



FASA CORPORATION • 1992





BATTLETECH RECORD SHEETS

VEHICLES

CONTENTS

Tracked Vehicles

Jet Sled Tracked ARC Scorpion Badger

Galleon GAL-100

Hunter

Engineering Vehicle

Goblin Chaparral Vedette Bulldog

Hi-Scout Drone Carrier

ScolTeck Pathtrack LRM Carrier

SRM Carrier AC/2 Carrier Manticore Pike

Marksman Patton

Rommel Magi

Burke Von Lucki

Von Luckner Zhukov

Demolisher

Fury Partisan

Rhino Schrek

StrumFeur

Long Tom Artillery, Main Unit Long Tom Ammo Carraige

Long Tom Support Unit

Ontos Puma Behemoth Devestator

Wheeled Vehicles

Padilla

Ground Car Jeep Speeder Swift Wind Wheeled APC

Command Van MASH Pack Rat Rotunda Skulker

Wheeled Scout Mobile Headquarters Coolant Truck 135-K

Striker Hetzer Thor Demon

Heavy Transport Bl J-27 Ordanance Transport

Ordnance Trailer

Hover Vehicles

ScolTeck NapFind Gabriel

Savannah Master

Skimmer Hover APC Beagle Harasser J.Edgar

Lightning Pegasus

Plainsman Saladin

Saladin Saracen Scimitar Air Car

Air Car Zephyr Bandit Condor Drillson Falcon

Falcon Kanga Maxim Hover Scout

Weapons Carrier A

Hover Tank

Naval Vessels

Sea Skimmer Monitor Neptune

VTOLs

Ferret Ripper Warrior H-7

Kestrel Nightshade

Cyrano Peregrine Kamov

BATTLETECH RECORD SHEETS VEHICLES

Cover Painting: Jim (Hanzo) Holloway

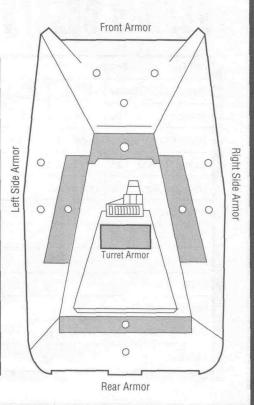
Cover Design: Jim Nelson

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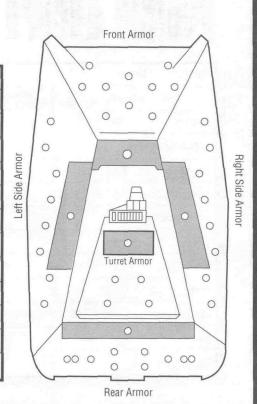
Published by FASA Corporation, P.O. Box 6930, Chicago, IL 60680

Unit Type: Jet S	led		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 3	8	12		
Engine Rating: 25 To	onnage: 1	I.C.E.	Weapons &	Ammo
Control Tonnage: .15	Lift Equipmer	nt: 0	Cargo (1.05)	Body
Power Amplifier: 0	Heat Sinks:	0		b - 130 - 130
Internal Structure: .3				
Turret:				
Armor Tons: .5	Points: 8			
Front:	3			
Left/Right side:	2 /	2		
Back:	1			
Turret:				

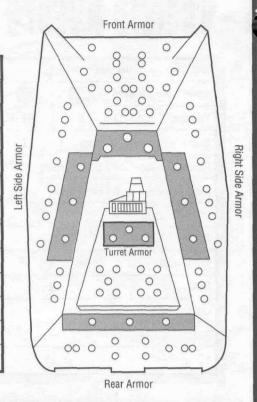


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Unit Type: Tracked A	APC		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 10	6	9		
Engine Rating: 60 To	onnage: 3	I.C.E.	Weapons & Ammo	
Control Tonnage: .5	Lift Equipme	nt: 0	Machine Gun (.5)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 200 (1.0)	Body
Internal Structure: 1			7 Men and Equipment (1.0)	Body
Turret: .05			Land Road Re	77-11/12
Armor Tons: 2.5	Points: 40		100	
Front:	10			
Left/Right side:	8 /	8		
Back:	10			
Turret:	4	7/4		

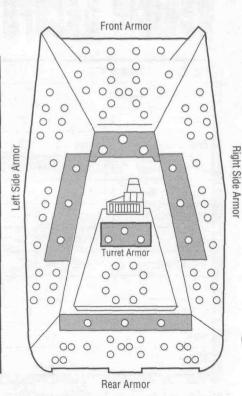


Unit Type: Scorp	oion		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 25	4	6		
Engine Rating: 100 To	onnage: 6	I.C.E.	Weapons & Amm	0
Control Tonnage: 1.25	Lift Equipme	ent: 0	AC/5 (8.0)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/5 • 40 (2.0)	Body
Internal Structure: 2.5				
Turret: .8				
Armor Tons: 4	Points: 6	4		
Front:	2	2		
Left/Right side:	11 /	11		
Back:	1	0		
Turret:	1	0		

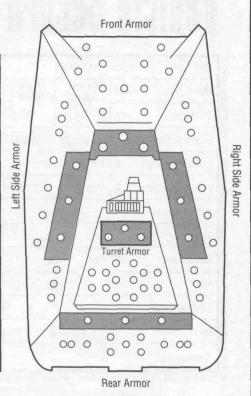


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Unit Type: Badger			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 30	6	9		
Engine Rating: 180 T	onnage: 7	Fusion	Weapons & Ammo	let y
Control Tonnage: 1.5	Lift Equipme	ent: 0	Cargo, Infantry (4.0)	Body
Power Amplifier: 0	Heat Sinks:	10	3 x Md. Laser (1.0 ea.)	Turret
Internal Structure: 3			SRM 2 (1.0)	Front
Turret: .3			Ammo • SRM 2 • 50 (1.0)	Body
Armor Tons: 5	Points: 80)	Sm. Laser (.5)	Front
Front:	20)		
Left/Right side:	18 /	18		
Back:	10	6		
Turret:	8			



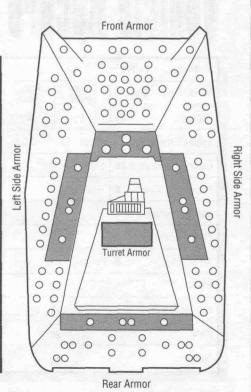
Unit Type: Galle	on GAL-100		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 30	6	9		
Engine Rating: 180 T	onnage: 14	I.C.E.	Weapons	& Ammo
Control Tonnage: 1.5	Lift Equipme	nt: 0	Md. Laser (1.0)	Turret
Power Amplifier: .2	Heat Sinks:	5	Sm. Laser (.5)	Right
Internal Structure: 3.0			Sm. Laser (.5)	Left
Turret: .1				
Armor Tons: 3.5	Points: 5	6		
Front:	1	1		
Left/Right side:	10 /	10		
Back:	1	1		
Turret:	1	4		



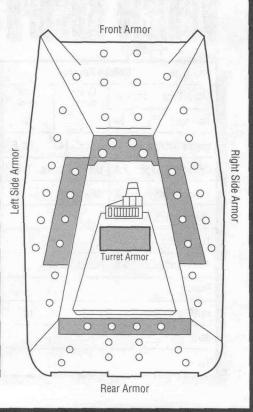
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Vehicle Record Sheet

Unit Type: Hunter			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	141
Tonnage: 35	5	8		
Engine Rating: 175 T	onnage: 7	Fusion	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipme	nt: 0	LRM 20 (10.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Sm. Laser (.5)	Front
Internal Structure: 3.5			Flamer (1.0)	Rear
Turret: -			Ammo • LRM 20 • 12 (2.0)	Body
Armor Tons: 5.5	Points: 88			
Front:	30			
Left/Right side:	22 /	22		
Back:	14			
Turret:	0.04.0	Add		

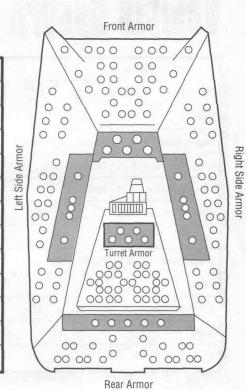


Unit Type: Engine	ering Vehicle		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	142 41
Tonnage: 40	6	9		
Engine Rating: 240 To	onnage: 23	I.C.E.	Weapons	& Ammo
Control Tonnage: 2	Lift Equipme	ent: 0	Equipment (9.0)	Body
Power Amplifier: 0	Heat Sinks:	0	mak	(c) mediaj
Internal Structure: 4			nu x	11 10 16
Turret: -	1 16			
Armor Tons: 2	Points: 3	2		
Front:	8	3		
Left/Right side:	8 /	8		at the T
Back:	8	3		
Turret:				

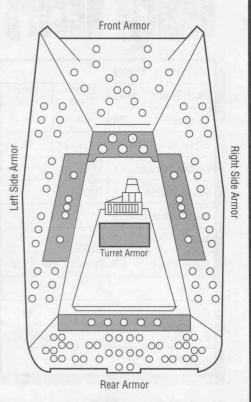


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Unit Type: Goblin			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	1981 3-000
Tonnage: 45	4	6		
Engine Rating: 180 T	onnage: 14	I.C.E.	Weapons & Ammo	
Control Tonnage: 2.25	Lift Equipme	ent: 0	Lg. Laser (5.0)	Turret
Power Amplifier: .5	Heat Sinks:	8	Machine Gun (.5)	Front
Internal Structure: 4.5			Ammo • MG • 100 (.5)	Body
Turret: .5			1 Infantry Squad (1.0)	Body
Armor Tons: 8	Points: 12	8		
Front:	31	0		
Left/Right side:	24 /	24		W
Back:	21	0		
Turret:	31	0		



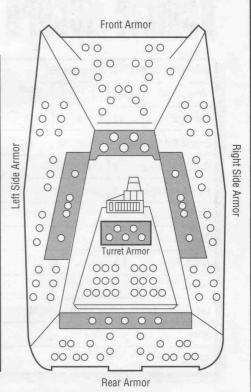
Unit Type: Chap	arral		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	III Pyraet
Tonnage: 50	4	6		
Engine Rating: 200 To	onnage: 8.5	Fusion	Weapons & Ammo	
Control Tonnage: 2.5	Lift Equipme	nt: 0	Md. Laser (1.0)	Right
Power Amplifier: 0	Heat Sinks:	10	Md. Laser (1.0)	Left
Internal Structure: 5			SRM 6 (3.0)	Rear
Turret: -			Ammo • SRM 6 • 15 (1.0)	Body
Armor Tons: 5.5	Points: 88	3	Arrow IV (15.0)	Front
Front:	10	i	Ammo • Arrow IV • 15 (3.0)	Body
Left/Right side:	18 /	18		
Back:	36	3		-
Turret:				



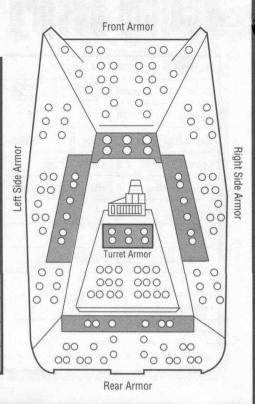
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Vehicle Record Sheet

Unit Type: Vedette			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 50	5	8		
Engine Rating: 250 T	onnage: 25	I.C.E.	Weapons & Amm	0
Control Tonnage: 2.5	Lift Equipme	nt: 0	AC/5 (8.0)	Turret
Power Amplifier: 0	Heat Sinks:	0	Machine Gun (.5)	Front
Internal Structure: 5.0			Ammo • AC/5 • 20 (1.0)	Body
Turret: .8	F. T.3"	9-	Ammo • MG • 200 (1.0)	Body
Armor Tons: 6	Points: 96		Thursday.	
Front:	20	- Francis		
Left/Right side:	18 /	18		
Back:	20			
Turret:	20			



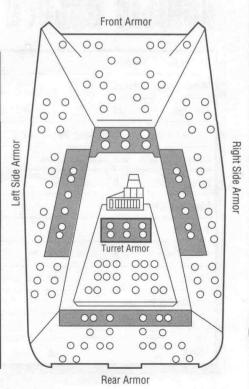
Unit Type: Bulldog			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	166, 17 - 157, 1 - 1 - 1
Tonnage: 60	4	6		
Engine Rating: 240 To	onnage: 23	I.C.E.	Weapons & Ammo	y teats
Control Tonnage: 3	Lift Equipme	nt: 0	Lg. Laser (5.0)	Turret
Power Amplifier: .5	Heat Sinks:	8	2 x SRM 4 (2.0 ea.)	Turret
Internal Structure: 6			Ammo • SRM 4 • 50 (2.0)	Body
Turret: .9			Machine Gun (.5)	Front
Armor Tons: 6.5	Points: 10	4	Ammo • MG • 100 (.5)	Front
Front:	24	r = j		a Liberton
Left/Right side:	20 /	20		
Back:	20)		
Turret:	20)		



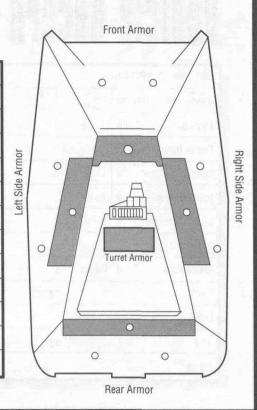
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Vehicle Record Sheet

Unit Type: Hi-Scout	Drone Carrier		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	13752
Tonnage: 60	4	6		
Engine Rating: 240 To	onnage: 23	I.C.E.	Weapons & Ammo	
Control Tonnage: 3	Lift Equipme	nt: 0	SRM 2 (1.0)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • SRM 2 • 50 (1.0)	Body
Internal Structure: 6			Sensing/Comm. Eqmt. (5.0)	Body
Turret: .1			Drone Carrying Bay (15.0)	Body
Armor Tons: 5.5	Points: 88			
Front:	18			
Left/Right side:	18 /	18		
Back:	16			
Turret:	18			



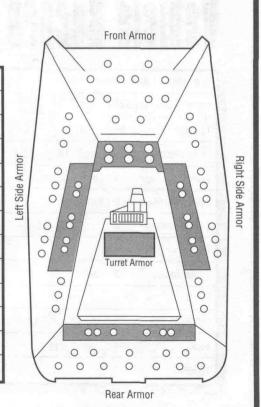
Unit Type: ScolTeck Pathtrack			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 3	8	12	
Engine Rating: 25 To	onnage: 1	I.C.E.	Weapons & Ammo
Control Tonnage: .15	Lift Equipme	nt: 0	Sensor Equipment (.75) Body
Power Amplifier: 0	Heat Sinks:	0	and the state of t
Internal Structure: .3			
Turret: -			
Armor Tons: .5	Points: 8		
Front:	2		1
Left/Right side:	2 /	2	
Back:	2		
Turret:		11 J	



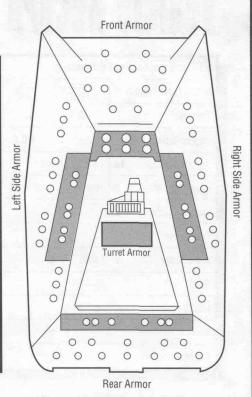
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Vehicle Record Sheet

Unit Type: LRM Carrier			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 60	3	5	
Engine Rating: 180 T	onnage: 14	I.C.E.	Weapons & Ammo
Control Tonnage: 3	Lift Equipme	ent: 0	3 x LRM 20 (10.0 ea.) Body
Power Amplifier: 0	Heat Sinks:	0	Ammo • LRM 20 • 24 (4.0) Body
Internal Structure: 6			
Turret: -			
Armor Tons: 3	Points: 48	3	
Front:	12	2	
Left/Right side:	12 /	12	
Back:	12	2	
Turret:			



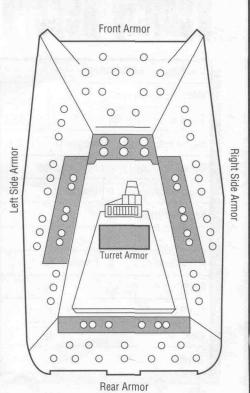
Unit Type: SRM Car	rier		Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 60	3	5	
Engine Rating: 180 T	onnage: 14	I.C.E.	Weapons & Ammo
Control Tonnage: 3	Lift Equipme	nt: 0	10 x SRM 6 (3.0 ea.) Body
Power Amplifier: 0	Heat Sinks:	0	Ammo • SRM 6 • 60 (4.0) Body
Internal Structure: 6		1 2	
Turret: -			
Armor Tons: 3	Points: 4	8	
Front:	1	2	
Left/Right side:	12 /	12	
Back:	1:	2	
Turret:		1	



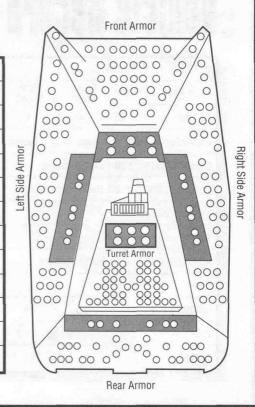
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Vehicle Record Sheet

Unit Type: AC/2 C	arrier		Driving Skill:
Move. Type: Tracke	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 6	0 3	5	
Engine Rating: 180	Tonnage: 14	I.C.E.	Weapons & Ammo
Control Tonnage:	3 Lift Equipm	ent: 0	5 x AC/2 (6.0 ea.) Body
Power Amplifier:	0 Heat Sinks:	0	Ammo • AC/2 • 180 (4.0) Body
Internal Structure:	6		
Turret:			
Armor Tons:	3 Points: 4	8	
Front:	1	2	
Left/Right side:	12 /	/ 12	
Back:	1	2	
Turret:			

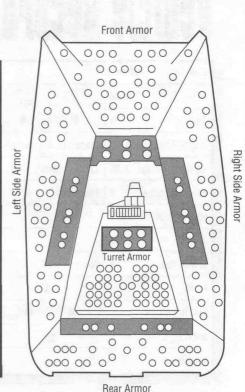


Unit Type: Manticore			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	Pile
Tonnage: 60	4	6		
Engine Rating: 240 T	onnage: 11.5	Weapons & Ammo		
Control Tonnage: 3	Lift Equipmen	nt: 0	PPC (7.0)	Turret
Power Amplifier: 0	Heat Sinks:	13	SRM 6 (3.0)	Turret
Internal Structure: 6			LRM 10 (5.0)	Turret
Turret: 1.5			Md. Laser (1.0)	Front
Armor Tons: 11	Points: 176	j	Ammo • SRM 6 • 15 (1.0)	Body
Front:	42		Ammo • LRM 10 • 12 (1.0)	Body
Left/Right side:	33 /	33		
Back:	26			
Turret:	42			

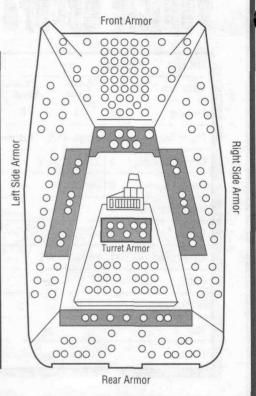


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Unit Type: Pike		Driving Skill:		
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	1/2/8
Tonnage: 60	3	5		
Engine Rating: 180 T	onnage: 14	I.C.E.	Weapons & Ammo	
Control Tonnage: 3	Lift Equipme	nt: 0	3 x AC/2 (6.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/2 • 225 (5.0)	Body
Internal Structure: 6			2 x SRM 2 (1.0 ea.)	Front
Turret: 1.8			Ammo • SRM 2 • 15 (1.0)	Body
Armor Tons: 9	Points: 144		Long W. of	
Front:	33			. 4 value
Left/Right side:	25 /	25		
Back:	25			
Turret:	36			

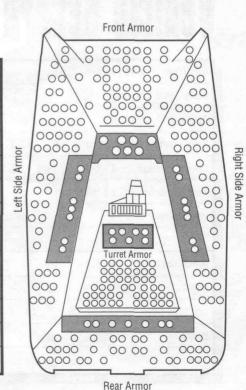


Unit Type: Marksma	n		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	into the
Tonnage: 65	4	6		
Engine Rating: 260 To	onnage: 13.5	Fusion	Weapons & Ammo	
Control Tonnage: 3.25	Lift Equipme	ent: 0	Sniper (20.0)	Body
Power Amplifier: 0	Heat Sinks:	10	Ammo • Sniper • 20 (2.0)	Body
Internal Structure: 6.5			Lg. Laser (5.0)	Turret
Turret: .5				Trans Ma
Armor Tons: 7.5	Points: 134	(FF)	align s — Mil of Align a con	ila vali
Front:	5	4	C - C - C - C - C - C - C - C - C -	My with the
Left/Right side:	20 /	20		
Back:	2	0		
Turret:	2	0		

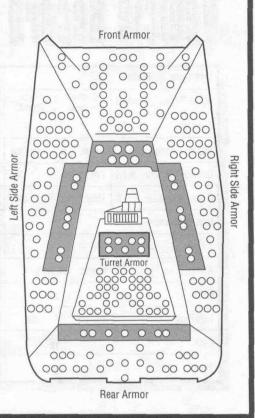


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Unit Type: Patton			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 65	4	6		
Engine Rating: 260 T	onnage: 13.5	Fusion	Weapons & Ammo	
Control Tonnage: 3.25	Lift Equipme	nt: 0	AC/10 (12.0)	Turret
Power Amplifier: 0	Heat Sinks:	11	Ammo • AC/10 • 20 (2.0)	Turret
Internal Structure: 6.5			LRM 5 (2.0)	Front
Turret: 1.4			Ammo • LRM 5 • 24 (1.0)	Front
Armor Tons: 14	Points: 224		Sm. Laser (.5)	Front
Front:	49		Flamer (1.0)	Rear
Left/Right side:	44 /	44		
Back:	38			
Turret:	49			



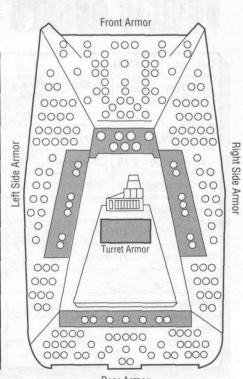
Unit Type: Rommel			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	E Project
Tonnage: 65	4	6		
Engine Rating: 260 To	onnage: 13.5	Fusion	Weapons & Ammo	
Control Tonnage: 3.25	Lift Equipme	nt: 0	AC/20 (14.0)	Turret
Power Amplifier: 0	Heat Sinks:	11	Ammo • AC/20 • 15 (3.0)	Body
Internal Structure: 6.5			LRM 5 (2.0)	Front
Turret: 1.4			Ammo • LRM 5 • 24 (1.0)	Front
Armor Tons: 11.5	Points: 18	4	2 x Sm. Laser (.5 ea.)	Front
Front:	41	0	1	
Left/Right side:	39 /	39		
Back:	2	6		
Turret:	4	0		



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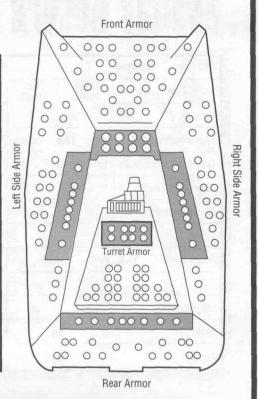
Vehicle Record Sheet

Unit Type: Magi			Driving Skill:
Move. Type: Tracked		lank peed:	Gunnery Skill:
Tonnage: 70	5	8	1000年
Engine Rating: 350 T	onnage: 29.5	Fusion	Weapons & Ammo
Control Tonnage: 3.5	Lift Equipment:	0	Md. Laser (1.0) Front
Power Amplifier: 0	Heat Sinks:	10	Md. Laser (1.0) Right
Internal Structure: 7			Md. Laser (1.0) Left
Turret: -			2 x Machine Gun (.5 ea.) Front
Armor Tons: 9.5	Points: 170 (FF)		Ammo • MG • 200 (1.0) Body
Front:	44		CASE (.5) Body
Left/Right side:	43 /	43	The Heritage Control of the He
Back:	40		The profit of the Company of the
Turret:		1-11	The second secon



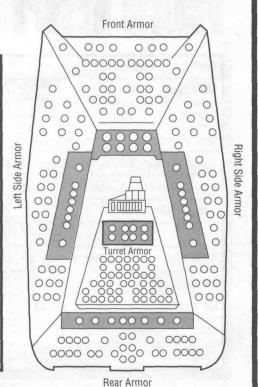
Rear Armor

Unit Type: Burke			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 75	2	3		
Engine Rating: 150 To	onnage: 5.5	Fusion	Weapons & Amn	10
Control Tonnage: 3.75	Lift Equipme	ent: 0	3 x PPC (7.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	30	LRM 10 (5.0)	Front
Internal Structure: 7.5			Ammo • LRM 10 • 12 (1.0) Body
Turret: 2.1			The There is not been a second	e since a mini
Armor Tons: 6	Points: 108	(FF)	and the second	Land Car
Front:	3	0		
Left/Right side:	20 /	20		E 25.
Back:	1	6		
Turret:	2	2		

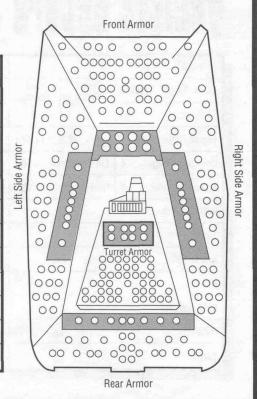


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Unit Type: Von Luckner			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	- M - 27
Tonnage: 75	3	5	Weapons & Ammo	
Engine Rating: 225 To	onnage: 10	Fusion	AC/20 (14.0)	Turret
Control Tonnage: 3.75	Lift Equipme	ent: 0	Ammo • AC/20 • 15 (3.0)	Body
Power Amplifier: 0	Heat Sinks:	10	2 x SRM 6 (3.0 ea.)	Turret
Internal Structure: 7.5			Ammo • SRM 6 • 15 (1.0)	Body
Turret: 2.25			SRM 4 (2.0), Machine Gun	.5) Turret
Armor Tons: 11	Points: 17	6	Ammo • SRM 4 • 25 (1.0)	Body
Front:	4	Diss.	Ammo • MG • 200 (1.0)	Body
Left/Right side:	30 /	30	LRM 10 (5.0)	Rear
Back:	3()	Ammo • LRM 10 • 12 (1.0)	Body
Turret:	4	5	Flamer (1.0)	Front

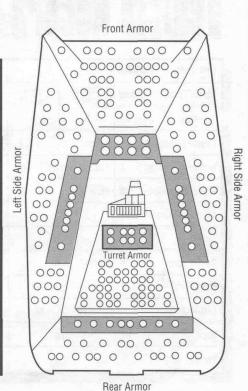


Unit Type: Zhukov			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	on Col
Tonnage: 75	3	5		
Engine Rating: 225 T	onnage: 20	I.C.E.	Weapons & Ammo	ş x
Control Tonnage: 3.75	Lift Equipme	ent: 0	2 x AC/10 (12.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/10 • 20 (2.0)	Body
Internal Structure: 7.5			SRM 6 (3.0)	Front
Turret: 2.4		93 -	Ammo • SRM 6 • 15 (1.0)	Body
Armor Tons: 11	Points: 17	6		
Front:	4	4		
Left/Right side:	32 /	32		
Back:	2	4		
Turret:	4	4		

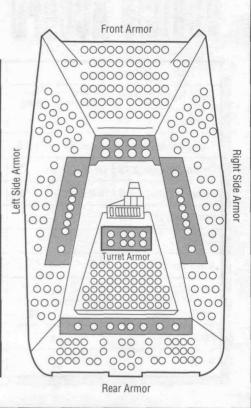


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Unit Type: Demolisher			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 80	3	5	
Engine Rating: 240 T	onnage: 23	I.C.E.	Weapons & Ammo
Control Tonnage: 4	Lift Equipme	ent: 0	2 x AC/20 (14.0 ea.) Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/20 • 20 (4.0) Body
Internal Structure: 8			mad communications
Turret: 2.8			
Armor Tons: 10	Points: 16	0	
Front:	40)	
Left/Right side:	30 /	30	
Back:	21	0	
Turret:	41)	

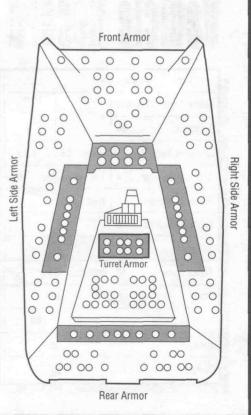


Unit Type: Fury			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 80	4	6	
Engine Rating: 320 T	onnage: 22.5	Fusion	Weapons & Ammo
Control Tonnage: 4	Lift Equipme	nt: 0	Gauss Rifle (15.0) Turret
Power Amplifier: 0	Heat Sinks:	10	Ammo • Gauss • 16 (2.0) Body
Internal Structure: 8			Third At-Ci-ti
Turret: 1.5			the makes
Armor Tons: 15	Points: 24	0	
Front:	60)	
Left/Right side:	40 /	40	
Back:	40)	
Turret:	60)	

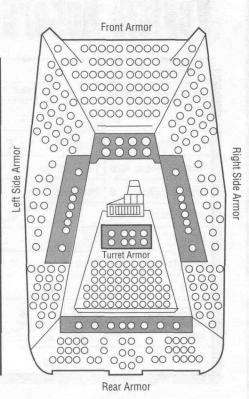


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Unit Type: Partisan			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	Talk-M
Tonnage: 80	3	5		
Engine Rating: 240 To	onnage: 23	I.C.E.	Weapons & Ammo	
Control Tonnage: 4	Lift Equipme	nt: 0	4 x AC/5 (8.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/5 • 40 (2.0)	Body
Internal Structure: 8			2 x Machine Gun (.5)	Front
Turret: 3.2			Ammo • MG • 100 (.5)	Body
Armor Tons: 6	Points: 96			
Front:	22	46/3		
Left/Right side:	18 /	18		
Back:	16			
Turret:	22			



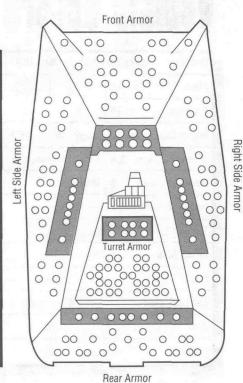
Unit Type: Rhino			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 80	3	5		
Engine Rating: 240 T	onnage: 11.5	Fusion	Weapons & Ammo	
Control Tonnage: 4	Lift Equipme	ent: 0	2 x LRM 20 (10.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	10	Ammo • LRM 20 • 18 (3.0)	Body
Internal Structure: 8			2 x Md. Laser (1.0 ea.)	Turret
Turret: 2.25			Sm. Laser (.5)	Turret
Armor Tons: 17	Points: 27	2	LRM 10 (5.0)	Front
Front:	6	4	Ammo • LRM 10 • 12 (1.0)	Body
Left/Right side:	54 /	54		
Back:	4	0		
Turret:	6	0		



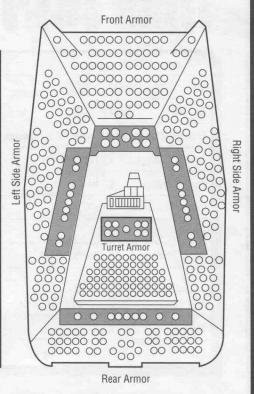
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Vehicle Record Sheet

Unit Type: Schrek			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 80	3	5	
Engine Rating: 240 To	onnage: 11.5	Fusion	Weapons & Ammo
Control Tonnage: 4	Lift Equipmer	nt: 0	3 x PPC (7.0 ea.) Turret
Power Amplifier: 0	Heat Sinks:	30	
Internal Structure: 80			(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
Turret: 2.1	Tr. Page		
Armor Tons: 7.5	Points: 120		THE O'T . LESSEN
Front:	25		
Left/Right side:	22 /	22	
Back:	21		
Turret:	30		



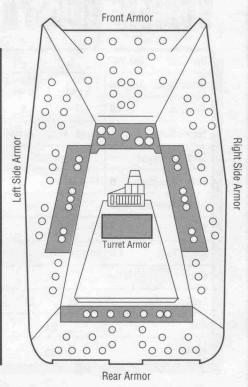
Unit Type: SturmFeur			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 85	3	5	
Engine Rating: 255 T	onnage: 26	I.C.E.	Weapons & Ammo
Control Tonnage: 4.25	Lift Equipme	nt: 0	2 x LRM 20 (10.0 ea.) Turret
Power Amplifier: 0	Heat Sinks:	0	3 x Machine Gun (.5 ea.) Turret
Internal Structure: 8.5			Ammo • LRM 20 • 12 (2.0) Body
Turret: 2.15			Ammo • MG • 200 (1.0) Body
Armor Tons: 19.5	Points: 31	2	ATT TO MANUFE
Front:	60	6	14.7 Telegraphy in 1911 and 19
Left/Right side:	66 /	66	
Back:	4	В	
Turret:	60	6	



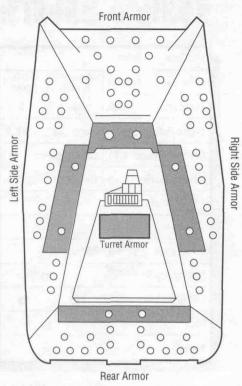
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Vehicle Record Sheet

Unit Type: Long Tom Artillery, Main Unit			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 70	2	3		
Engine Rating: 190 T	onnage: 15	I.C.E.	Weapons & Ammo	
Control Tonnage: 3.5	Lift Equipme	ent: 0	Long Tom (30.0)	Front
Power Amplifier: 0	Heat Sinks:	0	2 x Machine Gun (.5 ea.)	Right
Internal Structure: 7			2 x Machine Gun (.5 ea.)	Left
Turret: -			Ammo • MG • 200 (1.0)	Body
Armor Tons: 4	Points: 64		Communications Eqmt. (2.5)	Body
Front:	16	;	Targeting System (5.0)	Body
Left/Right side:	16 /	16		
Back:	16	5		
Turret:				



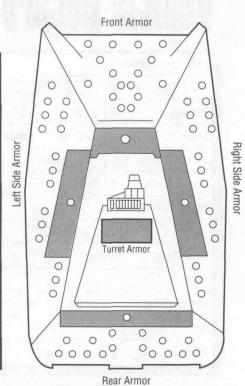
Unit Type: Long Ton	n Ammo Carri	Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 17	0	0	
Engine Rating: - T	onnage: -	None	Weapons & Ammo
Control Tonnage: .85	Lift Equipme	nt: 0	Ammo • Long Tom • 50 (10.0) Body
Power Amplifier: 0	Heat Sinks:	0	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
Internal Structure: 1.7			- Section of the sect
Turret: -			
Armor Tons: 4	Points: 64	1	
Front:	10	3	
Left/Right side:	16 /	16	
Back:	11	ô	
Turret:	9=10 GR.		



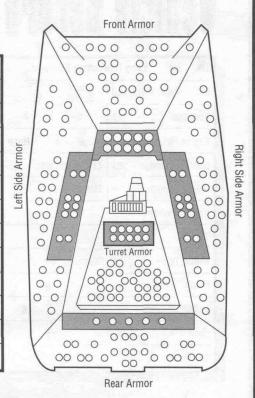
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Vehicle Record Sheet

Unit Type: Long Tom Support Unit			Driving Skill:
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 8	0	0	
Engine Rating: - 1	onnage: -	None	Weapons & Ammo
Control Tonnage: .4	Lift Equipm	ent: 0	Support Equipment (2.8) Body
Power Amplifier: 0	Heat Sinks:	0	
Internal Structure: .8			The state of the s
Turret: -			- Exp. 1777 - 1781 784
Armor Tons: 4	Points: 6	i4	Contract (1) Lipture 1975
Front:	1	16	
Left/Right side:	16	/ 16	soul of the later and
Back:	1	16	
Turret:	3.0		The second section and states



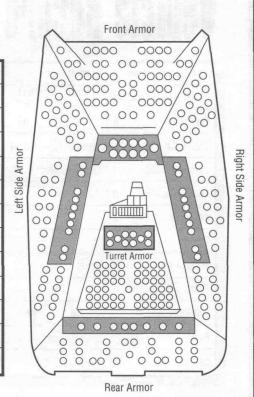
Unit Type: Ontos			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	150-
Tonnage: 95	3	5		
Engine Rating: 285 T	onnage: 33	I.C.E.	Weapons & Ammo	
Control Tonnage: 4.75	Lift Equipmer	nt: 0	8 x Md. Laser (1.0 ea.)	Turret
Power Amplifier: .8	Heat Sinks:	24	2 x LRM 5 (2.0 ea.)	Turret
Internal Structure: 9.5			Ammo • LRM 5 • 24 (1.0)	Body
Turret: 1.2				
Armor Tons: 8.5	Points: 130	6		
Front:	30			
Left/Right side:	25 /	25		
Back:	26			
Turret:	30			



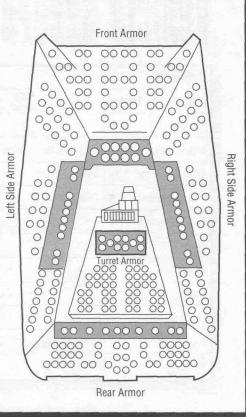
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Vehicle Record Sheet

Unit Type: Puma			Driving Skill:	24 8 14
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 95	3	5		
Engine Rating: 285 Tonnage: 16.5 Fusion			Weapons & Ammo	
Control Tonnage: 4.75	Lift Equipme	nt: 0	LRM 20 (10.0)	Right
Power Amplifier: 0	Heat Sinks:	16	LRM 20 (10.0)	Left
Internal Structure: 9.5			Ammo • LRM 20 • 12 (2.0)	Body
Turret: .7			PPC (7.0)	Turret
Armor Tons: 13	Points: 20	8	2 x Md. Laser (1.0 ea.)	Front
Front:	52		SRM 4 (2.0)	Front
Left/Right side:	40 /	40	Ammo • SRM 4 • 25 (1.0)	Body
Back:	25		Flamer (1.0)	Rear
Turret:	51		2 x Sm. Laser (.5 ea.)	Rear

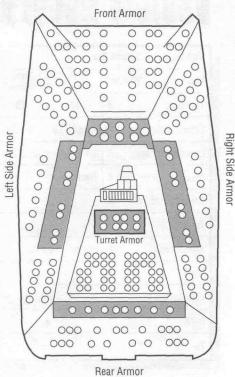


Unit Type: Behemoth			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	The party
Tonnage: 100	2	3	Weapons & Ammo	
Engine Rating: 200 To	onnage: 17	I.C.E.	2 x AC/10 (12.0 ea.)	Turret
Control Tonnage: 5	Lift Equipme	ent: 0	Ammo • AC/10 • 20 (2.0)	Body
Power Amplifier: 0	Heat Sinks:	0	4 x LRM 5 (2.0 ea.)	Front
Internal Structure: 10			Ammo • LRM 5 • 48 (2.0)	Body
Turret: 3			2 x SRM 6 (3.0 ea.)	Turret
Armor Tons: 13	Points: 20	08	Ammo • SRM 6 • 30 (2.0)	Body
Front:	4	6	4 x SRM 2 (1.0 ea.) Front	(2), Right, Left
Left/Right side:	38 /	38	Ammo • SRM 2 • 50 (1.0)	Body
Back:	4	0	4 x MG (.5 ea.) Front	(2), Right, Left
Turret:	4	6	Ammo • MG • 200 (1.0)	Body

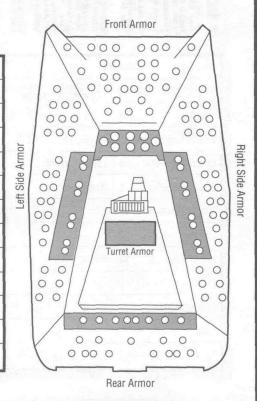


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Unit Type: Devastator			Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 80	3	5		
Engine Rating: 240 To	onnage: 11.5	Fusion	Weapons & Ammo	
Control Tonnage: 4	Lift Equipme	ent: 0	2 x AC/20 (14.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	10	Ammo • AC/20 • 15 (3.0)	Body
Internal Structure: 8			SRM 6 (3.0)	Front
Turret: 2.9			Ammo • SRM 6 • 15 (1.0)	Body
Armor Tons: 10	Points: 16	0	Sm. Laser (.5)	Front
Front:	40		Sm. Laser (.5)	Right
Left/Right side:	30 /	30	Sm. Laser (.5)	Left
Back:	20)	Flamer (1.0)	Turret
Turret:	40)		

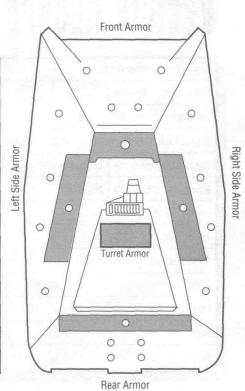


Unit Type: Padil	la		Driving Skill:	
Move. Type: Tracked	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 75	5	8		
Engine Rating: 375 To	onnage: 19.25	Fusion	Weapons & Ammo	jigr:
Control Tonnage: 3.75	Lift Equipme	ent: 0	Arrow IV (15.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Ammo • Arrow • 30 (6.0)	Body
Internal Structure: 7.5			2 x Md. Pulse Laser (2.0 ea.)	Front
Turret: .05			Anti-Missile System (.5)	Turret
Armor Tons: 6	Points: 9	6	Ammo • AMS • 24 (2.0)	Body
Front:	2	9	TAG (1.0)	Front
Left/Right side:	27 /	27	· · · · · · · · · · · · · · · · · · ·	10.0
Back:	1	3	Tya Jiyi - Sergifa	214
Turret:	(

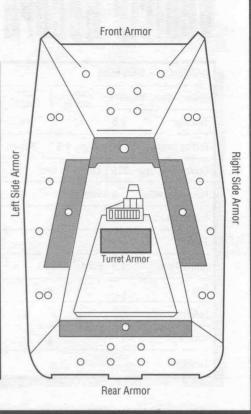


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Unit Type: Ground C	ar		Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 3	10	15		
Engine Rating: 10 To	onnage: .25	Fusion	Wea	ipons & Ammo
Control Tonnage: .15	Lift Equipme	ent: 0	Cargo (.8)	Body
Power Amplifier: 0	Heat Sinks:	10		i den acessa
Internal Structure: .3		0.75	the special	14.79 \$1182
Turret: -			10	The House of the Control
Armor Tons: 1	Points: 10	6	18/2/11	17 February 74
Front:	4		YAI)	
Left/Right side:	4 /	4	- Fell	E Paral 38
Back:	4		in the second	40.4) see oo
Turret:				



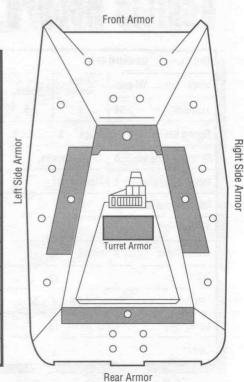
Unit Type: Jeep			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 5	7	11		
Engine Rating: 15 To	onnage: 1.0	I.C.E.	Weapons & Ammo	
Control Tonnage: .25	Lift Equipme	ent: 0	Cargo (1.75) Body	400
Power Amplifier: 0	Heat Sinks:	0		
Internal Structure: .5				
Turret: -				
Armor Tons: 1.5	Points: 2	4		
Front:	6			
Left/Right side:	6 /	6		
Back:	6	i _		
Turret:				



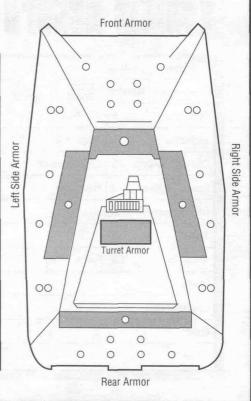
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Vehicle Record Sheet

Unit Type: Speeder		Driving Skill:				
Move. Type: Wheeled	Cruise Speed:	Fla	nk ed:	Gunnery Skill:		W _i o si
Tonnage: 5	18	2	27			
Engine Rating: 70 Tonnage: 2 Fusion			Weapons & Ammo			
Control Tonnage: .25	Lift Equipme	ent:	0	Cargo (.25)	in all may	Body
Power Amplifier: 0	Heat Sinks:		10		9 FX 17-13	Maria Maria
Internal Structure: .5					J. ARREST CO.	Me at 15
Turret: -						
Armor Tons: 1	Points: 16	ò				
Front:	4					
Left/Right side:	4 /	4				
Back:	4					
Turret:						

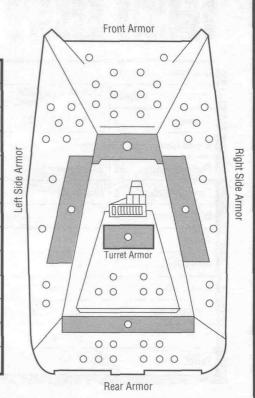


Unit Type: Swift Wir	nd		Driving Skill:	
Move. Type: Wheeled	/heeled Cruise Speed:		Gunnery Skill:	
Tonnage: 7.5	10	15		
Engine Rating: 55 To	onnage: 1.5	Fusion	Weapons & Ammo	
Control Tonnage: .375	Lift Equipme	ent: 0	Communication Eqmt (2.625) Body	
Power Amplifier: 0	Heat Sinks:	10		
Internal Structure: .75				
Turret: -				
Armor Tons: 1.5	Points: 2	4		
Front:	(3		
Left/Right side:	6 /	6		
Back:	(6		
Turret:	- 8			

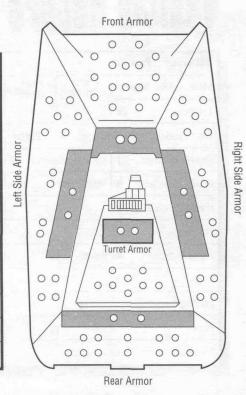


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Unit Type: Wheeled	APC		Driving Skill:		
Move. Type: Wheeled	Cruise Flank Speed: Speed:		Gunnery Skill:		
Tonnage: 10	6	9			
Engine Rating: 40 Tonnage: 2 I.C.E.			Weapons & Ammo		
Control Tonnage: .5	Lift Equipme	nt: 0	2 x Machine Gun (.5 ea.)	Turret	
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 200 (1.0)	Body	
Internal Structure: 1			7 Men and Equipment	Body	
Turret: .1					
Armor Tons: 3	Points: 48				
Front:	12				
Left/Right side:	10 /	10			
Back:	10				
Turret:	6				



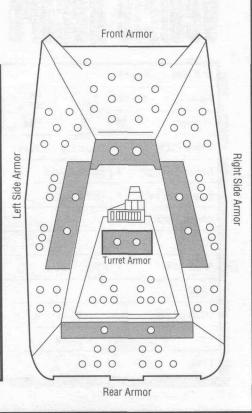
Unit Type: Comr	nand Van		Driving Skill:	
Move. Type: Wheeled	Cruise Flank Speed: Speed:		Gunnery Skill:	- 17%
Tonnage: 15	6	9		
Engine Rating: 70 T	onnage: 4	I.C.E.	Weapons & Ammo	
Control Tonnage: .75	Lift Equipme	ent: 0	LRM 5 (2.0)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • LRM 5 • 24 (1.0)	Body
Internal Structure: 1.5			Machine Gun (.5)	Front
Turret: .1			Ammo • MG • 200 (1.0)	Body
Armor Tons: 4	Points: 6	4		
Front:	1	6		
Left/Right side:	14 /	14		
Back:	1	2		
Turret:		3		



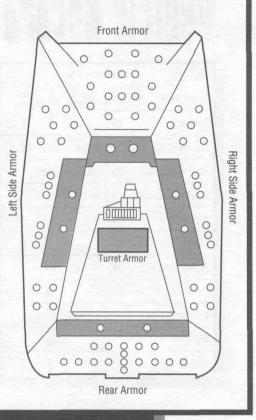
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Vehicle Record Sheet

Unit Type: MASH			Driving Skill:	
Move. Type: Wheeled	Wheeled Cruise Speed: Speed		Gunnery Skill:	
Tonnage: 20	5	8		1, 5, 1
Engine Rating: 80 To	onnage: 2.5	Weapons & Ammo		
Control Tonnage: 1	Lift Equipme	ent: 0	Sm. Laser (.5)	Turret
Power Amplifier: 0	Heat Sinks:	10	Sm. Laser (.5)	Turret
Internal Structure: 2		Hospital Equipment (8.0)	Body	
Turret: .1				
Armor Tons: 4	Points: 6	4		
Front:	12	2		
Left/Right side:	16 /	16		
Back:	1	0		
Turret:	1	0		

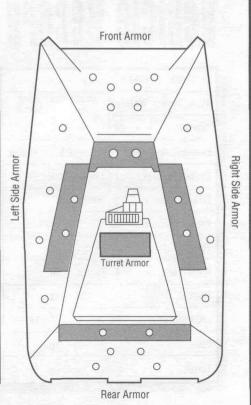


Unit Type: Pack Rat			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	Jag E
Tonnage: 20	7	11		
Engine Rating: 120 T	onnage: 4	Fusion	Weapons & Ammo	
Control Tonnage: 1	Lift Equipme	nt: 0	SRM 6 (3.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Ammo • SRM 6 • 30 (2.0)	Front
Internal Structure: 2		-15	Flamer (1.0)	Rear
Turret: -			Cargo, Infantry (1.0)	Body
Armor Tons: 4	Points: 6	4		
Front:	1	6		
Left/Right side:	16 /	16		. 72
Back:	1	6		
Turret:				

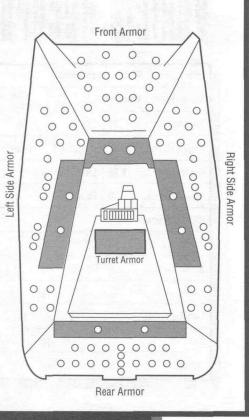


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Unit Type: Rotunda			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	- Hair again
Tonnage: 20	9	14		
Engine Rating: 160 To	onnage: 6	Fusion	Weapons & Ammo	
Control Tonnage: 1	Lift Equipme	nt: 0	Lg. Laser (5.0)	Front
Power Amplifier: 0	Heat Sinks:	10	SRM 2 (1.0)	Front
Internal Structure: 2			Ammo • SRM 2 • 50 (1.0)	Body
Turret: -	hani			
Armor Tons: 1	Points: 18 (F	F)		
Front:	6	. Selection		
Left/Right side:	4 /	4		
Back:	4			
Turret:				

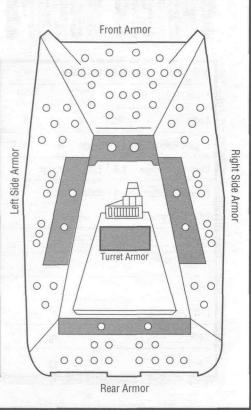


Unit Type: Skulker			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	- 1 (40, 781)
Tonnage: 20	7	11		
Engine Rating: 120 T	onnage: 8	I.C.E.	Weapons & /	Ammo
Control Tonnage: 1	Lift Equipme	nt: 0	Md. Laser (1.0)	Front
Power Amplifier: .1	Heat Sinks:	3	Sensors (.4)	Body
Internal Structure: 2			The man all the	Bartonia Maria
Turret: -				
Armor Tons: 4.5	Points: 72	2		
Front:	18	3		
Left/Right side:	18 /	18		
Back:	18	8		
Turret:				

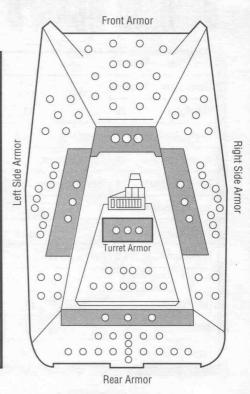


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Unit Type: Wheeled	Scout		Driving Skill:
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 20	7	11	
Engine Rating: 120 To	onnage: 8	I.C.E.	Weapons & Ammo
Control Tonnage: 1	Lift Equipme	ent: 0	Md. Laser (1.0) Front
Power Amplifier: .1	Heat Sinks:	3	Sensors/Cargo (.9) Body
Internal Structure: 2			
Turret: -			
Armor Tons: 4	Points: 64	1	
Front:	22	2	
Left/Right side:	15 /	15	
Back:	12	2	
Turret:			

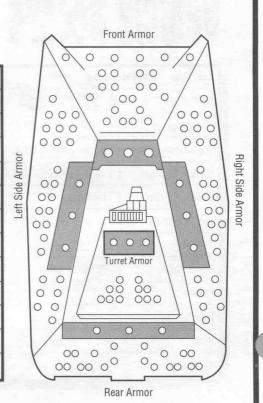


Unit Type: Mobile H	eadquarters		Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	144 - 38
Tonnage: 25	6	9		
Engine Rating: 130 To	onnage: 4.5	Fusion	Weapons & Ami	mo
Control Tonnage: 1.25	Lift Equipme	nt: 0	Md. Laser (1.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Cargo (.9)	Body
Internal Structure: 2.5			Communication Eqmt. (7	.5) Body
Turret: .1				
Armor Tons: 5	Points: 80	0		
Front:	1	6		
Left/Right side:	19 /	19		
Back:	11	6		
Turret:	1	0		

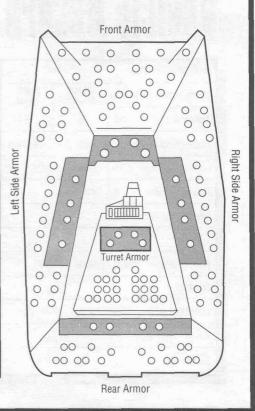


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Unit Type: Coolant T	ruck 135-K		Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 30	4	6		
Engine Rating: 100 To	onnage: 6	I.C.E.	Weapons & Am	mo
Control Tonnage: 1.5	Lift Equipme	nt: 0	Flamer, Vehicle (1.0)	Turret
Power Amplifier: .1	Heat Sinks:	3	Fuel, Flamer (1.0)	Body
Internal Structure: 3			Coolant (7.3)	Body
Turret: .1				W4
Armor Tons: 7	Points: 11	2		
Front:	24			
Left/Right side:	28 /	28		
Back:	20			
Turret:	12	1		

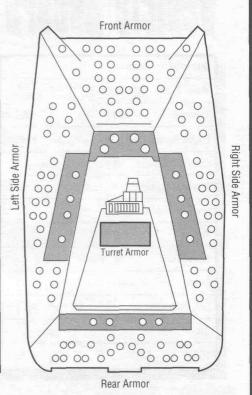


Unit Type: Striker			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	Juridi
Tonnage: 35	5	8		
Engine Rating: 155 T	onnage: 11	I.C.E.	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipme	nt: 0	SRM 6 (3.0)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • SRM 6 • 30 (2.0)	Body
Internal Structure: 3.5			LRM 10 (5.0)	Turret
Turret: .8			Ammo • LRM 10 • 12 (1.0)	Body
Armor Tons: 6.5	Points: 10	4		
Front:	24	1		
Left/Right side:	20 /	20		
Back:	18	3		
Turret:	22	2		

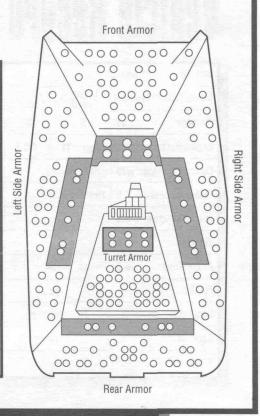


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Unit Type: Hetzer			Driving Skill:
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 40	4	6	
Engine Rating: 140 To	onnage: 10	I.C.E.	Weapons & Ammo
Control Tonnage: 2	Lift Equipme	ent: 0	AC/20 (14.0) Front
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/20 • 20 (4.0) Front
Internal Structure: 4			
Turret: -			Land and the second
Armor Tons: 6	Points: 9	6	THE THE PARTY OF T
Front:	3	0	(1) (2) (2) (2) (2) (2) (3) (3) (3) (4) (4) (4) (4) (4) (4) (4) (4) (4) (4
Left/Right side:	22 /	22	(c) 960
Back:	2	2	
Turret:	D 1		



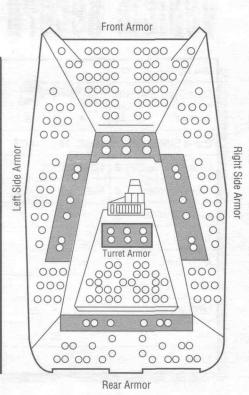
Unit Type: Thor			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 55	5	8		
Engine Rating: 255 T	onnage: 13	Fusion	Weapons & Ammo	
Control Tonnage: 2.75	Lift Equipme	ent: 0	Thumper Artillery (15.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Ammo • Thumper • 40 (2.0)	Body
Internal Structure: 5.5			CASE (.5)	Body
Turret: .2			2 x Md. Laser (1.0 ea.)	Turret
Armor Tons: 7.5	Points: 134	(FF)		
Front:	3	0	-5.	
Left/Right side:	25 /	25		
Back:	2	4		
Turret:	3	0		



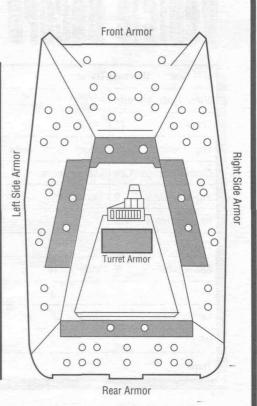
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Vehicle Record Sheet

Unit Type: Demon			Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	- 18
Tonnage: 60	4	6		
Engine Rating: 220 To	onnage: 10	Fusion	Weapons & Ammo	
Control Tonnage: 3	Lift Equipme	nt: 0	Gauss Rifle (15.0)	Turret
Power Amplifier: 0	Heat Sinks:	10	Ammo • Gauss • 16 (2.0)	Body
Internal Structure: 6			Md. Laser (1.0)	Right
Turret: 1.5			Md. Laser (1.0)	Left
Armor Tons: 10	Points: 16	0	SRM 6 (3.0)	Front
Front:	50		Ammo • SRM 6 • 30 (2.0)	Body
Left/Right side:	30 /	30	CASE (.5)	Body
Back:	20			
Turret:	30			

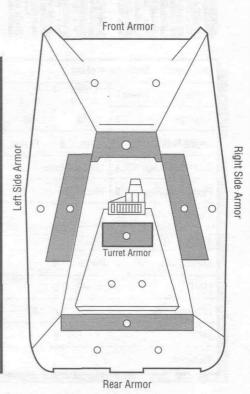


Unit Type: Heavy	Fransport B1		Driving Skill:	
Move. Type: Wheele	d Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 20	5	8		
Engine Rating: 80	Tonnage: 5	I.C.E.	Weapons & Ammo	
Control Tonnage:	Lift Equipn	nent: 0	SRM 2 (1.0)	Body
Power Amplifier:	Heat Sinks	: 0	Ammo • SRM 2 • 50 (1.0)	Body
Internal Structure:			Cargo (7.0)	Body
Turret:				
Armor Tons:	Points:	48		
Front:		12		
Left/Right side:	12	/ 12		
Back:		12		
Turret:				

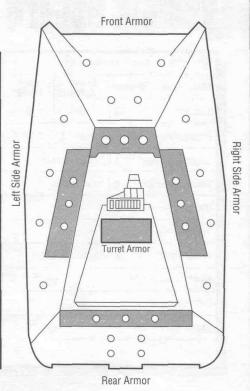


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Unit Type: J-27 Ord	nance Transp	ort	Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 10	5	8		
Engine Rating: 30 T	onnage: 2	I.C.E.	Weapons & Amm	0
Control Tonnage: .5	Lift Equipme	ent: 0	Machine Gun (.5)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 200 (1.0)	Body
Internal Structure: 1			Cargo (4.35)	Body
Turret: .15				
Armor Tons: .5	Points: 8			
Front:	2			
Left/Right side:	1 /	1		
Back:	2			
Turret:	2			

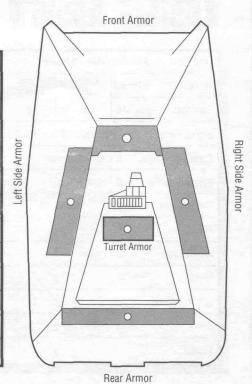


Unit Type: Ordnance	Trailer		Driving Skill:	
Move. Type: Wheeled	Cruise Speed:	Flank Speed:	Gunnery Skill:	- 10 Miles
Tonnage: 25	0	0		
Engine Rating: - To	onnage: -	None	Weapons	& Ammo
Control Tonnage: 1.25	Lift Equipme	nt: 0	Cargo (20.25)	Body
Power Amplifier: 0	Heat Sinks:	0	- euc - (E 1)	eri e s 1100 e migas
Internal Structure: 2.5				
Turret: -				
Armor Tons: 1	Points: 16	i		
Front:	4			
Left/Right side:	4 /	4		
Back:	4			
Turret:				HARLE ST

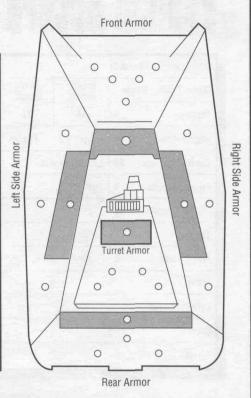


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Unit Type: ScolTeck	NapFind		Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 2	25	38		
Engine Rating: 10 T	onnage: .5	Fusion	Weapons & Ammo	
Control Tonnage: .1	Lift Equipmer	nt: .2	Sensor Equipment (.55)	Body
Power Amplifier: 0	Heat Sinks:	10		
Internal Structure: .2				
Turret: -		4		
Armor Tons: 0	Points: 0			
Front:	0			
Left/Right side:	0 /	0		
Back:	0			
Turret:				

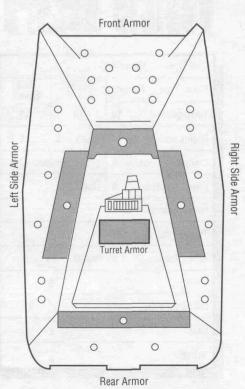


Unit Type: Gabriel			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 5	15	23		
Engine Rating: 35 To	onnage: 1	Fusion	Weapons & /	Ammo
Control Tonnage: .25	Lift Equipme	nt: .5	Md. Laser (1.0)	Turret
Power Amplifier: 0	Heat Sinks:	10	100	
Internal Structure: .5		u M		
Turret: .1				
Armor Tons: 1	Points: 18 (FF)		
Front:	5			
Left/Right side:	3 /	3		
Back:	3			
Turret:	4			

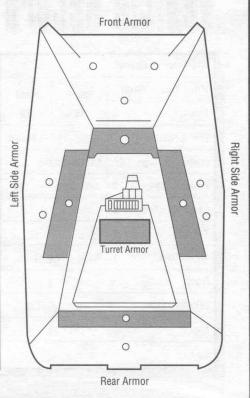


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Unit Type: Savannal	n Master		Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 5	13	20		
Engine Rating: 25 To	onnage: .5	Fusion	Weapons & /	Ammo
Control Tonnage: .2	Lift Equipme	ent: .5	Md. Laser (1.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Sensors (.25)	Body
Internal Structure: .5			La Constitution of the con	14.62 TB (14.1%)
Turret: -				
Armor Tons: 1.5	Points: 24	1		
Front:	10	0		
Left/Right side:	6 /	6		
Back:	2			
Turret:				

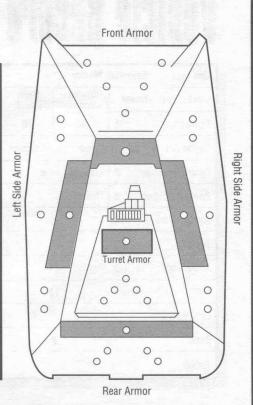


Unit Type: Skimmer			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	10.00
Tonnage: 5	18	27		
Engine Rating: 50 Tonnage: 1.5 Fusion			Weapons & Ammo	
Control Tonnage: .25	Lift Equipme	ent: .5	Sm. Laser (.5)	Front
Power Amplifier: 0	Heat Sinks:	10	Flamer (1.0)	Rear
Internal Structure: .5		200		
Turret: -				
Armor Tons: .5	Points:	3		
Front:		3		
Left/Right side:	2 /	2		
Back:		1		
Turret:				

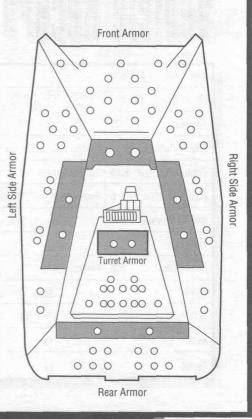


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Unit Type: Hover APC			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	Europa
Tonnage: 10	10	15		
Engine Rating: 60 To	onnage: 3	I.C.E.	Weapons & Ammo	
Control Tonnage: .5	Lift Equipme	nt: 1	2 x Machine Gun (.5 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 100 (.5)	Body
Internal Structure: 1			7 Men and Equipment (1.0)	Body
Turret: .1				
Armor Tons: 1.5	Points: 24			
Front:	5			
Left/Right side:	5 /	5		
Back:	4			
Turret:	5	1		

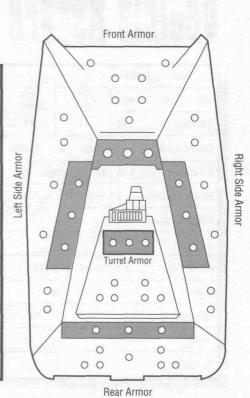


Unit Type: Beagle			Driving Skill:	1764
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	100 610
Tonnage: 15	12	18		
Engine Rating: 95 T	onnage: 3	Fusion	Weapons & Ar	nmo
Control Tonnage: .75	Lift Equipme	nt: 1.5	Beagle Probe (1.5)	Turret
Power Amplifier: 0	Heat Sinks:	10	Md. Laser (1.0)	Turret
Internal Structure: 1.5			Sm. Laser (.5)	Front
Turret: .25				
Armor Tons: 3.5	Points: 63 (I	FF)		
Front:	15	5		
Left/Right side:	12 /	12		
Back:	10)		
Turret:	14			

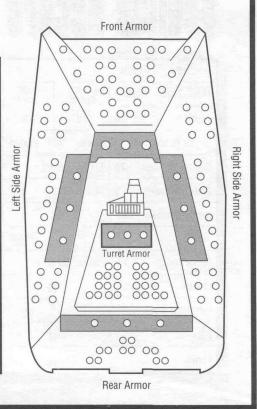


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Unit Type: Harasser			Driving Skill:
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 25	10	15	
Engine Rating: 120 To	onnage: 8	I.C.E.	Weapons & Ammo
Control Tonnage: 1.25	Lift Equipme	ent: 2.5	2 x SRM 6 (3.0 ea.) Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • SRM 6 • 30 (2.0) Body
Internal Structure: 2.5			and the second
Turret: .6			E SECTION OF A STATEME
Armor Tons: 2	Points: 32	2	
Front:	7		
Left/Right side:	6 /	6	
Back:	7		
Turret:	6		



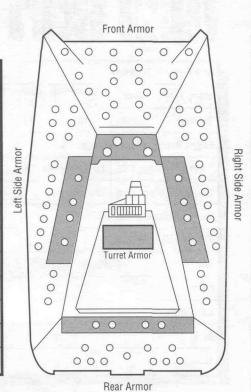
Unit Type: J. Edgar			Driving Skill:
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 25	11	17	
Engine Rating: 145 To	onnage: 5	Fusion	Weapons & Ammo
Control Tonnage: 1.25	Lift Equipme	nt: 2.5	Md. Laser (1.0) Turi
Power Amplifier: 0	Heat Sinks:	10	2 x SRM 2 (1.0) Turi
Internal Structure: 2.5			Ammo • SRM 2 • 50 (1.0) Bod
Turret: .3			
Armor Tons: 6.5	Points: 10	4	
Front:	30)	
Left/Right side:	19 /	19	
Back:	12	2	
Turret:	24	1	



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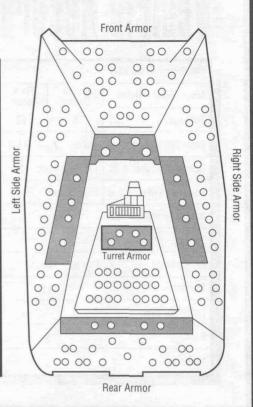
Vehicle Record Sheet

Unit Type: Lightning		Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	- met
Tonnage: 35	11	17		
Engine Rating: 210 T	onnage: 9	Fusion	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipme	nt: 3.5	Medium Pulse Laser (2.0)	Front
Power Amplifier: 0	Heat Sinks:	10	Medium Pulse Laser (2.0)	Front
Internal Structure: 3.5	h ham		SRM 4, OS (2.5)	Right
Turret: -			SRM 4, OS (2.5)	Left
Armor Tons: 3.5	Points: 63 (I	FF)		
Front:	20			
Left/Right side:	16 /	16		
Back:	11			
Turret:				



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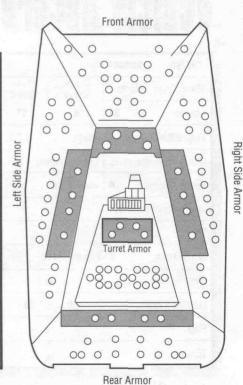
Unit Type: Pegasus		Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	TRUP L
Tonnage: 35	8	12	* "10"	
Engine Rating: 105 To	onnage: 7	I.C.E.	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipmen	t: 3.5	Md. Laser (1.0)	Front
Power Amplifier: .1	Heat Sinks:	3	2 x SRM 6 (3.0 ea.)	Turret
Internal Structure: 3.5			Ammo • SRM 6 • 15 (1.0)	Body
Turret: .6			Sensors (1.0)	Body
Armor Tons: 6.5	Points: 104			
Front:	26			
Left/Right side:	19 /	19		
Back:	19			
Turret:	21	Z. J		



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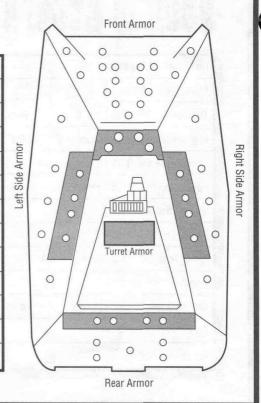
Vehicle Record Sheet

Unit Type: Plainsma	n		Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	fivernibbis
Tonnage: 35	9	14		
Engine Rating: 140 Tonnage: 10 I.C.E.			Weapons & Ammo	
Control Tonnage: 2	Lift Equipme	ent: 3.5	2 x SRM 6 (3.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	0	SRM 2 (1.0)	Front
Internal Structure: 3.5			Ammo • SRM 6 • 30 (2.0)	Body
Turret: .6			Ammo • SRM 2 • 50 (1.0)	Body
Armor Tons: 5	Points: 8	0		
Front:	1	8		
Left/Right side:	16 /	16		
Back:	1	2		
Turret:	1	8		



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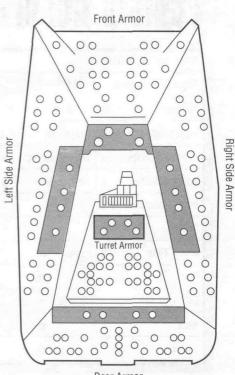
Unit Type: Saladin			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 35	8	12		
Engine Rating: 105 To	onnage: 7	I.C.E.	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipmen	t: 3.5	AC/20 (14.0)	Front
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/20 • 15 (3.0)	Body
Internal Structure: 3.5			e.jk ice-s	41
Turret: -			The seasons are	i Page
Armor Tons: 2	Points: 32			
Front:	17	7		
Left/Right side:	5 /	5		
Back:	5			
Turret:				



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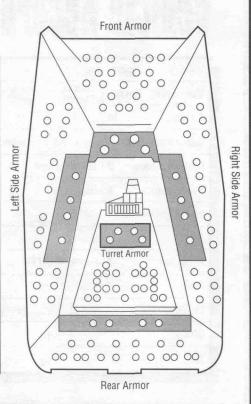
Vehicle Record Sheet

Unit Type: Saracen		Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 35	8	12		
Engine Rating: 105	onnage: 7	I.C.E.	Weapons & Ammo	
Control Tonnage: 1.75	Lift Equipme	nt: 3.5	LRM 10 (5.0) Tu	rret
Power Amplifier: 0	Heat Sinks:	0	3 x SRM 2 (1.0 ea.) Tu	rret
Internal Structure: 3.5			Ammo • LRM 10 • 24 (2.0) Bo	dy
Turret: .8			Ammo • SRM 2 • 50 (1.0) Bo	dy
Armor Tons: 7	Points: 11	2		
Front:	24	l .		
Left/Right side:	20 /	20		
Back:	24	ı		
Turret:	24			



Rear Armor

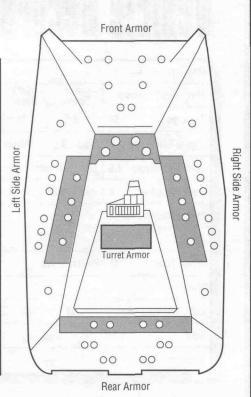
Unit Type: Scimitar			Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	HANDR I	
Tonnage: 35	8	12			
Engine Rating: 105 T	onnage: 7	I.C.E.	Weapons & Ammo		
Control Tonnage: 1.75	Lift Equipme	ent: 3.5	AC/5 (8.0)	Turret	
Power Amplifier: 0	Heat Sinks:	0	2 x SRM 2 (1.0 ea.)	Turret	
Internal Structure: 3.5			Ammo • AC/5 • 20 (1.0)	Body	
Turret: 1			Ammo • SRM 2 • 50 (1.0)	Body	
Armor Tons: 6	Points: 9	6			
Front:	2	1	THE LINE	Trapellare	
Left/Right side:	18 /	18			
Back:	1	8			
Turret:	2	1			



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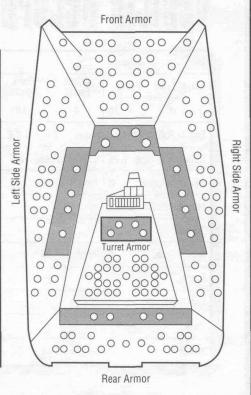
Vehicle Record Sheet

Unit Type: Air Car			Driving Skill:
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 40	11	17	
Engine Rating: 265 To	onnage: 28	I.C.E.	Weapons & Ammo
Control Tonnage: 2	Lift Equipme	ent: 4	None
Power Amplifier: 0	Heat Sinks:	0	
Internal Structure: 4			Total Total Takens
Turret: -			a had a hapting
Armor Tons: 2	Points: 32	2	The second second
Front:	8		
Left/Right side:	8 /	8	and in the case was
Back:	8		
Turret:			



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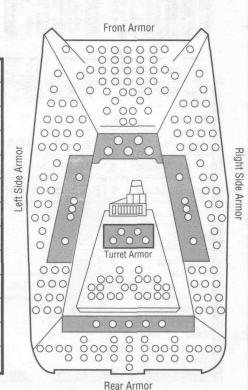
Unit Type: Zephyr			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 40	9	14		
Engine Rating: 185 T	onnage: 7.5	Fusion	Weapons & Ammo	
Control Tonnage: 2	Lift Equipme	nt: 4	3 x Md. Laser (1.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	10	TAG (1.0)	Turret
Internal Structure: 4			SRM 6 (3.0)	Front
Turret: .4			Ammo • SRM 6 • 30 (2.0)	Body
Armor Tons: 7	Points: 125 ((FF)	Sm. Laser (.5)	Rear
Front:	29	9	Guardian ECM (1.5)	Body
Left/Right side:	24 /	24		
Back:	19	9		
Turret:	29	9		



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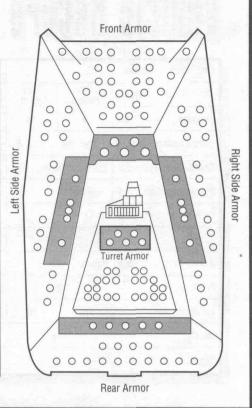
Vehicle Record Sheet

Unit Type: Bandit			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	1666 2 =
Tonnage: 50	9	14		
Engine Rating: 225 To	onnage: 9.5	Fusion	Weapons & Ammo	
Control Tonnage: 2.5	Lift Equipme	ent: 5	3 x Md. Laser (1.0 ea.)	Turret
Power Amplifier: 0	Heat Sinks:	10	2 x Machine Gun (.5 ea.)	Front
Internal Structure: 5			Ammo • MG • 100 (.5)	Body
Turret: .3		Hal	SRM 2 (1.0)	Right
Armor Tons: 11	Points: 17	6	SRM 2 (1.0)	Left
Front:	4:	2	Ammo • SRM 2 • 50 (1.0)	Body
Left/Right side:	40 /	40	Cargo, Infantry Platoon (4.0)	Body
Back:	31	2		To the
Turret:	2:	2		



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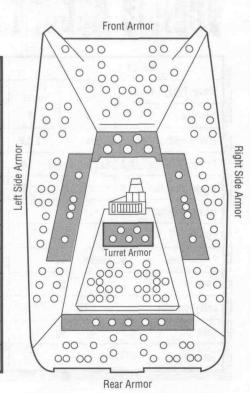
Unit Type: Condor			Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 50	8	12		
Engine Rating: 165 T	onnage: 12	I.C.E.	Weapons & Amm	0
Control Tonnage: 2.5	Lift Equipme	ent: 5	2 x Md. Laser (1.0 ea.)	Turret
Power Amplifier: .2	Heat Sinks:	6	AC/5 (8.0)	Turret
Internal Structure: 5			Machine Gun (.5)	Front
Turret: 1			Ammo • AC/5 • 20 (1.0)	Body
Armor Tons: 6	Points: 9	6	Ammo • MG • 100 (.5)	Body
Front:	3	0		
Left/Right side:	15 /	15		
Back:	1	4		
Turret:	2	2		



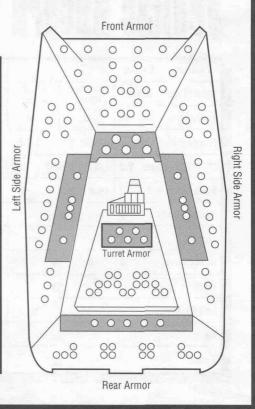
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Vehicle Record Sheet

Unit Type: Drillson			Driving Skill:	es regar
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 50	6	9		
Engine Rating: 65 T	onnage: 4	I.C.E.	Weapons & Ammo	
Control Tonnage: 2.5	Lift Equipme	nt: 5	Lg. Laser (5.0)	Turret
Power Amplifier: .5	Heat Sinks:	8	2 x SRM 2 (1.0 ea.)	Turret
Internal Structure: 5			Ammo • SRM 2 • 50 (1.0)	Body
Turret: .7			LRM 10 (5.0)	Front
Armor Tons: 7	Points: 11	2	Ammo • LRM 10 • 24 (1.0)	Body
Front:	25		2 x Machine Gun (.5 ea.)	Front
Left/Right side:	21 /	21	Ammo • MG • 200 (1.0)	Body
Back:	20		The state of the	- 300 - 500 - 5
Turret:	25			n V= L-1



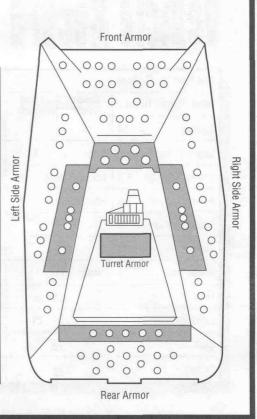
Unit Type: Falcon			Driving Skill:
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 50	9	14	
Engine Rating: 215 T	onnage: 19	I.C.E.	Weapons & Ammo
Control Tonnage: 2.5	Lift Equipme	ent: 5	Md. Laser (1.0) Turret
Power Amplifier: .1	Heat Sinks:	3	2 x SRM 6 (3.0 ea.) Turret
Internal Structure: 5		1	Ammo • SRM 6 • 30 (2.0) Body
Turret: .7			The same and spice and
Armor Tons: 5.5	Points: 8	8	made of the bid common
Front:	2	4	
Left/Right side:	16 /	16	
Back:	1	6	
Turret:	1	6	



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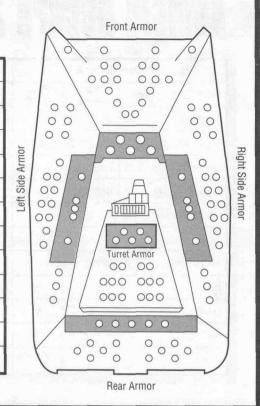
Vehicle Record Sheet

Unit Type: Kanga			Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	- Art	
Tonnage: 50	8	12			
Engine Rating: 165 Tonnage: 12 I.C.E.			Weapons & Ammo		
Control Tonnage: 2.5	Lift Equipme	ent: 5	AC/5 (8.0)	Front	
Power Amplifier: 0	Heat Sinks:	0	Ammo • AC/5 • 24 (1.0)	Body	
Internal Structure: 5			LRM 10 (5.0)	Front	
Turret: -			Ammo • LRM 10 • 12 (1.0)	Body	
Armor Tons: 3.5	Points: 50	6	SRM 4 (2.0)	Front	
Front:	20	0	Ammo • SRM 4 • 50 (1.0)	Body	
Left/Right side:	12 /	12	Machine Gun (.5)	Front	
Back:	12	2	Ammo • MG • 200 (1.0)	Body	
Turret:			Jump Jets (3.0)	Body	



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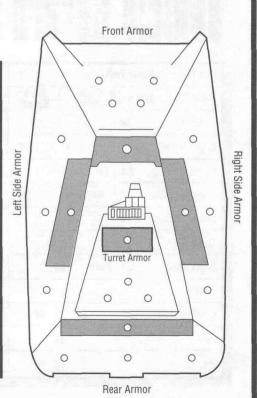
Unit Type: Maxim			Driving Skill:
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:
Tonnage: 50	8	12	
Engine Rating: 165 T	onnage: 12	I.C.E.	Weapons & Ammo
Control Tonnage: 2.5	Lift Equipme	nt: 5	SRM 6 (3.0) Turret
Power Amplifier: 0	Heat Sinks:	0	Ammo • SRM 6 • 15 (1.0) Body
Internal Structure: 5			3 x Machine Gun (.5 ea.) Turret
Turret: .45			Ammo • MG • 200 (1.0) Body
Armor Tons: 5.5	Points: 88	3	3 x LRM 5 (2.0 ea.) Front (2), Rear
Front:	21)	Ammo • LRM 5 • 24 (1.0) Body
Left/Right side:	20 /	20	2 x SRM 2 (1.0 ea.) Right, Left
Back:	12	2	Ammo • SRM 2 • 50 (1.0) Body
Turret:	10	5	Infantry Platoon (3.0) Body



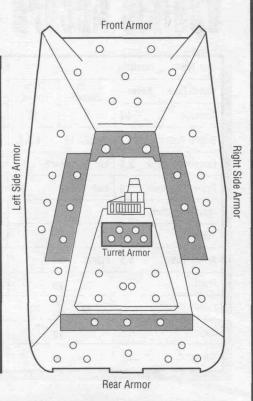
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Vehicle Record Sheet

Unit Type: Hover Sc	out		Driving Skill:		
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	W.	
Tonnage: 10	12	18			
Engine Rating: 80 Tonnage: 2.5 Fusion		Weapons & Ammo			
Control Tonnage: .5	Lift Equipme	ent: 1	Md. Laser (1.0)	Turret	
Power Amplifier: 0	Heat Sinks:	10	Sensor/Communication (1.65)	Body	
Internal Structure: 1			नार्थ की मान हार	1 = 102	
Turret: .1			400		
Armor Tons: 1	Points: 10	3			
Front:	4		4		
Left/Right side:	3 /	3			
Back:	3			- 100	
Turret:	3				



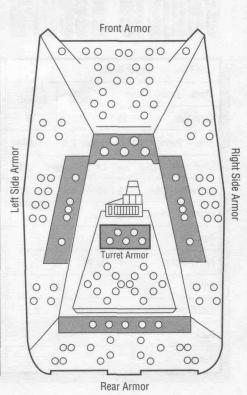
Unit Type: Weapons	Carrier A		Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 25	6	9		
Engine Rating: 20 To	onnage: 2	I.C.E.	Weapons &	Ammo
Control Tonnage: 1.25	Lift Equipme	ent: 2.5	Lg. Laser (5.0)	Turret
Power Amplifier: .5	Heat Sinks:	8	Cargo (.75)	Body
Internal Structure: 2.5			Land Care	inger boffbaulik s
Turret: .5			100	75 - Pi (* 190)
Armor Tons: 2	Points: 3	2	· 短用 混矿生物	meg light
Front:		,		at e (MIN) e a sua
Left/Right side:	6 /	6	Signal Register 1	mid of SMALL
Back:			The House of the	36 4 Harris
Turret:	(5	Live and the	alg 2 rose Pirpoletis



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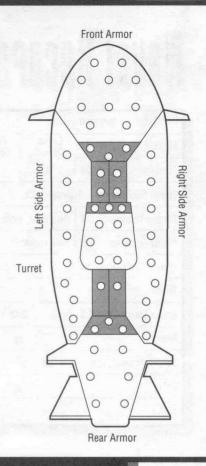
Vehicle Record Sheet

Unit Type: Hover Ta	nk		Driving Skill:	
Move. Type: Hover	Cruise Speed:	Flank Speed:	Gunnery Skill:	. Inter
Tonnage: 50	6	9		
Engine Rating: 65 To	onnage: 4	I.C.E.	Weapons & Ammo	
Control Tonnage: 2.5	Lift Equipme	nt: 5	PPC (7.0)	Turret
Power Amplifier: .7	Heat Sinks:	10	SRM 6 (3.0)	Turret
Internal Structure: 5			Ammo • SRM 6 • 30 (2.0)	Body
Turret: 1			Cargo (4.3)	Body
Armor Tons: 5.5	Points: 88			
Front:	24			
Left/Right side:	16 /	16		
Back:	16			
Turret:	16			



Naval Record Sheet

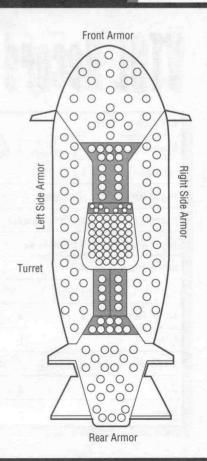
Unit Type: Sea Skim	Unit Type: Sea Skimmer			Driving Skill:		
Move. Type: Hydrofoil	Cruise Speed:	Flank Speed:	Gunnery Skill:	* 4		
Tonnage: 25	12	18				
Engine Rating: 150 To	onnage: 11	I.C.E.	Weapons & Ammo	d und	Turn / Depth	
Control Tonnage: 1.25	Lift Equipme	ent: 2.5	SRM 4 (2.0)	Turret	神 据编制	
Power Amplifier: 0	Heat Sinks:	0	Machine Gun (.5)	Right		
Internal Structure: 2.5	143		Machine Gun (.5)	Left	La un la	
Turret: .2			Machine Gun (.5)	Rear	tara meneral	
Armor Tons: 2.5	Points: 4	0	Ammo • SRM 4 • 25 (1.0)	Body		
Front:	-/ -1	0	Ammo • MG • 100 (.5)	Body		
Left/Right side:	9 /	9				
Back:		6		-		
Turret:		ì				



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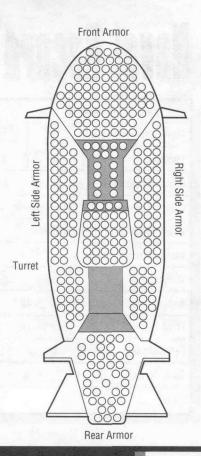
Naval Record Sheet

Unit Type: Monitor			Driving Skill:		
Move. Type: Surface	Cruise Speed:	Flank Speed:	Gunnery Skill:	B. I	
Tonnage: 75	3	5			
Engine Rating: 195	Tonnage: 16	I.C.E.	Weapons & Ammo	HIT	Turn / Depth
Control Tonnage: 3.75	Lift Equipm	ent: 0	2 x AC/20 (14.0 ea.)	Turret	
Power Amplifier: 0	Heat Sinks:	0	SRM 2 (1.0)	Right	III AA Banazi
Internal Structure: 7.5			SRM 2 (1.0)	Left	mod stake)
Turret: 2.8			SRM 2 (1.0)	Rear	LI L VEST
Armor Tons: 8	Points: 12	28	Ammo • SRM 2 • 50 (1.0)	Body	
Front:	2	2	Ammo • AC/20 • 15 (3.0)	Body	
Left/Right side:	22 /	22	Jump Troops (1.95)	Body	
Back:	2	2			
Turret:	4	0			



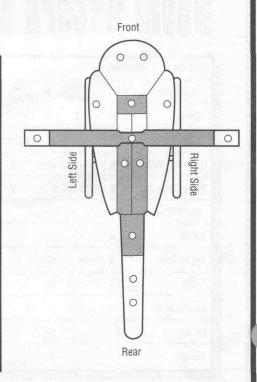
Naval Record Sheet

Unit Type: Neptune			Driving Skill:		
Move. Type: Submarine	Cruise Speed:	Flank Speed:	Gunnery Skill:		
Tonnage: 100	3	5			
Engine Rating: 270 To	onnage: 29	I.C.E.	Weapons & Ammo	Turn/Depth	
Control Tonnage: 5	Dive Equipr	ment: 10	LRM 20, Torp (10.0) Front	(L.1 Man)	
Power Amplifier: .5	Heat Sinks:	8	2 x SRM 6, Torp (3.0 ea.) Front	gild por right	
Internal Structure: 10			Lg. Laser (5.0) Front	HO akmidi	
Turret:			Ammo • LRM • 6 (1.0) Body	THE SHIPE IN	
Armor Tons: 14.5	Points: 2	32	Ammo • SRM • 15 (1.0) Body	max malls	
Front:	4	78	(g) (d)	The Europe	
Left/Right side:	58 /	58			
Back:	Y :	38			
Turret:		-		The second	

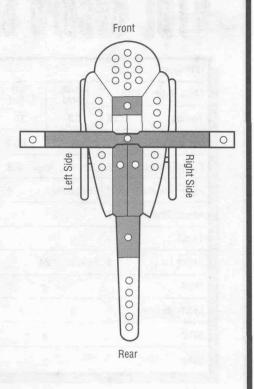


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Unit Type: Ferret			Driving Skill:		
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:		
Tonnage: 5	15	23		dia.	
Engine Rating: 25 To	onnage: 1	I.C.E.	Weapons & Ammo		Turn/Elev.
Control Tonnage: .25	Rotor Tonna	ige: .5	Machine Gun (.5)	Front	n that is
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 100 (.5)	Body	(Bar) 5 (Ba)
Internal Structure: .5			Infantry Squad (1.0)	Body	
Turret: -			Cargo/Sensors (.25)	Body	THE SEC
Armor Tons: .5	Points: 8		Luis III	mai-t	
Front:	2				K. West continu
Left/Right side:	1 /	1		430	
Back:	2				
Rotor:	2				

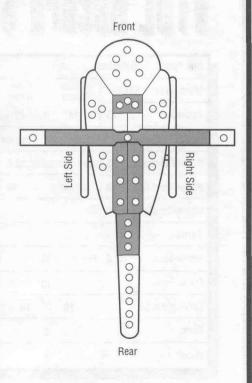


Unit Type: Ripper			Driving Skill:	
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 10	12	18		
Engine Rating: 70 To	onnage: 2	Fusion	Weapons & Ammo	Turn/Elev.
Control Tonnage: .5	Rotor Tonna	ge: 1	2 x Md. Laser (1.0 ea.) Front	d of such a
Power Amplifier: 0	Heat Sinks:	10	Cargo, Infantry (1.0)	e inke pant
Internal Structure: 1			E E PA TE	
Turret: -		Tale.		
Armor Tons: 1.5	Points: 27 (FF)		
Front:	1	0		
Left/Right side:	5 /	5		
Back:		5		
Rotor:	2	2		

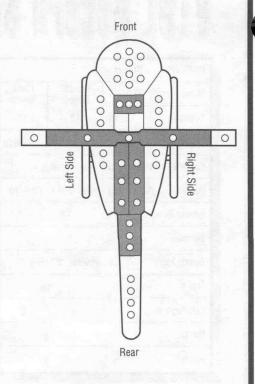


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Unit Type: Warrior H	1-7		Driving Skill:		
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:		
Tonnage: 21	10	15			
Engine Rating: 70 To	onnage: 4	I.C.E.	Weapons & Ammo		Turn/Elev.
Control Tonnage: 1.05	Rotor Tonna	age: 2.1	AC/2 (6.0)	Front	
Power Amplifier: 0	Heat Sinks:	0	SRM 4 (2.0)	Front	nkm e Lai
Internal Structure: 2.1			Ammo • AC • 45 (1.0)	Body	100
Turret: -			Ammo • SRM • 25 (1.0)	Body	
Armor Tons: 24	Points: 1.	5	Remote Sensors	Body	
Front:	6			8	
Left/Right side:	5 /	5			
Back:	6				
Rotor:	2				

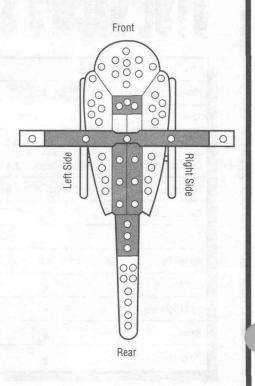


Unit Type: Kestrel			Driving Skill:		
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:		ile pleas
Tonnage: 25	12	18			
Engine Rating: 160 T	onnage: 12	I.C.E.	Weapons & Ammo	6.45	Turn/Elev.
Control Tonnage: 1.25	Rotor Tonna	age: 2.5	2 x Machine Gun (.5 ea.)	Front	in the
Power Amplifier: 0	Heat Sinks:	0	Ammo • MG • 100 (.5)	Body	
Internal Structure: 2.5			Cargo (3.75)	Body	
Turret: -					
Armor Tons: 1.5	Points: 2	24			
Front:		8			
Left/Right side:	5 /	5			
Back:		4			
Rotor:		2			

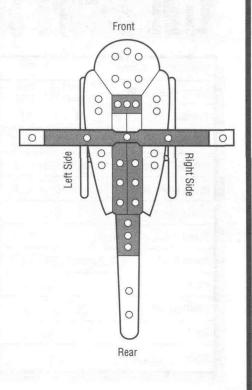


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Unit Type: Nightsha	de		Driving Skill:	
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:	reserve
Tonnage: 25	14	21		
Engine Rating: 210 T	onnage: 9	Fusion	Weapons & Ammo	Turn/Elev.
Control Tonnage: 1.25	Rotor Tonnag	e: 2.5	Guardian ECM (1.5) Body	The Expos
Power Amplifier: 0	Heat Sinks:	10	Md. Laser (1.0) Front	grafi i kaz
Internal Structure: 2.5			Cargo (.25) Body	
Turret: -				y a see milet
Armor Tons: 2.5	Points: 40			-188 s.
Front:	10			
Left/Right side:	10 /	10		
Back:	8			
Rotor:	2			

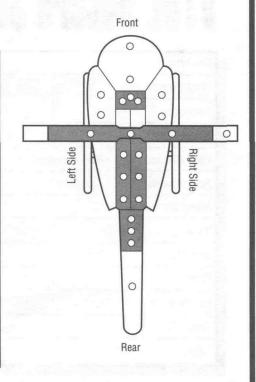


Unit Type: Cyrano			Driving Skill:		
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:		Nes Y
Tonnage: 30	12	18			
Engine Rating: 220 To	onnage: 10	Fusion	Weapons & Amr	no	Turn/Elev.
Control Tonnage: 1.5	Rotor Tonna	ge: 3	Beagle Probe (1.5)	Front	Title
Power Amplifier: 0	Heat Sinks:	10	Lg. Laser (5.0)	Front	
Internal Structure: 3				79 7	
Turret: -	. N				
Armor Tons: 1	Points: 18 (FF)			
Front:	6				
Left/Right side:	4 /	4			
Back:	2				
Rotor:	2	2			

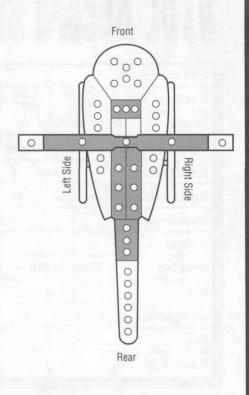


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Unit Type: Peregrine	9		Driving Skill:	
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:	
Tonnage: 30	12	18		
Engine Rating: 220 To	onnage: 10	Fusion	Weapons & Ammo	Turn/Elev.
Control Tonnage: 1.5	Rotor Tonna	age: 3	2 x Machine Gun (.5) Front	
Power Amplifier: 0	Heat Sinks:	10	SRM 4 (2.0) Right	
Internal Structure: 3			SRM 4 (2.0) Left	
Turret: -			Ammo • MG • 200 (1.0) Body	
Armor Tons: .5	Points: 8		Ammo • SRM • 200 (1.0)	
Front:	2			
Left/Right side:	2 /	2		
Back:	1			
Rotor:	1			

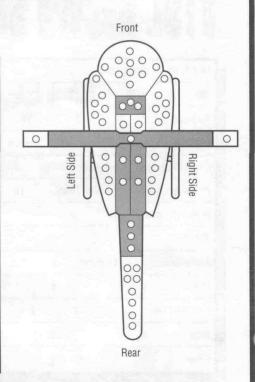


Unit Type: Karnov			Driving Skill:	
Move. Type: VTOL	Cruise Speed:	Flank Speed:	Gunnery Skill:	P P ABIN
Tonnage: 30	11	17		
Engine Rating: 190 To	onnage: 15	I.C.E.	Weapons & Ammo	Turn/Elev.
Control Tonnage: 1.5	Rotor Tonna	age: 3	Cargo (6.0)	र सम्भागीत
Power Amplifier: 0	Heat Sinks:	0	The state of the s	a.n. hater
Internal Structure: 3				
Turret: -				
Armor Tons: 1.5	Points: 2	4		
Front:		6		ueile.
Left/Right side:	5 /	5		13/2/3
Back:		6		
Rotor:		2		101-

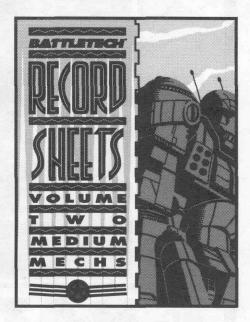


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Unit Type: .				Driving Skill:	
Move. Type: .		Cruise Speed:	Flank Speed:	Gunnery Skill:	Wig order
Tonnage:					
Engine Rating: .	T	onnage: .		Weapons & Ammo	Turn/Elev.
Control Tonnage:		Rotor Tonna	age: .	The late of	A LOUIS
Power Amplifier:		Heat Sinks:			
Internal Structure:		/			
Turret:				Committee that the first	
Armor Tons:		Points:		gerick bester en tak	31/35
Front:					
Left/Right side:		. /	/ .		
Back:			ar I i y		
Rotor:	ă.				

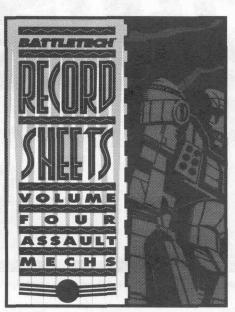


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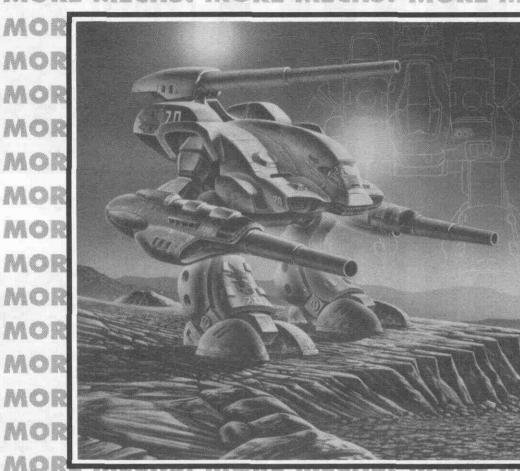
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