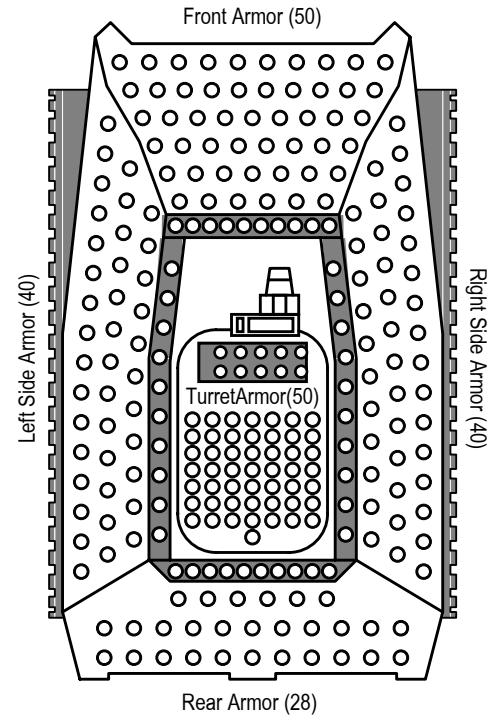


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TRACKED VEHICLE RECORD SHEET

Type: Alacorn Mk VI Heavy Tank			Weapons Inventory		
Config: Tracked		Tons: 95	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	3 Gauss Rifle	T	15 2 7 15 22
Inner Sphere 3050 Level 2		Flank MP:			
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	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			285 Pitban XL Fusion Engine		
			7 Crew Members		

Total Armor Pts = 208
(Standard)



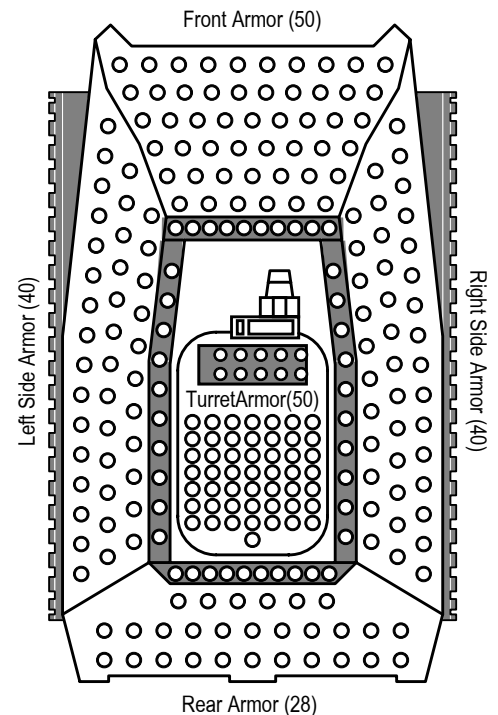
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TRACKED VEHICLE RECORD SHEET

Type: Alacorn Mk VI Heavy Tank			Weapons Inventory		
Config: Tracked		Tons: 95	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	3 Gauss Rifle	T	15 2 7 15 22
Inner Sphere 3050 Level 2		Flank MP:			
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	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			285 Pitban XL Fusion Engine		
			7 Crew Members		

Total Armor Pts = 208
(Standard)



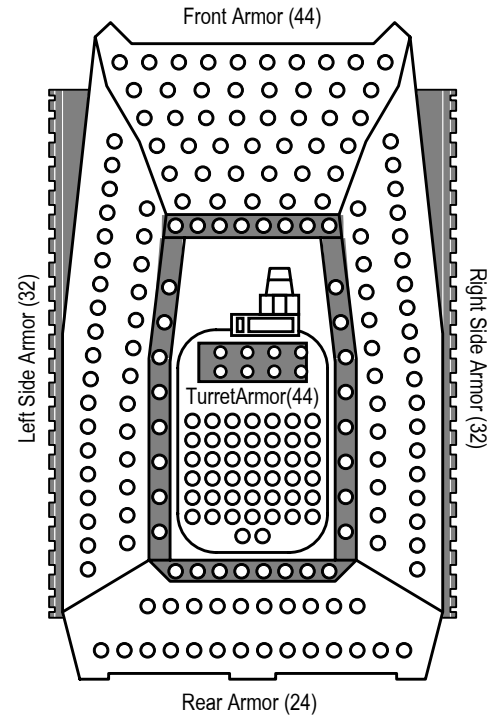
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TRACKED VEHICLE RECORD SHEET

Type: Zhukov Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Autocannon/10	T	10	-	5	10	15
Inner Sphere		MP:	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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				225 I.C.E. Engine						
				5 Crew Members						

Total Armor Pts = 176
(Standard)



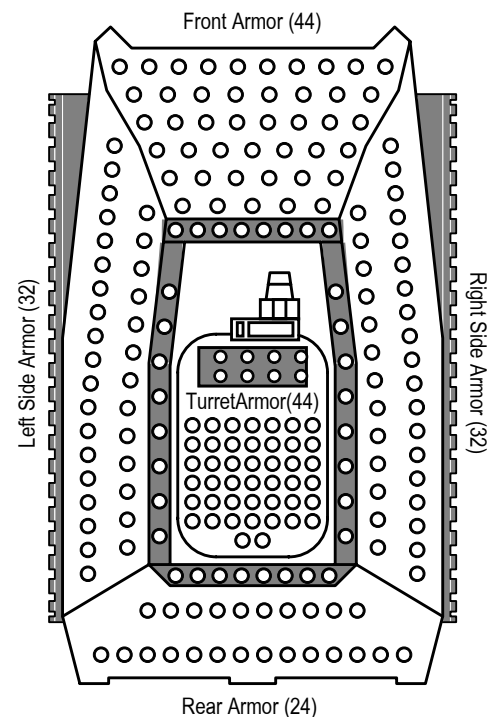
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TRACKED VEHICLE RECORD SHEET

Type: Zhukov Heavy Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Autocannon/10	T	10	-	5	10	15
Inner Sphere		MP:	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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				225 I.C.E. Engine						
				5 Crew Members						

Total Armor Pts = 176
(Standard)



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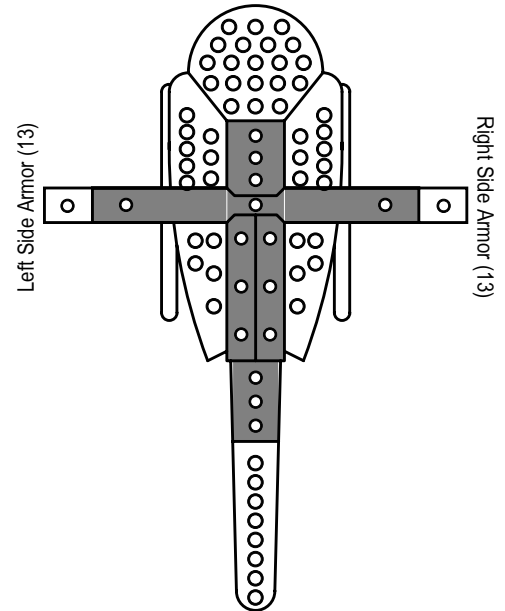
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V.T.O.L. RECORD SHEET

Type: Yellow Jacket Gunship			Weapons Inventory		
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	1 Gauss Rifle	F	15 2 7 15 22
Inner Sphere	MP:	Flank			
3050 Level 2	6	9			
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					
Rotor Damaged	☐	Engine Hit	☐		
Rotor Destroyed	☐				
			Fuselage Inventory		
			40 I.C.E. Engine		
			2 Crew Members		

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

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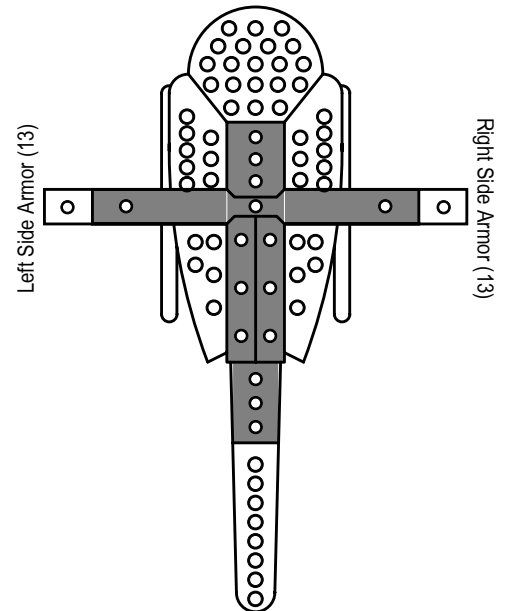
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V.T.O.L. RECORD SHEET

Type: Yellow Jacket Gunship			Weapons Inventory		
Config: V.T.O.L.		Tons: 30	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	1 Gauss Rifle	F	15 2 7 15 22
Inner Sphere	MP:	Flank			
3050 Level 2	6	9			
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					
Rotor Damaged	☐	Engine Hit	☐		
Rotor Destroyed	☐				
			Fuselage Inventory		
			40 I.C.E. Engine		
			2 Crew Members		

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

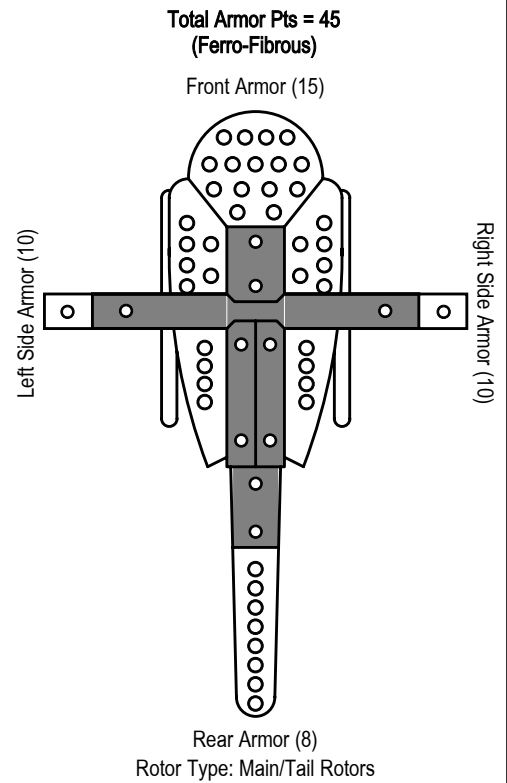
Rotor Type: Main/Tail Rotors

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V.T.O.L. RECORD SHEET

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	☐	Engine Hit	☐		
Rotor Destroyed	☐				
			Fuselage Inventory		
			105 DAV Fusion Engine		
			2 Crew Members		

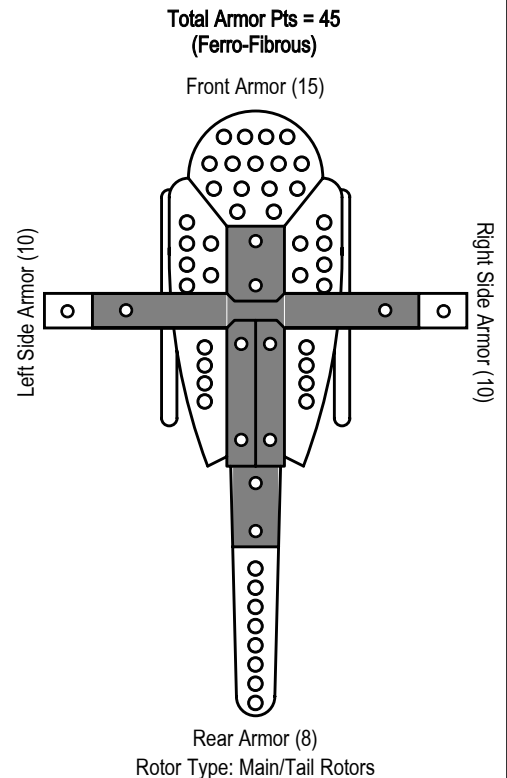


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V.T.O.L. RECORD SHEET

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	☐	Engine Hit	☐		
Rotor Destroyed	☐				
			Fuselage Inventory		
			105 DAV Fusion Engine		
			2 Crew Members		



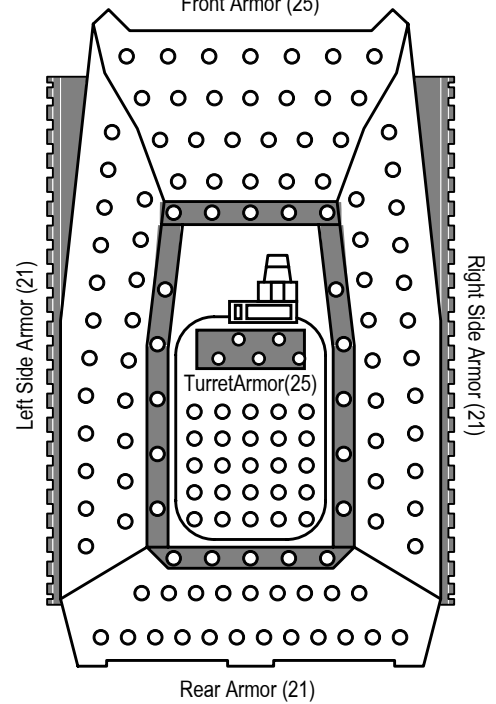
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 113
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (21)

Type: Vedette Medium Tank (3058 Upgrade)			Weapons Inventory							
Config: Tracked		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 5	Flank MP: 8	1 Ultra AC/5	T	5	2	6	13	20
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	☐	250 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										

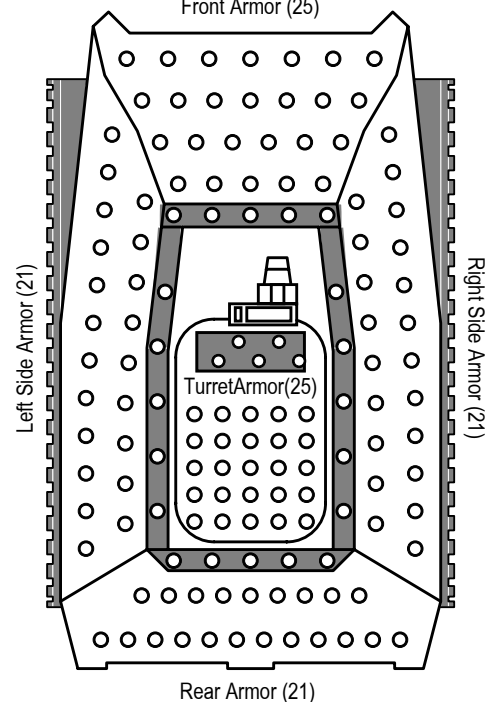
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 113
(Ferro-Fibrous)

Front Armor (25)



Rear Armor (21)

Type: Vedette Medium Tank (3058 Upgrade)			Weapons Inventory							
Config: Tracked		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 5	Flank MP: 8	1 Ultra AC/5	T	5	2	6	13	20
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	☐	250 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										

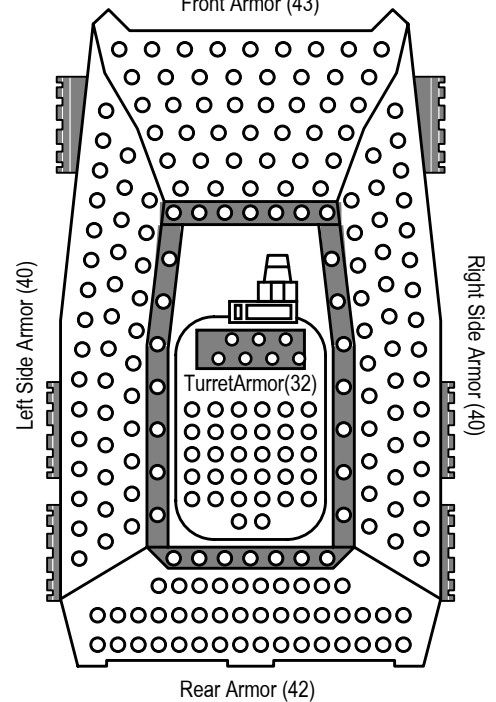
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 197
(Ferro-Fibrous)

Front Armor (43)



Rear Armor (42)

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

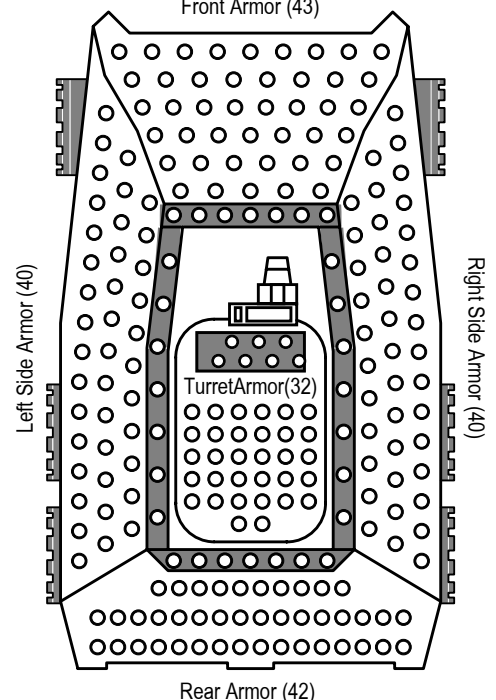
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 197
(Ferro-Fibrous)

Front Armor (43)



Rear Armor (42)

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

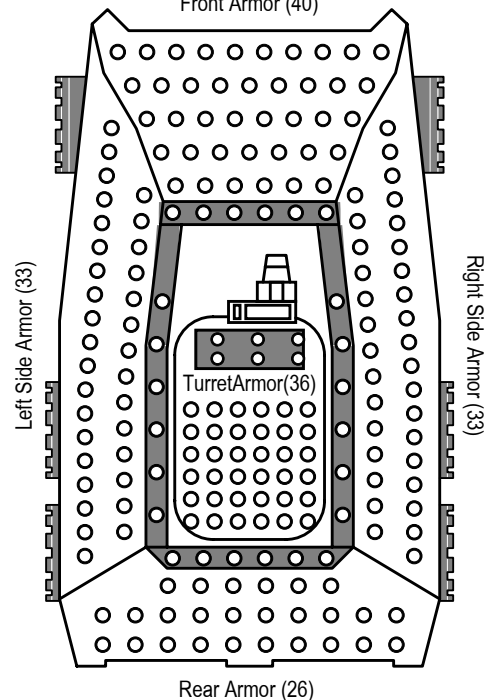
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Standard)

Front Armor (40)



Rear Armor (26)

Type: Tokugawa Heavy Tank			Weapons Inventory							
Config: Wheeled		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Medium Pulse Laser	F	6	-	2	4	6
Inner Sphere		MP:	MP:	1 LB 10-X AC	T	10	-	6	12	18
3050 Level 2		4	6	1 SRM 6 w/ Artemis IV	T	2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,504,450										
BV: 586		WV: 705 / 736								
Ammo										
Ammo Type	Rounds									
LB 10-X AC	30									
SRM 6	30									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory 220 DAV Fusion Engine 4 Crew Members						
Axle Destroyed	☐	Turret Locked	☐							

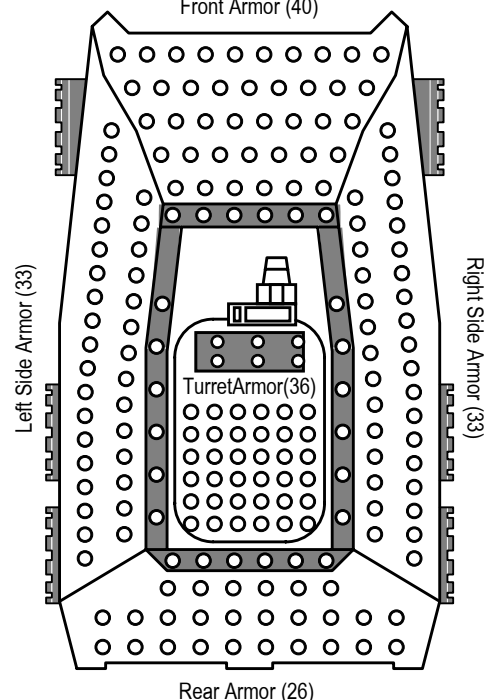
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 168
(Standard)

Front Armor (40)



Rear Armor (26)

Type: Tokugawa Heavy Tank			Weapons Inventory							
Config: Wheeled		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Medium Pulse Laser	F	6	-	2	4	6
Inner Sphere		MP:	MP:	1 LB 10-X AC	T	10	-	6	12	18
3050 Level 2		4	6	1 SRM 6 w/ Artemis IV	T	2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,504,450										
BV: 586		WV: 705 / 736								
Ammo										
Ammo Type	Rounds									
LB 10-X AC	30									
SRM 6	30									
Critical Damage										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory 220 DAV Fusion Engine 4 Crew Members						
Axle Destroyed	☐	Turret Locked	☐							

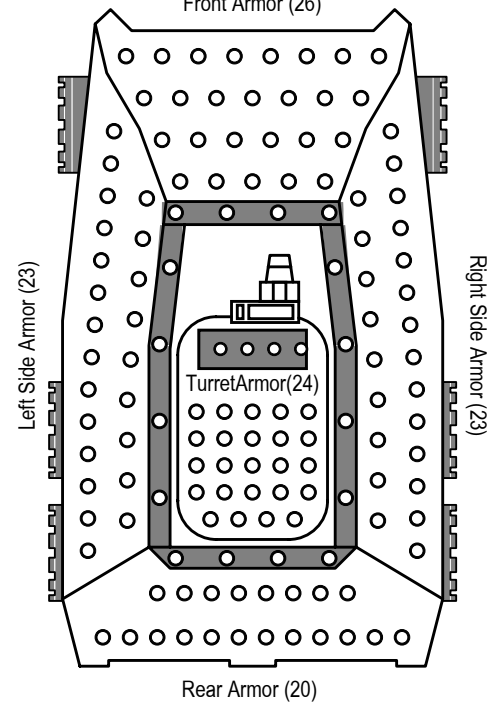
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 116
(Ferro-Fibrous)

Front Armor (26)



Type: Striker Light Tank (3058 Upgrade)			Weapons Inventory							
Config: Wheeled		Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Streak SRM 2	T	2/hit	-	3	6	9
3050 Level 2		5	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	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				155 Nissan Fusion Engine						
				3 Crew Members						

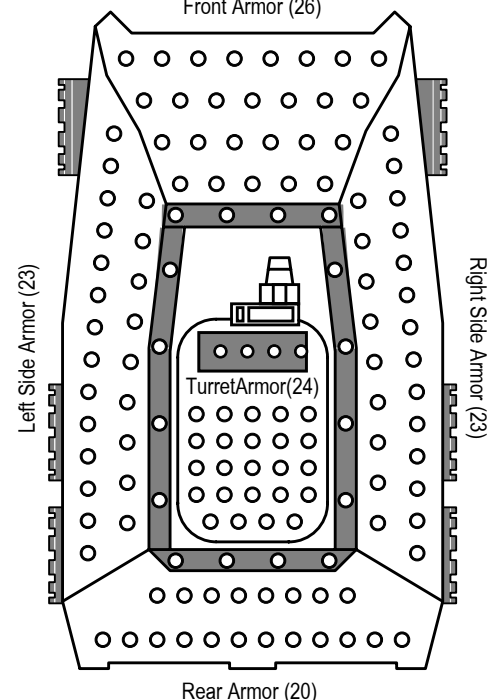
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 116
(Ferro-Fibrous)

Front Armor (26)



Type: Striker Light Tank (3058 Upgrade)			Weapons Inventory							
Config: Wheeled		Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Streak SRM 2	T	2/hit	-	3	6	9
3050 Level 2		5	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	☐	Engine Hit	☐							
Axle Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				155 Nissan Fusion Engine						
				3 Crew Members						

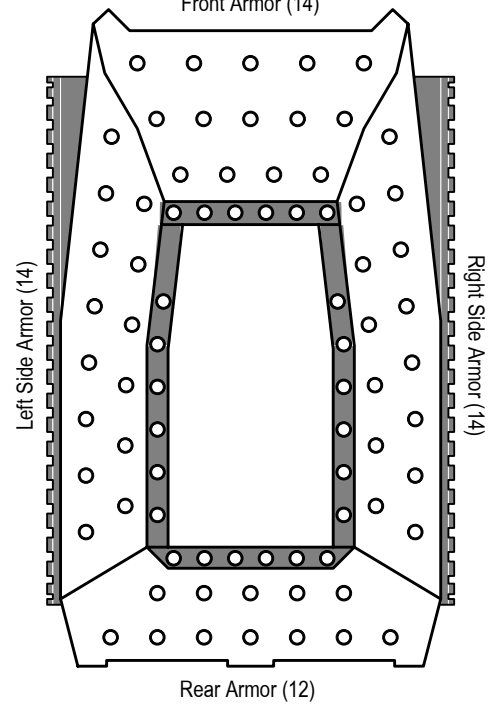
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Type: **SRM Carrier (3058 Upgrade)**

Config: **Tracked**

Tons: **60**

Technology Base:

Inner Sphere
3050 Level 2

Cruising

MP:

3

Flank

MP:

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 ☐ Engine Hit ☐
Track Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
9	SRM 6	F	2/hit	-	3	6	9
1	Narc Missile Beacon	F	-	-	3	6	9

Body Inventory

180 I.C.E. Engine
4 Crew Members

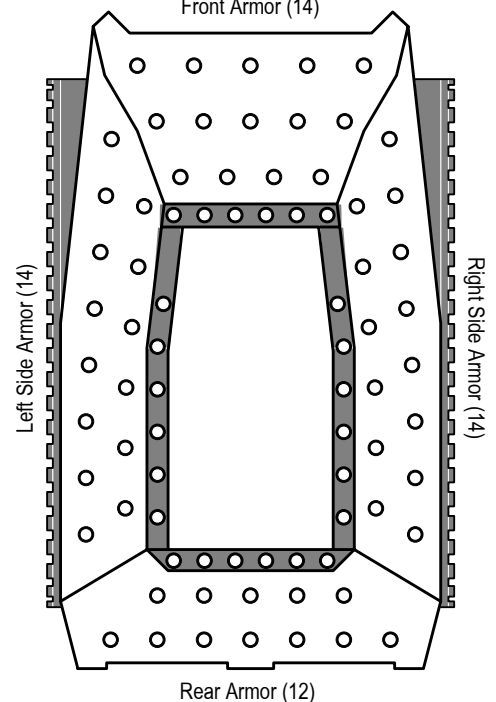
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Type: **SRM Carrier (3058 Upgrade)**

Config: **Tracked**

Tons: **60**

Technology Base:

Inner Sphere
3050 Level 2

Cruising

MP:

3

Flank

MP:

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 ☐ Engine Hit ☐
Track Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L
9	SRM 6	F	2/hit	-	3	6	9
1	Narc Missile Beacon	F	-	-	3	6	9

Body Inventory

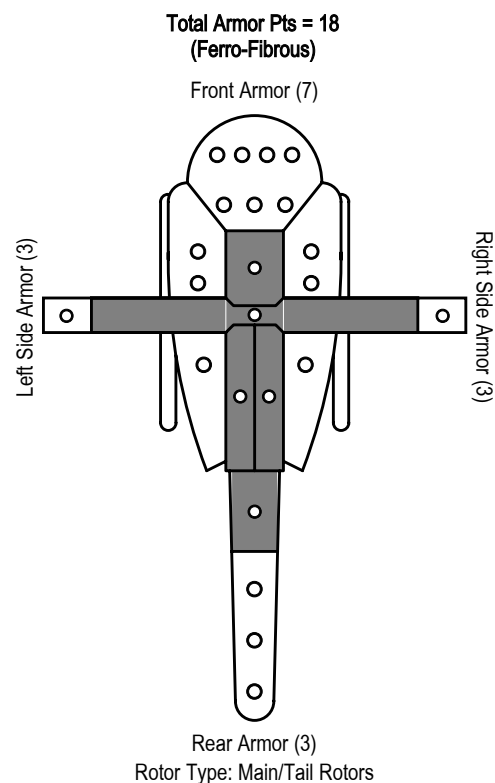
180 I.C.E. Engine
4 Crew Members

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V.T.O.L. RECORD SHEET

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		☐	Engine Hit		☐					
Rotor Destroyed		☐								
Fuselage Inventory										
80 VOX Fusion Engine										
1 Crew Members										

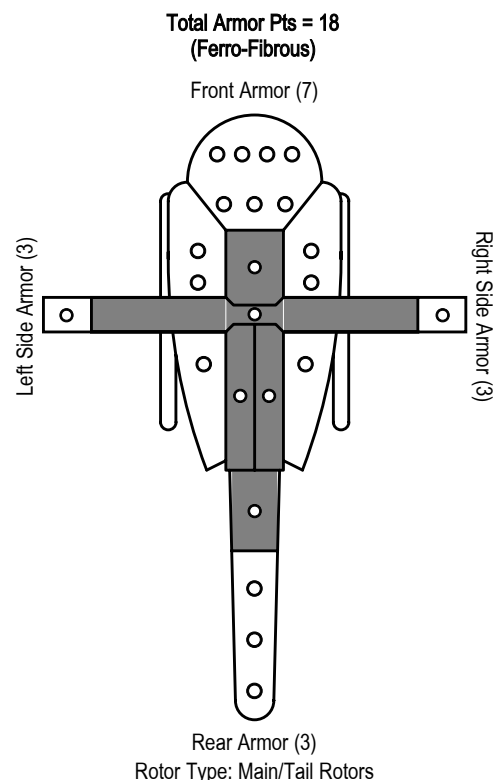


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BATTLETECH®

V.T.O.L. RECORD SHEET

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		☐	Engine Hit		☐					
Rotor Destroyed		☐								
Fuselage Inventory										
80 VOX Fusion Engine										
1 Crew Members										



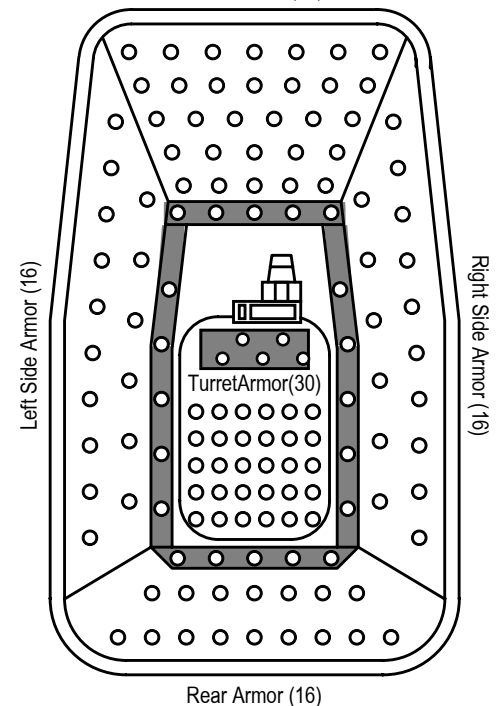
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 Gauss Rifle	T	15 2 7 15 22
Inner Sphere 3050 Level 2		Flank MP:			
		9			
		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	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			170 DAV Fusion Engine		
			3 Crew Members		



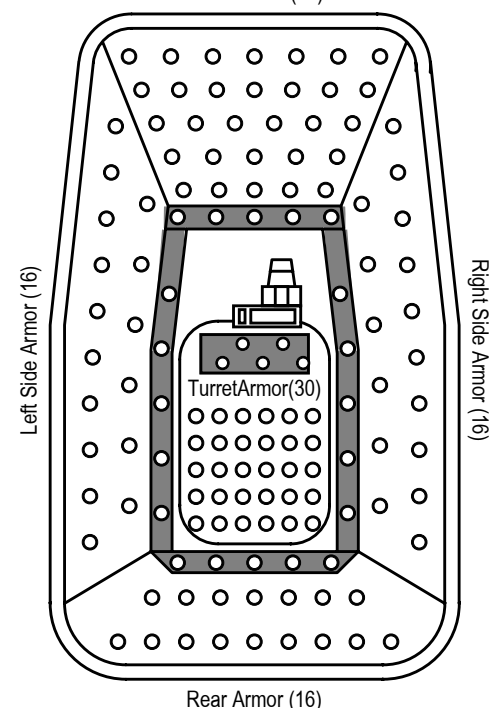
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 Gauss Rifle	T	15 2 7 15 22
Inner Sphere 3050 Level 2		Flank MP:			
		9			
		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	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			170 DAV Fusion Engine		
			3 Crew Members		



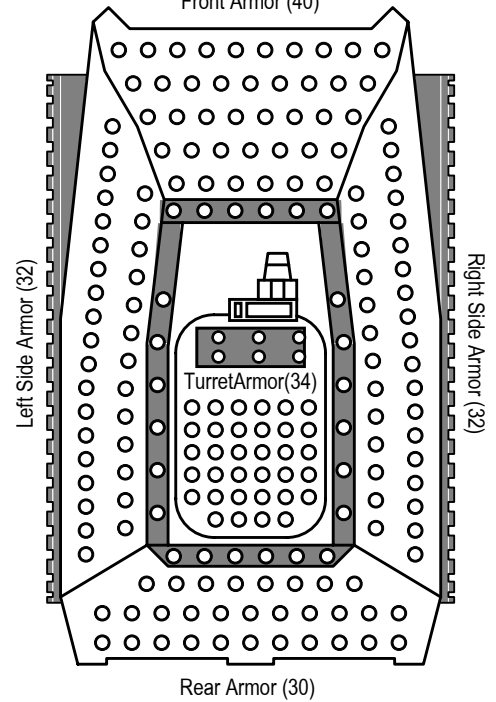
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TRACKED VEHICLE RECORD SHEET

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	Flank	1 Autocannon/10	T	10	-	5	10	15
Inner Sphere		MP:	MP:	1 Machine Gun	T	2	-	1	2	3
3050 Level 2		4	6	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	☐	Engine Hit	☐	240 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										

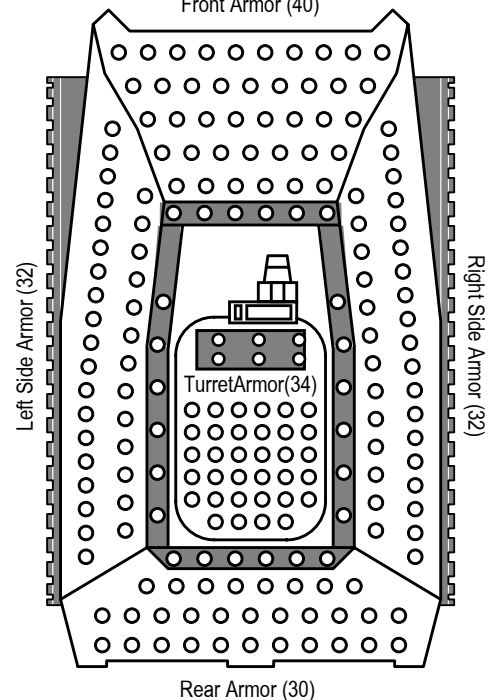
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BATTLETECH®

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	Flank	1 Autocannon/10	T	10	-	5	10	15
Inner Sphere		MP:	MP:	1 Machine Gun	T	2	-	1	2	3
3050 Level 2		4	6	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	☐	Engine Hit	☐	240 I.C.E. Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						
Body Inventory										

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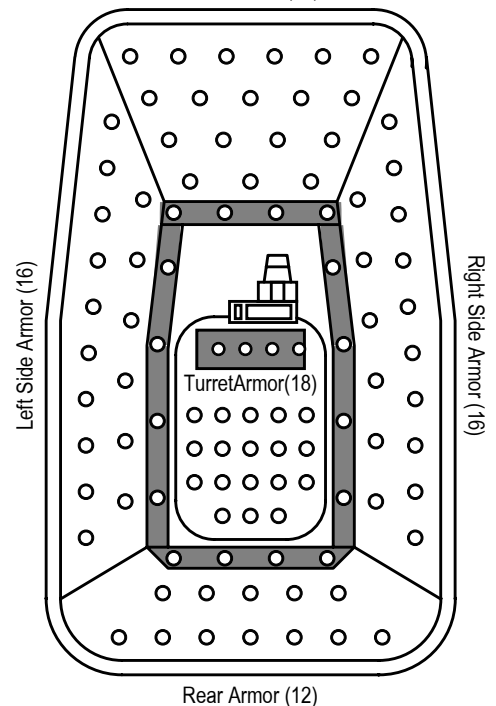
BATTLETECH®

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:		Cruising MP:	2 SRM 6	T	2/hit - 3 6 9
Inner Sphere		Flank MP:	1 SRM 2	F	2/hit - 3 6 9
3025 Level 2		9 14			
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					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			140 I.C.E. Engine		
			3 Crew Members		



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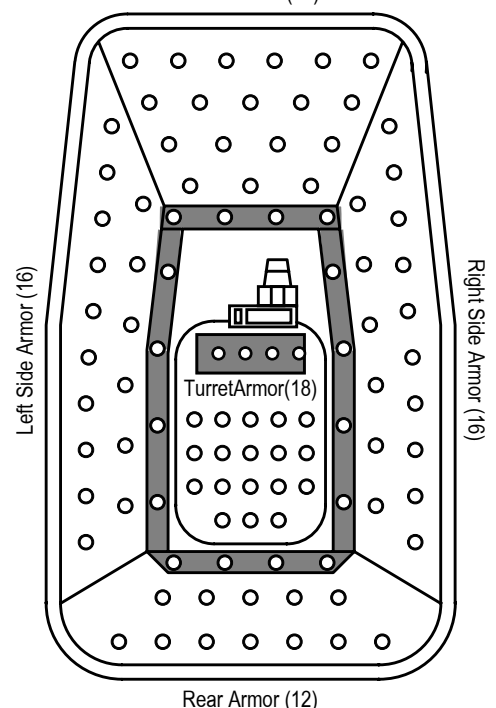
BATTLETECH®

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:		Cruising MP:	2 SRM 6	T	2/hit - 3 6 9
Inner Sphere		Flank MP:	1 SRM 2	F	2/hit - 3 6 9
3025 Level 2		9 14			
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					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			140 I.C.E. Engine		
			3 Crew Members		



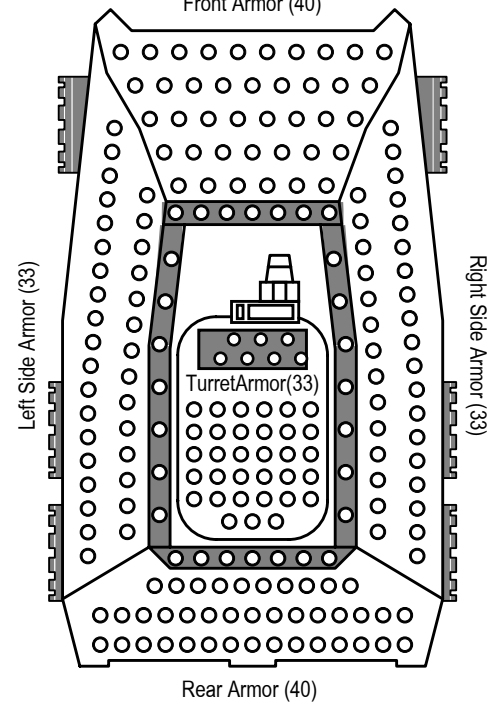
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (40)



Rear Armor (40)

Type: Pilum Heavy Tank			Weapons Inventory							
Config: Wheeled		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Streak SRM 2	T	2/hit	-	3	6	9
3050 Level 2		4	6	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										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory						
Axle Destroyed	☐	Turret Locked	☐							
				260 Magna Fusion Engine						
				5 Crew Members						

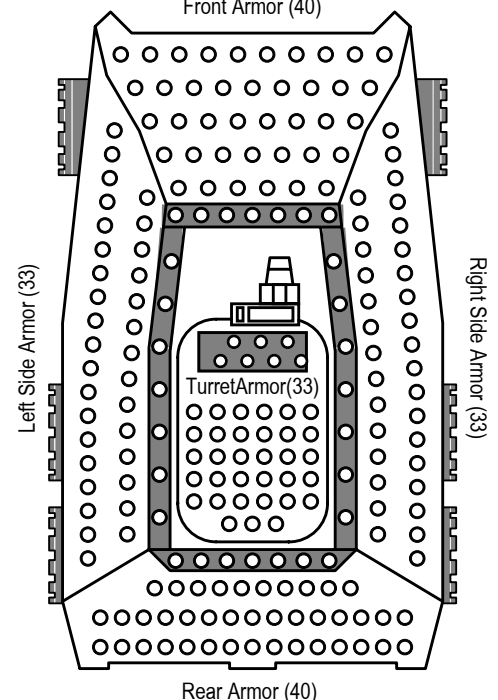
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BATTLETECH®

WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (40)



Rear Armor (40)

Type: Pilum Heavy Tank			Weapons Inventory							
Config: Wheeled		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LRM 15 w/ Artemis IV	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Streak SRM 2	T	2/hit	-	3	6	9
3050 Level 2		4	6	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										
Wheel Damaged	☐	Engine Hit	☐	Body Inventory						
Axle Destroyed	☐	Turret Locked	☐							
				260 Magna Fusion Engine						
				5 Crew Members						

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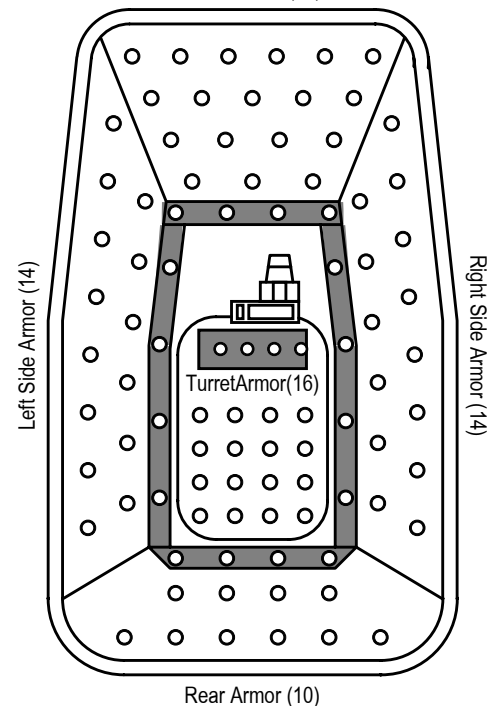
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)

Type: Pegasus Scout Hovertank (3058 Upgrade)			Weapons Inventory							
Config: Hovercraft		Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Pulse Laser	F	6	-	2	4	6
3050 Level 2		9	14	1 TAG	F	-	-	5	9	15
Crew:				1 Beagle Active Probe	F	-	-	-	-	4
Gunnery Skill:		Driving Skill:								
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	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							



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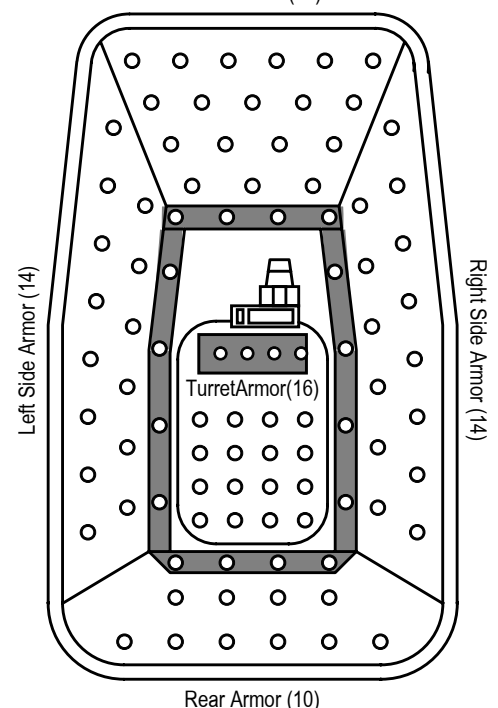
BATTLETECH®

HOVERCRAFT RECORD SHEET

Total Armor Pts = 72
(Standard)

Front Armor (18)

Type: Pegasus Scout Hovertank (3058 Upgrade)			Weapons Inventory							
Config: Hovercraft		Tons: 35		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 SRM 6	T	2/hit	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Pulse Laser	F	6	-	2	4	6
3050 Level 2		9	14	1 TAG	F	-	-	5	9	15
Crew:				1 Beagle Active Probe	F	-	-	-	-	4
Gunnery Skill:		Driving Skill:								
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	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							



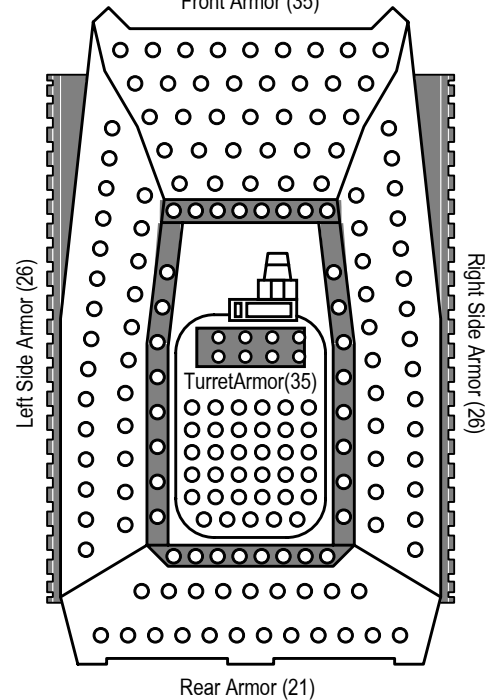
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 143
(Ferro-Fibrous)

Front Armor (35)



Rear Armor (21)

Type: Partisan Air Defense Tank			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LB 10-X AC	T	10	-	6	12	18
Inner Sphere		MP:	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									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				240 Pitban Fusion Engine						
				6 Crew Members						
				1 C3 Slave Unit B 0 - - - -						

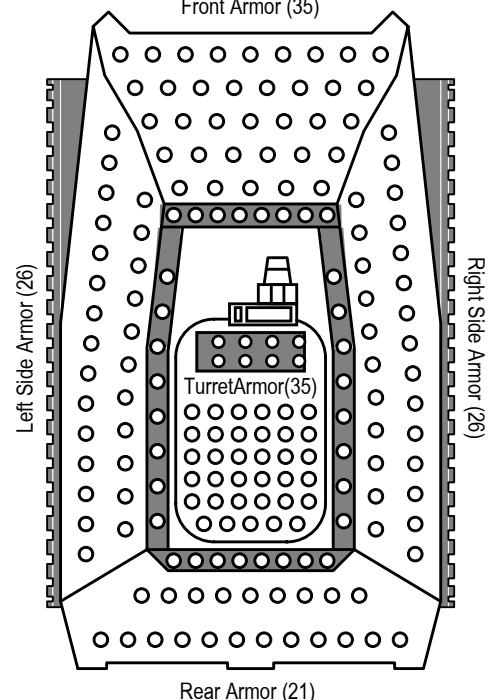
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 143
(Ferro-Fibrous)

Front Armor (35)



Rear Armor (21)

Type: Partisan Air Defense Tank			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LB 10-X AC	T	10	-	6	12	18
Inner Sphere		MP:	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									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				240 Pitban Fusion Engine						
				6 Crew Members						
				1 C3 Slave Unit B 0 - - - -						

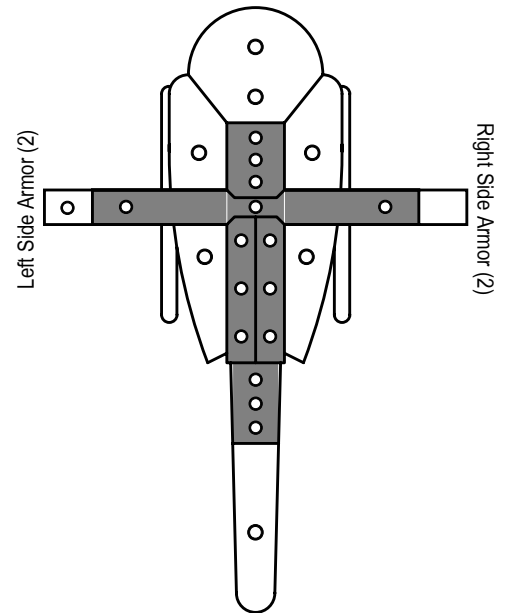
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V.T.O.L. RECORD SHEET

Type: Peregrine Attack VTOL				Weapons Inventory							
Config: V.T.O.L.			Tons: 30	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere 3025 Level 1			Cruising MP: 12	Flank MP: 18	2 Machine Gun	F	2	-	1	2	3
				1 SRM 4	LS	2/hit	-	3	6	9	
				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				Fuselage Inventory							
Rotor Damaged		☐	Engine Hit	☐	220 DAV Fusion Engine						
Rotor Destroyed		☐			2 Crew Members						

Total Armor Pts = 8
(Standard)

Front Armor (2)



Rear Armor (1)

Rotor Type: Main/Tail Rotors

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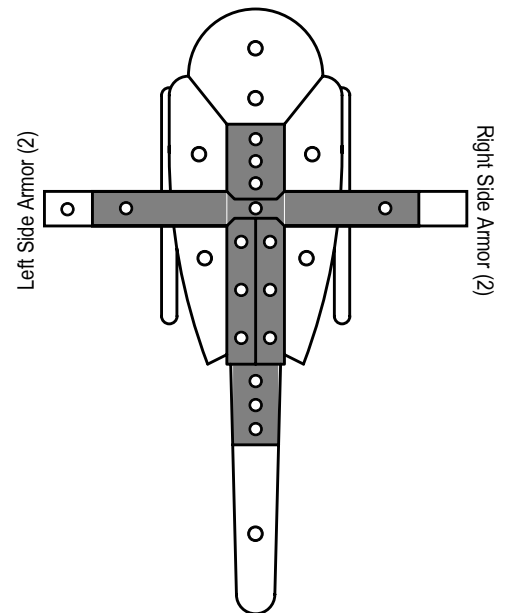
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V.T.O.L. RECORD SHEET

Type: Peregrine Attack VTOL				Weapons Inventory							
Config: V.T.O.L.			Tons: 30	# Type	Loc	Dmg	Min	S	M	L	
Technology Base: Inner Sphere			Cruising MP:	Flank MP:	2 Machine Gun	F	2	-	1	2	3
3025 Level 1			12	18	1 SRM 4	LS	2/hit	-	3	6	9
				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				Fuselage Inventory							
Rotor Damaged		☐	Engine Hit	☐	220 DAV Fusion Engine						
Rotor Destroyed		☐			2 Crew Members						

**Total Armor Pts = 8
(Standard)**

Front Armor (2)



Rear Armor (1)

Rotor Type: Main/Tail Rotors

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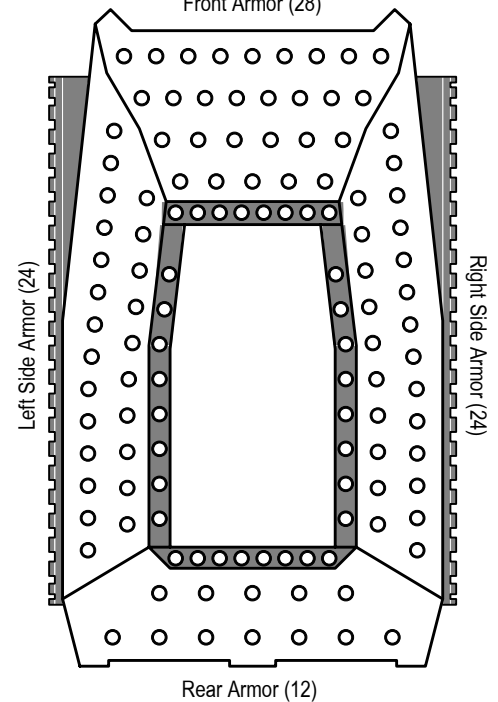
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TRACKED VEHICLE RECORD SHEET

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	F	-	-	5	9	15
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 14,794,500										
BV: 621		WV: 412 / 412								
Ammo				Body Inventory						
Ammo Type	Rounds			375 GM XL Fusion Engine						
Arrow IV System	30			5 Crew Members						
Anti-Missile System	24									
Critical Damage										
Drive Damaged	☐			Engine Hit	☐					
Track Destroyed	☐									

Total Armor Pts = 88
(Standard)

Front Armor (28)



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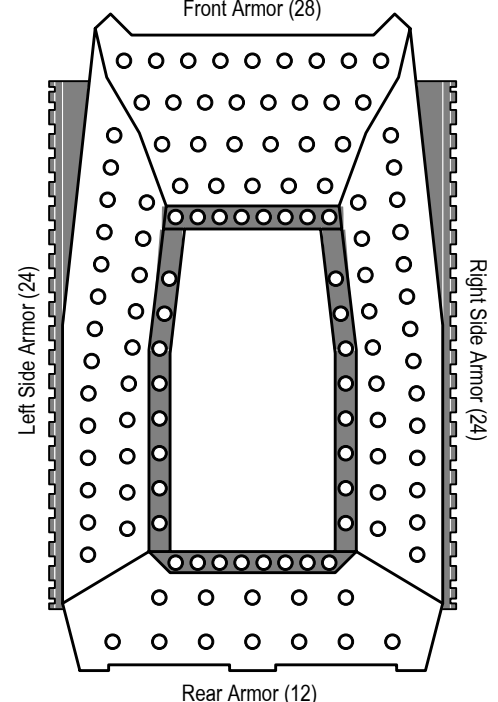
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

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	F	-	-	5	9	15
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 14,794,500										
BV: 621		WV: 412 / 412								
Ammo				Body Inventory						
Ammo Type	Rounds			375 GM XL Fusion Engine						
Arrow IV System	30			5 Crew Members						
Anti-Missile System	24									
Critical Damage										
Drive Damaged	☐			Engine Hit	☐					
Track Destroyed	☐									

Total Armor Pts = 88
(Standard)

Front Armor (28)



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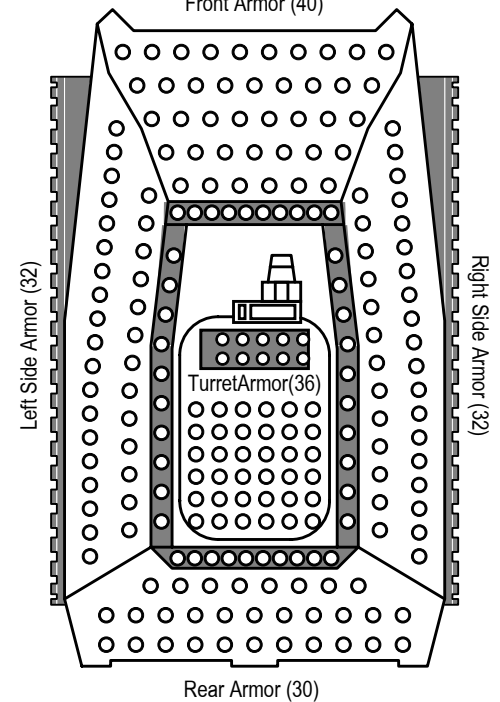
TRACKED VEHICLE RECORD SHEET

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

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Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)



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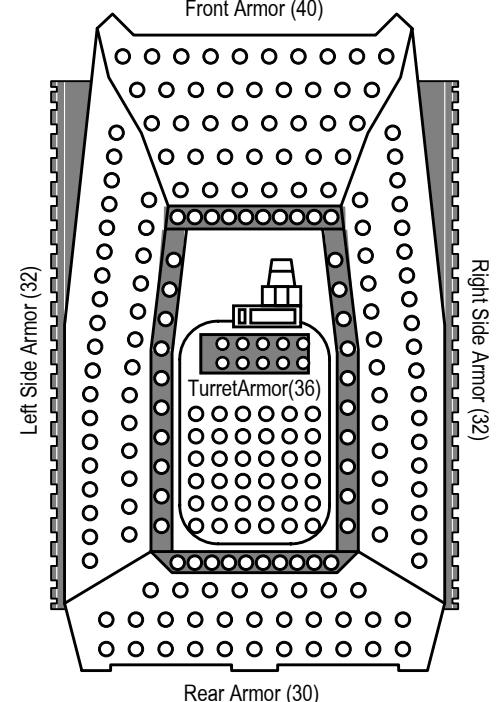
TRACKED VEHICLE RECORD SHEET

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

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Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)

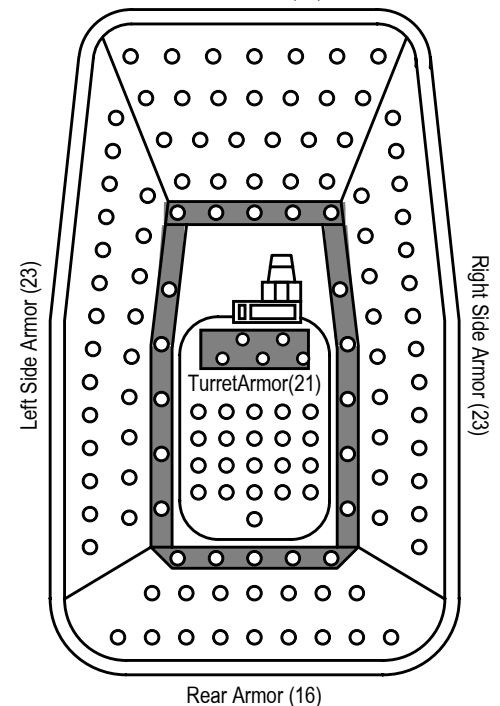


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HOVERCRAFT RECORD SHEET

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

Type: Maxim Heavy Hover Transport (3058 Upgrade)			Weapons Inventory		
Config: Hovercraft		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	T 2/hit -	3 6 9
Inner Sphere		Flank MP:	1 Streak SRM 2	LS 2/hit -	3 6 9
3050 Level 2		8 12	1 Streak SRM 2	RS 2/hit -	3 6 9
Crew:			2 LRM 5	F 1/hit 6	7 14 21
Gunnery Skill:	Driving Skill:		2 Machine Gun	T 2 -	1 2 3
Cost, C-Bills: 1,553,000			1 TAG	T - -	5 9 15
BV: 548 WV: 380 / 412			Body Inventory		
Ammo			165 I.C.E. Engine		
Ammo Type	Rounds		4 Crew Members		
SRM 6	15		3.00T Infantry Bay		
Streak SRM 2	50				
LRM 5	24				
Machine Gun	100				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		



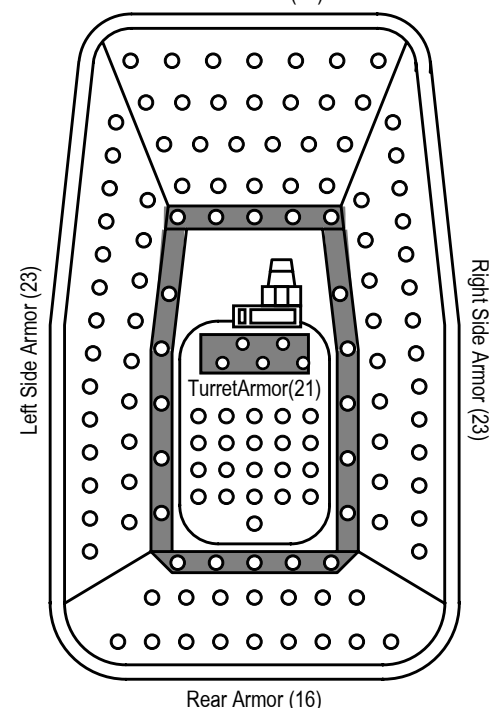
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HOVERCRAFT RECORD SHEET

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

Type: Maxim Heavy Hover Transport (3058 Upgrade)			Weapons Inventory		
Config: Hovercraft		Tons: 50	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising MP:	1 SRM 6	T 2/hit -	3 6 9
Inner Sphere		Flank MP:	1 Streak SRM 2	LS 2/hit -	3 6 9
3050 Level 2		8 12	1 Streak SRM 2	RS 2/hit -	3 6 9
Crew:			2 LRM 5	F 1/hit 6	7 14 21
Gunnery Skill:	Driving Skill:		2 Machine Gun	T 2 -	1 2 3
Cost, C-Bills: 1,553,000			1 TAG	T - -	5 9 15
BV: 548 WV: 380 / 412			Body Inventory		
Ammo			165 I.C.E. Engine		
Ammo Type	Rounds		4 Crew Members		
SRM 6	15		3.00T Infantry Bay		
Streak SRM 2	50				
LRM 5	24				
Machine Gun	100				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		



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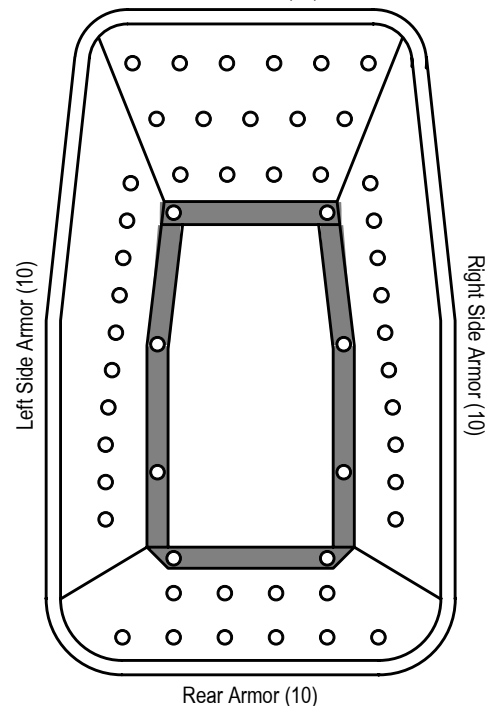
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HOVERCRAFT RECORD SHEET

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

Body Inventory	
50 I.C.E. Engine	
1 Crew Members	
3.00T Infantry Bay	



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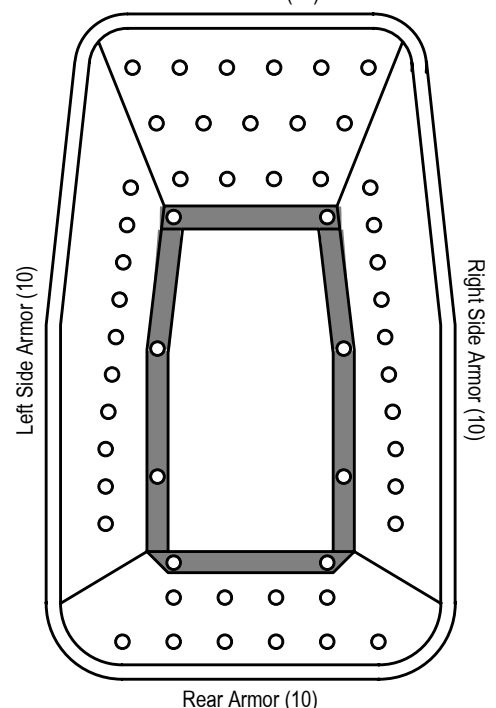
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HOVERCRAFT RECORD SHEET

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

Body Inventory	
50 I.C.E. Engine	
1 Crew Members	
3.00T Infantry Bay	



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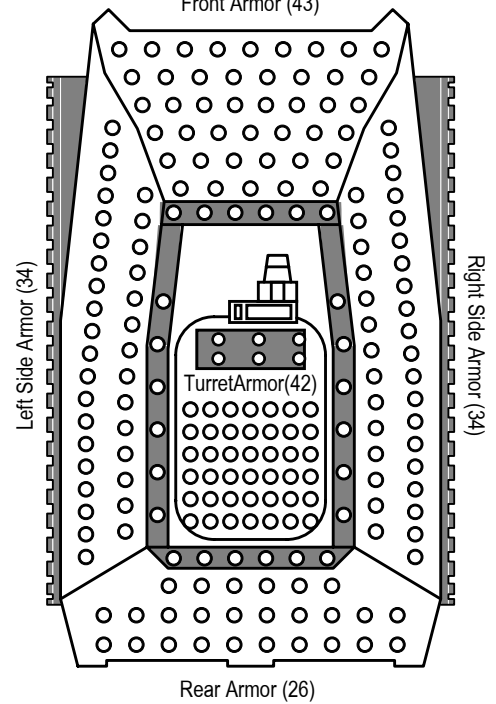
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (43)

Type: Manticore Heavy Tank (3058 Upgrade)			Weapons Inventory							
Config: Tracked		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Large Pulse Laser	T	9	-	3	7	10
Inner Sphere		MP:	MP:	1 LRM 10 w/ Artemis IV	T	1/hit	6	7	14	21
3050 Level 2		4	6	1 SRM 6 w/ Artemis IV	T	2/hit	-	3	6	9
Crew:				1 Streak SRM 2	F	2/hit	-	3	6	9
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				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						



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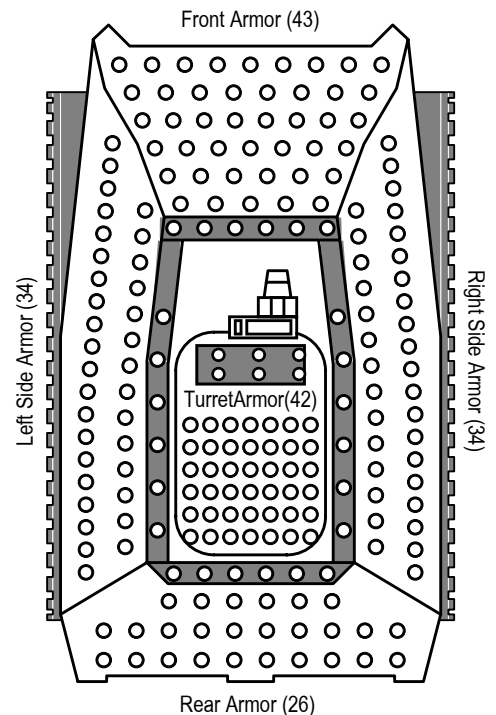
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 179
(Ferro-Fibrous)

Front Armor (43)

Type: Manticore Heavy Tank (3058 Upgrade)			Weapons Inventory							
Config: Tracked		Tons: 60		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Large Pulse Laser	T	9	-	3	7	10
Inner Sphere		MP:	MP:	1 LRM 10 w/ Artemis IV	T	1/hit	6	7	14	21
3050 Level 2		4	6	1 SRM 6 w/ Artemis IV	T	2/hit	-	3	6	9
Crew:				1 Streak SRM 2	F	2/hit	-	3	6	9
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				Body Inventory						
Drive Damaged	☐	Engine Hit	☐	240 Pitban Fusion Engine						
Track Destroyed	☐	Turret Locked	☐	4 Crew Members						



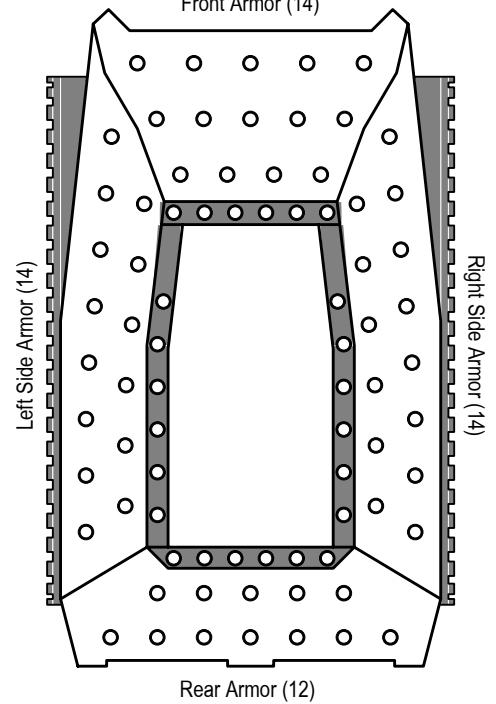
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Type: LRM Carrier (3058 Upgrade)			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:						
Inner Sphere		2	3						
3050 Level 2									
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 3,088,000									
BV: 666+		WV: 196 / 236							
Ammo									
Ammo Type	Rounds								
LRM 20	36								
Critical Damage									
Drive Damaged	☐	Engine Hit	☐						
Track Destroyed	☐								

Body Inventory									
120 I.C.E. Engine									
4 Crew Members									
1 C3 Slave Unit B 0 - - - -									

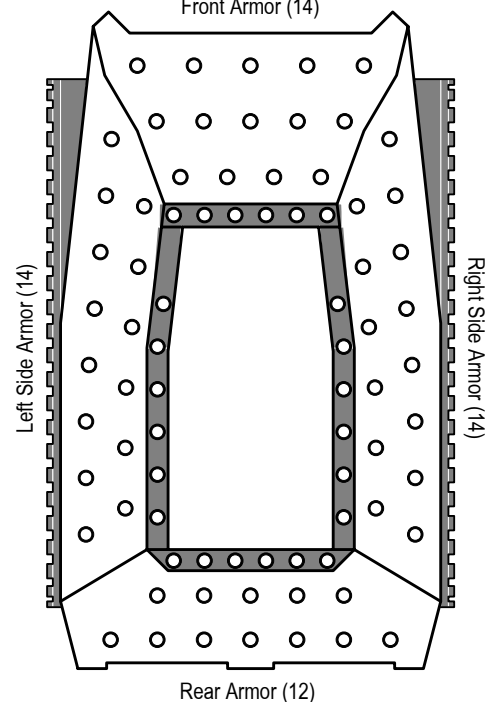
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 54
(Ferro-Fibrous)

Front Armor (14)



Type: LRM Carrier (3058 Upgrade)			Weapons Inventory						
Config: Tracked		Tons: 60	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising MP:	Flank MP:						
Inner Sphere		2	3						
3050 Level 2									
Crew:									
Gunnery Skill:		Driving Skill:							
Cost, C-Bills: 3,088,000									
BV: 666+		WV: 196 / 236							
Ammo									
Ammo Type	Rounds								
LRM 20	36								
Critical Damage									
Drive Damaged	☐	Engine Hit	☐						
Track Destroyed	☐								

Body Inventory									
120 I.C.E. Engine									
4 Crew Members									
1 C3 Slave Unit B 0 - - - -									

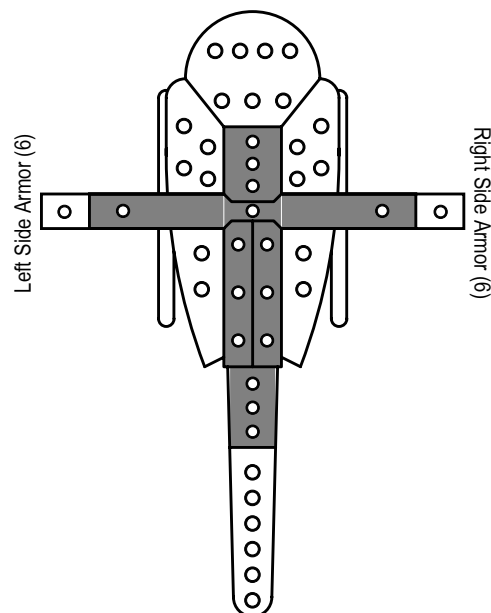
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V.T.O.L. RECORD SHEET

Type: Karnov UR Transport (3058 Upgrade)				Weapons Inventory							
Config: V.T.O.L.			Tons: 30		# Type		Loc Dmg Min S M L				
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 10	Flank MP: 15	1 Machine Gun		LS	2	-	1	2	3
				1 Machine Gun		RS	2	-	1	2	3
Crew:											
Gunnery Skill:		Piloting Skill:									
Cost, C-Bills: 572,000											
BV: 70		WV: 4 / 4									
Ammo											
Ammo Type		Rounds									
Machine Gun		200									
Critical Damage				Fuselage Inventory							
Rotor Damaged		☐	Engine Hit	☐	160 I.C.E. Engine						
Rotor Destroyed		☐			2 Crew Members						
				7.00T Cargo Bay Capacity							

Total Armor Pts = 27
(Ferro-Fibrous)

Front Armor (7)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

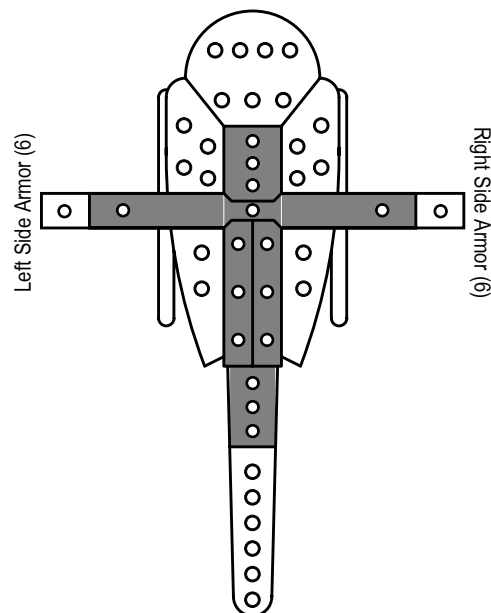
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V.T.O.L. RECORD SHEET

Type: Karnov UR Transport (3058 Upgrade)				Weapons Inventory						
Config: V.T.O.L.			Tons: 30	# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Machine Gun	LS	2	-	1	2	3
Inner Sphere		MP:	MP:	1 Machine Gun	RS	2	-	1	2	3
3050 Level 2		10	15							
Crew:										
Gunnery Skill:		Piloting Skill:								
Cost, C-Bills: 572,000										
BV: 70		WV: 4 / 4								
Ammo										
Ammo Type		Rounds								
Machine Gun		200								
Critical Damage				Fuselage Inventory						
Rotor Damaged		☐	Engine Hit	☐	160 I.C.E. Engine					
Rotor Destroyed		☐			2 Crew Members					
				7.00T Cargo Bay Capacity						

Total Armor Pts = 27
(Ferro-Fibrous)

Front Armor (7)



Rear Armor (6)

Rotor Type: Main/Tail Rotors

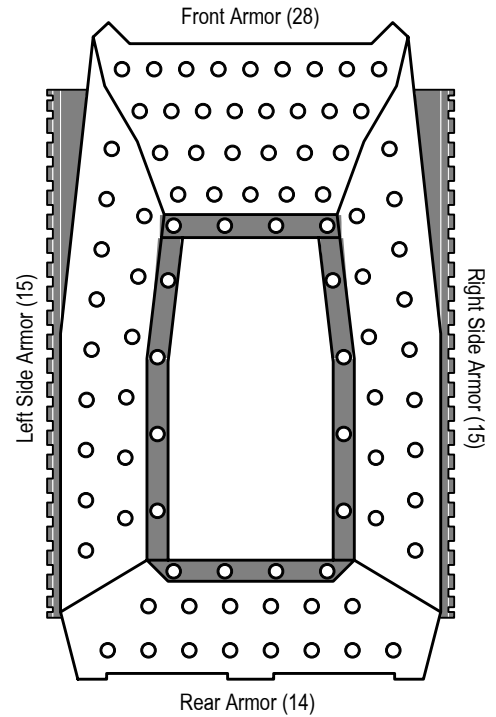
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TRACKED VEHICLE RECORD SHEET

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		
Crew:		Flank MP: 6			
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 ☐ Engine Hit ☐ Track Destroyed ☐			Body Inventory 140 Hermes Fusion Engine 3 Crew Members		

Total Armor Pts = 72
(Ferro-Fibrous)



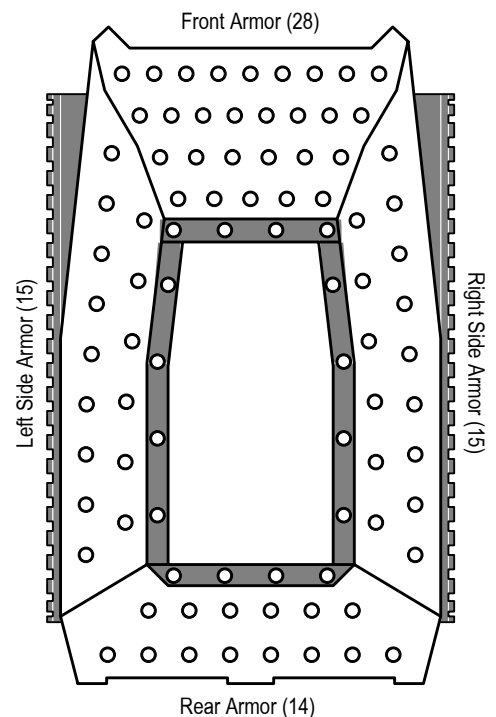
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TRACKED VEHICLE RECORD SHEET

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		
Crew:		Flank MP: 6			
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 ☐ Engine Hit ☐ Track Destroyed ☐			Body Inventory 140 Hermes Fusion Engine 3 Crew Members		

Total Armor Pts = 72
(Ferro-Fibrous)



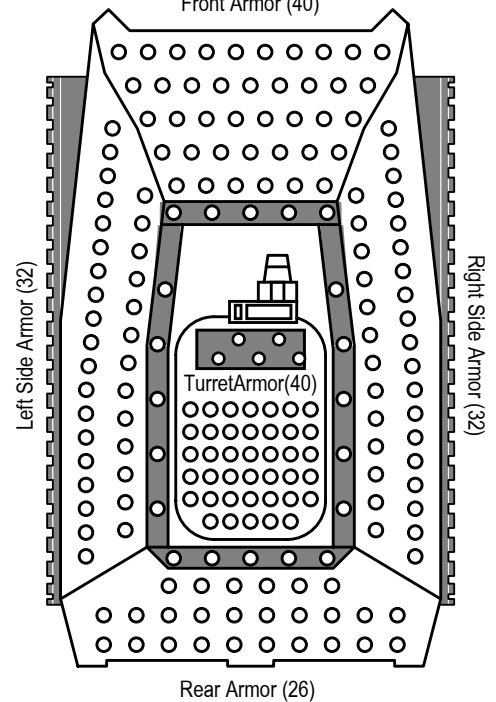
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)



Rear Armor (26)

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

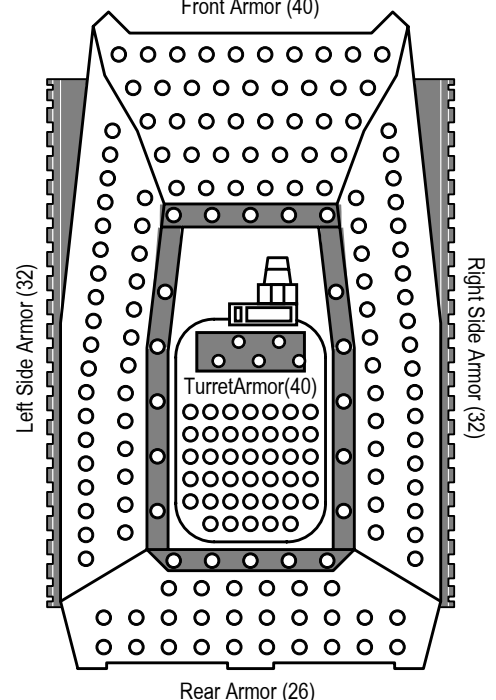
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 170
(Ferro-Fibrous)

Front Armor (40)



Rear Armor (26)

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

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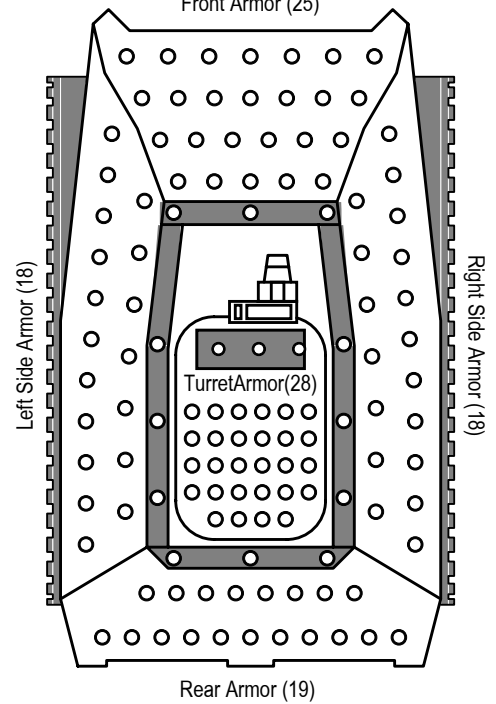
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)

Front Armor (25)

Type: Galleon Light Tank			Weapons Inventory							
Config: Tracked		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Medium Laser	LS	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Laser	RS	5	-	3	6	9
3050 Level 2		7	11	1 Medium Pulse Laser	T	6	-	2	4	6
Crew:				1 Beagle Active Probe	F	-	-	-	-	4
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 1,205,750										
BV: 393		WV: 256 / 256								
Ammo										
Critical Damage				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		210 GM Fusion Engine						
Track Destroyed ☐		Turret Locked ☐		2 Crew Members						



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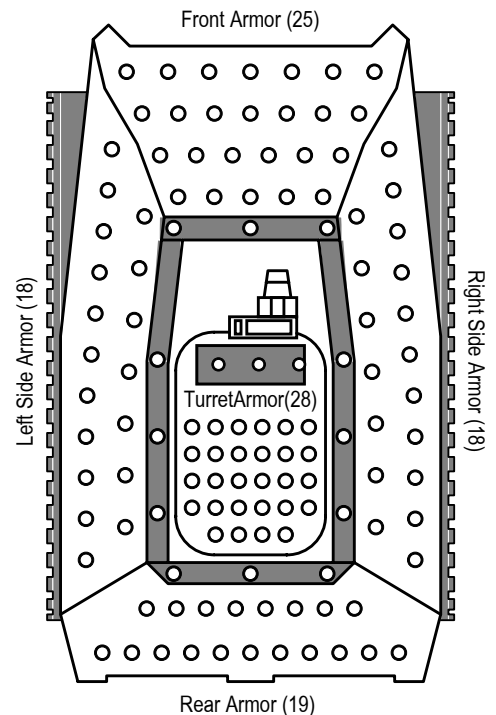
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 108
(Ferro-Fibrous)

Front Armor (25)

Type: Galleon Light Tank			Weapons Inventory							
Config: Tracked		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Medium Laser	LS	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Laser	RS	5	-	3	6	9
3050 Level 2		7	11	1 Medium Pulse Laser	T	6	-	2	4	6
Crew:				1 Beagle Active Probe	F	-	-	-	-	4
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 1,205,750										
BV: 393		WV: 256 / 256								
Ammo										
Critical Damage				Body Inventory						
Drive Damaged ☐		Engine Hit ☐		210 GM Fusion Engine						
Track Destroyed ☐		Turret Locked ☐		2 Crew Members						



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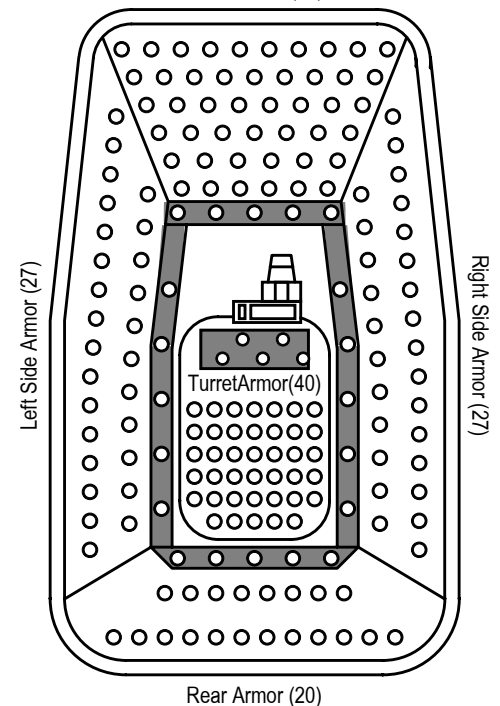
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HOVERCRAFT RECORD SHEET

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	☐	Engine Hit	☐						
Lift Fan Destroyed	☐	Turret Locked	☐						



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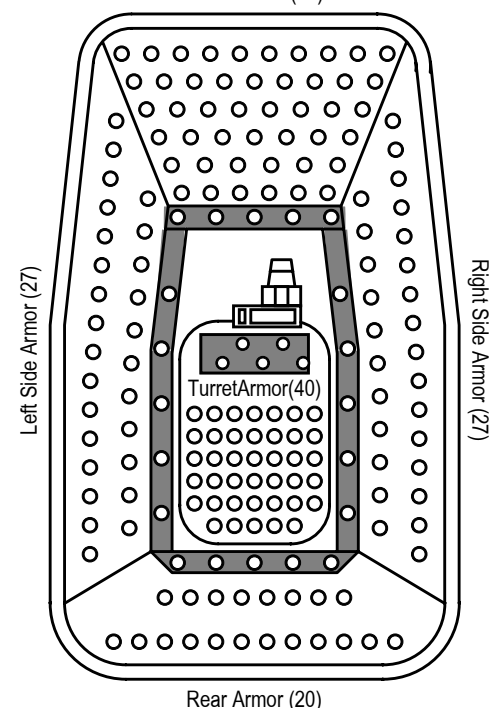
BATTLETECH®

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	☐	Engine Hit	☐						
Lift Fan Destroyed	☐	Turret Locked	☐						



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TRACKED VEHICLE RECORD SHEET

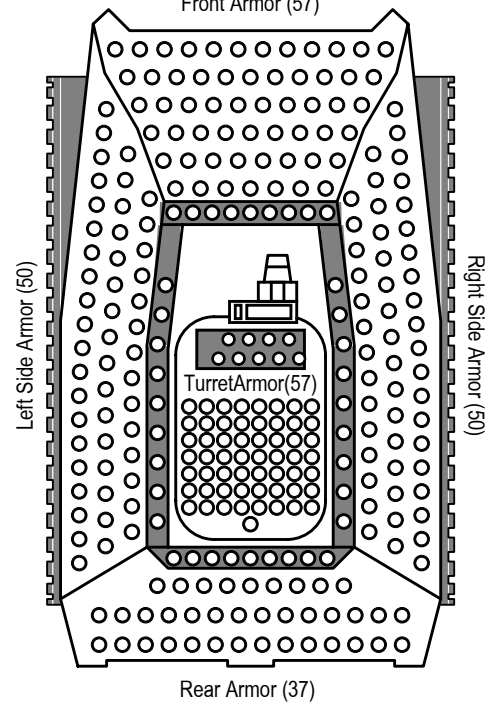
Type: Challenger X MBT																							
Config: Tracked		Tons: 90																					
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	Flank MP: 5																				
Crew:																							
Gunnery Skill:		Driving Skill:																					
Cost, C-Bills: 15,691,150																							
BV: 1,176		WV: 1,603 / 1,693																					
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>Gauss Rifle</td> <td>16</td> <td>Anti-Missile System</td> <td>12</td> </tr> <tr> <td>LB 10-X AC</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 10</td> <td>12</td> <td></td> <td></td> </tr> <tr> <td>Streak SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </table>				Ammo Type	Rounds	Ammo Type	Rounds	Gauss Rifle	16	Anti-Missile System	12	LB 10-X AC	20			LRM 10	12			Streak SRM 2	50		
Ammo Type	Rounds	Ammo Type	Rounds																				
Gauss Rifle	16	Anti-Missile System	12																				
LB 10-X AC	20																						
LRM 10	12																						
Streak SRM 2	50																						
Critical Damage <table border="1"> <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> </table>				Drive Damaged	☐	Engine Hit	☐	Track Destroyed	☐	Turret Locked	☐												
Drive Damaged	☐	Engine Hit	☐																				
Track Destroyed	☐	Turret Locked	☐																				

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	Gauss Rifle	T	15	2	7	15	22
1	LB 10-X AC	T	10	-	6	12	18
1	LRM 10 w/ Artemis IV	T	1/hit	6	7	14	21
2	Medium Pulse Laser	F	6	-	2	4	6
1	Streak SRM 2	LS	2/hit	-	3	6	9
1	Streak SRM 2	RS	2/hit	-	3	6	9
1	Small Pulse Laser	R	3	-	1	2	3
1	Anti-Missile System	T	1d6	-	-	-	-

Body Inventory	
270 GM XL Fusion Engine	
6 Crew Members	

Total Armor Pts = 251
(Ferro-Fibrous)

Front Armor (57)



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TRACKED VEHICLE RECORD SHEET

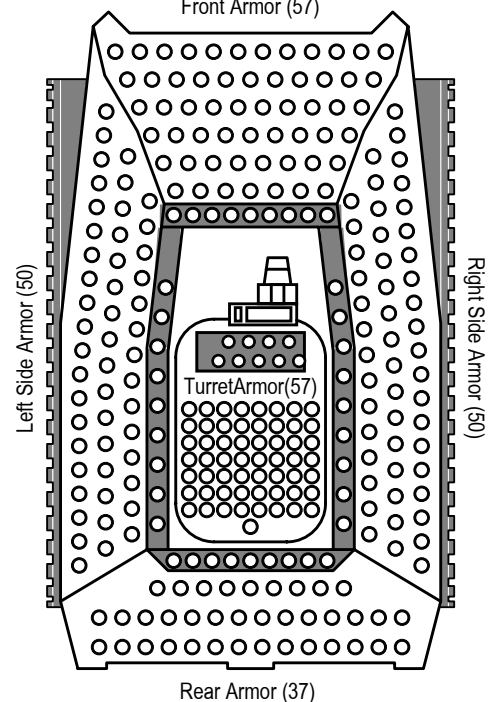
Type: Challenger X MBT																							
Config: Tracked		Tons: 90																					
Technology Base: Inner Sphere 3050 Level 2		Cruising MP: 3	Flank MP: 5																				
Crew:																							
Gunnery Skill:		Driving Skill:																					
Cost, C-Bills: 15,691,150																							
BV: 1,176		WV: 1,603 / 1,693																					
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>Gauss Rifle</td> <td>16</td> <td>Anti-Missile System</td> <td>12</td> </tr> <tr> <td>LB 10-X AC</td> <td>20</td> <td></td> <td></td> </tr> <tr> <td>LRM 10</td> <td>12</td> <td></td> <td></td> </tr> <tr> <td>Streak SRM 2</td> <td>50</td> <td></td> <td></td> </tr> </table>				Ammo Type	Rounds	Ammo Type	Rounds	Gauss Rifle	16	Anti-Missile System	12	LB 10-X AC	20			LRM 10	12			Streak SRM 2	50		
Ammo Type	Rounds	Ammo Type	Rounds																				
Gauss Rifle	16	Anti-Missile System	12																				
LB 10-X AC	20																						
LRM 10	12																						
Streak SRM 2	50																						
Critical Damage <table border="1"> <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> </table>				Drive Damaged	☐	Engine Hit	☐	Track Destroyed	☐	Turret Locked	☐												
Drive Damaged	☐	Engine Hit	☐																				
Track Destroyed	☐	Turret Locked	☐																				

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	Gauss Rifle	T	15	2	7	15	22
1	LB 10-X AC	T	10	-	6	12	18
1	LRM 10 w/ Artemis IV	T	1/hit	6	7	14	21
2	Medium Pulse Laser	F	6	-	2	4	6
1	Streak SRM 2	LS	2/hit	-	3	6	9
1	Streak SRM 2	RS	2/hit	-	3	6	9
1	Small Pulse Laser	R	3	-	1	2	3
1	Anti-Missile System	T	1d6	-	-	-	-

Body Inventory	
270 GM XL Fusion Engine	
6 Crew Members	

Total Armor Pts = 251
(Ferro-Fibrous)

Front Armor (57)



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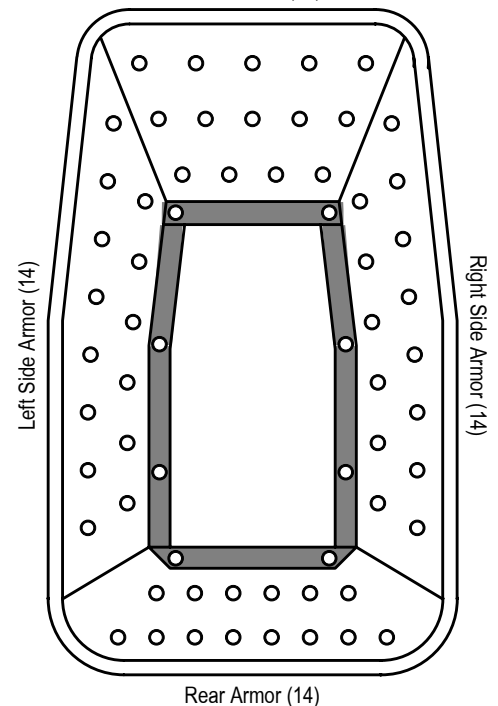
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HOVERCRAFT RECORD SHEET

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	Flank	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Flamer (Vehicle)	R	2	-	1	2	3
3050 Level 2		8	12	1 Beagle Active Probe	F	-	-	-	-	4
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 541,100										
BV: 168		WV: 55 / 55								
Ammo										
Ammo Type		Rounds								
Flamer (Vehicle)		20								
Critical Damage										
Airstart Damaged		☐		Engine Hit		☐				
Lift Fan Destroyed		☐		Body Inventory						
				75 I.C.E. Engine						
				2 Crew Members						



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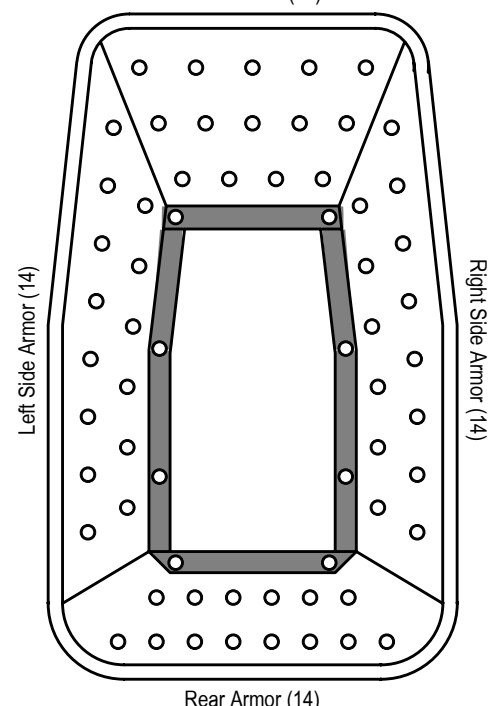
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HOVERCRAFT RECORD SHEET

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	Flank	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Flamer (Vehicle)	R	2	-	1	2	3
3050 Level 2		8	12	1 Beagle Active Probe	F	-	-	-	-	4
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 541,100										
BV: 168		WV: 55 / 55								
Ammo										
Ammo Type		Rounds								
Flamer (Vehicle)		20								
Critical Damage										
Airstart Damaged		☐		Engine Hit		☐				
Lift Fan Destroyed		☐		Body Inventory						
				75 I.C.E. Engine						
				2 Crew Members						



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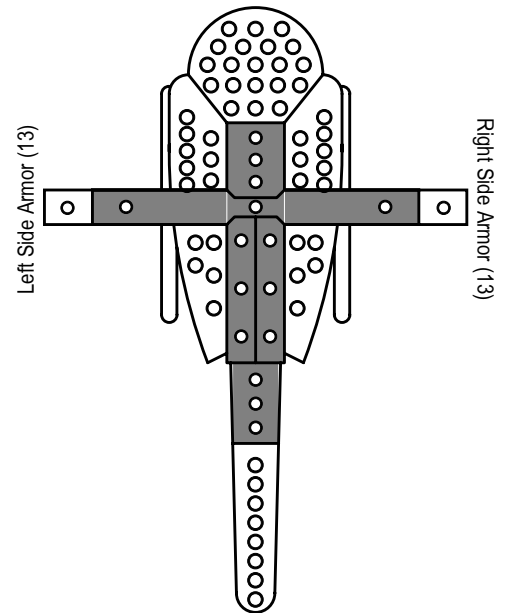
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V.T.O.L. RECORD SHEET

Type: Cavalry Attack Helicopter			Weapons Inventory	
Config: V.T.O.L.	Tons: 25		# Type	Loc Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 SRM 6	F 2/hit - 3 6 9
Inner Sphere	10	15	3 SRM 2	F 2/hit - 3 6 9
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 ☐ Engine Hit ☐ Rotor Destroyed ☐			Fuselage Inventory 110 I.C.E. Engine 2 Crew Members	

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

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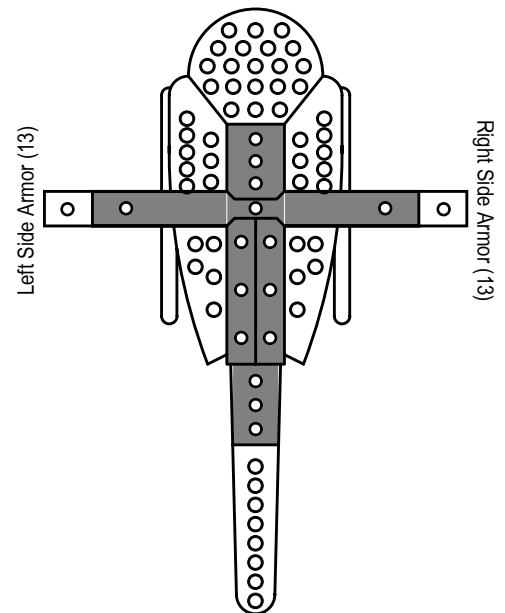
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V.T.O.L. RECORD SHEET

Type: Cavalry Attack Helicopter			Weapons Inventory	
Config: V.T.O.L.	Tons: 25		# Type	Loc Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	1 SRM 6	F 2/hit - 3 6 9
Inner Sphere	10	15	3 SRM 2	F 2/hit - 3 6 9
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 ☐ Engine Hit ☐ Rotor Destroyed ☐			Fuselage Inventory 110 I.C.E. Engine 2 Crew Members	

Total Armor Pts = 56
(Standard)

Front Armor (20)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

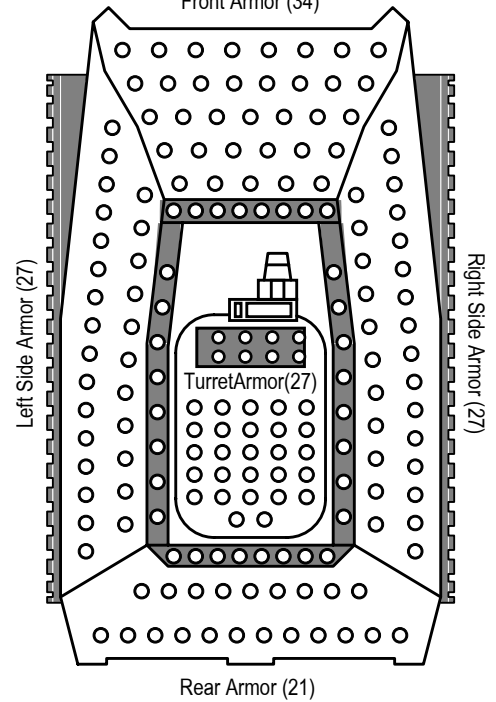
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 136
(Standard)

Front Armor (34)



Rear Armor (21)

Type: Brutus Assault Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	1 LRM 20	T	1/hit	6	7	14	21
3025 Level 1		3	5	2 SRM 6	F	2/hit	-	3	6	9
Crew:				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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				225 VOX Fusion Engine						
				5 Crew Members						

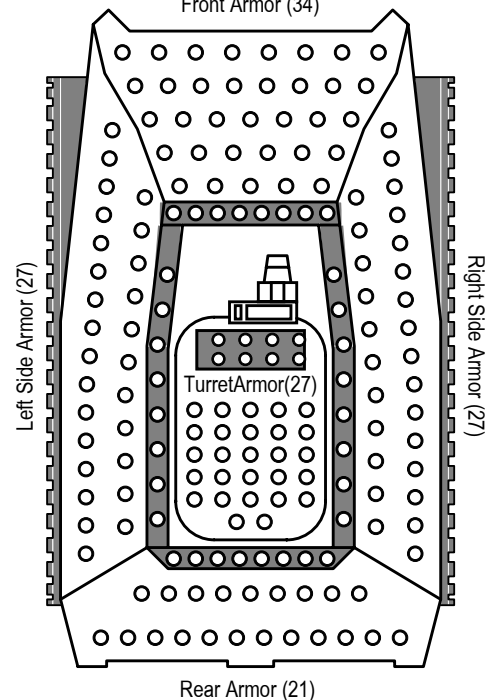
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 136
(Standard)

Front Armor (34)



Rear Armor (21)

Type: Brutus Assault Tank			Weapons Inventory							
Config: Tracked		Tons: 75		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 Large Laser	T	8	-	5	10	15
Inner Sphere		MP:	MP:	1 LRM 20	T	1/hit	6	7	14	21
3025 Level 1		3	5	2 SRM 6	F	2/hit	-	3	6	9
Crew:				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	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
				Body Inventory						
				225 VOX Fusion Engine						
				5 Crew Members						

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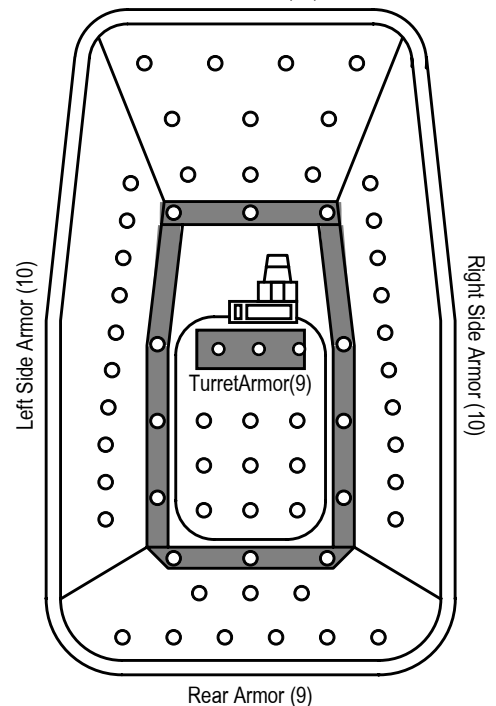
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 LRM 5	T 1/hit	6 7 14 21
Inner Sphere		Flank MP:			
3050 Level 1		9	14		
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 333,125					
BV: 157		WV: 37 / 37			
Ammo					
Ammo Type	Rounds				
LRM 5	24				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
95 I.C.E. Engine					
2 Crew Members					
6.00T Infantry Bay					



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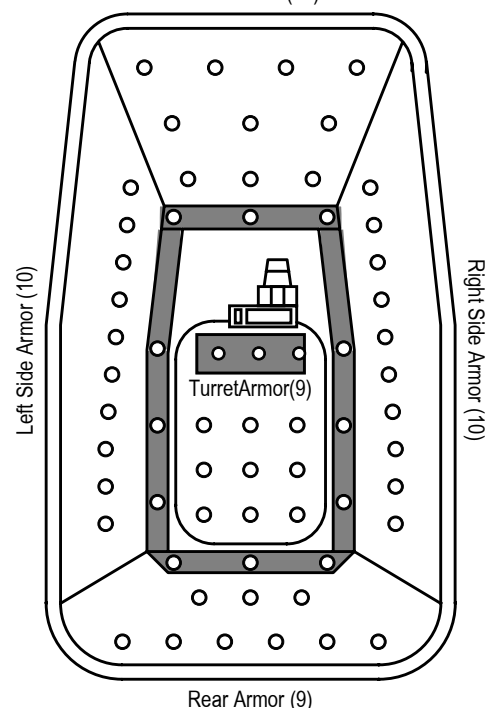
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HOVERCRAFT RECORD SHEET

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:		Cruising MP:	1 LRM 5	T 1/hit	6 7 14 21
Inner Sphere		Flank MP:			
3050 Level 1		9	14		
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 333,125					
BV: 157		WV: 37 / 37			
Ammo					
Ammo Type	Rounds				
LRM 5	24				
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
Body Inventory					
95 I.C.E. Engine					
2 Crew Members					
6.00T Infantry Bay					



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HOVERCRAFT RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)

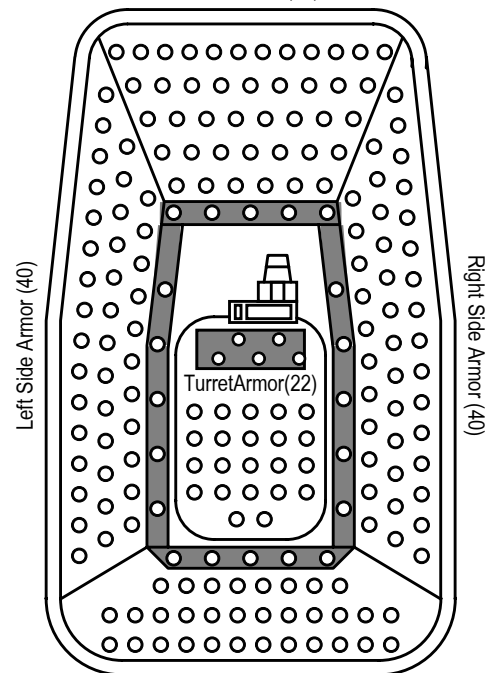
Type: Bandit Hovercraft Prime			Weapons Inventory							
Config: Hovercraft Omni		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 2		9	14	2 SRM 2	F	2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,947,917										
BV: 566		WV: 587 / 587								
Ammo										
Ammo Type	Rounds									
Machine Gun	100									
SRM 2	50									
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							

Body Inventory

215 Core Tek Fusion Engine

4 Crew Members

4.00T Infantry Bay



Rear Armor (32)

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HOVERCRAFT RECORD SHEET

Total Armor Pts = 176
(Standard)

Front Armor (42)

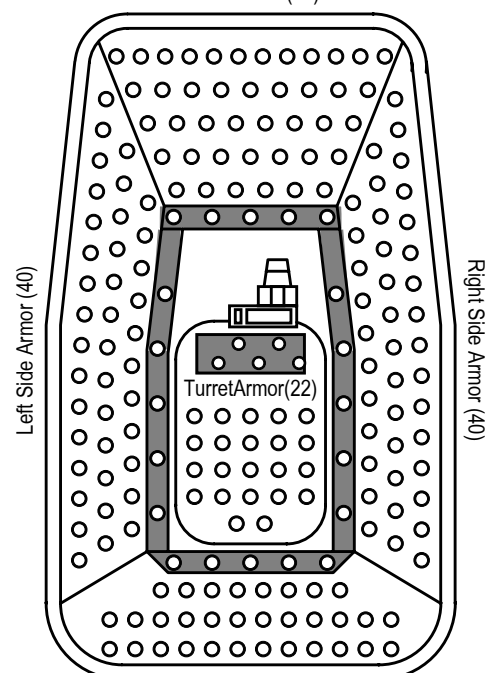
Type: Bandit Hovercraft Prime			Weapons Inventory							
Config: Hovercraft Omni		Tons: 50		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Machine Gun	F	2	-	1	2	3
3025 Level 2		9	14	2 SRM 2	F	2/hit	-	3	6	9
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,947,917										
BV: 566		WV: 587 / 587								
Ammo										
Ammo Type	Rounds									
Machine Gun	100									
SRM 2	50									
Critical Damage										
Airskirt Damaged	☐	Engine Hit	☐							
Lift Fan Destroyed	☐	Turret Locked	☐							

Body Inventory

215 Core Tek Fusion Engine

4 Crew Members

4.00T Infantry Bay



Rear Armor (32)

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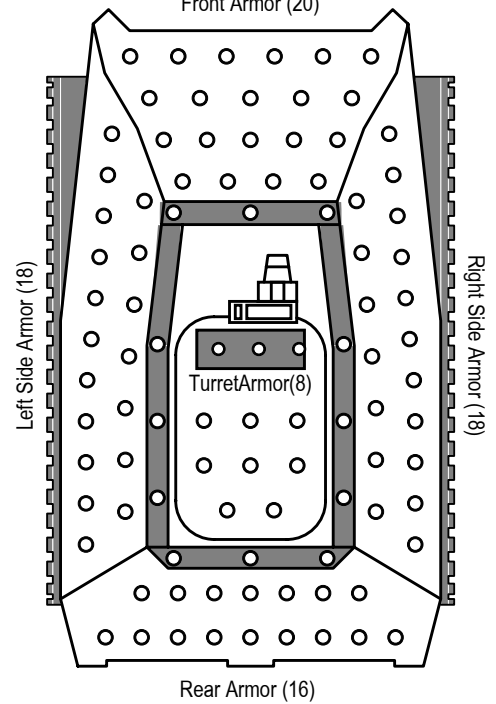
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TRACKED VEHICLE RECORD SHEET

Type: Badger Tracked Transport			Weapons Inventory							
Config: Tracked Omni		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 SRM 2	F	2/hit	-	3	6	9
3025 Level 2		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									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
Body Inventory										
180 GM Fusion Engine										
2 Crew Members										
4.00T Infantry Bay										

Total Armor Pts = 80
(Standard)

Front Armor (20)



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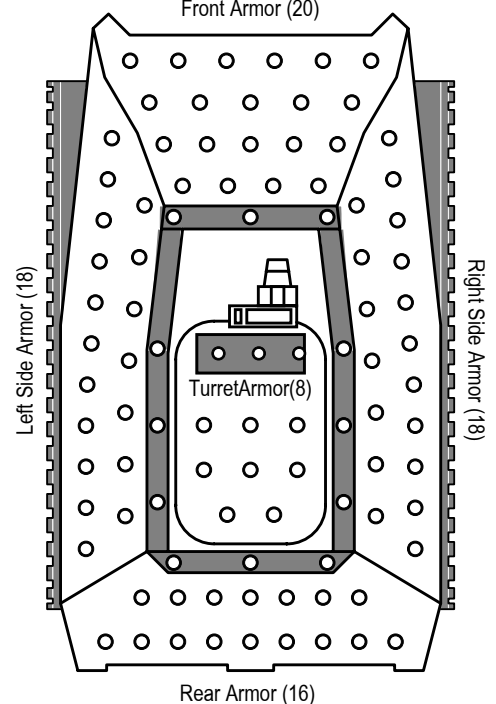
BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Badger Tracked Transport			Weapons Inventory							
Config: Tracked Omni		Tons: 30		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 SRM 2	F	2/hit	-	3	6	9
3025 Level 2		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									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							
Body Inventory										
180 GM Fusion Engine										
2 Crew Members										
4.00T Infantry Bay										

Total Armor Pts = 80
(Standard)

Front Armor (20)



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