

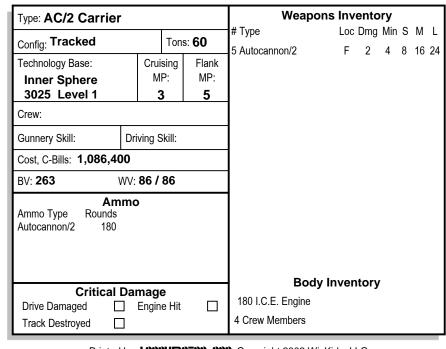
Type: AC/2 Carrier	Type: AC/2 Carrier				ento	-			
Config: Tracked	Tor	ns: <b>60</b>	# Type 5 Autocannon/2	Loc F	Dmg 2				
Technology Base: Inner Sphere 3025 Level 1	Cruising MP:	Flank MP: <b>5</b>	o Autocumon/2	'	۷	7	J	10	
Crew:									
Gunnery Skill: Dr	iving Skill:								
Cost, C-Bills: <b>1,086,400</b>									
BV: <b>263</b> WV:	86 / 86								
Ammo Type Rounds Autocannon/2 180	0		Post de						
Critical Da Drive Damaged  Track Destroyed	<b>mage</b> Engine Hit	t 🗆	Body Ir 180 I.C.E. Engine 4 Crew Members	ver	itory				

Total Armor Pts = 48

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# TRACKED VEHICLE RECORD SHEET



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#### (Standard) Front Armor (12) Right Side Armor (12) eft Side Armor (12)

Rear Armor (12)

Total Armor Pts = 48



#### V.T.O.L. RECORD SHEET

#### **Weapons Inventory** Type: Warrior H-7 Attack Helicopter # Type Loc Dmg Min S M L Config: V.T.O.L. Tons: 21 2 4 8 16 24 1 Autocannon/2 Technology Base: Cruising Flank 1 SRM 4 F 2/hit - 3 6 9 MP: MP: **Inner Sphere** 3025 Level 1-FA 10 15 Crew: Gunnery Skill: Piloting Skill: Cost, C-Bills: 540,600 BV: **406** WV: 36 / 36 Ammo Rounds Ammo Type Autocannon/2 45 SRM 4 25 **Fuselage Inventory** 70 I.C.E. Engine **Critical Damage** 2 Crew Members Rotor Damaged ☐ Engine Hit 0.25T Sensors Rotor Destroyed

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Total Armor Pts = 24 (Standard) Front Armor (6) 000 0 0 Right Side Armor (5) 000 Side Armor (5) 0 0 0 0 0 \_eft 0 o 0 000 0 0 0 0 Rear Armor (6) Rotor Type: Main/Tail Rotors

### V.T.O.L. RECORD SHEET

Type: Warrior H-7		· · · · · ·	oopto.	Weapon # Type		Dmg	-	S	М	1
Config: V.T.O.L.		Tons	s: <b>21</b>	1 Autocannon/2		2				
Technology Base: Inner Sphere			1 SRM 4		2/hit					
3025 Level 1-FA 10 15 rew:										
Gunnery Skill:	Piloting	Skill:								
Cost, C-Bills: <b>540,600</b>										
BV: <b>406</b>	NV: <b>36</b>	/ 36								
Ammo Type Rounds Autocannon/2 45 SRM 4 25	mo									
				Fuselag	e Inv	ento	ry			
Critical	Damae	10		70 I.C.E. Engine						
Critical Damage  Rotor Damaged ☐ Engine Hit ☐				2 Crew Members						
• -	-			0.25T Sensors						

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(Standard) Front Armor (6) 000 0 0 Right Side Armor (5) Left Side Armor (5) 0 0 0 0 0 0 o 0 000 0 0 0 0 0 Rear Armor (6) Rotor Type: Main/Tail Rotors

Total Armor Pts = 24



Type: Vedette Med	Type: Vedette Medium Tank			Weapons			•			
Config: Tracked		Tons: 5	50	# Type 1 Autocannon/5	Loc T	Dmg 5			M 12	
Technology Base: Inner Sphere 3025 Level 1 Crew: Gunnery Skill: Cost, C-Bills: 725,000	М	P: Skill:	Flank MP: <b>8</b>	1 Machine Gun	F	•		1		
Ammo Type Rounds Autocannon/5 20 Machine Gun 100				Body Ir	nver	ntory	•			
Critical I Drive Damaged Track Destroyed	] Engin			250 I.C.E. Engine 4 Crew Members	ivei	itoi y				

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Total Armor Pts = 96

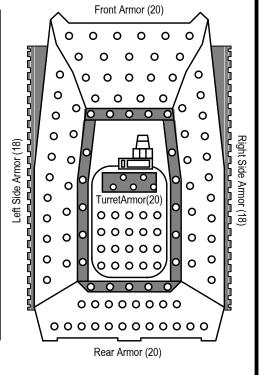
# BATHILETIEGH®

### TRACKED VEHICLE RECORD SHEET

Type: Vedette Medi	ium Ta	ank		Weapons			-		
Config: Tracked		Tons: 5	50	# Type 1 Autocannon/5	Loc T	Dmg			
Technology Base: Inner Sphere 3025 Level 1	Cruising Flank		1 Machine Gun	•	2	3			
Crew:									
Gunnery Skill:	Driving S	skill:							
Cost, C-Bills: <b>725,000</b>									
BV: <b>229</b> W	/V: <b>96 /</b>	96							
Ammo Type Rounds Autocannon/5 20 Machine Gun 100	mo								
Critical Drive Damaged		Body I 250 I.C.E. Engine 4 Crew Members	nven	itory					

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#### Total Armor Pts = 96 (Standard)





#### WHEELED VEHICLE RECORD SHEET

Type: Swift Wind S	cout C	ar	Weapons Inventory
Config: Wheeled		Tons: <b>7.5</b>	# Type Loc Dmg Min S M L
Technology Base: Inner Sphere 3025 Level 1	Cruis MF	P: MP:	
Crew:		-	
Gunnery Skill:	Driving S	skill:	]
Cost, C-Bills: <b>57,063</b>			1
BV: <b>25</b> W	/V: <b>0 / 0</b>		
Amr	no		
			Body Inventory
Critical C Wheel Damaged □ Axle Destroyed □	Damage Engine		55 VOX Fusion Engine 1 Crew Members 2.00T Communications Equipment

Total Armor Pts = 24

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### WHEELED VEHICLE RECORD SHEET

Type: Swift Wind S	Scout C	ar		Weapons Inventory
Config: Wheeled		Tons	7.5	# Type Loc Dmg Min S M L
Technology Base: Inner Sphere 3025 Level 1	Cruis Mi <b>1</b>	P:	Flank MP: <b>15</b>	
Crew:				
Gunnery Skill:	Driving S	kill:		
Cost, C-Bills: <b>57,063</b>				
BV: <b>25</b>	//V: <b>0 / 0</b>			
Am	mo			
				Body Inventory  55 VOX Fusion Engine
Critical Wheel Damaged Axle Destroyed	<b>Damage</b> ] Engine ]			1 Crew Members 2.00T Communications Equipment

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#### Total Armor Pts = 24 (Standard) Front Armor (6) Right Side Armor (6) Left Side Armor (6) Rear Armor (6)



#### Type: SturmFeur Heavy Tank **Weapons Inventory** Loc Dmg Min S M L # Type Config: Tracked Tons: **85** 1 LRM 20 F 1/hit 6 7 14 21 Technology Base: Cruising Flank 1 LRM 20 T 1/hit 6 7 14 21 MP: MP: **Inner Sphere** 2 Machine Gun 2 - 1 2 3 3025 Level 1 5 3 Crew: Gunnery Skill: Driving Skill: Cost, C-Bills: 2,395,288 WV: 950 / 950 BV: 763 Ammo Ammo Type Rounds LRM 20 18 Machine Gun 200 **Body Inventory Critical Damage** 255 I.C.E. Engine **Drive Damaged** Engine Hit 6 Crew Members Track Destroyed Turret Locked $\Box$

Total Armor Pts = 312 (Standard)

Front Armor (66) 0000000000 0000000000 000000000 00000000 000000000 00000000 00000000 00000007 00000 Right Side Armor Left Side Armor (66) TurretArmor(66 (66) 000000000

Rear Armor (48)

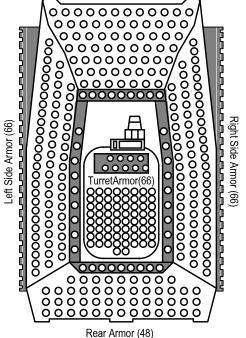
Total Armor Pts = 312

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#### TRACKED VEHICLE RECORD SHEET

Type: SturmFeur H	Гуре: SturmFeur Heavy Tank			Weapons			-			
Config: Tracked		Tons: 8	5	# Type 1 LRM 20	Loc F	Dmg 1/hit				
Technology Base: Inner Sphere 3025 Level 1	Cruising Flank MP: MP:		1 LRM 20 1 LRM 20 2 Machine Gun	T		6	7	14	21	
Crew:		<u> </u>	,							
Gunnery Skill:	Driving SI	kill:								
Cost, C-Bills: <b>2,395,28</b>	8									
BV: <b>763</b> W	/V: <b>950 /</b>	950								
Ammo Type Rounds LRM 20 18 Machine Gun 200	no									
Critical Drive Damaged				Body In 255 I.C.E. Engine	ven	itory	•			
Track Destroyed	Turret	Locked		6 Crew Members						

(Standard) Front Armor (66)



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### WHEELED VEHICLE RECORD SHEET

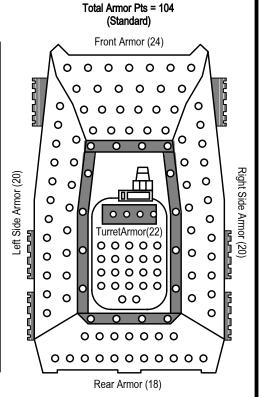
Type: Striker Ligh	t Tank				Weapons			-		
Config: Wheeled		Tons	s: <b>35</b>	# Type			Dmg			
Technology Base: Inner Sphere 3025 Level 2	ogy Base: Cruising Flank r <b>Sphere</b> MP: MP:		1 SRM 6 1 LRM 10		T	2/hit 1/hit		14	-	
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>563,315</b>										
BV: <b>342</b>	VV: <b>205</b>	/ 20	5							
Ammo Type Rounds SRM 6 30 LRM 10 12	mo									
Critical Damage Wheel Damaged ☐ Engine Hit ☐				155 I.C.E	Body In	ven	itory	'		
Wheel Damaged  Axle Destroyed	_	e Hit t Lock	ied 🗆	3 Crew Me	Ü					

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### WHEELED VEHICLE RECORD SHEET

Type: Striker Ligh	nt Tan	k			Weapons	Inv	ento	ry		
Config: Wheeled		Tons	: 35	# Type 1 SRM 6			Dmg			
Technology Base: Inner Sphere 3025 Level 2	Cruising   Flank   MP: MP: MP: 25   Level 2   5   8					T	2/hit 1/hit			
Crew:										
Gunnery Skill:	Driving	Skill:								
Cost, C-Bills: <b>563,31</b>	Cost, C-Bills: <b>563,315</b>									
BV: <b>342</b>	WV: <b>20</b>	5 / 205	;							
Ammo Type Rounds SRM 6 30 LRM 10 12	nmo									
Critical Wheel Damaged [ Axle Destroyed [	155 I.C.E 3 Crew Mo	· ·	ver	itory	7					

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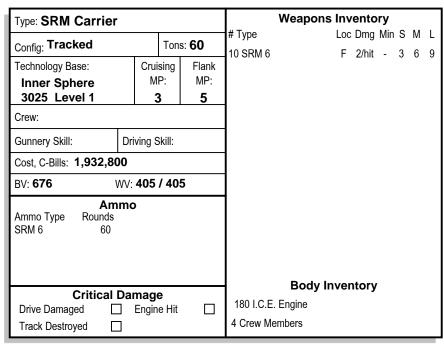


Type: SRM Carrier					Weapons			-			
Config: Tracked		Ton	s: <b>60</b>	# Type 10 SRM 6			Dmg 2/hit				
Technology Base: Inner Sphere 3025 Level 1	М	ising P:	Flank MP: <b>5</b>	TO OTAW O		•	Ziiii		J	U	J
Crew:											
Gunnery Skill:	Driving S	Skill:									
Cost, C-Bills: <b>1,932,8</b> 0	ost, C-Bills: <b>1,932,800</b>										
BV: <b>676</b>	VV: <b>405</b>	/ 40	5								
Ammo Type Rounds SRM 6 60	mo				Dody In						
Critical Drive Damaged Track Destroyed	Damage   Engin			180 I.C.E. 4 Crew Me	•	ver	itory				

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Total Armor Pts = 48

# TRACKED VEHICLE RECORD SHEET



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#### (Standard) Front Armor (12) Right Side Armor (12) eft Side Armor (12)

Rear Armor (12)

Total Armor Pts = 48



#### WHEELED VEHICLE RECORD SHEET

Type: Skulker Whee	Type: Skulker Wheeled Scout Tank		Weapons			-			
Config: Wheeled	-	Tons: <b>20</b>	# Type 1 Medium Laser	Loc F	Dmg 5			M 6	
Technology Base: Inner Sphere 3025 Level 1	Cruisi MP:	٠ı	T Wouldn't Easer	,	J		J	Ü	J
Crew:									
Gunnery Skill:	Driving Sk	xill:	]						
Cost, C-Bills: <b>179,300</b>			1						
BV: <b>155</b> W	∨: <b>57 /</b> 5	57							
Amn	no								
			Body Ir	nver	tory	,			
Critical D Wheel Damaged ☐ Axle Destroyed ☐	amage Engine		120 I.C.E. Engine 2 Crew Members 0.40T Sensors						

Total Armor Pts = 72

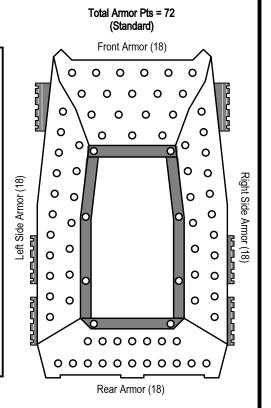
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### WHEELED VEHICLE RECORD SHEET

Type: Skulker Whee	eled So	Tank	Weapons			•				
Config: Wheeled		Tons	s: <b>20</b>	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1	Crui:	P:	Flank MP: <b>11</b>	1 Medium Laser	F	5	-	3	О	9
Crew:										
Gunnery Skill:	Driving S	skill:								
Cost, C-Bills: <b>179,300</b>										
BV: <b>155</b>	VV: <b>57</b> /	57								
Amı	mo									
				Body Ir	nver	ntory	,			
Critical I	Damage			120 I.C.E. Engine						
Wheel Damaged	Engin			2 Crew Members						
Axle Destroyed	]			0.40T Sensors						
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#### HYDROFOIL RECORD SHEET

Type: Sea Skimme	r H	lydr	ofoil		Weapons			-			
Config: Hydrofoil			Tons:	25	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1-FA		Cruisi MP	):	Flank MP:	1 SRM 4 1 Machine Gun 1 Machine Gun		2/hit 2 2	-	3 1 1	6 2 2	9 3 3
Crew:		12		10	1 Machine Gun	R	2	-	1	2	3
Gunnery Skill: Piloting Skill:											
Cost, C-Bills: <b>371,333</b>											
BV: <b>195</b>	۷۷: <b>4</b>	11/4	<b>1</b> 1								
BV: 195 WV: 41 / 41  Ammo  Ammo Type Rounds  SRM 4 25  Machine Gun 100											
Critical Damage					Body I	nver	ntory	'			
Foils Damaged					150 I.C.E. Engine 2 Crew Members						
Foils Destroyed											

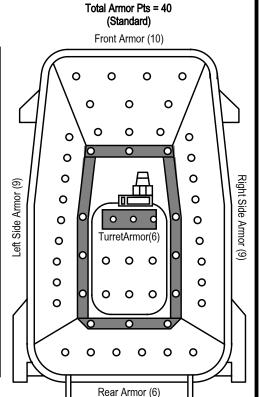
Total Armor Pts = 40

(Standard)

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### HYDROFOIL RECORD SHEET

Type: Sea Skimme	er h	Tyarot	ווכ	Weapo			•	c	Ν.	
Config: Hydrofoil		Tor	s: <b>25</b>	# Type 1 SRM 4		Dmg 2/hit				
Technology Base:		Cruising MP:	Flank MP:	1 Machine Gun	•	2		•	2	
Inner Sphere 3025 Level 1-FA		12	18	1 Machine Gun	RS	2	-	1	2	3
Crew:				1 Machine Gun	R	2	-	1	2	3
Gunnery Skill:	Pilo	oting Skill:	1							
Cost, C-Bills: <b>371,333</b>			1							
BV: <b>195</b>	NV:	41 / 41		1						
Ammo Type Rounds SRM 4 25 Machine Gun 100	mo		Do do							
Critical	Dan	nage	Hody 150 I.C.E. Engine	Inver	itory	'				
Foils Damaged										
Foils Destroyed	] -	Turret Loc	ked 🔲	2 Crew Members						





Type: Scorpion Li	ght Ta		Weapons			•			
Config: Tracked		Tons:	25	# Type 1 Autocannon/5	Loc	Dmg			
Technology Base: Inner Sphere 3025 Level 1	Gechnology Base:         Cruising         Flat           Inner Sphere         MP:         MF           3025 Level 1         4         6			1 Machine Gun	F		3		3
Crew:									
Gunnery Skill: Driving Skill:									
Cost, C-Bills: <b>327,083</b>									
BV: <b>163</b>	NV: <b>64 /</b>	64							
Ammo Ammo Type Rounds Autocannon/5 20 Machine Gun 100				D. d. le					
Critical Damage  Drive Damaged				Body Ir 100 I.C.E. Engine	iver	itory	'		
Track Destroyed  Turret Locked			d 🗆	2 Crew Members					

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Total Armor Pts = 64

### TRACKED VEHICLE RECORD SHEET

Ligh	t Tar		· ·			•				
		Tons:	25	# Type		·				
Inner Sphere         MP:         MP:           3025 Level 1         4         6				1 Machine Gun						
		•								
Dri										
Cost, C-Bills: <b>327,083</b>										
WV:	64/6									
BV: 163 WV: 64 / 64  Ammo Ammo Type Rounds Autocannon/5 20 Machine Gun 100										
	Engine	Body I 100 I.C.E. Engine 2 Crew Members	nver	ntory	,					
	Dr B83 WV: Ammods 0 0000	Driving S 83 WV: 64 / 0  Ammods 0 00  al Damage  Engine	Driving Skill:  83  WV: 64 / 64  Ammo ds 0 00  al Damage  Engine Hit	Tons: 25  Cruising Flank MP: MP: 4 6  Driving Skill:  83  WV: 64 / 64  Ammo ds 0 00  al Damage  Engine Hit	Tons: 25  Cruising Flank MP: 4 6  Driving Skill: 83  WV: 64 / 64  Ammods 0 00  Al Damage	Tons: 25  Cruising Flank MP: 4 6  Driving Skill: 83  WV: 64 / 64  Ammods 0 000  Body Inverse 100 I.C.E. Engine	Tons: 25  Cruising Flank MP: 4 6  Driving Skill: 83  WV: 64 / 64  Ammods 0 00  Body Inventory 100 I.C.E. Engine	Tons: 25	# Type	# Type

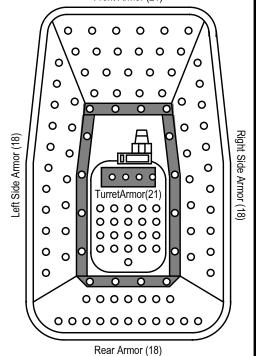
Total Armor Pts = 64



Type: Scimitar Medium Hover Tank			Tank	Weapons			•				
Config: Hovercraft	Config: Hovercraft Tons: 35			35	# Type		Dmg	Min 3			
Inner Sphere         MP:         MP:           3025 Level 1-FA         8         12			MP:	.1 Autocannon/5 2 SRM 2	T T	5 2/hit	Ŭ	Ū	12 6		
Crew:				12							
Gunnery Skill: Driving Skill:					1						
Cost, C-Bills: <b>722,925</b>				1							
BV: <b>323</b>	VV:	172 /	172								
Ammo Type Rounds Autocannon/5 20 SRM 2 50											
Critical Damage				Body II	ıver	itory	'				
Airskirt Damaged Engine Hit				105 I.C.E. Engine							
Lift Fan Destroyed   Turret Locked				d 🔲	3 Crew Members						

Total Armor Pts = 96 (Standard)

Front Armor (21)



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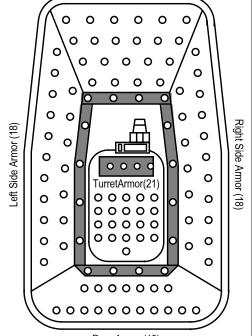
### HOVERCRAFT RECORD SHEET

Type: Scimitar Medi	ium H	over -	Tank	Weapons			-		
Config: Hovercraft		Tons:	35	# Type 1 Autocannon/5	Loc T	Dmg	Min 3		
Technology Base: Inner Sphere 3025 Level 1-FA	Cruis MI	⊃: ਁ	Flank MP: <b>12</b>	2 SRM 2		2/hit			
Crew:	Crew:								
Gunnery Skill:	Driving S								
Cost, C-Bills: <b>722,925</b>									
BV: <b>323</b> W	V: <b>172</b>								
Ammo Type Rounds Autocannon/5 20 SRM 2 50	no								
Critical D	amage		Body I	nver	ntory	'			
Airskirt Damaged  Lift Fan Destroyed		105 I.C.E. Engine 3 Crew Members							

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#### Total Armor Pts = 96 (Standard)

Front Armor (21)



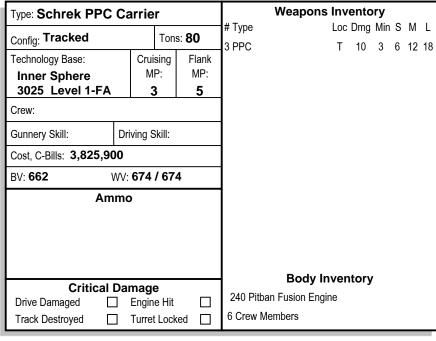
Rear Armor (18)



Type: Schrek PPC	ype: Schrek PPC Carrier				Weapons			-			
Config: Tracked		Tons	: 80	# Type 3 PPC			Dmg				
Technology Base: Inner Sphere 3025 Level 1-FA	Inner Sphere         MP:         MP:           3025 Level 1-FA         3         5					T	10	3	0	12	18
Crew:				1							
Gunnery Skill: Driving Skill:				1							
Cost, C-Bills: <b>3,825,9</b> 0	Cost, C-Bills: <b>3,825,900</b>										
BV: <b>662</b>	//∨: <b>674</b>	/ 674	,								
Ammo											
Critical Damage					Body In	ver	itory	,			
Drive Damaged				n Fusion Engir	ne						
Track Destroyed				6 Crew M	embers						

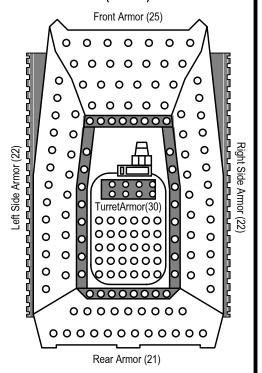
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#### Total Armor Pts = 120 (Standard)





Type: Savannah Ma	Weapons			-						
Config: Hovercraft		Ton	s: <b>5</b>	# Type 1 Medium Laser	Loc F	Dmg 5			M 6	
Technology Base: Cruising MP: MP: 3025 Level 2-FA 13 20  Crew:  Gunnery Skill: Driving Skill:  Cost, C-Bills: 88,917  BV: 160 WV: 22 / 22  Ammo				T Wedulii Lasei	Γ	5	-	J	O	ð
Ammo Critical Damage				Body II 25 Omni Fusion Engine		itory	,			
Airskirt Damaged			1 Crew Members 0.15T Sensors							

Total Armor Pts = 24

(Standard) Front Armor (10)

Right Side Armor (6)

Rear Armor (2)

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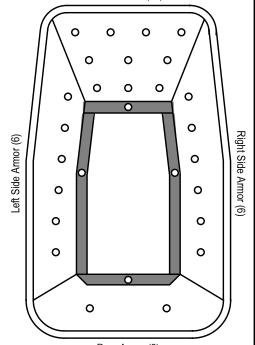
### HOVERCRAFT RECORD SHEET

Type: Savannah M	aster	Hove	ercraft	Weapoi	ns Inve	ntor	ry			
Config: Hovercraft		Tons	s: <b>5</b>	# Type	Loc D	-				
Technology Base: Inner Sphere 3025 Level 2-FA		uising MP:	Flank MP: <b>20</b>	1 Medium Laser	F	5	-	3	ь	,
Crew:										
Gunnery Skill:	Driving	Skill:								
Cost, C-Bills: <b>88,917</b>	•									
BV: <b>160</b>	WV: <b>22</b>	/ 22								
Am	imo									
		1	Invent	ory						
Critical Airskirt Damaged Lift Fan Destroyed		<b>ge</b> ine Hit		25 Omni Fusion Engi 1 Crew Members 0.15T Sensors	ine					

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#### Total Armor Pts = 24 (Standard)

Front Armor (10)

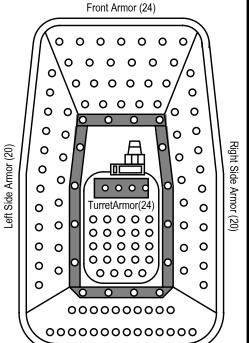


Rear Armor (2)



Type: Saracen Med	/pe: Saracen Medium Hover Tan					Weapons	Inv	ento	ry		
Config: Hovercraft		1	Tons: 3	5	# Type 1 LRM 10		Loc	Dmg 1/hit		M 14	
Technology Base: Inner Sphere 3025 Level 1-FA	Inner Sphere         MP:         MP:           3025 Level 1-FA         8         12				3 SRM 2		T		-		9
Crew:  Gunnery Skill: Driving Skill:											
·   ·											
Cost, C-Bills: <b>807,075</b>											
BV: <b>439</b>	WV:	264 /	264								
BV: 439 WV: 264 / 264  Ammo  Ammo Type Rounds  LRM 10 24  SRM 2 50											
Critical Damage					405 1 0 5	Body In	ver	itory	'		
Airskirt Damaged ☐ Engine Hit ☐					105 I.C.E	ŭ					
Lift Fan Destroyed						embers					

Total Armor Pts = 112 (Standard)



Rear Armor (24)

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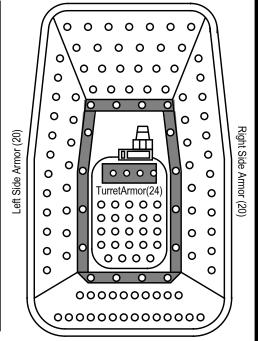
### HOVERCRAFT RECORD SHEET

Type: Saracen Medi	ium Ho	ver T	ank		Weapons			-		
Config: Hovercraft	,	Tons: 3	5	# Type 1 LRM 10		Loc	Dmg 1/hit			
Technology Base: Inner Sphere 3025 Level 1-FA	Cruisi MP	):	Flank MP: <b>12</b>	3 SRM 2		٠	2/hit		6	
Crew:										
Gunnery Skill:										
Cost, C-Bills: <b>807,075</b>		1								
BV: <b>439</b> W		1								
Ammo Type Rounds LRM 10 24 SRM 2 50										
Critical D	Critical Damage						ntory	,		
Airskirt Damaged  Lift Fan Destroyed	Engine		105 I.C.E. 3 Crew Me							

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#### Total Armor Pts = 112 (Standard)

Front Armor (24)



Rear Armor (24)



Type: Saladin Assa	Type: Saladin Assault Hover Tank					ento	-			
Config: Hovercraft		Ton	s: <b>35</b>	# Type 1 Autocannon/20	Loc F	Dmg 20			M 6	
Technology Base: Inner Sphere 3025 Level 1-FA	Cruising   Flank   MP:				'	20		J	U	J
Crew:										
Gunnery Skill: Driving Skill:										
Cost, C-Bills: <b>907,375</b>										
BV: <b>483</b>	VV: <b>93</b> /	93								
Ammo Ammo Type Rounds Autocannon/20 15				Rody	Invo	otory.	•			
Critical Damage Airskirt Damaged ☐ Engine Hit ☐ Lift Fan Destroyed ☐			Body I 105 I.C.E. Engine 3 Crew Members	inver	ntory					

Total Armor Pts = 32

(Standard)

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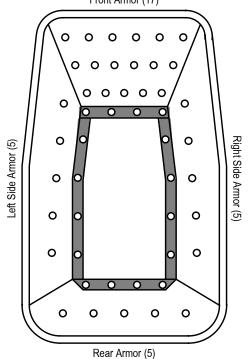
### HOVERCRAFT RECORD SHEET

Type: Saladin Ass	ault Ho	ver	Tank	Weapon	s Inv	ento	ry			
Config: Hovercraft		Tons	s: <b>35</b>	# Type 1 Autocannon/20		Dmg 20				
Technology Base: Inner Sphere 3025 Level 1-FA	М	sing P:	Flank MP: <b>12</b>	T Autocannon/20	г	20	-	3	О	,
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>907,375</b>										
BV: <b>483</b>	//V: <b>93</b> /	93								
Ammo Type Rounds Autocannon/20 15	mo									
Critical Airskirt Damaged Lift Fan Destroyed	] Engin		Body 105 I.C.E. Engine 3 Crew Members	Inven	itory	,				

Total Armor Pts = 32 (Standard)

Front Armor (17)

Rear Armor (5)

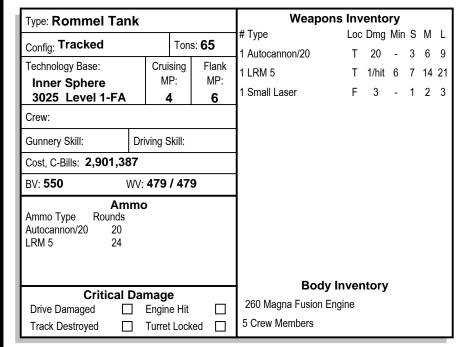




ĺ	Type: Rommel Tar	ype: Rommel Tank					Inv	ento	ry			
	Config: Tracked		T	ons: <b>6</b> :	5	# Type		Dmg				
	Technology Base: Inner Sphere 3025 Level 1-FA		Cruisin MP:	٠,	lank MP:	1 Autocannon/20 1 LRM 5 1 Small Laser	T T F	20 1/hit 3		7	6 14 2	-
	Crew:		4		6							
	Gunnery Skill: Driving Skill:											
	Cost, C-Bills: <b>2,901,387</b>											
	BV: <b>550</b> WV: <b>479 / 479</b>											
	BV: <b>550</b> WV: <b>479 / 479</b> Ammo Ammo Type Rounds Autocannon/20 20 LRM 5 24					Do do la						
	Critical Damage       Drive Damaged     ☐ Engine Hit     ☐       Track Destroyed     ☐ Turret Locked     ☐				Body In 260 Magna Fusion Engi 5 Crew Members		itory					

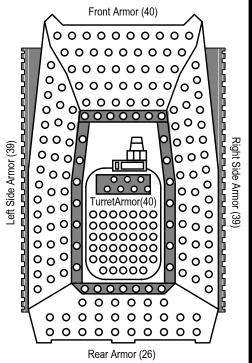
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#### TRACKED VEHICLE RECORD SHEET



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#### Total Armor Pts = 184 (Standard)





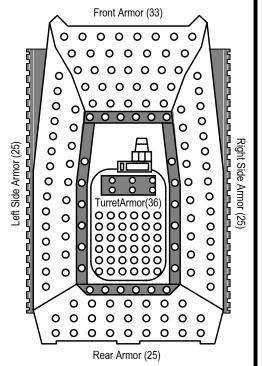
Type: Pike Support Vehicle					Weapon			•			
Config: Tracked		То	ns: <b>6</b> (	0	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1 Crew: Gunnery Skill: Cost, C-Bills: 1,035,20	Inner Sphere 3025 Level 1 3  Crew:  Gunnery Skill: Driving Skill:  Cost, C-Bills: 1,035,200  BV: 334 WV: 188 / 18			lank MP: <b>5</b>	3 Autocannon/2 2 SRM 2	T F	2 2/hit	-	-	16 6	
BV: <b>334</b> WV: <b>188 / 188</b>				Body I	nver	ntory	,				
Critical Damage       Drive Damaged     ☐ Engine Hit     ☐       Track Destroyed     ☐ Turret Locked     ☐				180 I.C.E. Engine 4 Crew Members	IIVEI	itoi y					

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#### TRACKED VEHICLE RECORD SHEET

Type: Pike Support	Vehicl		Weapons			•			
Config: Tracked	-	Tons: 6	0	# Type 3 Autocannon/2		Dmg 2			
Technology Base: Inner Sphere 3025 Level 1	Cruisi MP:	lank MP: <b>5</b>	2 SRM 2		2/hit		6		
Crew:									
Gunnery Skill:	Driving Sk	till:							
Cost, C-Bills: 1,035,20	0								
BV: <b>334</b> W	/V: <b>188</b> /	188							
Ammo Type Rounds Autocannon/2 225 SRM 2 50	mo								
Critical Drive Damaged Track Destroyed	Engine	Hit		Body I 180 I.C.E. Engine 4 Crew Members	nver	ntory	,		

Total Armor Pts = 144 (Standard)



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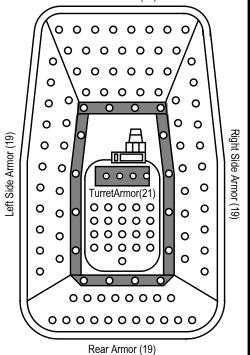


Type: Pegasus Sco	out Ho	ank	Weapons			-			
Config: Hovercraft		Tons	: 35	# Type		Dmg			
Technology Base: Inner Sphere 3025 Level 1-FA	М	ising P:	Flank MP: <b>12</b>	2 SRM 6 1 Medium Laser		2/hit 5			9
Crew:	•								
Gunnery Skill:	Driving S	Skill:							
Cost, C-Bills: 827,475									
Cost, C-Bills: <b>827,475</b> BV: <b>419</b> WV: <b>339 / 339</b>									
•									
					nver	ntory	′		
Critical I Airskirt Damaged	Critical Damage Airskirt Damaged ☐ Engine Hit ☐			105 I.C.E. Engine 3 Crew Members					
Lift Fan Destroyed	· I · I								

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#### Total Armor Pts = 104 (Standard)

Front Armor (26)



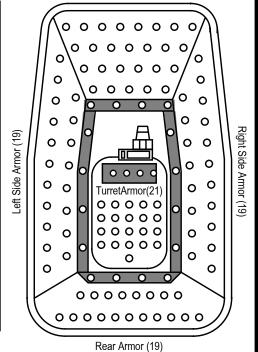
### HOVERCRAFT RECORD SHEET

Type: Pegasus Sco	out Ho	vert	ank	Weapons			-		
Config: Hovercraft		Tons	s: <b>35</b>	# Type 2 SRM 6		Dmg 2/hit			
Technology Base: Inner Sphere		ising IP:	Flank MP:	1 Medium Laser		5			
3025 Level 1-FA		8	12						
Crew:									
Gunnery Skill: Driving Skill:									
Cost, C-Bills: <b>827,475</b>									
BV: <b>419</b>	//V: <b>339</b>	)							
V: <b>419</b> WV: <b>339 / 339 Ammo</b> mmo Type Rounds RM 6 15									
			Body lı	nver	ntory	,			
Critical Damage  Airskirt Damaged ☐ Engine Hit ☐  Lift Fan Destroyed ☐ Turret Locked ☐				105 I.C.E. Engine 3 Crew Members 1.00T Sensors					

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#### Total Armor Pts = 104 (Standard)

Front Armor (26)





Type: Partisan Heavy Tank				Weapons			-			
Config: Tracked		Tons	: 80	# Type 4 Autocannon/5	Loc	Dmg 5			M 12	
Technology Base: Inner Sphere 3025 Level 1	С	ruising MP:	Flank MP: <b>5</b>	2 Machine Gun	F	•	•	1		
Crew:										
Gunnery Skill:	Drivin	g Skill:								
Cost, C-Bills: 1,866,60	0									
BV: <b>420</b>	VV: <b>32</b>	4 / 324								
Ammo Type Rounds Autocannon/5 40 Machine Gun 100	mo			<b>D.</b> 1. 1						
Critical I	Dama	ige		Body In	ver	ntory	'			
Drive Damaged				240 I.C.E. Engine						
Track Destroyed			ed 🔲	6 Crew Members						

Front Armor (22) 0 0 0 0 0 0 0 0 0 Right Side Armor (18) Left Side Armor (18) O TurretArmor(22) 

Rear Armor (16)

Total Armor Pts = 96

(Standard)

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Type: Pack Rat				Weapons			-			
Config: Wheeled	То	ns: <b>20</b>	# Type 1 SRM 6			Dmg 2/hit				
Technology Base: Inner Sphere 3025 Level 1-FA	Cruising MP:	Flank MP:	1 Flamer		R			1	-	
Crew:										
Gunnery Skill: D	riving Skill:									
Cost, C-Bills: <b>408,650</b>										
BV: <b>206</b> WV	: 71 / 71									
Ammo Type Rounds SRM 6 30	0									
			400 014 5	Body In	ver	tory	'			
Critical Da Wheel Damaged  Axle Destroyed	<b>mage</b> Engine Hi	it 🗆	2 Crew Me	Fusion Engine embers go, Infantry						

Total Armor Pts = 64

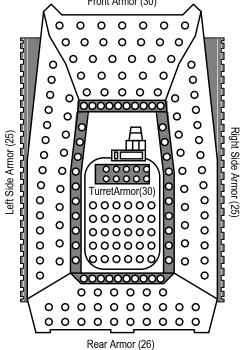
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Type: Ontos Heavy Tank		nk		Weapons			-			
Config: Tracked		Tons:	95	# Type 8 Medium Laser	Loc	Dmg 5			M 6	
Technology Base: Inner Sphere 3025 Level 1-FA	1	Cruising MP:	Flank MP: <b>5</b>	2 LRM 5	T	1/hit		-		_
Crew:										
Gunnery Skill:	Drivi	ng Skill:								
Cost, C-Bills: <b>2,259,56</b>	ost, C-Bills: <b>2,259,562</b>									
BV: <b>619</b>	<b>∨∨: 7</b>	97 / 797								
Ammo Type Rounds LRM 5 24	mo									
Critical	Dam	age		Body II	nver	ntory	'			
Drive Damaged	•			285 I.C.E. Engine						
Track Destroyed			j 🔲	7 Crew Members						

(Standard)
Front Armor (30)

Total Armor Pts = 136



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#### SUBMARINE RECORD SHEET

Type: Neptune Submarine				Weapons	Inv	ento	ry				
Config: Submarine			Tons	s: <b>100</b>	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1 Crew: Gunnery Skill: Cost, C-Bills: 4,614,00	echnology Base: Inner Sphere 3025 Level 1  rew: unnery Skill: ost, C-Bills: 4,614,000 V: 604 WV: 1,0 Ammo		sing Flank P: MP: B 5		1 Large Laser 1 LR Torpedo 20 2 SR Torpedo 6	F F	8 1/hit 2/hit	6	7	10 14 6	21
Cost, C-Bills: <b>4,614,000</b> BV: <b>604</b> WV: <b>1,002 / 1,002</b> Ammo  Ammo Type Rounds  LR Torpedo 20 6  SR Torpedo 6 15			Hull In	ven	tory						
Critical Damage Eng. Rm. Dmg'd ☐ Engine Hit ☐ Eng. Rm. Dest'd ☐				270 I.C.E. Engine 7 Crew Members	ven	tol y					

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Rear Armor (38)

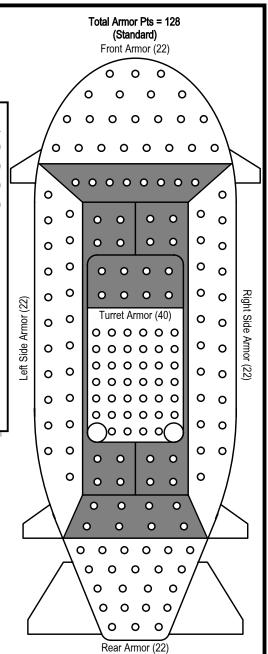
Total Armor Pts = 232



# SURFACE SHIP RECORD SHEET

Type: Monitor Nav	Type: Monitor Naval Vessel			Weapons			-			
Config: Surf. Ship		Tons:	75	# Type	Loc	Dmg 20	Min	S 3		
Technology Base:	Cru	ising	Flank	2 Autocannon/20	I DC		-	•	6	
Inner Sphere	M	IP:	MP:	1 SRM 2		2/hit		3	6	
3025 Level 1		3	5	1 SRM 2	LS	2/hit	-	3	6	Ç
Crew:				1 SRM 2	R	2/hit	-	3	6	Ç
Gunnery Skill: Piloting Skill:										
Cost, C-Bills: <b>1,568,531</b>										
BV: <b>571</b>										
Ammo Type Rounds Autocannon/20 15 SRM 2 50	Ammo Ammo Type Rounds Autocannon/20 15			Hull In	ven	tory				
0.771.11				195 I.C.E. Engine						
Eng. Rm. Dmg'd	Critical Damage Eng. Rm. Dmg'd ☐ Engine Hit ☐			5 Crew Members						
Eng. Rm. Dest'd				1.50T Jump Infantry Ba	y (10	men)				

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### WHEELED VEHICLE RECORD SHEET

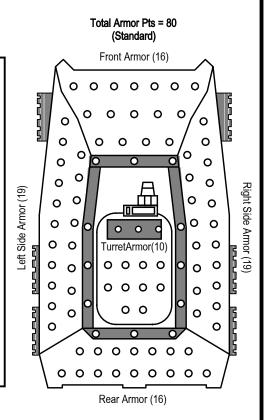
Type: <b>Mobile Head</b>	ype: Mobile Headquarters			Weapons	Inv	ento	ry			
Config: Wheeled		Tons	: 25	# Type 1 Medium Laser	Loc T	Dmg 5			M 6	
Technology Base: Inner Sphere 3025 Level 1		sing P:	Flank MP:	T Wodam East	•	Ü		•	Ū	Ū
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>392,813</b>										
BV: <b>149</b> V	VV: <b>66 /</b>	66								
Amı	BV: <b>149</b> WV: <b>66 / 66</b> Ammo									
				Body Ir	iver	tory	,			
Critical Damage  Wheel Damaged ☐ Engine Hit ☐  Axle Destroyed ☐ Turret Locked ☐			130 Vlar Fusion Engine 2 Crew Members 7.50T Communications I		ment					

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### WHEELED VEHICLE RECORD SHEET

Type: Mobile Head	quarte	ers		Weapons			-			
Config: Wheeled		Tons: 2	25	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1	Cruising Flank MP: MP: 6 9			1 Medium Laser	T	5	-	3	6	9
Crew:	•									
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>392,813</b>										
BV: <b>149</b>	VV: <b>66 /</b>	66								
Am	mo									
			Body Ir	ven	tory	,				
Critical I Wheel Damaged Axle Destroyed	<b>Damag</b> ] Engin ] Turre	130 Vlar Fusion Engine 2 Crew Members 7.50T Communications B		ment						

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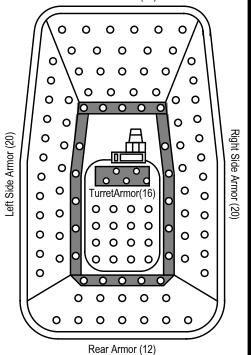


Type: Maxim Heavy	Hove	er Tra	nsport	Weapons	s Inv	ento	ry			
Config: Hovercraft		Tor	ns: <b>50</b>	# Туре		Dmg				
<u> </u>				1 SRM 6	Т	2/hit	-	3	6	9
Technology Base:	C	ruising	1	3 Machine Gun	Т	2	-	1	2	3
Inner Sphere		MP:	MP:	2 LRM 5	F	1/hit	6	7	11	21
3025 Level 1-FA		8	12	<u>                                     </u>	•		-	•	•	
Crew:				1 LRM 5	R	1/hit	6	7	14	21
		1 SRM 2	LS	2/hit	-	3	6	9		
Gunnery Skill:	1 SRM 2	RS	2/hit	_	3	6	9			
Cost, C-Bills: 1,319,50	00									
BV: <b>591</b>	<b>√√: 37</b>	6 / 37	<b>'</b> 6							
Ammo Type Rounds SRM 6 15 Machine Gun 200 LRM 5 24	mo									
SRM 2 50					nver	ntory	'			
Critical Damage				165 I.C.E. Engine						
	Critical Damage Airskirt Damaged ☐ Engine Hit ☐			4 Crew Members						
Lift Fan Destroyed					Bay					

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#### Total Armor Pts = 88 (Standard)

Front Armor (20)



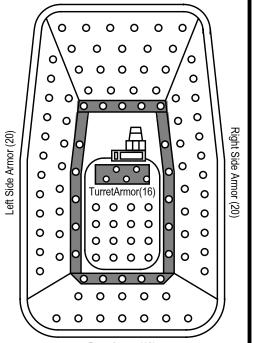
### HOVERCRAFT RECORD SHEET

Type: Maxim Heavy	Hover	Tran	sport	Weapon	s Inv	ento	ry			
Config: Hovercraft		Tons:	50	# Type	Loc	Dmg				
Technology Base:	Cru	ising	Flank	1 SRM 6	Т	2/hit	-	3	6	9
Inner Sphere		ising   IP:	MP:	3 Machine Gun	T	2	-	1	2	3
3025 Level 1-FA	'''	B	12	2 LRM 5	F	1/hit	6	7	14	21
Crew:				1 LRM 5	R	1/hit	6	7	14	21
0 01.111		1 SRM 2	LS	2/hit	-	3	6	9		
Gunnery Skill:		1 SRM 2	RS	2/hit	-	3	6	9		
Cost, C-Bills: <b>1,319,50</b>	0									
BV: <b>591</b>	VV: <b>376</b>	/ 376								
Ammo Type Rounds SRM 6 15 Machine Gun 200 LRM 5 24 SRM 2 50	mo	Body l	nver	ntory	,					
Critical I		165 I.C.E. Engine								
Airskirt Damaged				4 Crew Members						
Lift Fan Destroyed	] Turre	d 🔲	3.00T Infantry Platoon	Bay						

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# Total Armor Pts = 88 (Standard)

Front Armor (20)



Rear Armor (12)

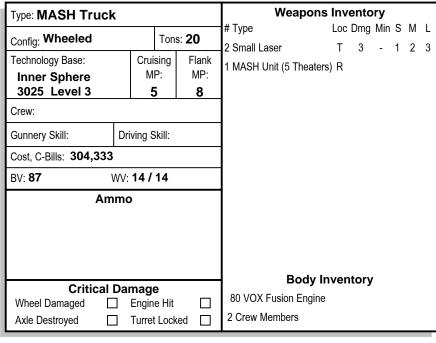


### WHEELED VEHICLE RECORD SHEET

Type: MASH Truck	ype: MASH Truck					ento	-			
Config: Wheeled		Tons: 2	20	# Type 2 Small Laser		Dmg 3			M 2	
Technology Base: Inner Sphere 3025 Level 3	Cruising Flank MP: MP: 5 8		MP:	1 MASH Unit (5 Theaters	•	3	-	•	۷	J
Crew:		<u> </u>								
Gunnery Skill:	Driving S	kill:								
Cost, C-Bills: <b>304,333</b>										
BV: <b>87</b>										
Critical Damage  Wheel Damaged				Body Ir 80 VOX Fusion Engine 2 Crew Members		ntory	7			

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# WHEELED VEHICLE RECORD SHEET



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#### Total Armor Pts = 64 (Standard) Front Armor (12) Right Side Armor (16) Left Side Armor (16) TurretArmor(10 0 0 Rear Armor (10)



Type: Manticore He	eavy T	ank		Weapon	s Inv	ento	ry			
Config: Tracked		Tons:	60	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1	M	ising  P:	Flank MP:	1 PPC 1 SRM 6 1 LRM 10	T T T	2/hit 1/hit		3	12 6 14	9
Crew:	<u> </u>			1 Medium Laser	F	5	-	3	6	9
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>2,640,80</b>	00									
BV: <b>619</b>	<u> </u>									
Ammo Type Rounds SRM 6 15 LRM 10 12	mo									
Critical I Drive Damaged Track Destroyed		Body I 240 Pitban Fusion Eng 4 Crew Members		ntory	•					

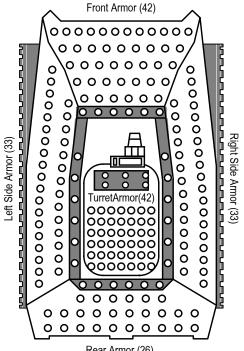
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#### TRACKED VEHICLE RECORD SHEET

Type: Manticore He	eavy T	ank		Weapor			-			
Config: Tracked		Tons:	60	# Type	Loc	Dmg				
Technology Base: Inner Sphere 3025 Level 1	ner Sphere         MP:         MP:           025 Level 1         4         6			.1 PPC 1 SRM 6 1 LRM 10	T T	10 2/hit 1/hit		3		9
rew:				1 Medium Laser	F	5	-	3	6	9
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>2,640,80</b>	0									
BV: <b>619</b> W	VV: <b>842</b>	/ 842								
Ammo Type Rounds SRM 6 15 LRM 10 12	mo			Pode	Invan					
Critical C Drive Damaged  Track Destroyed	Damage   Engine   Turret		Body 240 Pitban Fusion Er 4 Crew Members		itory					

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#### Total Armor Pts = 176 (Standard)



Rear Armor (26)

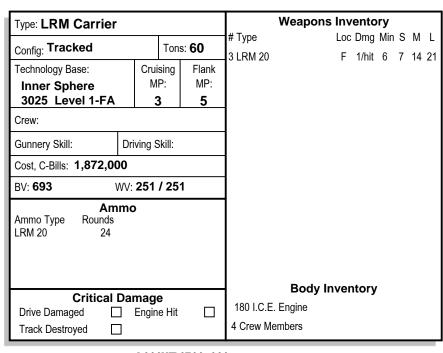


Type: LRM Carrier		Weapons			•					
Config: Tracked		Ton	s: <b>60</b>	# Type 3 LRM 20		Loc F	Dmg 1/hit			
Technology Base: Inner Sphere 3025 Level 1-FA	Inner Sphere         MP:         MP:           3025 Level 1-FA         3         5			O LI IIII 20		•	171110	Ü	•	 
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: 1,872,00	00									
BV: <b>693</b>	NV: <b>251</b>	/ 25	1							
Ammo Type Rounds LRM 20 24	mo				Pody In	von	ıtor.			
Critical Drive Damaged Track Destroyed	180 I.C.E 4 Crew Me	•	ven	itory						

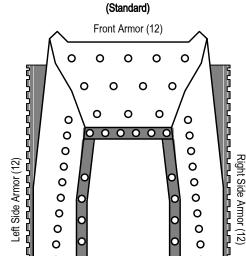
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Total Armor Pts = 48

# TRACKED VEHICLE RECORD SHEET



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Rear Armor (12)

Total Armor Pts = 48



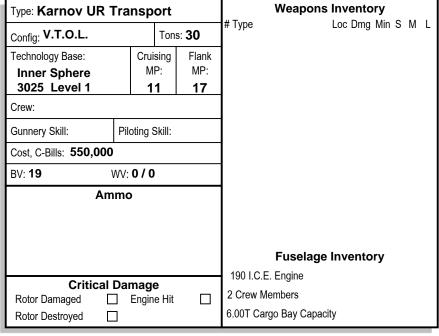
#### V.T.O.L. RECORD SHEET

Type: <b>Karnov UR 1</b>	ransp	ort		Weapons Inventory
Config: V.T.O.L.		Ton	s: <b>30</b>	#Type Loc Dmg Min S M L
Technology Base: Inner Sphere 3025 Level 1		sing P:	Flank MP: <b>17</b>	
Crew:				
Gunnery Skill:	Piloting 9	Skill:		
Cost, C-Bills: <b>550,000</b>				
BV: <b>19</b>	NV: <b>0 / 0</b>			
Am	mo			
				Fuselage Inventory
Original Damana				190 I.C.E. Engine
Critical Damage  Rotor Damaged ☐ Engine Hit ☐				2 Crew Members
Rotor Destroyed	]			6.00T Cargo Bay Capacity

Total Armor Pts = 24 (Standard) Front Armor (6) 000 00 Right Side Armor (5) Left Side Armor (5) 0 0 0 0 o 0 000 0 Ō 0 0 Rear Armor (6) Rotor Type: Main/Tail Rotors

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### V.T.O.L. RECORD SHEET



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# Total Armor Pts = 24 (Standard) Front Armor (6) 000 0 0 Right Side Armor (5) Side Armor (5) 0 0 0 0 0 eft 0 o 000 0 0 0 0 0 Rear Armor (6) Rotor Type: Main/Tail Rotors



### WHEELED VEHICLE RECORD SHEET

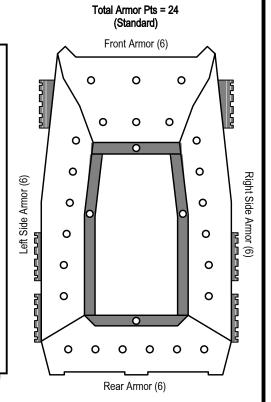
Type: <b>Jeep</b>				Weapon		-				
Config: Wheeled		Ton	s: <b>5</b>	# Type		Loc Dmg	Min	S	M	L
Technology Base: Inner Sphere 3025 Level 1-FA	Cruising Flank MP: MP:  FA 7 11									
Crew:										
Gunnery Skill:	Driving S	skill:								
Cost, C-Bills: <b>24,344</b>	•			1						
BV: <b>25</b>										
Am	mo									
				45105	-	nventory	,			
Critical Wheel Damaged Axle Destroyed	<b>Damage</b> ] Engin ]		15 I.C.E. 1 Crew M 1.75T Ca	lembers						
Printed			nt 2002 WizK							

Total Armor Pts = 24 (Standard) Front Armor (6) Right Side Armor (6) Left Side Armor (6) Rear Armor (6)

### WHEELED VEHICLE RECORD SHEET

Туре: <b>Јеер</b>			Weapons Inventory
Config: Wheeled	Т	ons: <b>5</b>	# Type Loc Dmg Min S M L
Technology Base: Inner Sphere 3025 Level 1-FA	Cruisir MP:	~ I	
Crew:		•	
Gunnery Skill: D	riving Ski	II:	
Cost, C-Bills: <b>24,344</b>			
BV: <b>25</b> WV	:0/0		
Amm	0		
			Body Inventory
Critical Da Wheel Damaged  Axle Destroyed	image Engine I	Hit 🗌	15 I.C.E. Engine 1 Crew Members 1.75T Cargo

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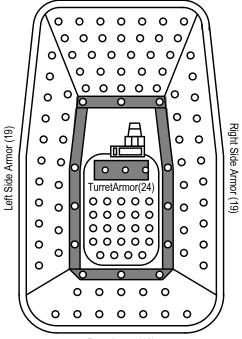
#### **Weapons Inventory** Type: J. Edgar Light Hover Tank # Type Loc Dmg Min S M L Config: Hovercraft Tons: 25 1 Medium Laser T 5 - 3 6 9 Cruising Technology Base: 2 SRM 2 T 2/hit - 3 6 9 MP: MP: **Inner Sphere** 3025 Level 1 11 17 Crew: Gunnery Skill: Driving Skill: Cost, C-Bills: 729,250 BV: 328 WV: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

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Total Armor Pts = 104 (Standard)

Front Armor (30)



Rear Armor (12)

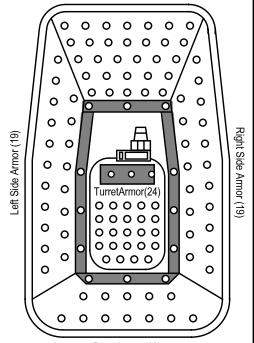
#### HOVERCRAFT RECORD SHEET

Type: J. Edgar Ligi	nt Hov	er Tai	nk	Weapons	s Inv	ento	ry		
Config: Hovercraft		Tons: 2	25	# Type		Dmg			
Technology Base: Inner Sphere 3025 Level 1	Crui M	.1 Medium Laser 2 SRM 2		5 2/hit		-			
Crew:		•							
Gunnery Skill:	Driving S	Skill:							
Cost, C-Bills: <b>729,250</b>									
BV: <b>328</b> V	VV: <b>155</b>	/ 155							
Amı Ammo Type Rounds SRM 2 50	mo								
Critical I Airskirt Damaged Lift Fan Destroyed	] Engin			Body In 145 Leenex Fusion En 2 Crew Members		ntory	7		

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#### Total Armor Pts = 104 (Standard)

Front Armor (30)



Rear Armor (12)



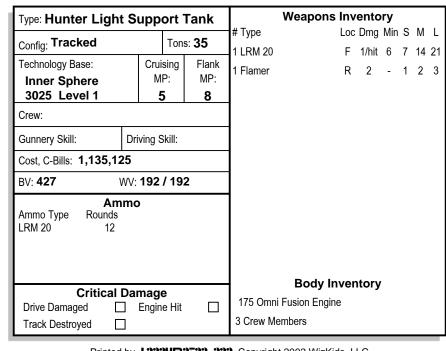
Type: <b>Hunter Light Support Tank</b>						Weapons			•		
Config: Tracked			Ton	s: <b>35</b>	# Type 1 LRM 20		Loc F	Dmg 1/hit			
Technology Base: Inner Sphere 3025 Level 1	Cruising Flank			MP:	1 Flamer		R	2		1	3
Crew:											
Gunnery Skill:	unnery Skill: Driving Skill:										
Cost, C-Bills: 1,135,12	25										
BV: <b>427</b>	NV:	192	/ 19	2							
Ammo Type Rounds LRM 20 12	mo	•									
Critical Damage  Drive Damaged					175 Omni 3 Crew Me	Body In i Fusion Engine embers		itory	Ī		

Total Armor Pts = 96

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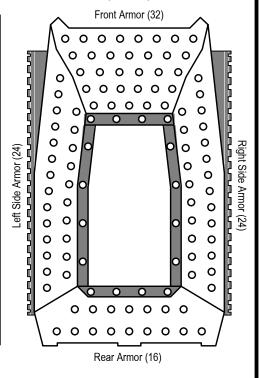
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#### Total Armor Pts = 96 (Standard)





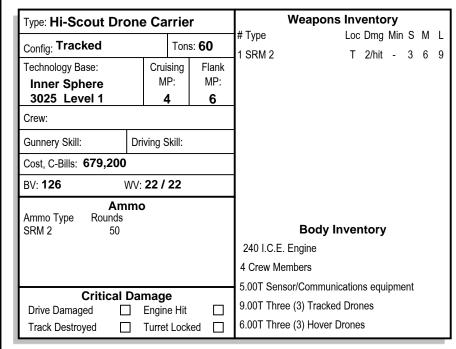
Type: Hi-Scout Drone Carrier				Weapons Inventory							
Config: Tracked	Tons: <b>60</b>		60	# Type Loc Dmg Min S M  1 SRM 2 T 2/hit - 3 6							
Technology Base: Inner Sphere 3025 Level 1	М	sing P:	Flank MP:	<b>1</b> · · · · · · · · · · · · · · · · · · ·	3						
Crew:				]							
Gunnery Skill:	Driving S	Skill:		1							
Cost, C-Bills: <b>679,200</b>				7							
BV: <b>126</b>	NV: <b>22 /</b>	22									
Ammo Type Rounds SRM 2 50	mo			Body Inventory							
l .				240 I.C.E. Engine							
l .				4 Crew Members							
Critical Drive Damaged Track Destroyed	] Engin			<ul> <li>5.00T Sensor/Communications equipment</li> <li>9.00T Three (3) Tracked Drones</li> <li>6.00T Three (3) Hover Drones</li> </ul>							

Total Armor Pts = 88

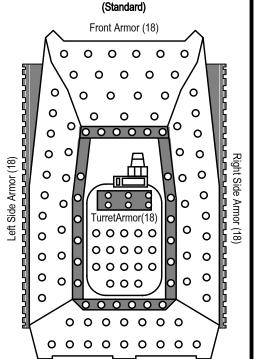
(Standard)

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Rear Armor (16)

Total Armor Pts = 88



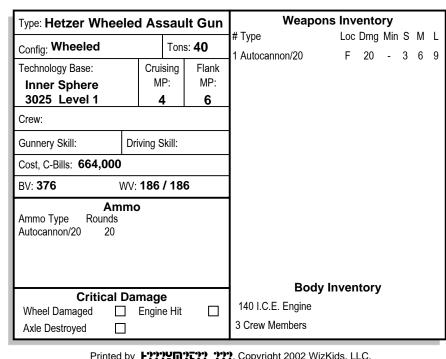
#### WHEELED VEHICLE RECORD SHEET

Type: Hetzer Wheel	Type: Hetzer Wheeled Assault Gun			Weapons Inventory # Type Loc Dmg Min S M							
Config: Wheeled		Ton	s: <b>40</b>	# Type 1 Autocannon/20		Dmg 20					
Technology Base: Inner Sphere 3025 Level 1	Crui M	P:	Flank MP: <b>6</b>	T Autocalmon/20	Г	20	-	J	U	ð	
Crew:											
Gunnery Skill:	Driving S	skill:									
Cost, C-Bills: <b>664,000</b>											
BV: <b>376</b> W	/V: <b>186</b>	/ 18	6								
Ammo Type Rounds Autocannon/20 20	no										
Critical D Wheel Damaged  Axle Destroyed	Damage Engin			Body Ir 140 I.C.E. Engine 3 Crew Members	iver	ntory	,				

Total Armor Pts = 96

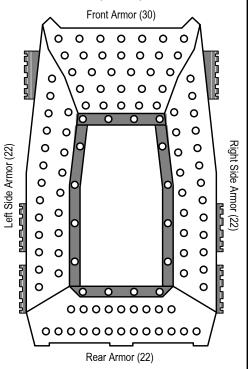
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# Total Armor Pts = 96 (Standard) Front Armor (30)





Type: Harasser Mis	ssil	e Platfo	rm		Weapons			•			
Config: Hovercraft		Tons	: 25	# Type 2 SRM 6			Dmg 2/hit				
Technology Base: Inner Sphere 3025 Level 1-FA		Cruising MP:	Flank MP: <b>15</b>	Z OTTIVI O		'	2/1110		J	U	J
Crew:											
Gunnery Skill:	Driv	ing Skill:									
Cost, C-Bills: <b>561,750</b>											
BV: <b>337</b>	//V: <b>8</b>	35 / 85									
Ammo Type Rounds SRM 6 30	mo				Do do lo						
Critical I Airskirt Damaged Lift Fan Destroyed	] E	nage Engine Hit Furret Locke	ed 🗆	120 I.C.E 2 Crew Me	ŭ	ver	itory	•			

Rear Armor (7)

Total Armor Pts = 32

(Standard) Front Armor (7)

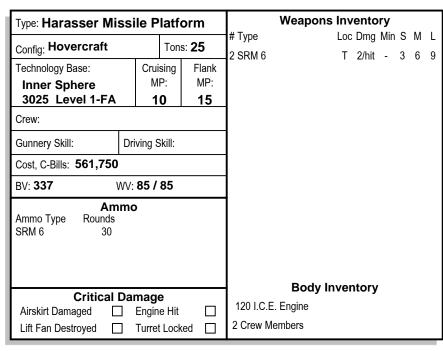
Total Armor Pts = 32

(Standard)

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### HOVERCRAFT RECORD SHEET



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Type: Goblin Med	ium Ta	ank		Weapons	Inv	ento	ry			
Config: Tracked		Tons: <b>45</b>		# Type	Loc	Dmg 8	Min			
Technology Base: Inner Sphere 3025 Level 1	M	ising IP:	Flank MP:	1 Large Laser 1 Machine Gun	F	_	-	1	10 2	
Crew:		+	0							
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>607,550</b>										
BV: <b>280</b>	<b>/</b> √∨: <b>212</b>	/ 212								
Ammo Type Rounds Machine Gun 100	mo			Podu le		.4.0	_			
				Body Ir	iver	itory	′			
Critical Drive Damaged Track Destroyed	] Engir			180 I.C.E. Engine 3 Crew Members 1.00T Infantry Bay Equip	men	t				

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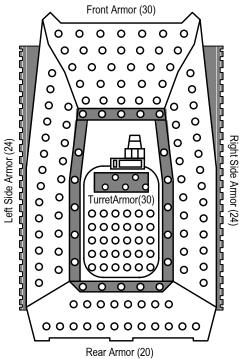
Total Armor Pts = 128

#### TRACKED VEHICLE RECORD SHEET

Type: Goblin Mediu	ım Tanl	k	Weapons Inventory						
Config: Tracked		ons: <b>45</b>	# Type Loc Dmg Min S M L						
Technology Base: Inner Sphere 3025 Level 1	Cruisin MP:	~ I	1 Large Laser						
Crew:			1						
Gunnery Skill: Driving Skill:			1						
Cost, C-Bills: <b>607,550</b>			1						
BV: <b>280</b> W	/: <b>212 / 2</b>	212	1						
Ammo Type Rounds Machine Gun 100	10		Body Inventory						
Critical D	_		180 I.C.E. Engine 3 Crew Members						
Drive Damaged	Engine F	Hit ☐ ocked ☐	1.00T Infantry Bay Equipment						

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Total Armor Pts = 128 (Standard)





### V.T.O.L. RECORD SHEET

Type: Ferret Light S	Scout	VTOL	Weapons	Inv	ento	ry			
Config: V.T.O.L.		Tons: 5	# Type 1 Machine Gun	Loc F	Dmg 2			M 2	
Technology Base: Inner Sphere 3025 Level 1	Cruisi MP	P: MP:	T Madiline Gali	•	_		•	_	Ū
Crew:									
Gunnery Skill: F	Piloting SI	kill:							
Cost, C-Bills: <b>49,681</b>									
BV: <b>45</b> W	V: <b>1 / 1</b>								
Ammo Type Rounds Machine Gun 100	10		<b>5</b>						
			Fuselage	Inv	ento	ry			
Critical Danaged Rotor Destroyed	<b>amage</b> Engine		25 I.C.E. Engine 1 Crew Members 1.00T Infantry Bay Capa	city					

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Total Armor Pts = 8 (Standard)

Front Armor (2)

Right Side Armor (1)

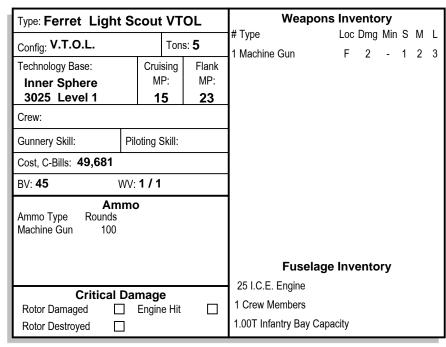
Rear Armor (2)

Rear Armor (2)

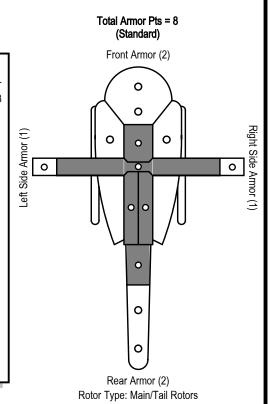
Rotor Type: Main/Tail Rotors

# 

### V.T.O.L. RECORD SHEET



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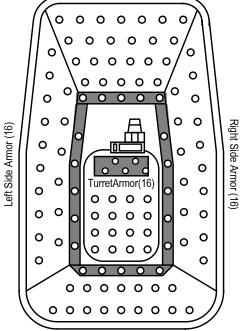




Type: <b>Falcon</b>				Weapor			•			
Config: Hovercraft		Ton	s: <b>50</b>	# Type		Dmg 5				
Technology Base: Inner Sphere 3025 Level 1-FA		uising MP:	Flank MP: <b>14</b>	.1 Medium Laser 2 SRM 6	T T	2/hit		-	6	-
Crew:										
Gunnery Skill:	Driving	Skill:		1						
Cost, C-Bills: 1,349,33	33			1						
BV: <b>469</b>	/√: <b>29</b> 7	7 / 29	7	1						
Ammo Type Rounds SRM 6 30	mo			Rody	Invor	otory.	-			
Critical I Airskirt Damaged Lift Fan Destroyed	] Engi	<b>je</b> ne Hit et Lock	ced 🔲	Body 215 I.C.E. Engine 4 Crew Members	inver	ntory	,			

Total Armor Pts = 88 (Standard)

Front Armor (24)



Rear Armor (16)

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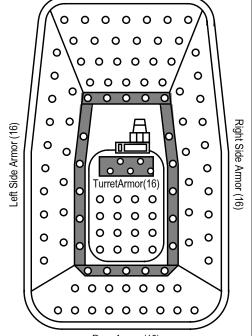
### HOVERCRAFT RECORD SHEET

Type: <b>Falcon</b>	·	·		Weapons			-		
Config: Hovercraft		Tons: 5	50	# Type		Dmg			
Technology Base: Inner Sphere 3025 Level 1-FA	М	١٠	Flank MP: <b>14</b>	.1 Medium Laser 2 SRM 6		5 2/hit			
Crew:									
Gunnery Skill:	Driving S	Skill:							
Cost, C-Bills: 1,349,33	33								
BV: <b>469</b>	ν∨: <b>297</b>	/ 297							
Ammo Type Rounds SRM 6 30	mo								
Critical Airskirt Damaged Lift Fan Destroyed	] Engin			Body II 215 I.C.E. Engine 4 Crew Members	nver	ntory	•		

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## Total Armor Pts = 88 (Standard)

Front Armor (24)



Rear Armor (16)

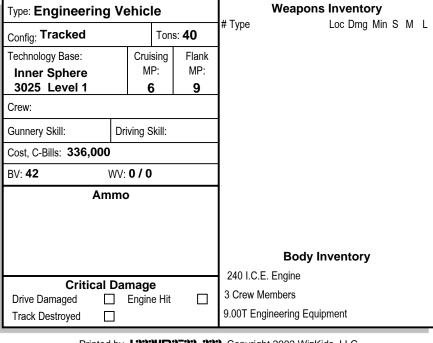


Type: Engineering	Vehicl	е		Weapons Inventory
Config: Tracked		Tons	s: <b>40</b>	# Type Loc Dmg Min S M L
Technology Base:	Cruis	٠,	Flank	
Inner Sphere	MF	P:	MP:	
3025 Level 1	6	;	9	
Crew:				
Gunnery Skill:	Driving S	kill:		
Cost, C-Bills: <b>336,000</b>				7
BV: <b>42</b>	NV: <b>0 / 0</b>			
Am	mo			
				Body Inventory
				240 I.C.E. Engine
Critical I	Damage ] Engine			3 Crew Members
Track Destroyed	]	5 I III		9.00T Engineering Equipment

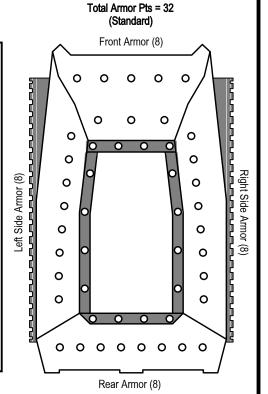
Total Armor Pts = 32

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### TRACKED VEHICLE RECORD SHEET



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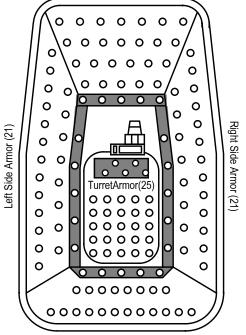




Type: <b>Drillson Hea</b>	vy H	over :	Tank	Weapons	s Inv	ento	ry			
Config: Hovercraft		Ton	s: <b>50</b>	# Type 1 Large Laser	Loc T	Dmg 8	Min		M 10	
Technology Base: Inner Sphere 3025 Level 1-FA	C	uising MP:	Flank MP: <b>14</b>	2 SRM 2 1 LRM 10	T F	2/hit 1/hit		3		9
Crew:	·			2 Machine Gun	F	2	-	1	2	3
Gunnery Skill:	Driving	Skill:								
Cost, C-Bills: <b>2,505,33</b>	3									
BV: <b>710</b>	VV: <b>47</b>	6 / 47	6							
Ammo Type Rounds SRM 2 50 LRM 10 12 Machine Gun 100	mo									
Critical I Airskirt Damaged Lift Fan Destroyed	] Eng	<b>ge</b> jine Hit ret Lock	ced □	Body I 215 Core Tek Fusion I 4 Crew Members		•	•			

Total Armor Pts = 112 (Standard)

Front Armor (25)



Rear Armor (20)

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### HOVERCRAFT RECORD SHEET

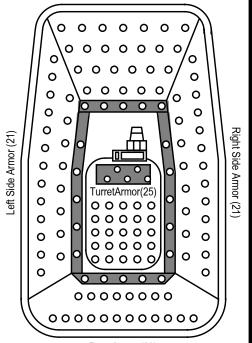
Type: <b>Drillson Hea</b>	vy Ho	ver 1	Гank	Weapons			•			
Config: Hovercraft		Tons	s: <b>50</b>	# Type 1 Large Laser		Dmg 8			M 10	
Technology Base: Inner Sphere 3025 Level 1-FA	M	Cruising         Flank           MP:         MP:           9         14		2 SRM 2 1 LRM 10	T F	2/hit 1/hit	-	3	6 14	9
Crew:		•		2 Machine Gun	F	2	-	1	2	3
Gunnery Skill:	Driving :	Skill:								
Cost, C-Bills: <b>2,505,3</b> 3	33									
BV: <b>710</b>	ν∨: <b>476</b>	/ 476	6							
Ammo Type Rounds SRM 2 50 LRM 10 12 Machine Gun 100	mo									
Critical Damage  Airskirt Damaged ☐ Engine Hit ☐  Lift Fan Destroyed ☐ Turret Locked ☐				Body I 215 Core Tek Fusion E 4 Crew Members		-	•			

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Total Armor Pts = 112 (Standard)

Front Armor (25)



Rear Armor (20)



Type: <b>Demolisher</b>	Heavy	Tank		Weapons			-			
Config: Tracked		Tons: 8	30	# Type 2 Autocannon/20	Loc	Dmg 20	Min		M 6	
Technology Base: Inner Sphere 3025 Level 1	M	sing P:	Flank MP: <b>5</b>	Z Autocamion/20	'	20		J	U	J
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>2,151,0</b> 0	00									
BV: <b>609</b>	NV: <b>529</b>	/ 529								
Ammo Type Rounds Autocannon/20 20	mo									
Critical	_			Body Ir	iven	tory	'			
Drive Damaged	Engir			240 I.C.E. Engine						
Track Destroyed	Turre	t Locked		6 Crew Members						

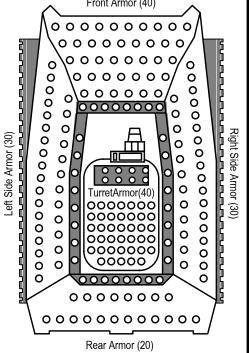
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#### TRACKED VEHICLE RECORD SHEET

Type: Demolisher	Hea	avy Tan	k	Weapons	s Inv	ento	ry			
Config: Tracked		Tons	: 80	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1		Cruising Flank MP: MP: 3 5		2 Autocannon/20	ı	20	-	3	6	Ç
Crew:	•	•								
Gunnery Skill:	Driv	ring Skill:								
Cost, C-Bills: <b>2,151,0</b>	00									
BV: <b>609</b>	WV: <b>\$</b>	529 / 529	)							
Ammo Type Rounds Autocannon/20 20	nmo									
Critical Drive Damaged Track Destroyed	] E	nage Engine Hit	-d	Body I 240 I.C.E. Engine 6 Crew Members	nver	itory				

Total Armor Pts = 160 (Standard)

Front Armor (40)



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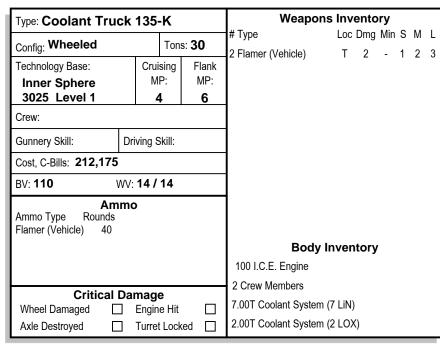
### WHEELED VEHICLE RECORD SHEET

Type: Coolant Truc	ype: Coolant Truck 135-K			Weapons			-			
Config: Wheeled		Tons: 3	30	# Type	Loc	_	Min	S		
Technology Base: Inner Sphere 3025 Level 1		P: Ĭ	Flank MP:	2 Flamer (Vehicle)	Т	2	-	1	2	3
Crew:		- !								
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>212,175</b>										
BV: <b>110</b>	VV: <b>14</b> /	14								
Ammo Type Rounds Flamer (Vehicle) 40	mo									
				Body Ir	nven	tory	•			
				100 I.C.E. Engine						
Critical	Jamag			2 Crew Members						
Critical I Wheel Damaged □	Jamag ] Engin			7.00T Coolant System (	7 LiN)					
Axle Destroyed	] Turre	Locked		2.00T Coolant System (2	2 LOX	)				

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Total Armor Pts = 108

#### WHEELED VEHICLE RECORD SHEET



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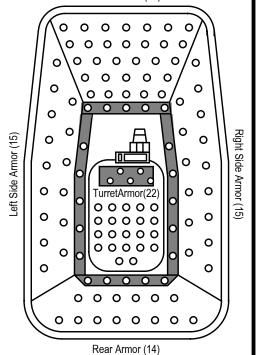
#### Total Armor Pts = 108 (Standard) Front Armor (20) o O Right Side Armor (28) eft Side Armor (28) TurretArmor(12 Rear Armor (20)



Type: Condor Heavy	y Hove	r Tank	Weapons	Inv	ento	ry			
Config: Hovercraft	To	ons: <b>50</b>	# Type 1 Autocannon/5	Loc T	Dmg 5				L 18
Technology Base: Inner Sphere 3025 Level 1	Cruisin MP:	g Flank MP: 12	2 Medium Laser 1 Machine Gun	-	5	-	-	6	9
Crew:	•	•							
Gunnery Skill: D	riving Skill	l:							
Cost, C-Bills: <b>1,217,000</b>									
BV: <b>425</b> WV	: 305 / 3	305							
Ammo Type Rounds Autocannon/5 20 Machine Gun 100	0								
Critical Da Airskirt Damaged  Lift Fan Destroyed	image Engine H	_	Body II  165 I.C.E. Engine  4 Crew Members	nver	ntory	•			

Total Armor Pts = 96 (Standard)

Front Armor (30)



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### HOVERCRAFT RECORD SHEET

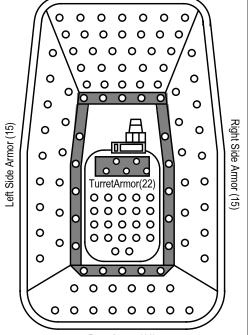
Type: Condor Hea	vy Ho	ver -	Tank	Weapons			-			
Config: Hovercraft		Tons	: 50	# Type 1 Autocannon/5	Loc T	Dmg 5	Min 3			
Technology Base: Inner Sphere	M	ising IP:	Flank MP:	2 Medium Laser 1 Machine Gun	Т	5	-	3	6	
<b>3025 Level 1</b> Crew:		8	12	I Machine Guil	'	2		'	۷	J
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>1,217,00</b>	00									
BV: <b>425</b>	√√: <b>305</b>	/ 305	5							
Ammo Type Rounds Autocannon/5 20 Machine Gun 100	mo									
Critical I Airskirt Damaged  Lift Fan Destroyed	] Engir	<b>e</b> ne Hit t Locke	ed 🗆	Body II 165 I.C.E. Engine 4 Crew Members	nver	ntory	'			

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Total Armor Pts = 96 (Standard)

Front Armor (30)



Rear Armor (14)



Type: Bulldog Mediu	m Tank		Weapons	Inv	ento	ry			
Config: Tracked	Tons	s: <b>60</b>	# Type		Dmg				
Technology Base: Inner Sphere 3025 Level 1	Cruising MP:	Flank MP:	1 Large Laser 2 SRM 4 1 Machine Gun	Т	8 2/hit 2	-	3	-	
Crew:	· -								
Gunnery Skill: Dr	riving Skill:								
Cost, C-Bills: <b>1,128,800</b>									
BV: <b>358</b> WV	305 / 305	5							
Ammo Type Rounds SRM 4 50 Machine Gun 100	0								
Critical Da Drive Damaged ☐ Track Destroyed ☐	mage Engine Hit Turret Locke		Body Ir 240 I.C.E. Engine 4 Crew Members	nver	ntory	,			

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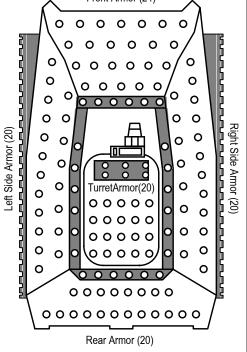
#### TRACKED VEHICLE RECORD SHEET

Large Laser T	oc Dmg I Γ 8 Γ 2/hit = 2	- { - 3	5 10 3 6	15 9
SRM 4 T	Γ 2/hit	- 3	3 6	9
240 I.C.E. Engine	entory			
	,	Crew Members	40 I.C.E. Engine	40 I.C.E. Engine Crew Members

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Total Armor Pts = 104
(Standard)

Front Armor (24)





Type: Behemoth Heavy Tank			Weapons	Inv	ento	ry					
Config: Tracked		Tor	ns: <b>10</b> (	)	# Type		Dmg				
Technology Base:		Cruising	Fla	nk	2 Autocannon/10	T	10	-	5	10	15
Inner Sphere	`	MP:	MF		4 LRM 5	F	1/hit	6	7	14	21
3025 Level 1		2	3		2 SRM 6	Т	2/hit	-	3	6	9
Crew:					2 SRM 2	F	2/hit	-	3	6	9
0 01 111	<b>5</b> · ·	01.111			1 SRM 2	RS	2/hit	-	3	6	9
Gunnery Skill:	Drivii	ng Skill:			1 SRM 2	LS	2/hit	-	3	6	9
Cost, C-Bills: <b>3,044,667</b>					2 Machine Gun	F	2	-	1	2	3
BV: <b>752</b>	//V: <b>1</b>	,076 /	1,076		1 Machine Gun	RS	2	-	1	2	3
Ammo Type Rounds Ammo Type Rounds Autocannon/10 20 Machine Gun 200 LRM 5 48 SRM 6 30 SRM 2 50					1 Machine Gun	LS		-	1	2	3
Critical	Dam	age			Body lı	iver	itory	1			
Drive Damaged		ngine Hit	t [		200 I.C.E. Engine						
Track Destroyed	] Tu	urret Loc	ked [		7 Crew Members						

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#### (Standard) Front Armor (46) Right Side Armor (38) O O TurretArmor(46) O

Total Armor Pts = 208

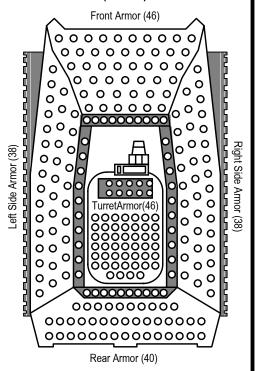
#### TRACKED VEHICLE RECORD SHEET

Type: <b>Behemoth H</b>	eavy T	ank		Weapons	Inv	ento	ry			
Config: Tracked		Tons:	100	# Type		Dmg	Min			
Technology Base: Inner Sphere 3025 Level 1	М	sing P:	Flank MP:	2 Autocannon/10 4 LRM 5 2 SRM 6	T F T	10 1/hit 2/hit	-	•	10 14 6	
Crew: Gunnery Skill:	Driving S	Skill:		2 SRM 2 1 SRM 2		2/hit	-	3	6	9
Cost, C-Bills: <b>3,044,66</b>	67 ///: <b>1,0</b> 7	6 / 1.0	076	1 SRM 2 2 Machine Gun	F	2/hit 2	-	1	6 2	9
Am		ype	Rounds 200	1 Machine Gun 1 Machine Gun	RS LS	_	-	1	2	3
SRM 2 50  Critical I  Drive Damaged  Track Destroyed	] Engin			Body II 200 I.C.E. Engine 7 Crew Members	nver	ntory	•			

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#### Total Armor Pts = 208 (Standard)

Rear Armor (40)



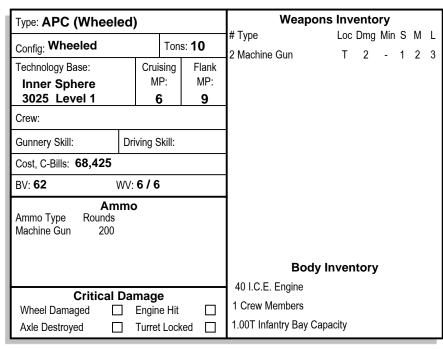


### WHEELED VEHICLE RECORD SHEET

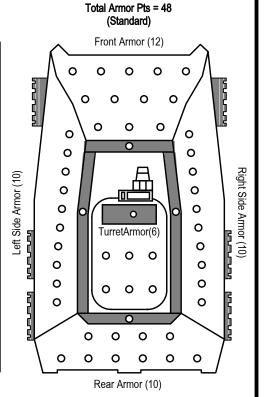
Type: APC (Wheeled)			Weapons	Inv	ento	ry		
Config: Wheeled	Tons: <b>10</b>		# Type 2 Machine Gun	Loc	Dmg 2		M 2	
Technology Base: Inner Sphere	Cruising MP:	Flank MP:	Z Madrinio Gari	•	_		_	Ü
3025 Level 1	6	9						
Crew:		·						
Gunnery Skill: Dri	ving Skill:							
Cost, C-Bills: <b>68,425</b>								
BV: <b>62</b> WV:	6/6							
Ammo Ammo Type Rounds Machine Gun 200			Body In	ven	tory	•		
			40 I.C.E. Engine	VCII	icoi y			
	<b>nage</b> Engine Hit Turret Locked		1 Crew Members 1.00T Infantry Bay Capa	city				

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### WHEELED VEHICLE RECORD SHEET



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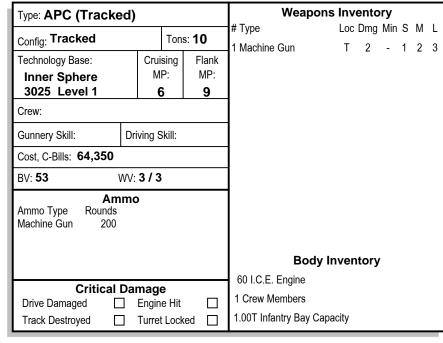


Type: <b>APC</b> (1	<b>Frack</b> e	ed)					pons Ir			-			
Config: Tracke	ed		Tor	Tons: <b>10</b>		# Type 1 Machine Gun		oc [ T	Omg 2			M 2	
Technology Bas Inner Sphe 3025 Leve	ere		Cruising MP:	l N	ank /IP: <b>9</b>	T Machine Can		•	_		•	_	Ū
Crew:				•									
Gunnery Skill:		Dri	ving Skill:										
Cost, C-Bills: 6	4,350												
BV: <b>53</b>	1	WV:	3/3										
Ammo Type Machine Gun	Am Rounds 200	imo	•			Bo	ody Inv	ent	orv				
						60 I.C.E. Engine	•	•	.c. y				
Drive Damaged Track Destroye	_		mage Engine Hit Turret Loc			1 Crew Members 1.00T Infantry Bay		y					

Total Armor Pts = 40

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### TRACKED VEHICLE RECORD SHEET



Total Armor Pts = 40

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Type: APC (Hover)	)			Weapons			-			
Config: Hovercraft		Tons: <b>1</b>	0	# Type 2 Machine Gun	Loc	Dmg	Min	S 1	M 2	
Technology Base:	Crui	sing F	lank	Z Wachine Cun	'	_		•	_	
Inner Sphere	М	P:	MP:							
3025 Level 1	1	0	15							
Crew:										
Gunnery Skill:	Driving S	Skill:								
Cost, C-Bills: <b>87,600</b>										
BV: <b>46</b>	//V: <b>3 / 3</b>	}								
Ammo Type Rounds Machine Gun 100	mo									
l				Body II	nver	ntory	•			
Critical	Damag			60 I.C.E. Engine						
Airskirt Damaged	Engin			1 Crew Members						
Lift Fan Destroyed	Turret	t Locked		1.00T Infantry Bay Capa	acity					

Total Armor Pts = 24

(Standard)

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### HOVERCRAFT RECORD SHEET

Type: APC (Hover)	Гуре: <b>APC (Hover)</b>				s Inv	ento	ry			
Config: Hovercraft	Tons: 10		0	# Type	Loc Dmo		mg Min		M	L
Technology Base: Inner Sphere 3025 Level 1	N		Flank MP:	2 Machine Gun	T	2	-	1	2	3
Crew:	•									
Gunnery Skill:	Driving	Skill:								
Cost, C-Bills: <b>87,600</b>										
BV: <b>46</b>	//V: <b>3 /</b> 3	3								
Ammo Type Rounds Machine Gun 100	mo			Body I	nver	ntory	,			
				60 I.C.E. Engine	iivei	itoi y				
Critical Airskirt Damaged Lift Fan Destroyed	] Engii	j <b>e</b> ne Hit et Locked		Crew Members     1.00T Infantry Bay Cap	acity					

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#### Total Armor Pts = 24 (Standard)

Rear Armor (4)

Front Armor (5)

