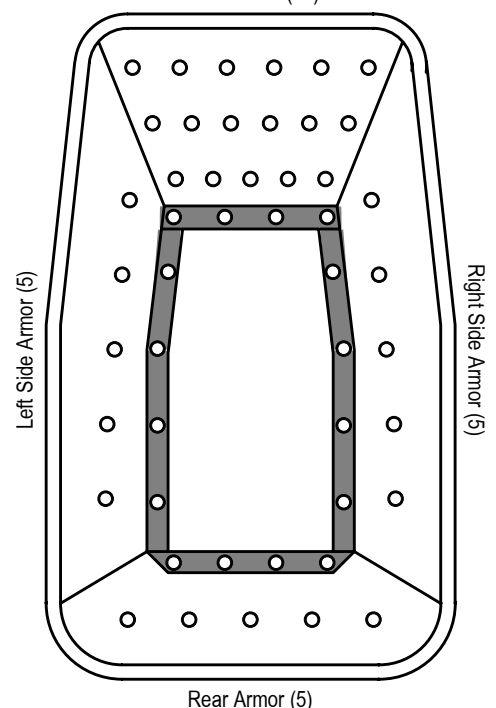
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HOVERCRAFT RECORD SHEET

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 MP:	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1-FA		8			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 907,375					
BV: 483		WV: 93 / 93			
Ammo					
Ammo Type	Rounds				
Autocannon/20	15				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				
Body Inventory					
105 I.C.E. Engine					
3 Crew Members					



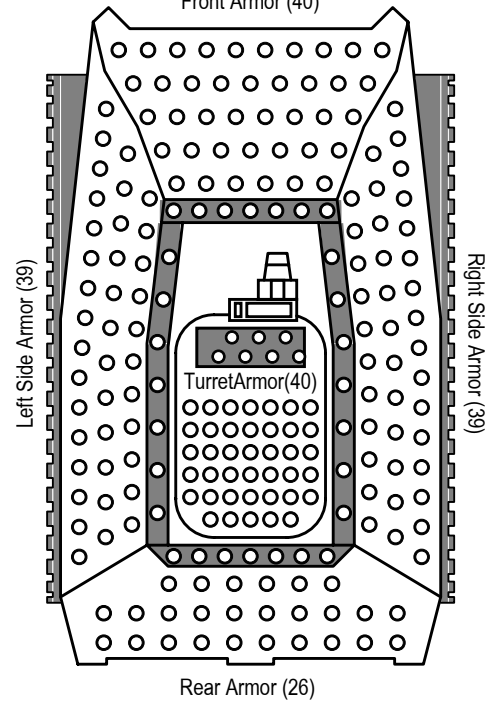
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 Autocannon/20	T	20	-	3	6	9
Inner Sphere		MP:	MP:	1 LRM 5	T	1/hit	6	7	14	21
3025 Level 1-FA		4	6	1 Small Laser	F	3	-	1	2	3
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	☐	Engine Hit	☐	Body Inventory						
Track Destroyed	☐	Turret Locked	☐							
				260 Magna Fusion Engine						
				5 Crew Members						

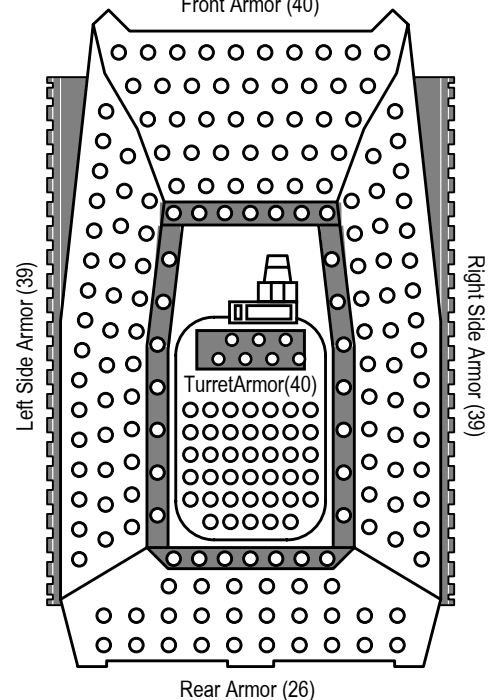
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 Autocannon/20	T	20	-	3	6	9
Inner Sphere		MP:	MP:	1 LRM 5	T	1/hit	6	7	14	21
3025 Level 1-FA		4	6	1 Small Laser	F	3	-	1	2	3
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	☐	Engine Hit	☐	Body Inventory						
Track Destroyed	☐	Turret Locked	☐							
				260 Magna Fusion Engine						
				5 Crew Members						

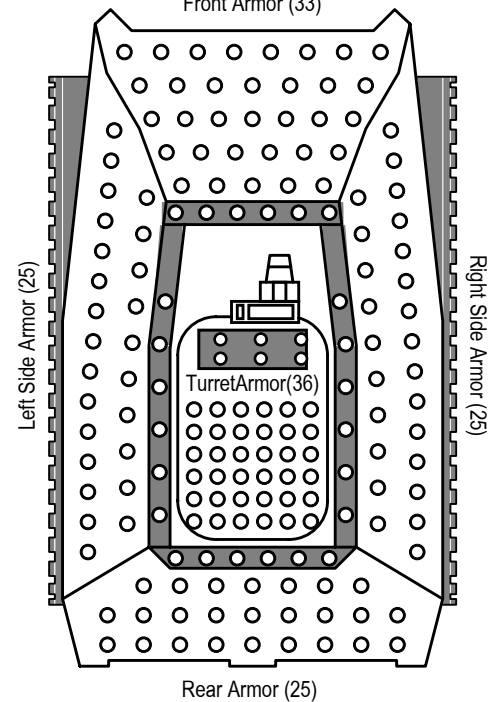
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TRACKED VEHICLE RECORD SHEET

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			
				2 SRM 2		F 2/hit - 3 6 9			
Crew:									
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 ☐		Engine Hit ☐		180 I.C.E. Engine					
Track Destroyed ☐		Turret Locked ☐		4 Crew Members					

Total Armor Pts = 144
(Standard)

Front Armor (33)



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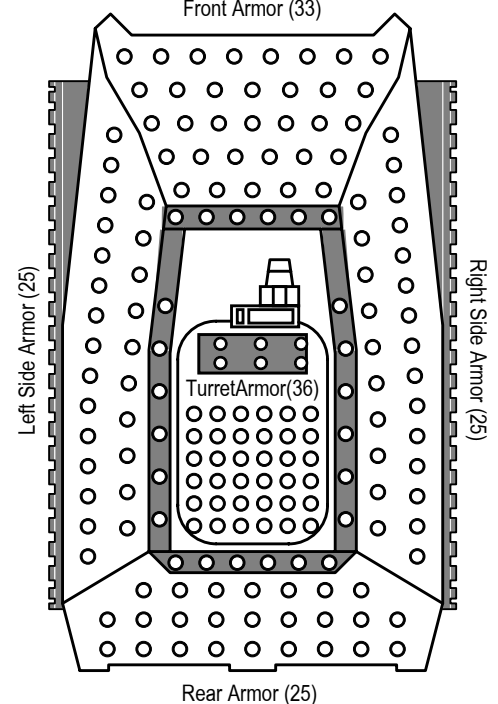
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 144
(Standard)

Front Armor (33)



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HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (26)

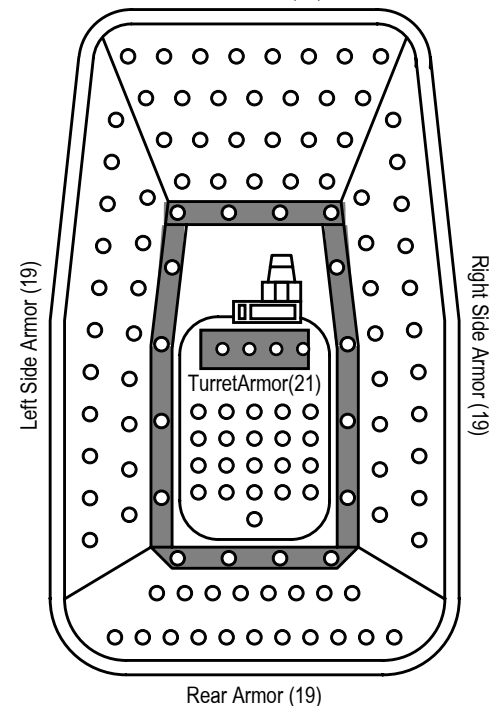
Type: Pegasus Scout Hovertank			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	2 SRM 6	T 2/hit -	3 6 9
Inner Sphere		Flank MP:	1 Medium Laser	F 5 -	3 6 9
3025 Level 1-FA		8 12			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 827,475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

Body Inventory

105 I.C.E. Engine

3 Crew Members

1.00T Sensors



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HOVERCRAFT RECORD SHEET

Total Armor Pts = 104
(Standard)

Front Armor (26)

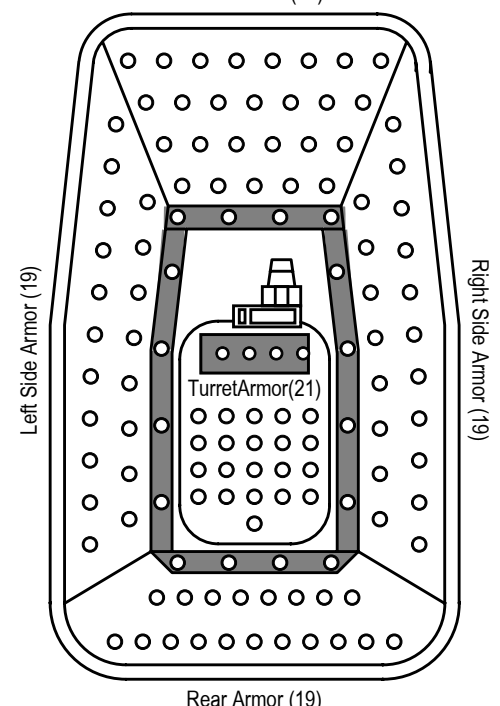
Type: Pegasus Scout Hovertank			Weapons Inventory		
Config: Hovercraft		Tons: 35	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	2 SRM 6	T 2/hit -	3 6 9
Inner Sphere		Flank MP:	1 Medium Laser	F 5 -	3 6 9
3025 Level 1-FA		8 12			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 827,475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

Body Inventory

105 I.C.E. Engine

3 Crew Members

1.00T Sensors



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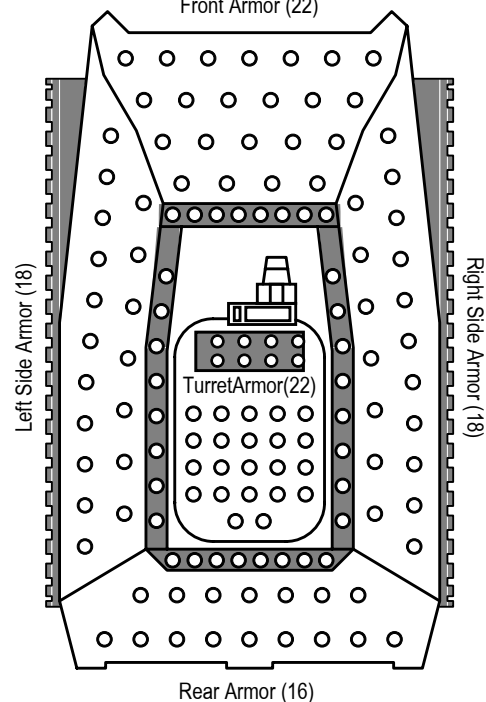
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TRACKED VEHICLE RECORD SHEET

Type: Partisan Heavy Tank			Weapons Inventory						
Config: Tracked		Tons: 80	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:						
Inner Sphere		3	5						
3025 Level 1									
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	☐	Engine Hit	☐						
Track Destroyed	☐	Turret Locked	☐						
				Body Inventory					
				240 I.C.E. Engine					
				6 Crew Members					

Total Armor Pts = 96
(Standard)

Front Armor (22)



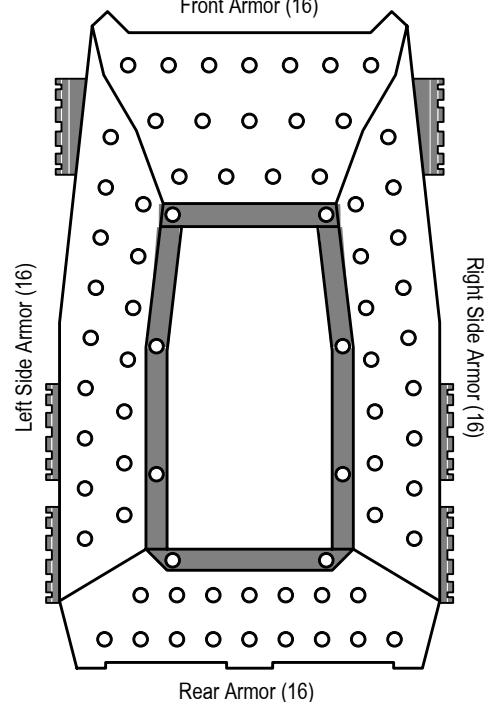
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (16)



Rear Armor (16)

Type: **Pack Rat**

Config: **Wheeled**

Tons: **20**

Technology Base:

Inner Sphere

3025 Level 1-FA

Cruising

MP:

7

Flank

MP:

11

Crew:

Gunnery Skill:

Driving Skill:

Cost, C-Bills: **408,650**

BV: **206**

WV: **71 / 71**

Ammo

Ammo Type

Rounds

SRM 6

30

Critical Damage

Wheel Damaged

☐

Engine Hit

☐

Axle Destroyed

☐

Weapons Inventory

Type

Loc Dmg Min S M L

1 SRM 6

F 2/hit - 3 6 9

1 Flamer

R 2 - 1 2 3

Body Inventory

120 GM Fusion Engine

2 Crew Members

1.00T Cargo, Infantry

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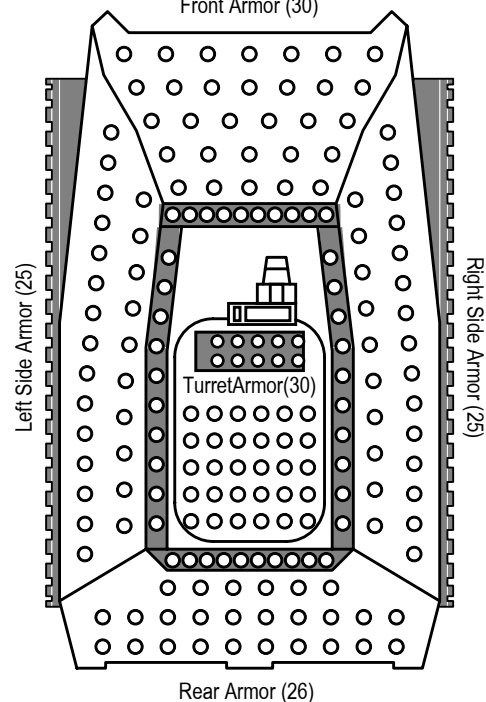
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Ontos Heavy Tank			Weapons Inventory		
Config: Tracked	Tons: 95		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	8 Medium Laser	T 5	- 3 6 9
Inner Sphere			2 LRM 5	T 1/hit	6 7 14 21
3025 Level 1-FA	3	5			
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			Body Inventory		
Drive Damaged ☐	Engine Hit ☐		285 I.C.E. Engine		
Track Destroyed ☐	Turret Locked ☐		7 Crew Members		

Total Armor Pts = 136
(Standard)

Front Armor (30)



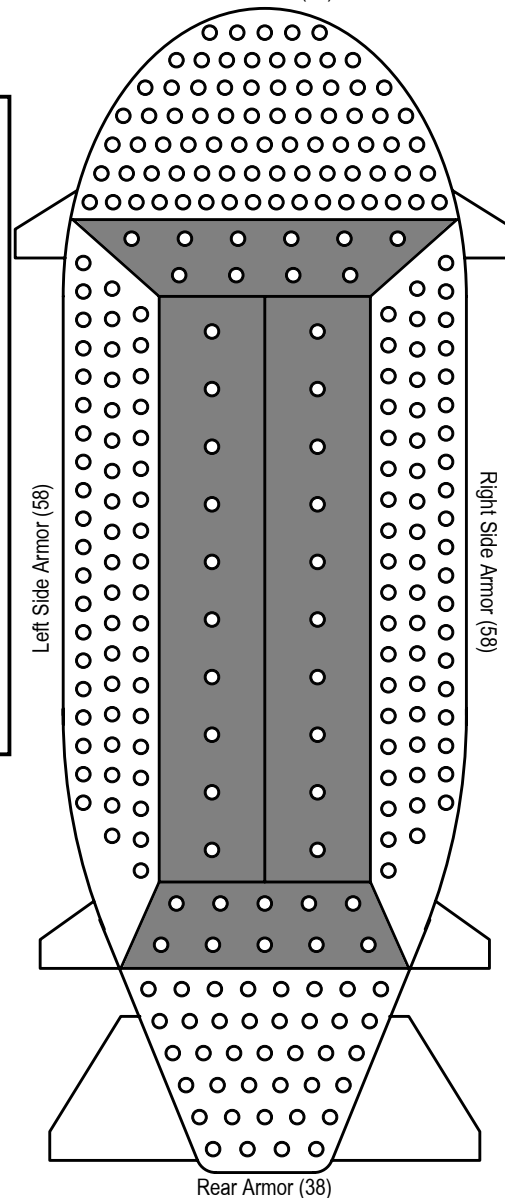
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SUBMARINE RECORD SHEET

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:										
Cruising MP:										
Inner Sphere 3025 Level 1			Flank MP:							
Crew:										
Gunnery Skill:			Piloting Skill:							
Cost, C-Bills: 4,614,000										
BV: 604			WV: 1,002 / 1,002							
Ammo										
Ammo Type		Rounds								
LR Torpedo 20		6								
SR Torpedo 6		15								
Critical Damage			Hull Inventory							
Eng. Rm. Dmg'd ☐		Engine Hit ☐	270 I.C.E. Engine							
Eng. Rm. Dest'd ☐			7 Crew Members							



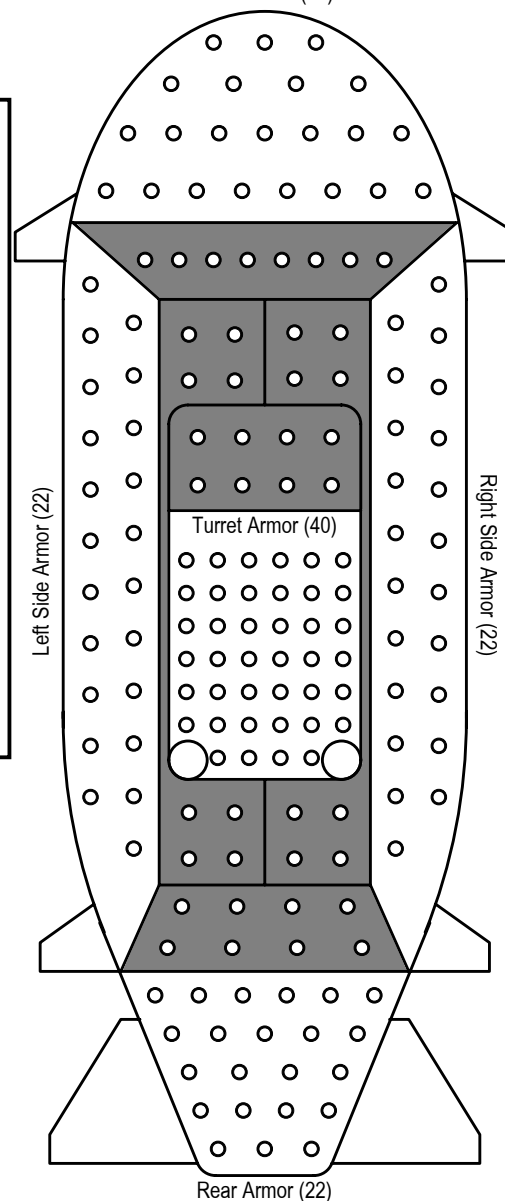
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SURFACE SHIP RECORD SHEET

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:	Flank MP:						
Inner Sphere		3	5						
3025 Level 1									
Crew:			2 Autocannon/20	T	20	-	3	6	9
Gunnery Skill:			1 SRM 2	RS	2/hit	-	3	6	9
Piloting Skill:			1 SRM 2	LS	2/hit	-	3	6	9
Cost, C-Bills: 1,568,531			1 SRM 2	R	2/hit	-	3	6	9
BV: 571 WV: 508 / 508									
Ammo									
Ammo Type	Rounds								
Autocannon/20	15								
SRM 2	50								
Critical Damage			Hull Inventory						
Eng. Rm. Dmg'd	☐	Engine Hit	195 I.C.E. Engine						
Eng. Rm. Dest'd	☐	Turret Locked	5 Crew Members						
			1.50T Jump Infantry Bay (10 men)						



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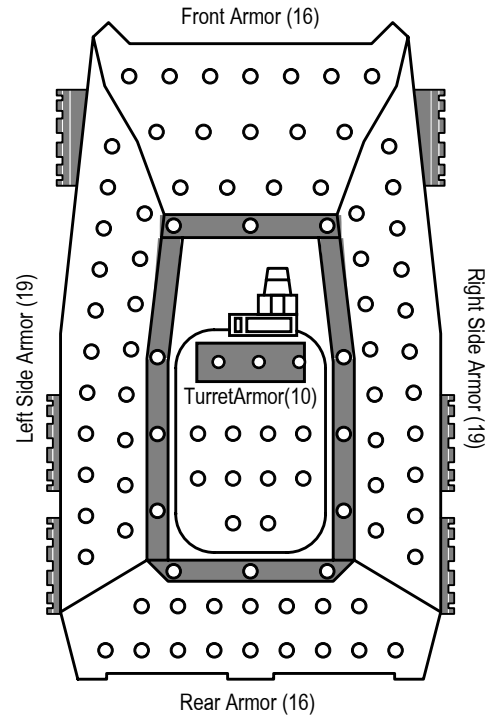
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WHEELED VEHICLE RECORD SHEET

Type: Mobile Headquarters			Weapons Inventory							
Config: Wheeled		Tons: 25		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank							
Inner Sphere		MP:	MP:							
3025 Level 1		6	9							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 392,813										
BV: 149		WV: 66 / 66								
Ammo										
Critical Damage										
Wheel Damaged ☐		Engine Hit ☐								
Axle Destroyed ☐		Turret Locked ☐								

Body Inventory										
130 Vlar Fusion Engine										
2 Crew Members										
7.50T Communications Equipment										

Total Armor Pts = 80
(Standard)



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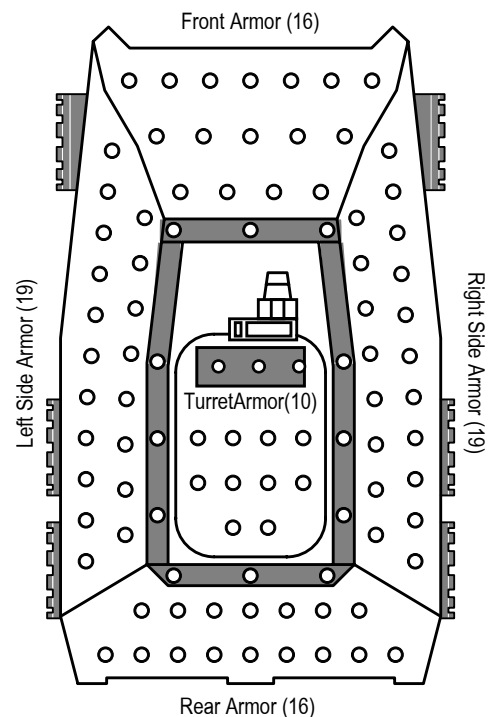
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WHEELED VEHICLE RECORD SHEET

Type: Mobile Headquarters			Weapons Inventory							
Config: Wheeled		Tons: 25		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank							
Inner Sphere		MP:	MP:							
3025 Level 1		6	9							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 392,813										
BV: 149		WV: 66 / 66								
Ammo										
Critical Damage										
Wheel Damaged ☐		Engine Hit ☐								
Axle Destroyed ☐		Turret Locked ☐								

Body Inventory										
130 Vlar Fusion Engine										
2 Crew Members										
7.50T Communications Equipment										

Total Armor Pts = 80
(Standard)



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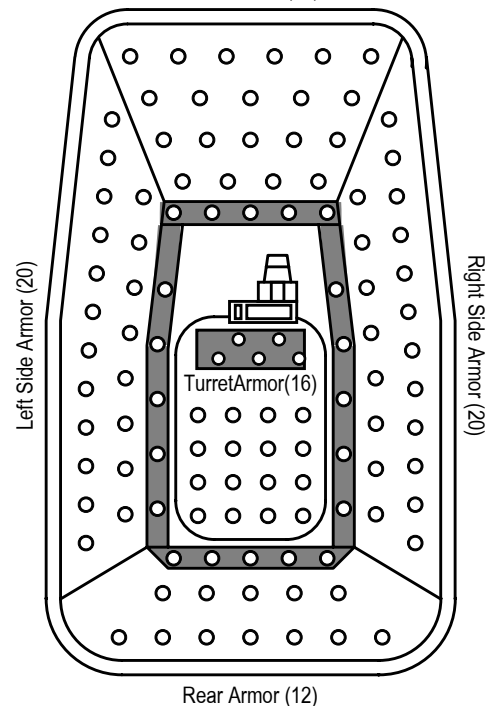
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HOVERCRAFT RECORD SHEET

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	Flank	1 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	3 Machine Gun	T	2	-	1	2	3
3025 Level 1-FA		8	12	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										
Ammo										
Ammo Type	Rounds									
SRM 6	15									
Machine Gun	200									
LRM 5	24									
SRM 2	50									
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							



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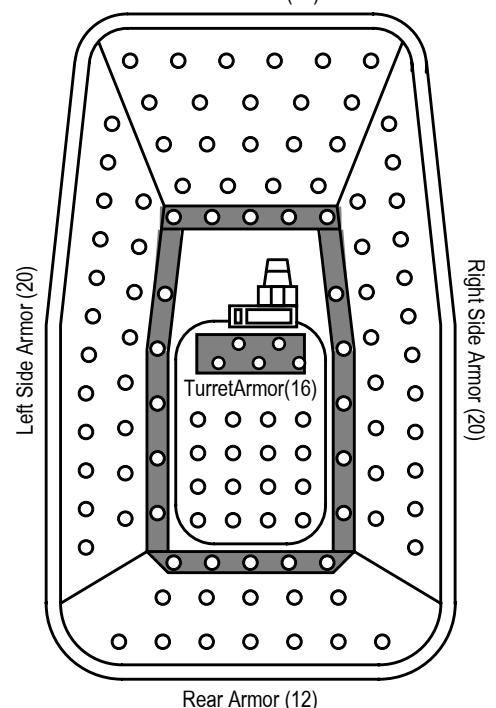
BATTLETECH®

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	Flank	1 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	3 Machine Gun	T	2	-	1	2	3
3025 Level 1-FA		8	12	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										
Ammo										
Ammo Type	Rounds									
SRM 6	15									
Machine Gun	200									
LRM 5	24									
SRM 2	50									
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							



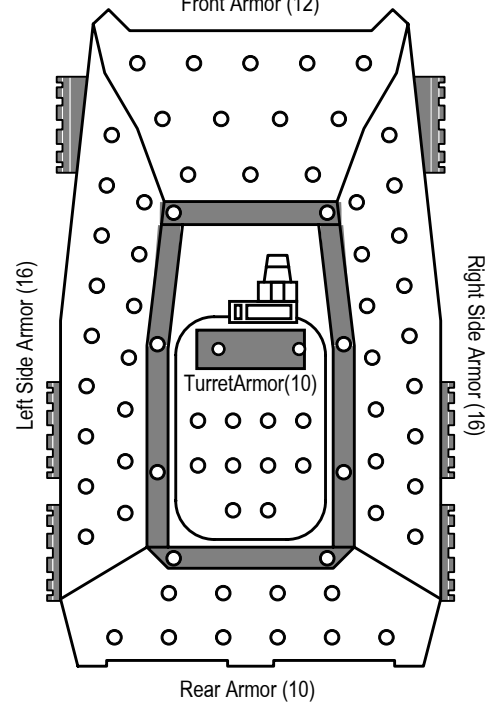
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (12)



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	☐	Engine Hit	80 VOX Fusion Engine						
Axle Destroyed	☐	Turret Locked	2 Crew Members						

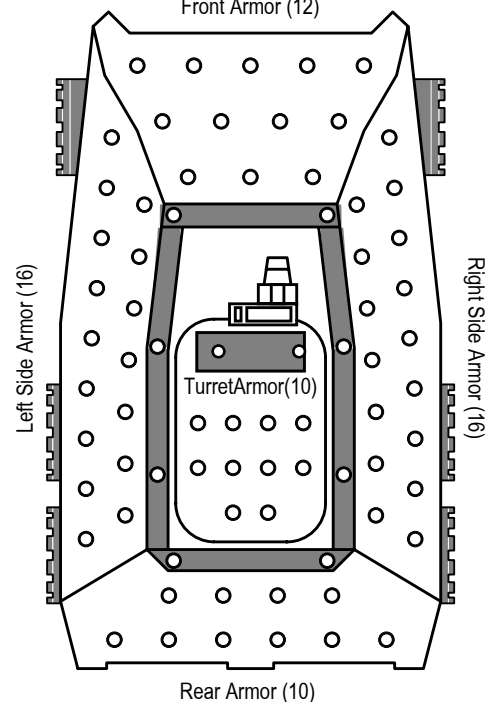
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 64
(Standard)

Front Armor (12)



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	☐	Engine Hit	80 VOX Fusion Engine						
Axle Destroyed	☐	Turret Locked	2 Crew Members						

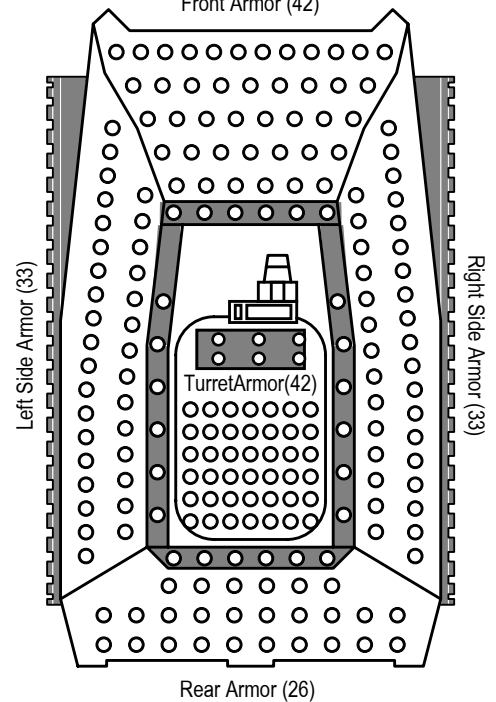
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 PPC	T	10	3	6	12	18
Inner Sphere		MP:	MP:	1 SRM 6	T	2/hit	-	3	6	9
3025 Level 1		4	6	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	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						

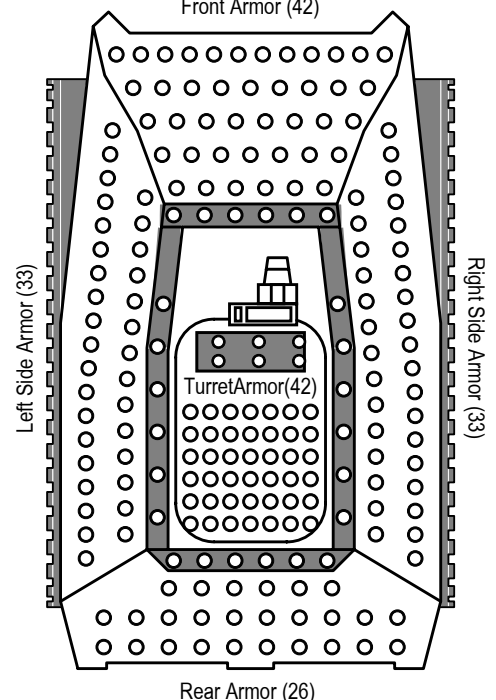
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 PPC	T	10	3	6	12	18
Inner Sphere		MP:	MP:	1 SRM 6	T	2/hit	-	3	6	9
3025 Level 1		4	6	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	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						

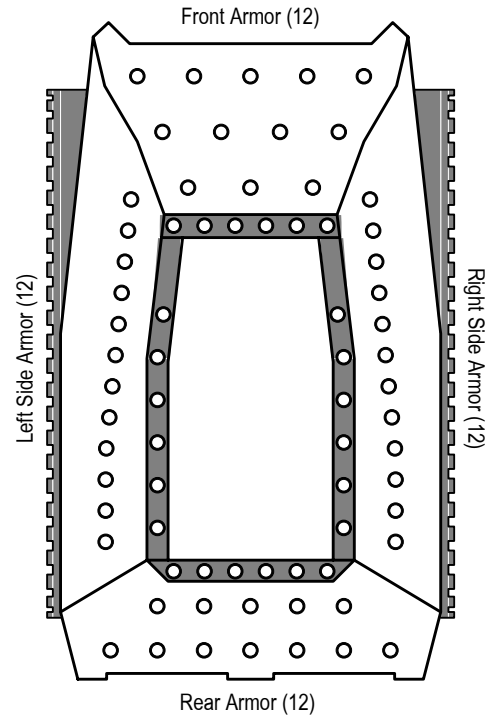
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TRACKED VEHICLE RECORD SHEET

Type: LRM Carrier			Weapons Inventory # Type Loc Dmg Min S M L 3 LRM 20 F 1/hit 6 7 14 21			
Config: Tracked		Tons: 60				
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 3	Flank MP: 5	Body Inventory 180 I.C.E. Engine 4 Crew Members		
Crew:						
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 ☐ Engine Hit ☐ Track Destroyed ☐						

Total Armor Pts = 48
(Standard)



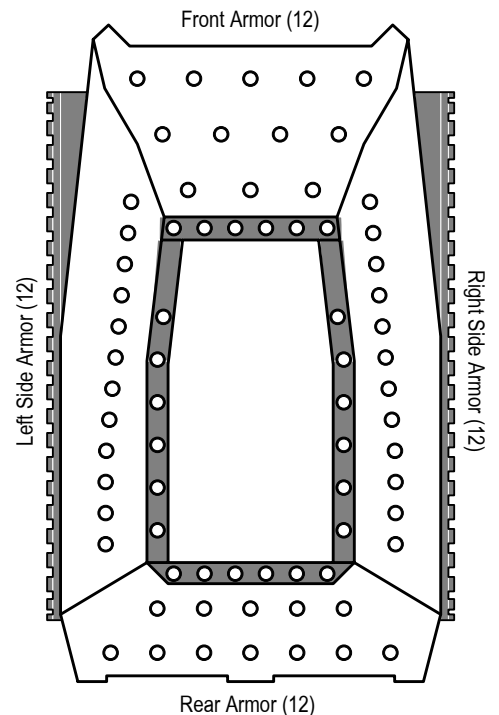
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TRACKED VEHICLE RECORD SHEET

Type: LRM Carrier			Weapons Inventory # Type Loc Dmg Min S M L 3 LRM 20 F 1/hit 6 7 14 21			
Config: Tracked		Tons: 60				
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP: 3	Flank MP: 5	Body Inventory 180 I.C.E. Engine 4 Crew Members		
Crew:						
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 ☐ Engine Hit ☐ Track Destroyed ☐						

Total Armor Pts = 48
(Standard)



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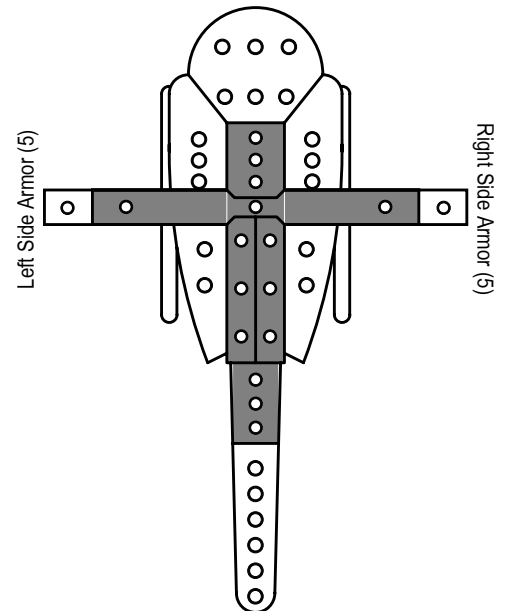
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V.T.O.L. RECORD SHEET

Type: Karnov UR Transport			Weapons Inventory				
Config: V.T.O.L.		Tons: 30	#	Type	Loc	Dmg	Min S M L
Technology Base:		Cruising	Flank				
Inner Sphere		MP:	MP:				
3025 Level 1		11	17				
Crew:							
Gunnery Skill:		Piloting Skill:					
Cost, C-Bills: 550,000							
BV: 19		WV: 0 / 0					
Ammo							
Critical Damage							
Rotor Damaged ☐		Engine Hit ☐					
Rotor Destroyed ☐							
Fuselage Inventory 190 I.C.E. Engine 2 Crew Members 6.00T Cargo Bay Capacity							

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

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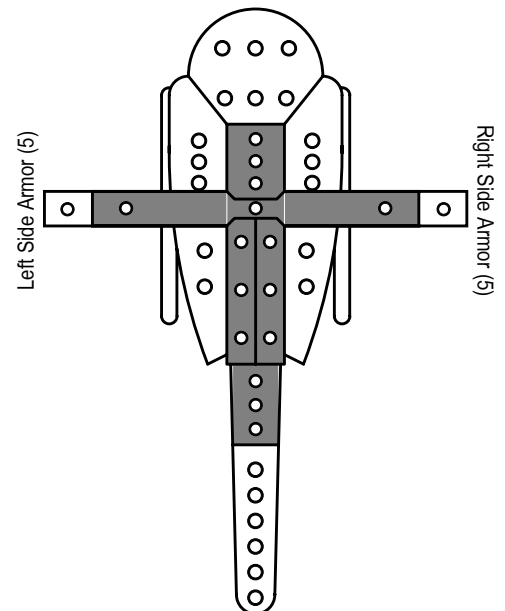
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V.T.O.L. RECORD SHEET

Type: Karnov UR Transport			Weapons Inventory				
Config: V.T.O.L.		Tons: 30	#	Type	Loc	Dmg	Min S M L
Technology Base:		Cruising	Flank				
Inner Sphere		MP:	MP:				
3025 Level 1		11	17				
Crew:							
Gunnery Skill:		Piloting Skill:					
Cost, C-Bills: 550,000							
BV: 19		WV: 0 / 0					
Ammo							
Critical Damage							
Rotor Damaged ☐		Engine Hit ☐					
Rotor Destroyed ☐							
Fuselage Inventory 190 I.C.E. Engine 2 Crew Members 6.00T Cargo Bay Capacity							

Total Armor Pts = 24
(Standard)

Front Armor (6)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

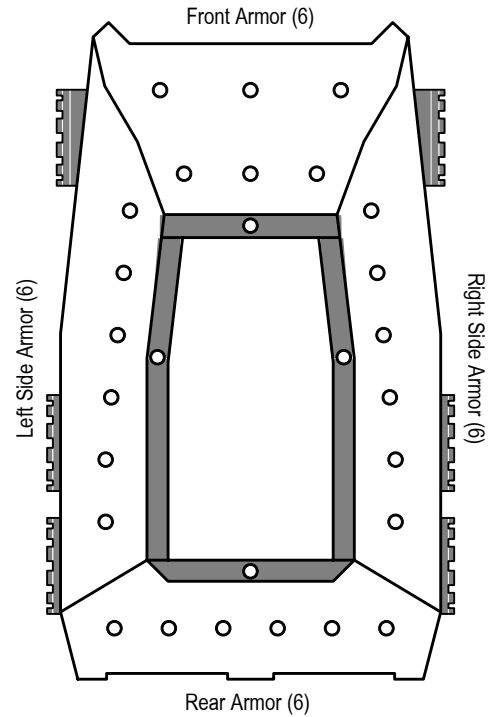
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 24
(Standard)



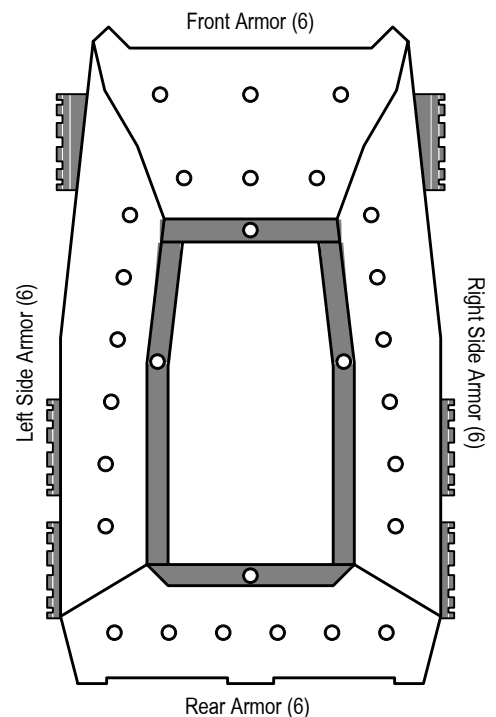
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WHEELED VEHICLE RECORD SHEET

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

Total Armor Pts = 24
(Standard)



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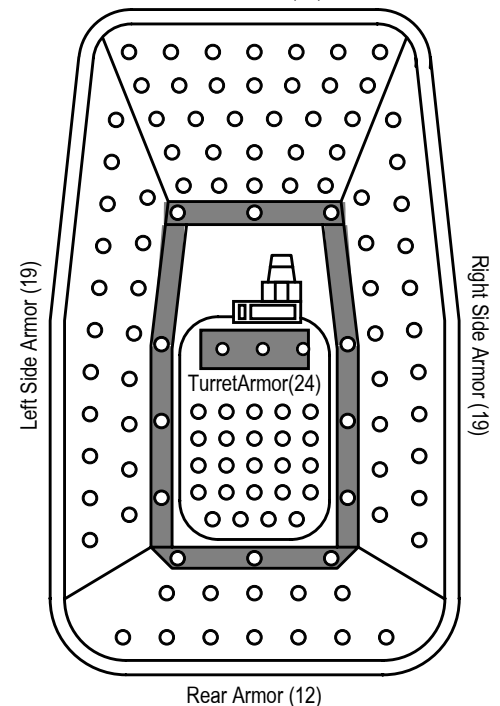
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HOVERCRAFT RECORD SHEET

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:	Cruising	Flank	1 Medium Laser	T	5 - 3 6 9
Inner Sphere	MP:	MP:	2 SRM 2	T	2/hit - 3 6 9
3025 Level 1	11	17			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 729,250					
BV: 328 WV: 155 / 155					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	145 Leenex Fusion Engine		
Lift Fan Destroyed	☐	Turret Locked	2 Crew Members		



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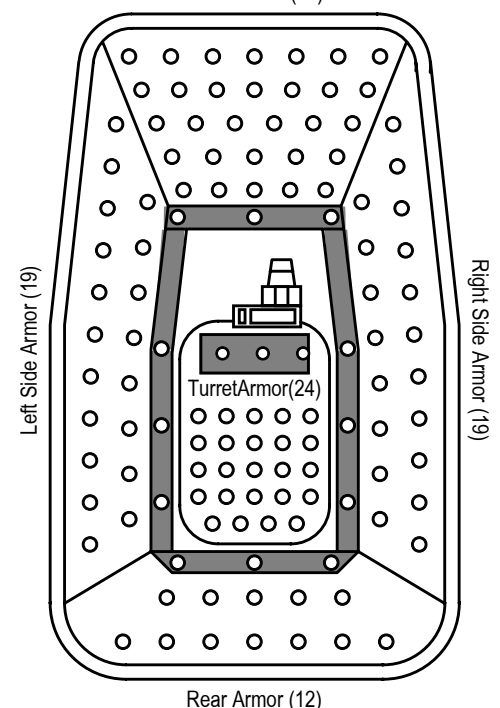
BATTLETECH®

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:	Cruising	Flank	1 Medium Laser	T	5 - 3 6 9
Inner Sphere	MP:	MP:	2 SRM 2	T	2/hit - 3 6 9
3025 Level 1	11	17			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 729,250					
BV: 328 WV: 155 / 155					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	145 Leenex Fusion Engine		
Lift Fan Destroyed	☐	Turret Locked	2 Crew Members		

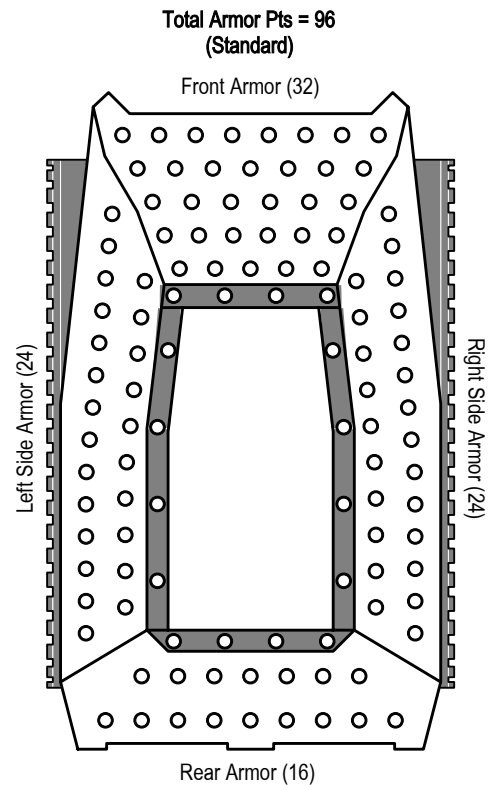


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TRACKED VEHICLE RECORD SHEET

Type: Hunter Light Support Tank			Weapons Inventory		
Config: Tracked	Tons: 35		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 LRM 20	F	1/hit 6 7 14 21
Inner Sphere	MP:	MP:	1 Flamer	R	2 - 1 2 3
3025 Level 1	5	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			Body Inventory		
Drive Damaged ☐	Engine Hit ☐		175 Omni Fusion Engine		
Track Destroyed ☐			3 Crew Members		

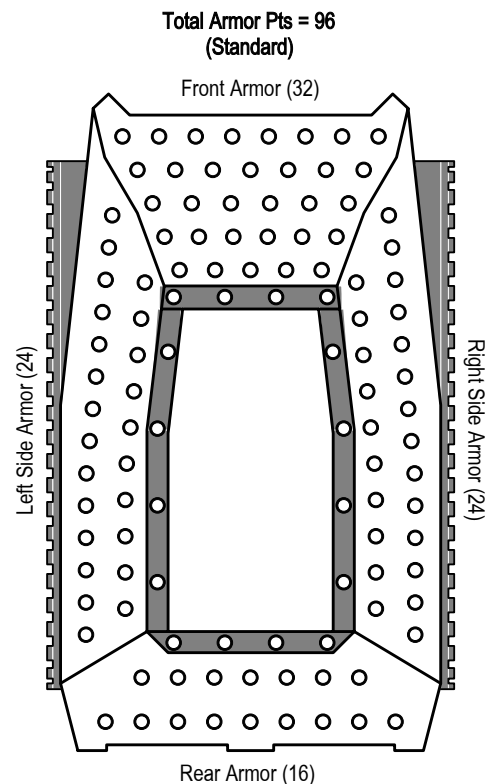


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TRACKED VEHICLE RECORD SHEET

Type: Hunter Light Support Tank			Weapons Inventory		
Config: Tracked	Tons: 35		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 LRM 20	F	1/hit 6 7 14 21
Inner Sphere	MP:	MP:	1 Flamer	R	2 - 1 2 3
3025 Level 1	5	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			Body Inventory		
Drive Damaged ☐	Engine Hit ☐		175 Omni Fusion Engine		
Track Destroyed ☐			3 Crew Members		



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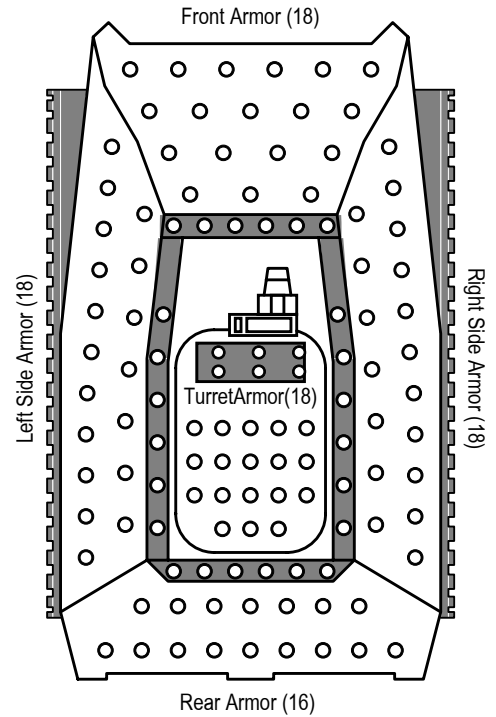
TRACKED VEHICLE RECORD SHEET

Type: Hi-Scout Drone Carrier			Weapons Inventory		
Config: Tracked		Tons: 60	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 SRM 2	T	2/hit - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1		4	6		
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 679,200					
BV: 126		WV: 22 / 22			
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		

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

Total Armor Pts = 88
(Standard)



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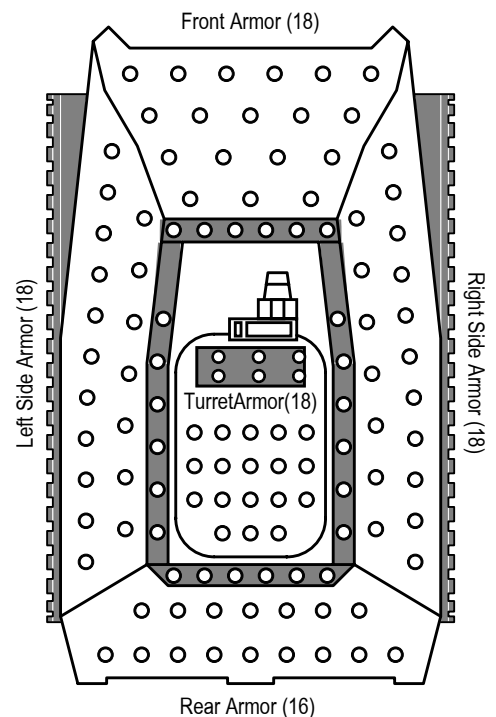
TRACKED VEHICLE RECORD SHEET

Type: Hi-Scout Drone Carrier			Weapons Inventory		
Config: Tracked		Tons: 60	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 SRM 2	T	2/hit - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1		4	6		
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 679,200					
BV: 126		WV: 22 / 22			
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		

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

Total Armor Pts = 88
(Standard)



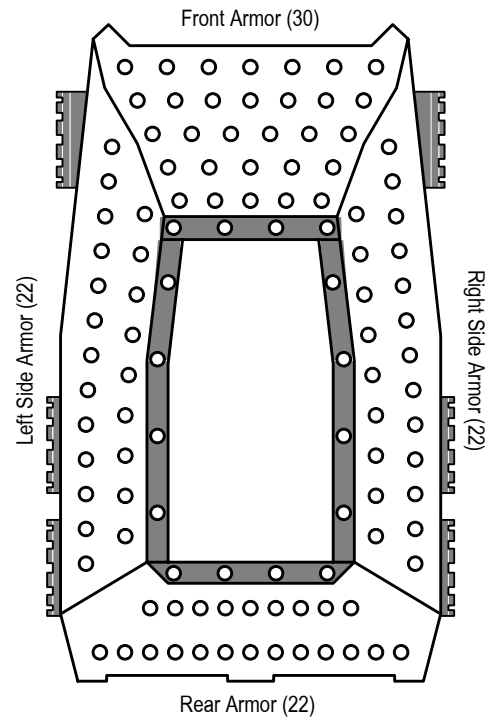
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WHEELED VEHICLE RECORD SHEET

Type: Hetzer Wheeled Assault Gun			Weapons Inventory		
Config: Wheeled	Tons: 40		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere	MP:	MP:			
3025 Level 1	4	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			Body Inventory		
Wheel Damaged	☐	Engine Hit	140 I.C.E. Engine		
Axle Destroyed	☐		3 Crew Members		

Total Armor Pts = 96
(Standard)



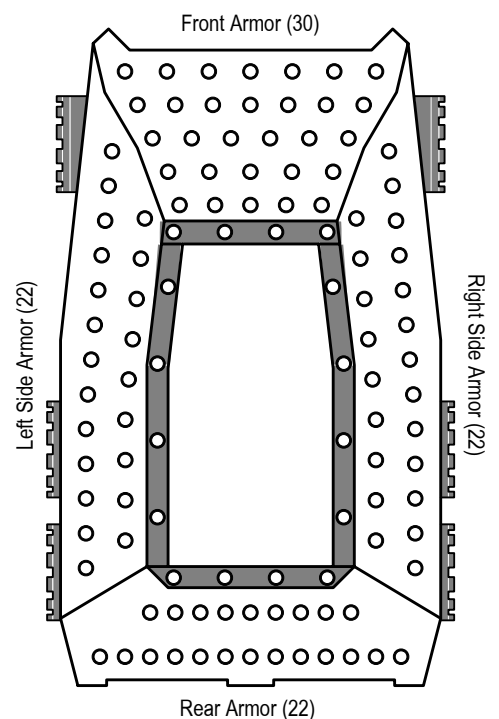
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WHEELED VEHICLE RECORD SHEET

Type: Hetzer Wheeled Assault Gun			Weapons Inventory		
Config: Wheeled	Tons: 40		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Autocannon/20	F 20	- 3 6 9
Inner Sphere	MP:	MP:			
3025 Level 1	4	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			Body Inventory		
Wheel Damaged	☐	Engine Hit	140 I.C.E. Engine		
Axle Destroyed	☐		3 Crew Members		

Total Armor Pts = 96
(Standard)



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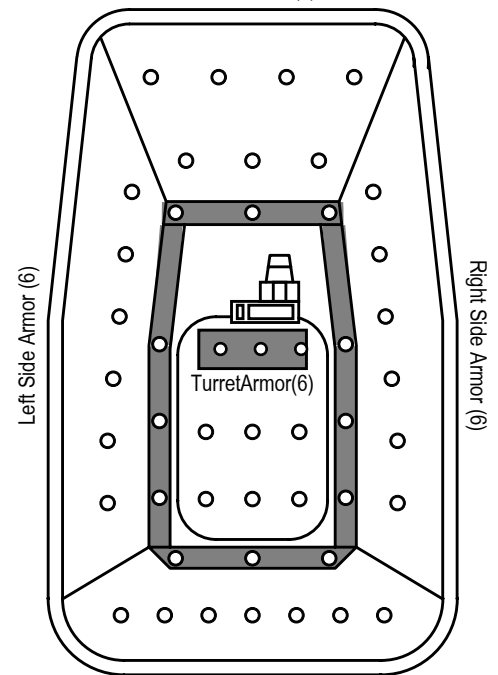
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HOVERCRAFT RECORD SHEET

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 MP:	2 SRM 6	T	2/hit - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1-FA		10			
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	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			120 I.C.E. Engine		
			2 Crew Members		



Rear Armor (7)

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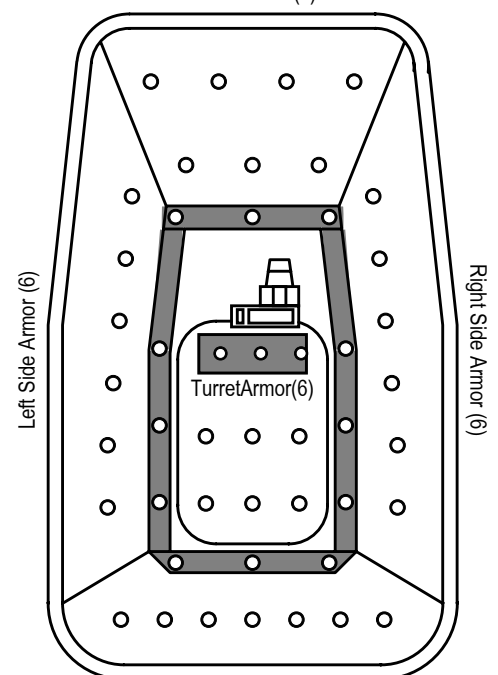
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HOVERCRAFT RECORD SHEET

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 MP:	2 SRM 6	T	2/hit - 3 6 9
Inner Sphere		Flank MP:			
3025 Level 1-FA		10			
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	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			120 I.C.E. Engine		
			2 Crew Members		



Rear Armor (7)

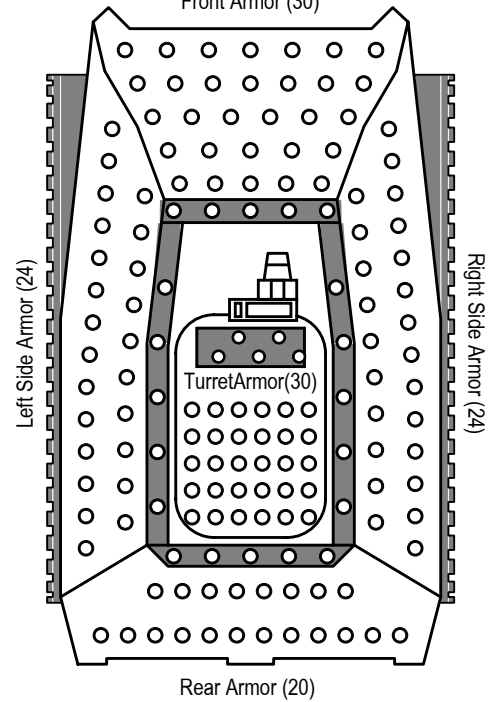
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TRACKED VEHICLE RECORD SHEET

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:		Cruising	Flank	1 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 1		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 607,550										
BV: 280		WV: 212 / 212								
Ammo										
Ammo Type	Rounds									
Machine Gun	100									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
Body Inventory										
180 I.C.E. Engine										
3 Crew Members										
1.00T Infantry Bay Equipment										

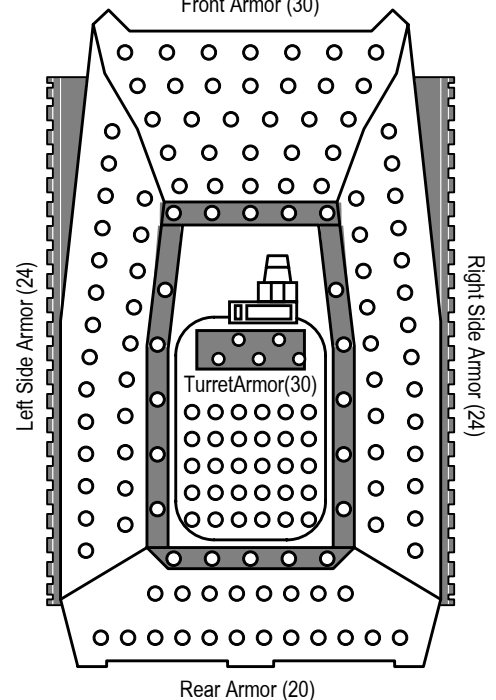
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TRACKED VEHICLE RECORD SHEET

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:		Cruising	Flank	1 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 1		4	6							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 607,550										
BV: 280		WV: 212 / 212								
Ammo										
Ammo Type	Rounds									
Machine Gun	100									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
Body Inventory										
180 I.C.E. Engine										
3 Crew Members										
1.00T Infantry Bay Equipment										

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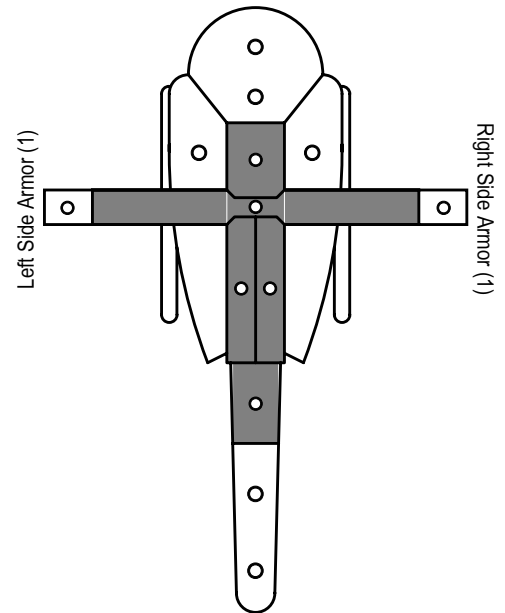
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V.T.O.L. RECORD SHEET

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

Total Armor Pts = 8
(Standard)

Front Armor (2)



Rear Armor (2)

Rotor Type: Main/Tail Rotors

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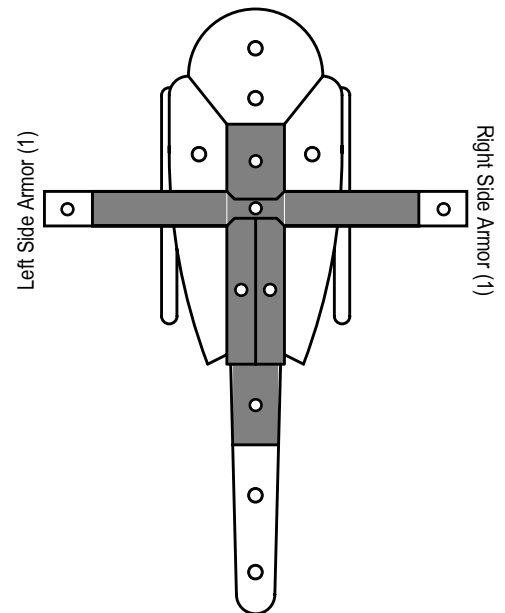
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V.T.O.L. RECORD SHEET

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

Total Armor Pts = 8
(Standard)

Front Armor (2)



Rear Armor (2)

Rotor Type: Main/Tail Rotors

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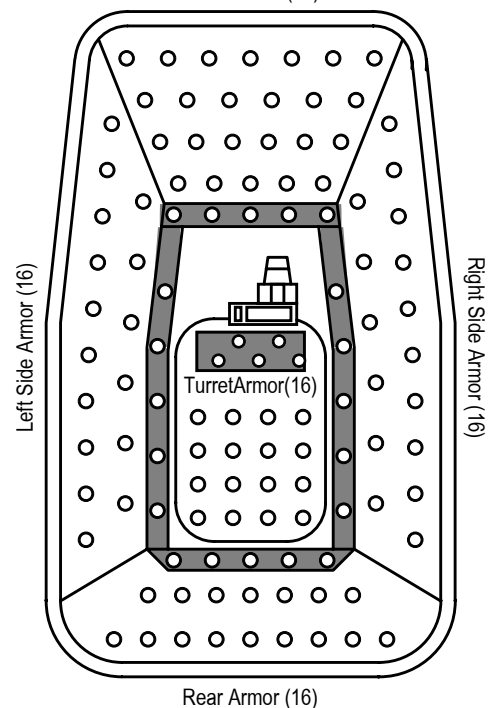
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 Medium Laser	T 5	- 3 6 9
Inner Sphere		Flank MP:	2 SRM 6	T 2/hit	- 3 6 9
3025 Level 1-FA		9 14			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,349,333					
BV: 469		WV: 297 / 297			
Ammo					
Ammo Type	Rounds				
SRM 6	30				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
215 I.C.E. Engine					
4 Crew Members					



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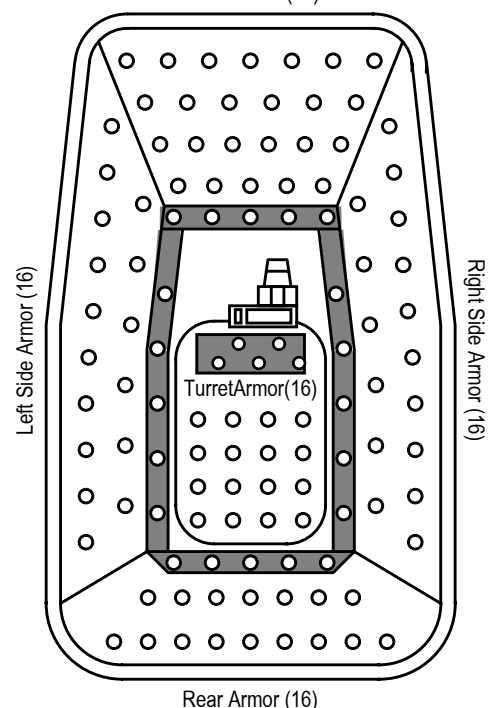
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 Medium Laser	T 5	- 3 6 9
Inner Sphere		Flank MP:	2 SRM 6	T 2/hit	- 3 6 9
3025 Level 1-FA		9 14			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 1,349,333					
BV: 469		WV: 297 / 297			
Ammo					
Ammo Type	Rounds				
SRM 6	30				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
215 I.C.E. Engine					
4 Crew Members					



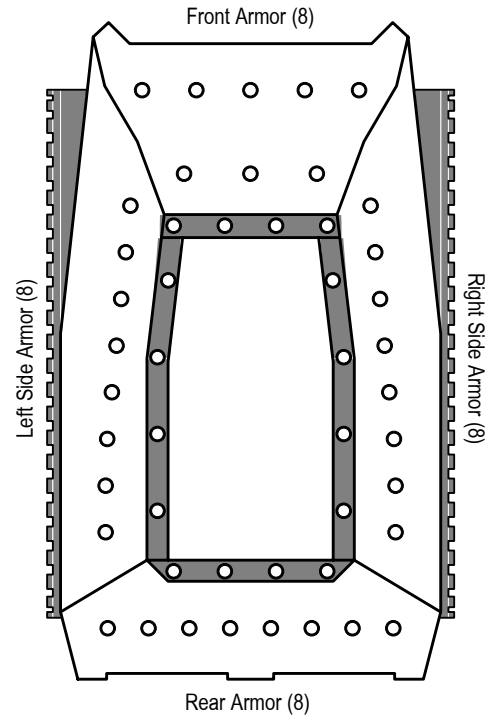
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TRACKED VEHICLE RECORD SHEET

Type: Engineering Vehicle			Weapons Inventory # Type Loc Dmg Min S M L			
Config: Tracked		Tons: 40				
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9	Body Inventory 240 I.C.E. Engine 3 Crew Members 9.00T Engineering Equipment			
Crew:						
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 336,000						
BV: 42 WV: 0 / 0						
Ammo						
Critical Damage						
Drive Damaged	☐	Engine Hit	☐			
Track Destroyed	☐					

Total Armor Pts = 32
(Standard)



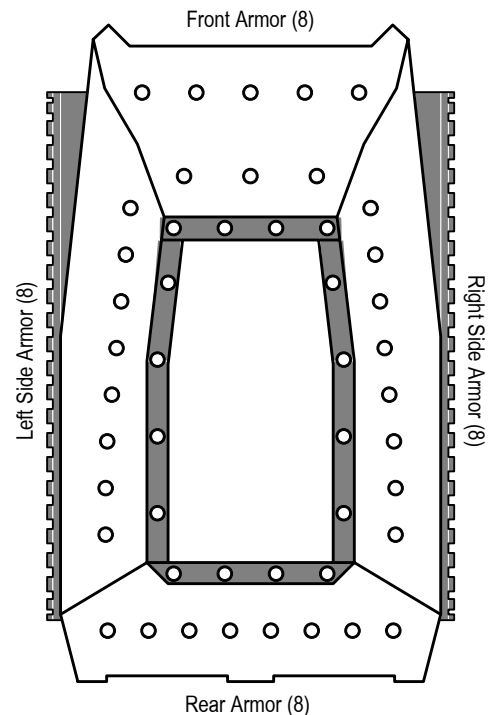
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TRACKED VEHICLE RECORD SHEET

Type: Engineering Vehicle			Weapons Inventory # Type Loc Dmg Min S M L			
Config: Tracked		Tons: 40				
Technology Base: Inner Sphere 3025 Level 1	Cruising MP: 6	Flank MP: 9	Body Inventory 240 I.C.E. Engine 3 Crew Members 9.00T Engineering Equipment			
Crew:						
Gunnery Skill:	Driving Skill:					
Cost, C-Bills: 336,000						
BV: 42 WV: 0 / 0						
Ammo						
Critical Damage						
Drive Damaged	☐	Engine Hit	☐			
Track Destroyed	☐					

Total Armor Pts = 32
(Standard)



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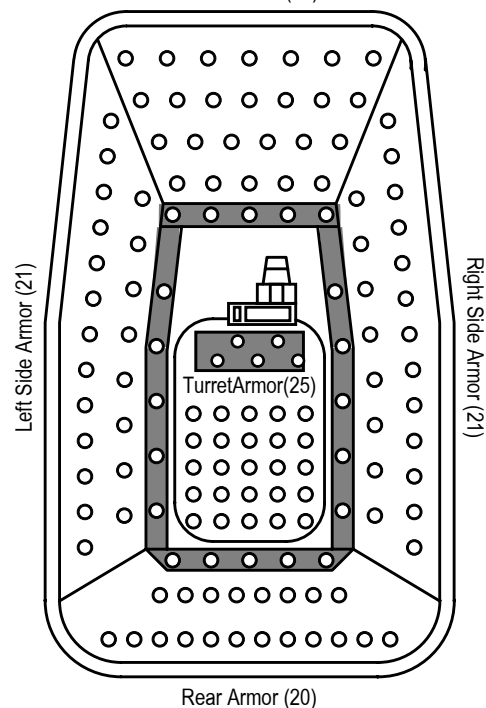
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 112
(Standard)

Front Armor (25)

Type: Drillson Heavy Hover Tank			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:	2 SRM 2	T	2/hit - 3 6 9
3025 Level 1-FA		9 14	1 LRM 10	F	1/hit 6 7 14 21
Crew:			2 Machine Gun	F	2 - 1 2 3
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 2,505,333					
BV: 710 WV: 476 / 476					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
LRM 10	12				
Machine Gun	100				
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	215 Core Tek Fusion Engine		
Lift Fan Destroyed	☐	Turret Locked	4 Crew Members		



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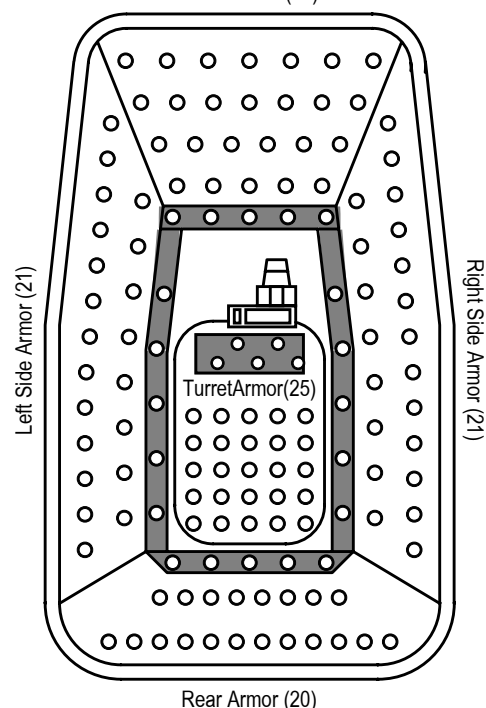
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 112
(Standard)

Front Armor (25)

Type: Drillson Heavy Hover Tank			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:	2 SRM 2	T	2/hit - 3 6 9
3025 Level 1-FA		9 14	1 LRM 10	F	1/hit 6 7 14 21
Crew:			2 Machine Gun	F	2 - 1 2 3
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 2,505,333					
BV: 710 WV: 476 / 476					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
LRM 10	12				
Machine Gun	100				
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	215 Core Tek Fusion Engine		
Lift Fan Destroyed	☐	Turret Locked	4 Crew Members		



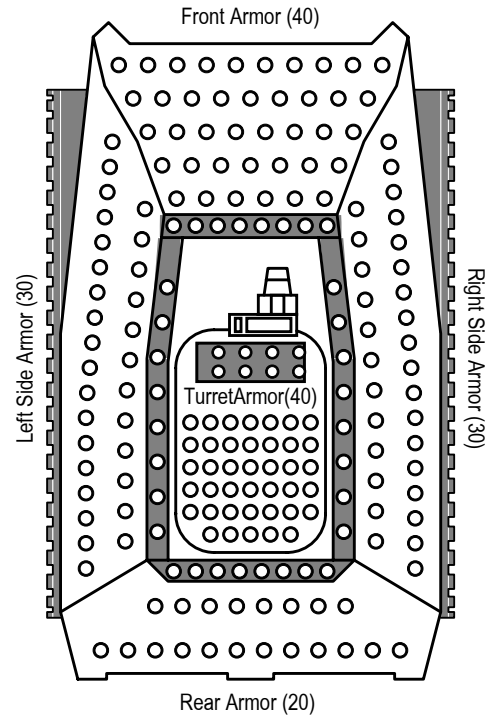
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TRACKED VEHICLE RECORD SHEET

Type: Demolisher Heavy Tank			Weapons Inventory		
Config: Tracked	Tons: 80		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	2 Autocannon/20	T 20	- 3 6 9
Inner Sphere	MP:	MP:			
3025 Level 1	3	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			Body Inventory		
Drive Damaged	☐	Engine Hit	240 I.C.E. Engine		
Track Destroyed	☐	Turret Locked	6 Crew Members		

Total Armor Pts = 160
(Standard)



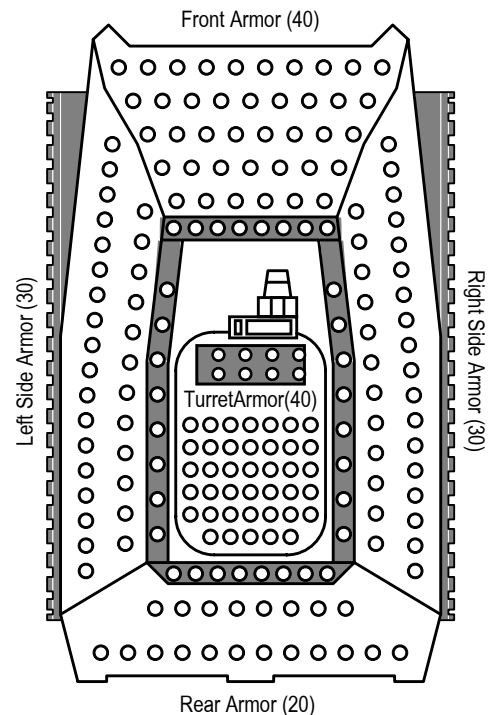
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Demolisher Heavy Tank			Weapons Inventory		
Config: Tracked	Tons: 80		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	2 Autocannon/20	T 20	- 3 6 9
Inner Sphere	MP:	MP:			
3025 Level 1	3	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			Body Inventory		
Drive Damaged	☐	Engine Hit	240 I.C.E. Engine		
Track Destroyed	☐	Turret Locked	6 Crew Members		

Total Armor Pts = 160
(Standard)



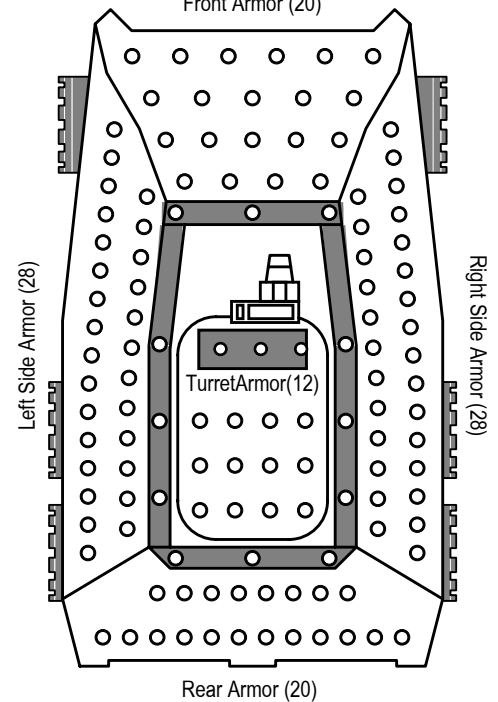
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Standard)

Front Armor (20)



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

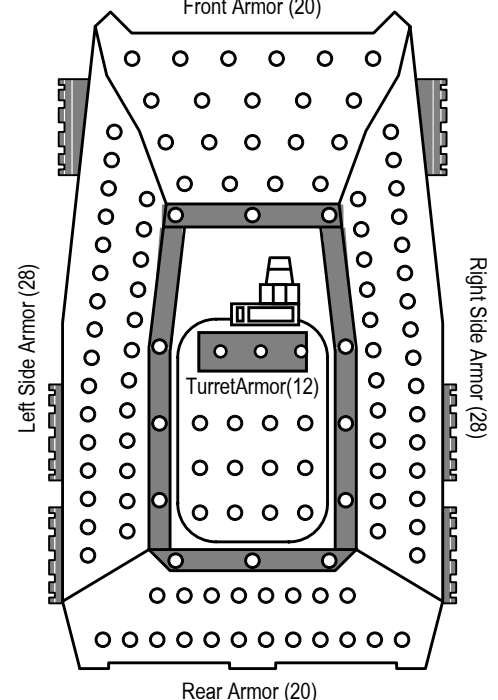
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Standard)

Front Armor (20)



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

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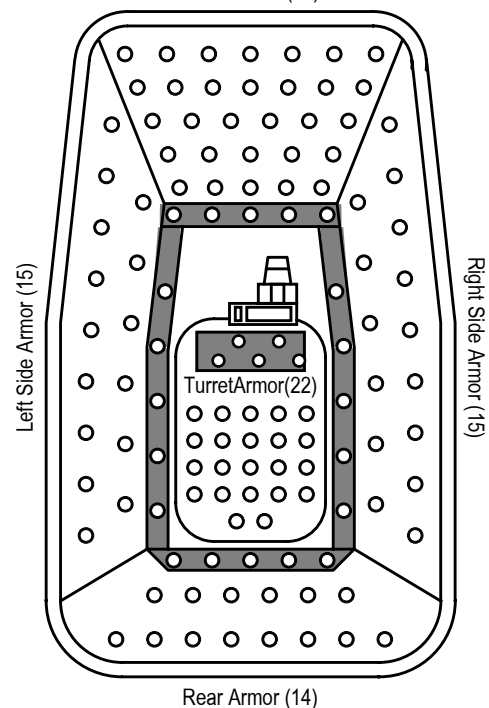
BATTLETECH®

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	Flank	1 Autocannon/5	T	5	3	6	12	18
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3025 Level 1		8	12	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										
Airskirt Damaged	☐	Engine Hit	☐	165 I.C.E. Engine						
Lift Fan Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										



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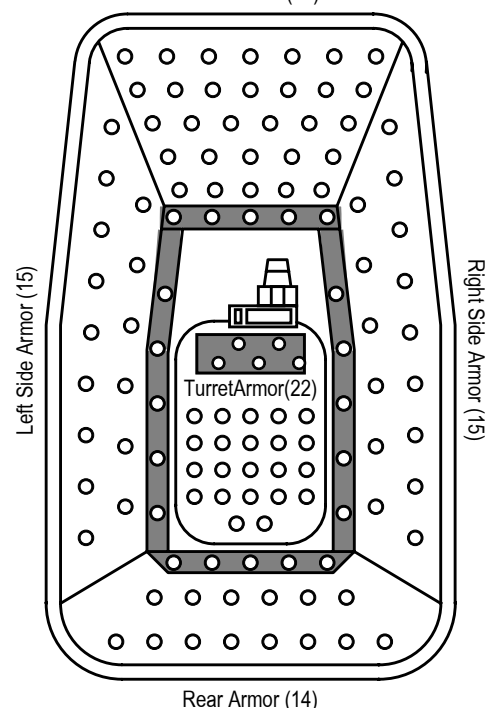
BATTLETECH®

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	Flank	1 Autocannon/5	T	5	3	6	12	18
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3025 Level 1		8	12	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										
Airskirt Damaged	☐	Engine Hit	☐	165 I.C.E. Engine						
Lift Fan Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										



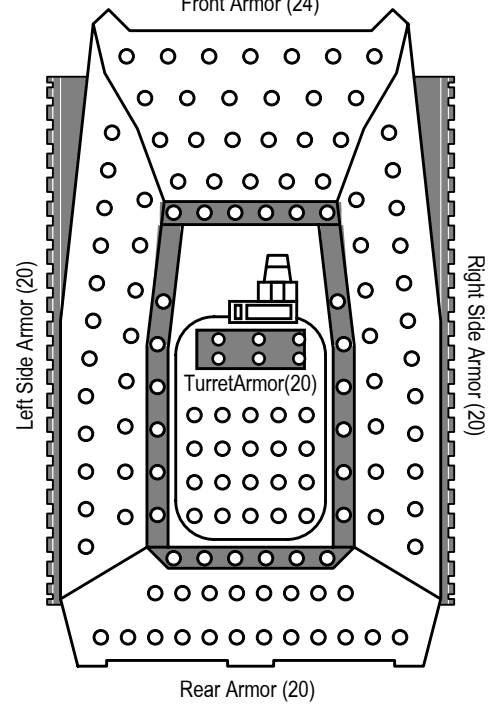
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BATTLETECH®

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	Flank	1 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	2 SRM 4	T	2/hit	-	3	6	9
3025 Level 1		4	6	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	☐	Engine Hit	☐	Body Inventory						
Track Destroyed	☐	Turret Locked	☐							
				240 I.C.E. Engine						
				4 Crew Members						

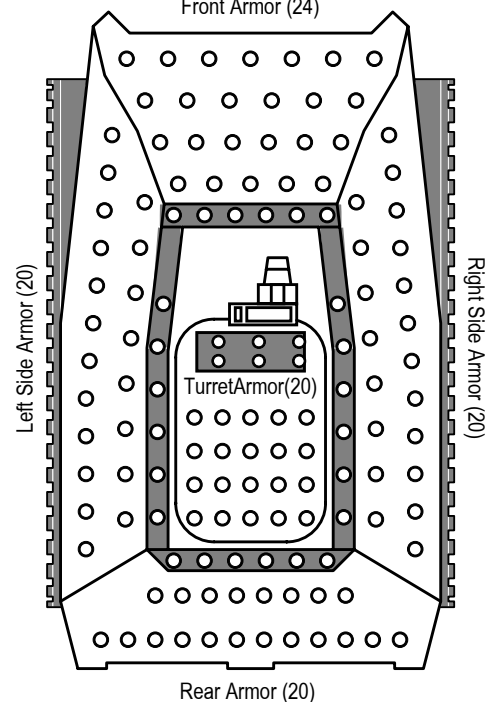
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	2 SRM 4	T	2/hit	-	3	6	9
3025 Level 1		4	6	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	☐	Engine Hit	☐	Body Inventory						
Track Destroyed	☐	Turret Locked	☐							
				240 I.C.E. Engine						
				4 Crew Members						

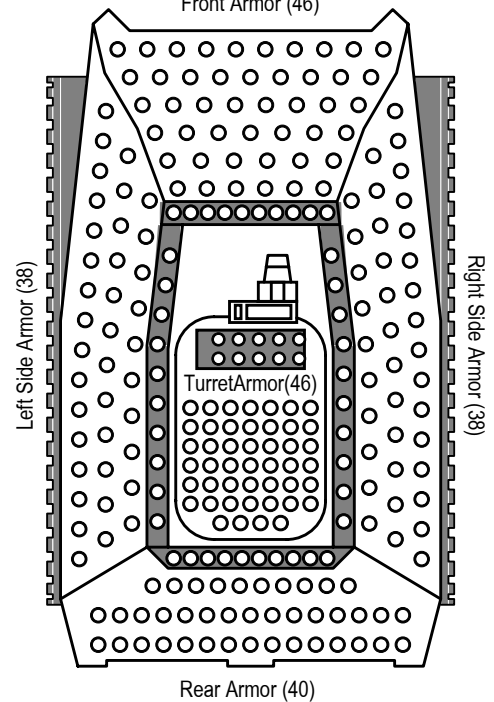
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (46)



Rear Armor (40)

Type: Behemoth Heavy Tank																																																																																							
Config: Tracked		Tons: 100																																																																																					
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 2	Flank MP: 3																																																																																				
Crew:																																																																																							
Gunnery Skill:		Driving Skill:																																																																																					
Cost, C-Bills: 3,044,667																																																																																							
BV: 752		WV: 1,076 / 1,076																																																																																					
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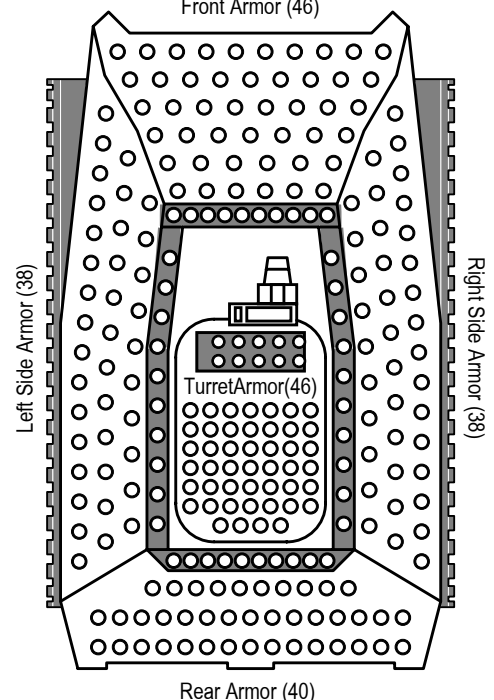
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 208
(Standard)

Front Armor (46)



Rear Armor (40)

Type: Behemoth Heavy Tank																																																																																							
Config: Tracked		Tons: 100																																																																																					
Technology Base: Inner Sphere 3025 Level 1		Cruising MP: 2	Flank MP: 3																																																																																				
Crew:																																																																																							
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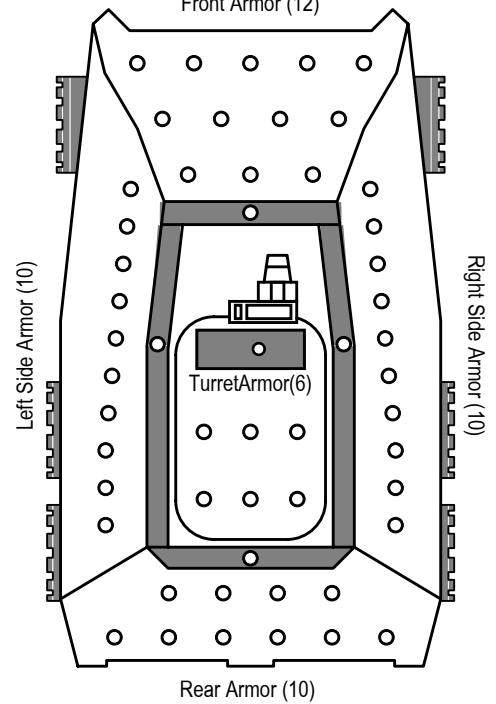
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WHEELED VEHICLE RECORD SHEET

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:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 68,425										
BV: 62			WV: 6 / 6							
Ammo										
Ammo Type		Rounds								
Machine Gun		200								
Critical Damage										
Wheel Damaged		☐	Engine Hit		☐					
Axle Destroyed		☐	Turret Locked		☐					
			Body Inventory 40 I.C.E. Engine 1 Crew Members 1.00T Infantry Bay Capacity							

Total Armor Pts = 48
(Standard)

Front Armor (12)



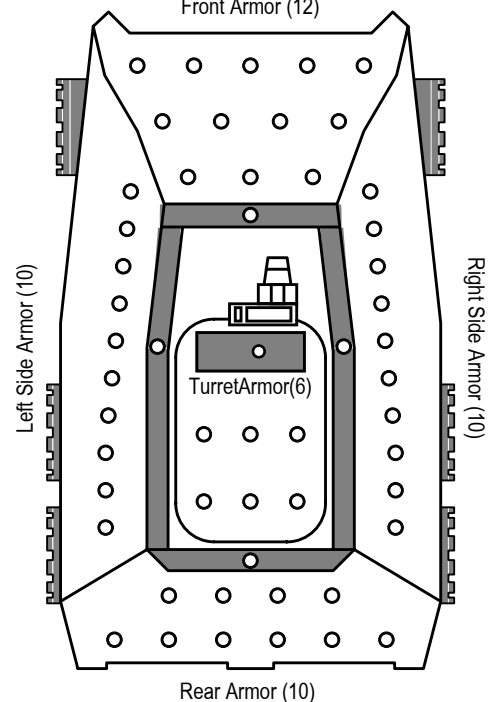
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WHEELED VEHICLE RECORD SHEET

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	Flank MP: 9	2 Machine Gun	T	2	-	1	2	3
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 68,425										
BV: 62		WV: 6 / 6								
Ammo Ammo Type Rounds Machine Gun 200										
Critical Damage Wheel Damaged ☐ Engine Hit ☐ Axle Destroyed ☐ Turret Locked ☐				Body Inventory 40 I.C.E. Engine 1 Crew Members 1.00T Infantry Bay Capacity						

Total Armor Pts = 48
(Standard)

Front Armor (12)



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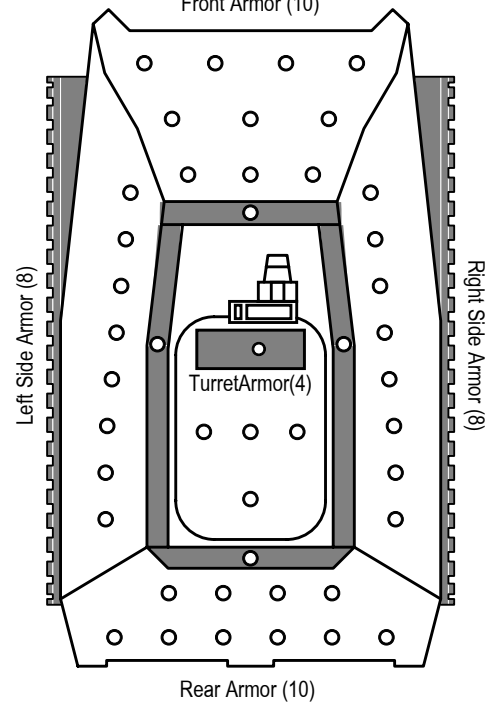
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 40
(Standard)

Front Armor (10)



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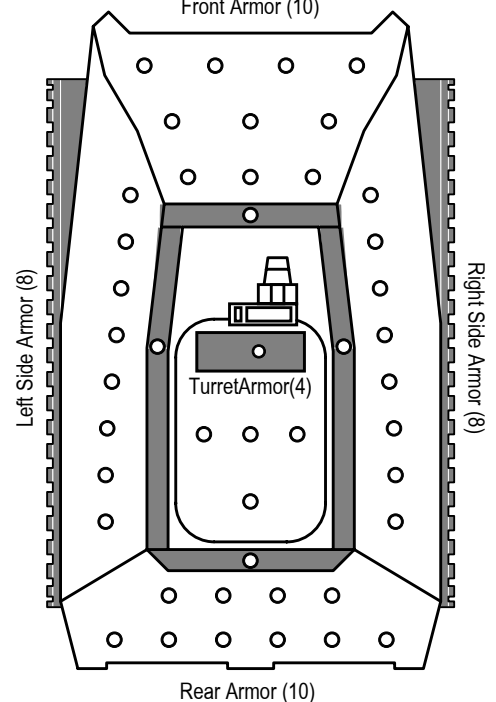
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TRACKED VEHICLE RECORD SHEET

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

Total Armor Pts = 40
(Standard)

Front Armor (10)



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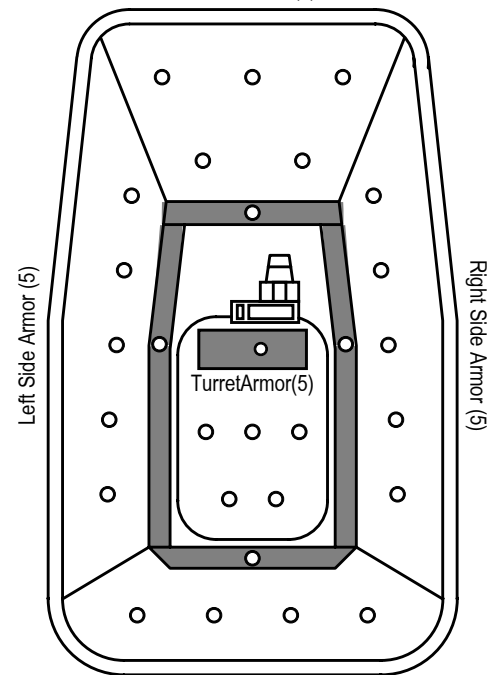
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HOVERCRAFT RECORD SHEET

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 MP:	2 Machine Gun	T	2 - 1 2 3
Inner Sphere		Flank MP:			
3025 Level 1		10			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 87,600					
BV: 46		WV: 3 / 3			
Ammo					
Ammo Type	Rounds				
Machine Gun	100				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
60 I.C.E. Engine					
1 Crew Members					
1.00T Infantry Bay Capacity					



Rear Armor (4)

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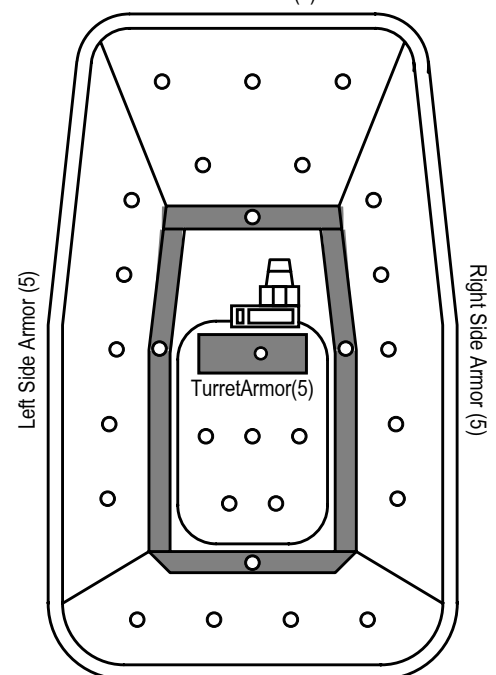
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HOVERCRAFT RECORD SHEET

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 MP:	2 Machine Gun	T	2 - 1 2 3
Inner Sphere		Flank MP:			
3025 Level 1		10			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 87,600					
BV: 46		WV: 3 / 3			
Ammo					
Ammo Type	Rounds				
Machine Gun	100				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
60 I.C.E. Engine					
1 Crew Members					
1.00T Infantry Bay Capacity					



Rear Armor (4)

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