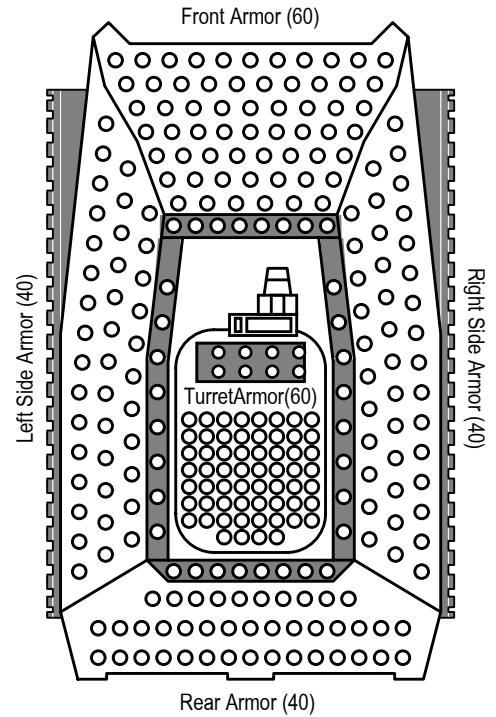


BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Fury			Weapons Inventory		
Config: Tracked		Tons: 80	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	1 Gauss Rifle	T	15 2 7 15 22
Inner Sphere		MP:			
3050 Level 2-FA		4			
Crew:		Flank			
Gunnery Skill:		MP:			
Driving Skill:		6			
Cost, C-Bills: 4,183,500					
BV: 692 WV: 593 / 593					
Ammo					
Ammo Type	Rounds				
Gauss Rifle	16				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		
Body Inventory					
320 Pitban Fusion Engine					
6 Crew Members					
0.75T Cargo Bay Capacity					

Total Armor Pts = 240
(Standard)



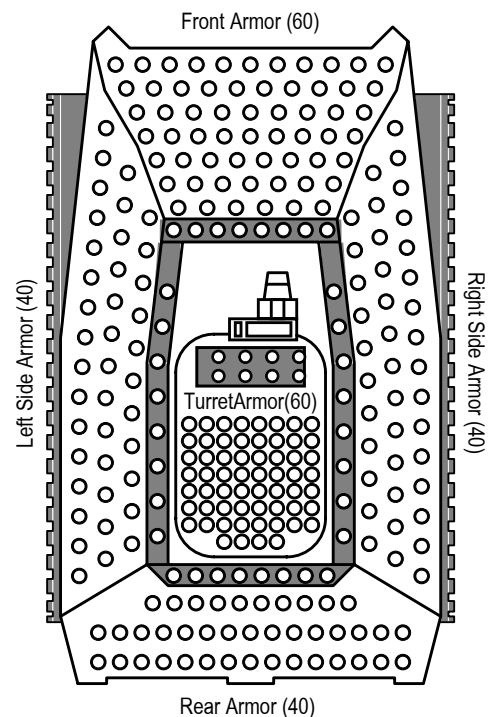
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Fury			Weapons Inventory		
Config: Tracked		Tons: 80	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising	1 Gauss Rifle	T	15 2 7 15 22
Inner Sphere		MP:			
3050 Level 2-FA		4			
Crew:		Flank			
Gunnery Skill:		MP:			
Driving Skill:		6			
Cost, C-Bills: 4,183,500					
BV: 692 WV: 593 / 593					
Ammo					
Ammo Type	Rounds				
Gauss Rifle	16				
Critical Damage					
Drive Damaged	☐	Engine Hit	☐		
Track Destroyed	☐	Turret Locked	☐		
Body Inventory					
320 Pitban Fusion Engine					
6 Crew Members					
0.75T Cargo Bay Capacity					

Total Armor Pts = 240
(Standard)



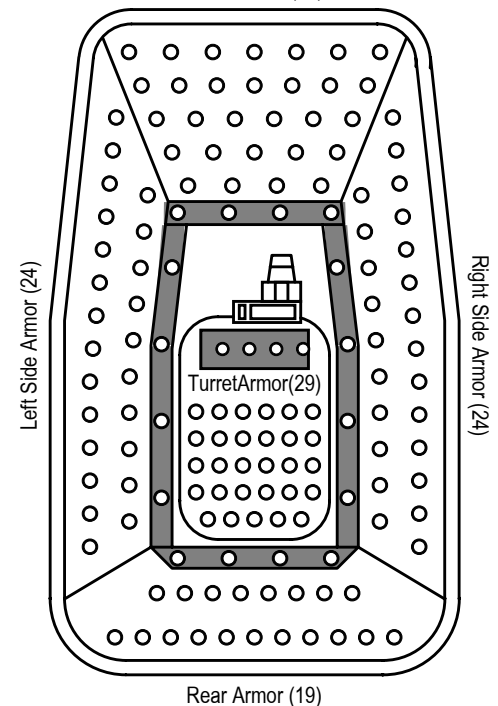
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 125
(Ferro-Fibrous)
Front Armor (29)

Type: Zephyr			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 SRM 6	F	2/hit	-	3	6	9
3050 Level 2-FA		9	14	1 Small Laser	R	3	-	1	2	3
Crew:				1 TAG	T	-	-	5	9	15
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,323,050										
BV: 640		WV: 502 / 502								
Ammo				Body Inventory						
Ammo Type	Rounds			185 GM Fusion Engine						
SRM 6	30			3 Crew Members						
Critical Damage				1 Guardian ECM B 0 - - - 6						
Airskirt Damaged	☐	Engine Hit	☐	0.25T Cargo						
Lift Fan Destroyed	☐	Turret Locked	☐							



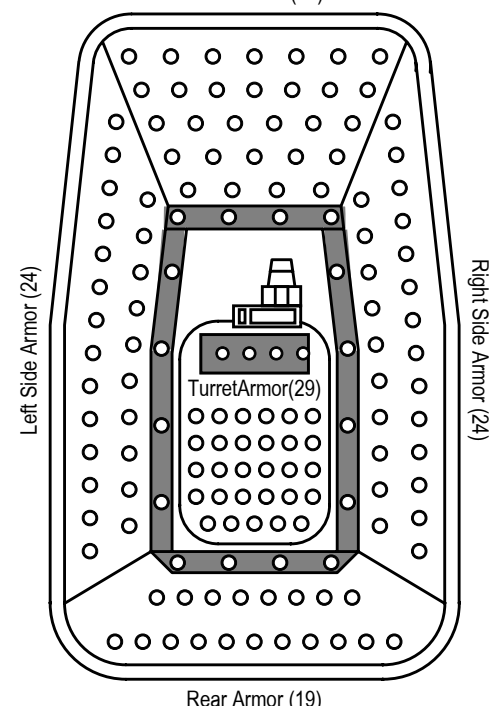
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 125
(Ferro-Fibrous)
Front Armor (29)

Type: Zephyr			Weapons Inventory							
Config: Hovercraft		Tons: 40		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	3 Medium Laser	T	5	-	3	6	9
Inner Sphere		MP:	MP:	1 SRM 6	F	2/hit	-	3	6	9
3050 Level 2-FA		9	14	1 Small Laser	R	3	-	1	2	3
Crew:				1 TAG	T	-	-	5	9	15
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 2,323,050										
BV: 640		WV: 502 / 502								
Ammo				Body Inventory						
Ammo Type	Rounds			185 GM Fusion Engine						
SRM 6	30			3 Crew Members						
Critical Damage				1 Guardian ECM B 0 - - - 6						
Airskirt Damaged	☐	Engine Hit	☐	0.25T Cargo						
Lift Fan Destroyed	☐	Turret Locked	☐							



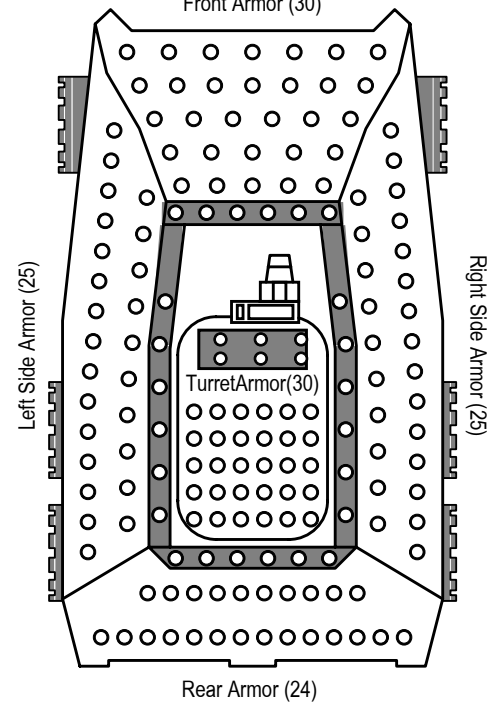
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 134
(Ferro-Fibrous)

Front Armor (30)



Type: Thor			Weapons Inventory							
Config: Wheeled		Tons: 55		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Thumper Artillery	F	5/2	-	-	-	-
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3050 Level 2-FA		5	8							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 1,906,125										
BV: 325		WV: 342 / 342								
Ammo										
Ammo Type		Rounds								
Thumper Artillery		40								
Critical Damage										
Wheel Damaged		☐		Engine Hit		☐				
Axle Destroyed		☐		Turret Locked		☐				
Body Inventory										
255 Strand Fusion Engine										
4 Crew Members										
1 CASE System										

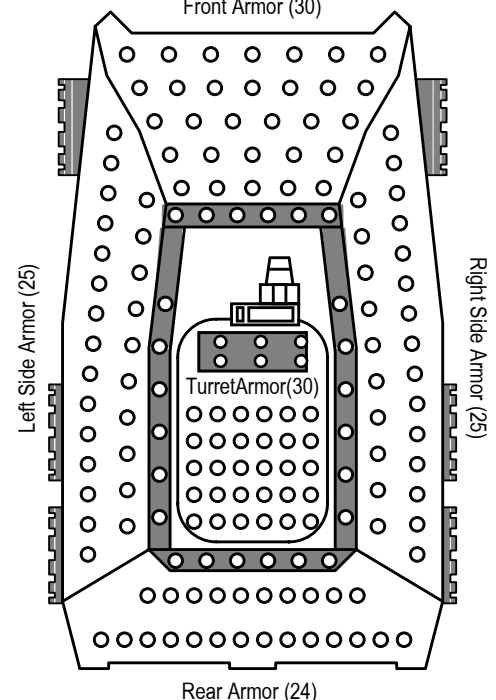
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WHEELED VEHICLE RECORD SHEET

Total Armor Pts = 134
(Ferro-Fibrous)

Front Armor (30)



Type: Thor			Weapons Inventory							
Config: Wheeled		Tons: 55		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Thumper Artillery	F	5/2	-	-	-	-
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3050 Level 2-FA		5	8							
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 1,906,125										
BV: 325		WV: 342 / 342								
Ammo										
Ammo Type		Rounds								
Thumper Artillery		40								
Critical Damage										
Wheel Damaged		☐		Engine Hit		☐				
Axle Destroyed		☐		Turret Locked		☐				
Body Inventory										
255 Strand Fusion Engine										
4 Crew Members										
1 CASE System										

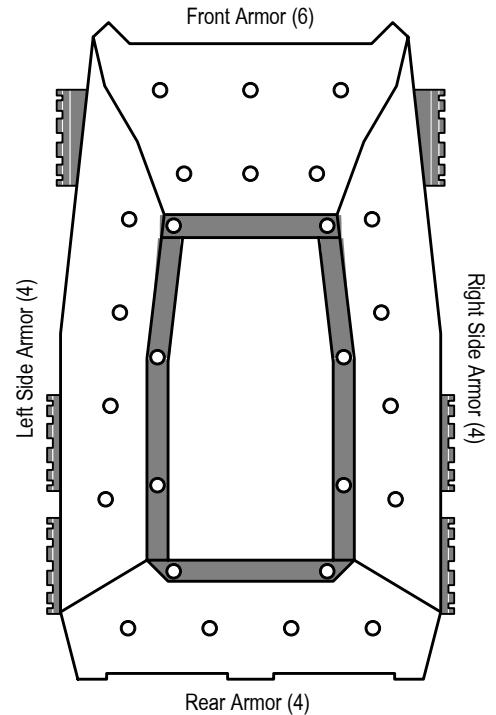
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WHEELED VEHICLE RECORD SHEET

Type: Rotunda			Weapons Inventory		
Config: Wheeled	Tons: 20		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Large Laser	F	8 - 5 10 15
Inner Sphere	MP:	MP:	1 SRM 2	F	2/hit - 3 6 9
3050 Level 2	9	14			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 440,367					
BV: 341 WV: 46 / 46					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage			Body Inventory		
Wheel Damaged ☐	Engine Hit ☐		160 LTV Fusion Engine		
Axle Destroyed ☐			2 Crew Members		

Total Armor Pts = 18
(Ferro-Fibrous)



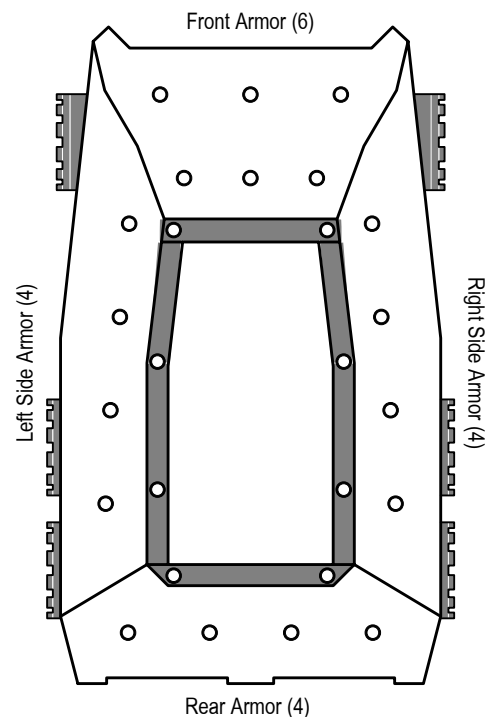
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WHEELED VEHICLE RECORD SHEET

Type: Rotunda			Weapons Inventory		
Config: Wheeled	Tons: 20		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Large Laser	F	8 - 5 10 15
Inner Sphere	MP:	MP:	1 SRM 2	F	2/hit - 3 6 9
3050 Level 2	9	14			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 440,367					
BV: 341 WV: 46 / 46					
Ammo					
Ammo Type	Rounds				
SRM 2	50				
Critical Damage			Body Inventory		
Wheel Damaged ☐	Engine Hit ☐		160 LTV Fusion Engine		
Axle Destroyed ☐			2 Crew Members		

Total Armor Pts = 18
(Ferro-Fibrous)

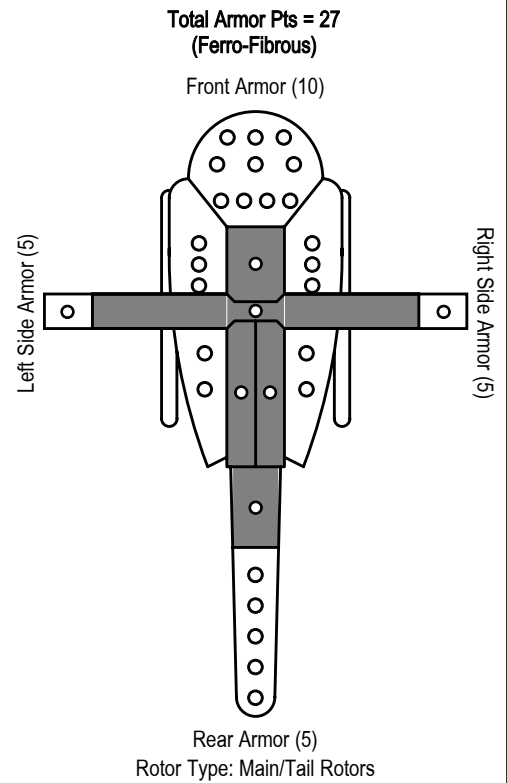


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V.T.O.L. RECORD SHEET

Type: Ripper			Weapons Inventory		
Config: V.T.O.L.	Tons: 10		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	2 Medium Laser	F	5 - 3 6 9
Inner Sphere	12	18			
3050 Level 2					
Crew:					
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 282,222					
BV: 518 WV: 50 / 50					
Ammo					
Critical Damage			Fuselage Inventory		
Rotor Damaged ☐	Engine Hit ☐		70 Omni Fusion Engine		
Rotor Destroyed ☐			1 Crew Members		
			1.00T Infantry		

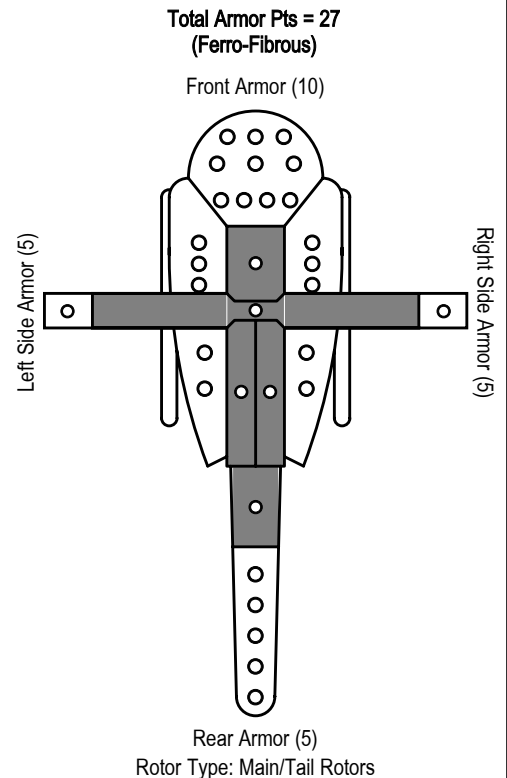


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V.T.O.L. RECORD SHEET

Type: Ripper			Weapons Inventory		
Config: V.T.O.L.	Tons: 10		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising MP:	Flank MP:	2 Medium Laser	F	5 - 3 6 9
Inner Sphere	12	18			
3050 Level 2					
Crew:					
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 282,222					
BV: 518 WV: 50 / 50					
Ammo					
Critical Damage			Fuselage Inventory		
Rotor Damaged ☐	Engine Hit ☐		70 Omni Fusion Engine		
Rotor Destroyed ☐			1 Crew Members		
			1.00T Infantry		



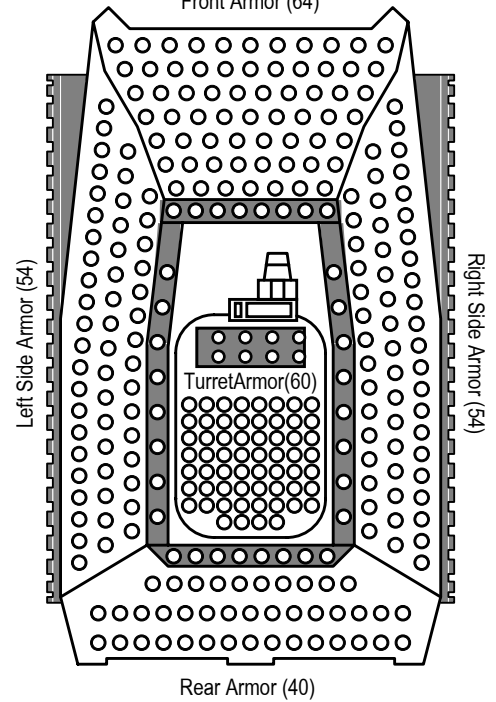
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TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 272
(Standard)

Front Armor (64)



Type: Rhino			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LRM 20	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3050 Level 1-FA		3	5	1 LRM 10	F	1/hit	6	7	14	21
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 4,285,800										
BV: 904		WV: 1,345 / 1,345								
Ammo										
Ammo Type	Rounds									
LRM 20	18									
LRM 10	12									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

Body Inventory

240 Pitban Fusion Engine

6 Crew Members

0.25T Cargo Bay Capacity

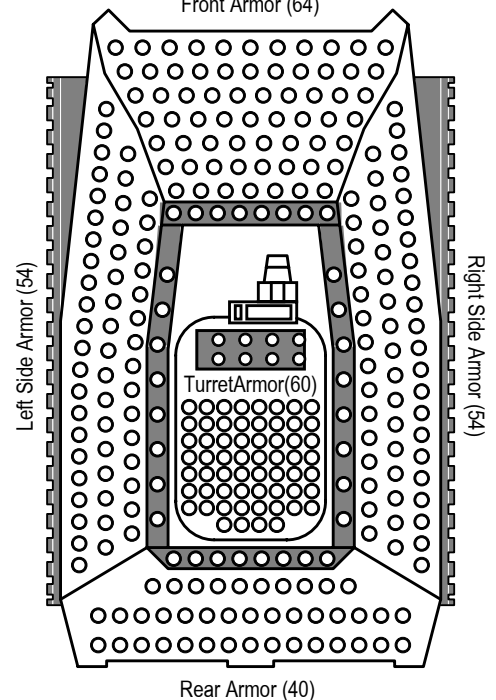
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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Total Armor Pts = 272
(Standard)

Front Armor (64)



Type: Rhino			Weapons Inventory							
Config: Tracked		Tons: 80		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	2 LRM 20	T	1/hit	6	7	14	21
Inner Sphere		MP:	MP:	2 Medium Laser	T	5	-	3	6	9
3050 Level 1-FA		3	5	1 LRM 10	F	1/hit	6	7	14	21
Crew:										
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 4,285,800										
BV: 904		WV: 1,345 / 1,345								
Ammo										
Ammo Type	Rounds									
LRM 20	18									
LRM 10	12									
Critical Damage										
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

Body Inventory

240 Pitban Fusion Engine

6 Crew Members

0.25T Cargo Bay Capacity

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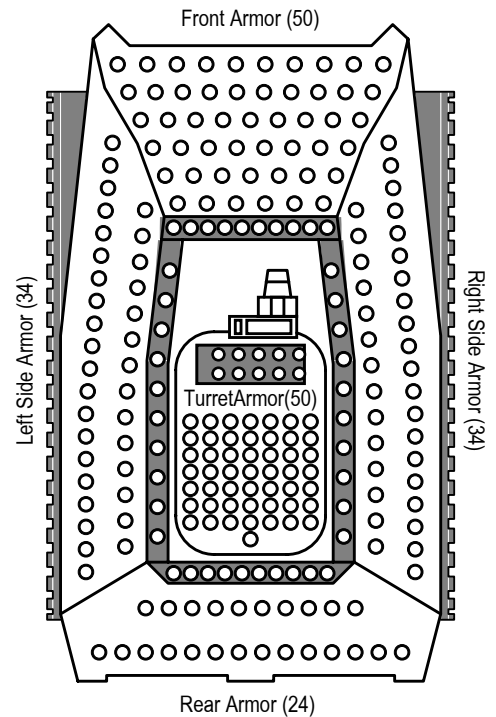
TRACKED VEHICLE RECORD SHEET

Type: Puma PMA-005										
Config: Tracked	Tons: 95									
Technology Base: Inner Sphere 3050 Level 1-FA	Cruising MP: 3	Flank MP: 5								
Crew:										
Gunnery Skill:	Driving Skill:									
Cost, C-Bills: 5,911,912										
BV: 943 WV: 1,305 / 1,305										
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>LRM 20</td> <td>12</td> </tr> <tr> <td>SRM 4</td> <td>25</td> </tr> <tr> <td>Flamer (Vehicle)</td> <td>20</td> </tr> </table>			Ammo Type	Rounds	LRM 20	12	SRM 4	25	Flamer (Vehicle)	20
Ammo Type	Rounds									
LRM 20	12									
SRM 4	25									
Flamer (Vehicle)	20									
Critical Damage <table border="1"> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> </table>			Drive Damaged	☐	Engine Hit	☐	Track Destroyed	☐	Turret Locked	☐
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	RS	1/hit	6	7	14	21
1	LRM 20	LS	1/hit	6	7	14	21
1	PPC	T	10	3	6	12	18
2	Medium Laser	F	5	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	Flamer (Vehicle)	R	2	-	1	2	3
1	Small Laser	R	3	-	1	2	3

Body Inventory	
285	Pitban Fusion Engine
7	Crew Members

Total Armor Pts = 192
(Standard)



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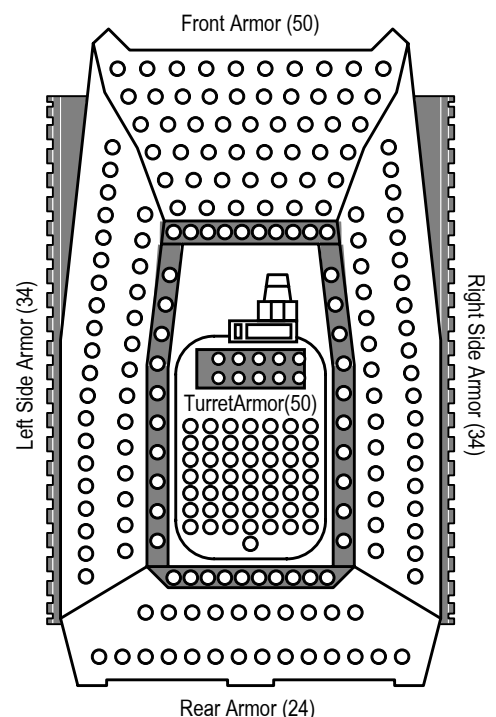
TRACKED VEHICLE RECORD SHEET

Type: Puma PMA-005										
Config: Tracked	Tons: 95									
Technology Base: Inner Sphere 3050 Level 1-FA	Cruising MP: 3	Flank MP: 5								
Crew:										
Gunnery Skill:	Driving Skill:									
Cost, C-Bills: 5,911,912										
BV: 943 WV: 1,305 / 1,305										
Ammo <table border="1"> <tr> <th>Ammo Type</th> <th>Rounds</th> </tr> <tr> <td>LRM 20</td> <td>12</td> </tr> <tr> <td>SRM 4</td> <td>25</td> </tr> <tr> <td>Flamer (Vehicle)</td> <td>20</td> </tr> </table>			Ammo Type	Rounds	LRM 20	12	SRM 4	25	Flamer (Vehicle)	20
Ammo Type	Rounds									
LRM 20	12									
SRM 4	25									
Flamer (Vehicle)	20									
Critical Damage <table border="1"> <tr> <td>Drive Damaged</td> <td>☐</td> <td>Engine Hit</td> <td>☐</td> </tr> <tr> <td>Track Destroyed</td> <td>☐</td> <td>Turret Locked</td> <td>☐</td> </tr> </table>			Drive Damaged	☐	Engine Hit	☐	Track Destroyed	☐	Turret Locked	☐
Drive Damaged	☐	Engine Hit	☐							
Track Destroyed	☐	Turret Locked	☐							

Weapons Inventory							
#	Type	Loc	Dmg	Min	S	M	L
1	LRM 20	RS	1/hit	6	7	14	21
1	LRM 20	LS	1/hit	6	7	14	21
1	PPC	T	10	3	6	12	18
2	Medium Laser	F	5	-	3	6	9
1	SRM 4	F	2/hit	-	3	6	9
1	Flamer (Vehicle)	R	2	-	1	2	3
1	Small Laser	R	3	-	1	2	3

Body Inventory	
285	Pitban Fusion Engine
7	Crew Members

Total Armor Pts = 192
(Standard)



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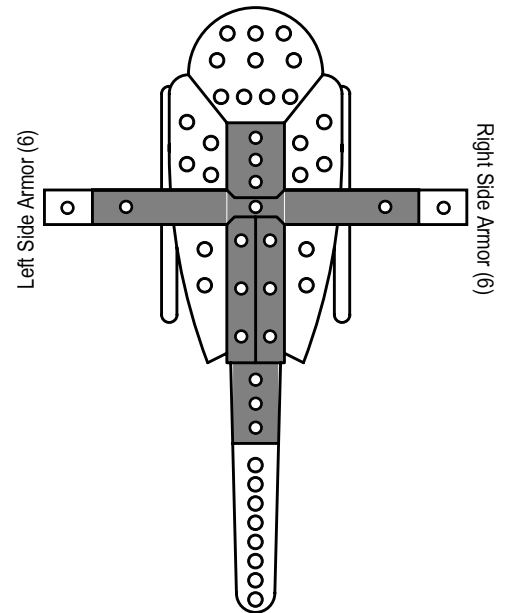
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V.T.O.L. RECORD SHEET

Type: Nightshade			Weapons Inventory		
Config: V.T.O.L.	Tons: 25		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Medium Laser	F	5 - 3 6 9
Inner Sphere	MP:	MP:			
3050 Level 2	14	21			
Crew:					
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 1,375,000					
BV: 355 WV: 34 / 34					
Ammo					
Critical Damage			Fuselage Inventory		
Rotor Damaged ☐	Engine Hit ☐		210 GM Fusion Engine		
Rotor Destroyed ☐			2 Crew Members		
			1 Guardian ECM	B	0 - - - 6
			0.50T Cargo Bay Capacity		

Total Armor Pts = 32
(Standard)

Front Armor (10)



Rear Armor (8)

Rotor Type: Main/Tail Rotors

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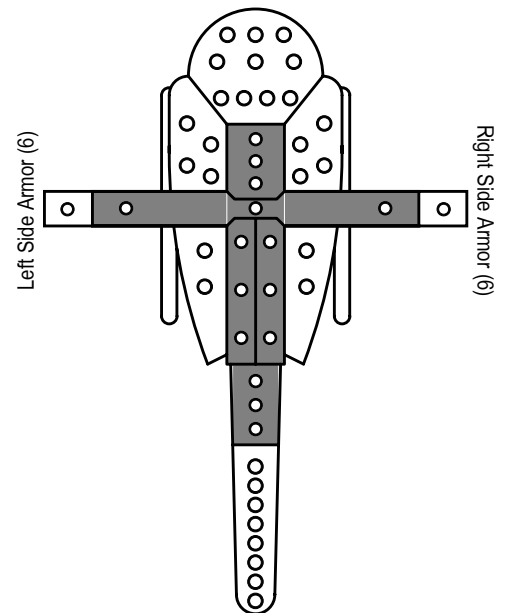
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V.T.O.L. RECORD SHEET

Type: Nightshade			Weapons Inventory		
Config: V.T.O.L.	Tons: 25		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Medium Laser	F	5 - 3 6 9
Inner Sphere	MP:	MP:			
3050 Level 2	14	21			
Crew:					
Gunnery Skill:	Piloting Skill:				
Cost, C-Bills: 1,375,000					
BV: 355 WV: 34 / 34					
Ammo					
Critical Damage			Fuselage Inventory		
Rotor Damaged ☐	Engine Hit ☐		210 GM Fusion Engine		
Rotor Destroyed ☐			2 Crew Members		
			1 Guardian ECM	B	0 - - - 6
			0.50T Cargo Bay Capacity		

Total Armor Pts = 32
(Standard)

Front Armor (10)



Rear Armor (8)

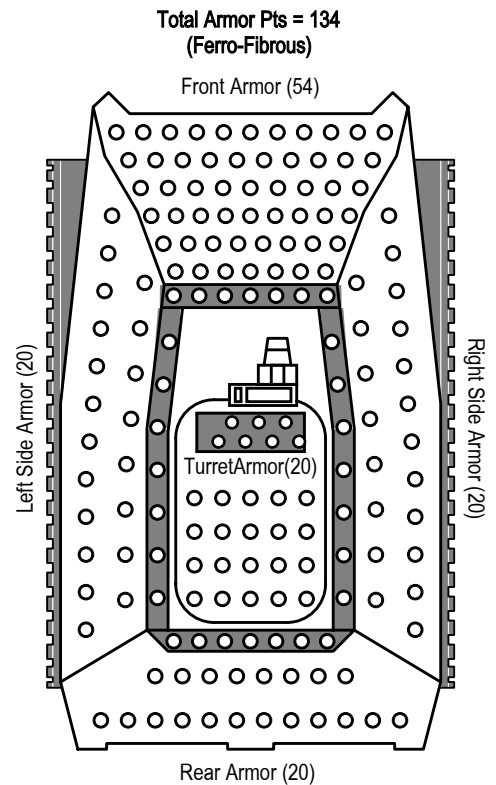
Rotor Type: Main/Tail Rotors

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TRACKED VEHICLE RECORD SHEET

Type: Marksman			Weapons Inventory		
Config: Tracked	Tons: 65		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Sniper Artillery	F	10/5 - - - -
Inner Sphere	MP:	MP:	1 Large Laser	T	8 - 5 10 15
3050 Level 2-FA	4	6			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 2,951,300					
BV: 392 WV: 415 / 415					
Ammo					
Ammo Type	Rounds				
Sniper Artillery	20				
Critical Damage			Body Inventory		
Drive Damaged	☐	Engine Hit	260 Magna Fusion Engine		
Track Destroyed	☐	Turret Locked	5 Crew Members		

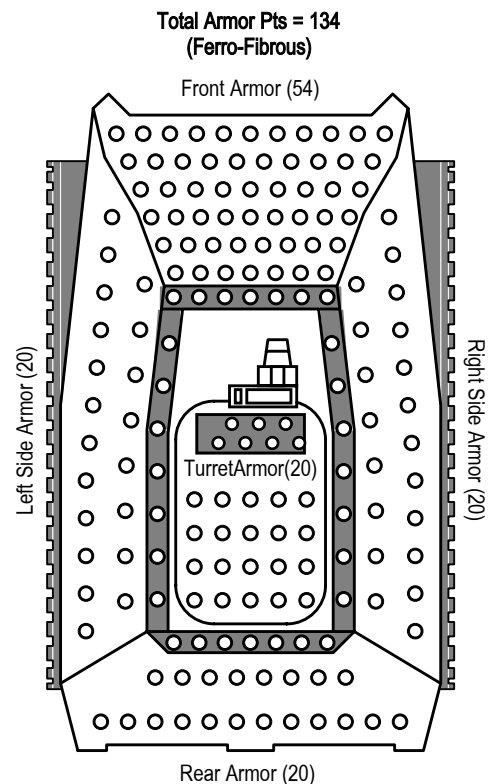


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BATTLETECH®

TRACKED VEHICLE RECORD SHEET

Type: Marksman			Weapons Inventory		
Config: Tracked	Tons: 65		# Type	Loc	Dmg Min S M L
Technology Base:	Cruising	Flank	1 Sniper Artillery	F	10/5 - - - -
Inner Sphere	MP:	MP:	1 Large Laser	T	8 - 5 10 15
3050 Level 2-FA	4	6			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 2,951,300					
BV: 392 WV: 415 / 415					
Ammo					
Ammo Type	Rounds				
Sniper Artillery	20				
Critical Damage			Body Inventory		
Drive Damaged	☐	Engine Hit	260 Magna Fusion Engine		
Track Destroyed	☐	Turret Locked	5 Crew Members		



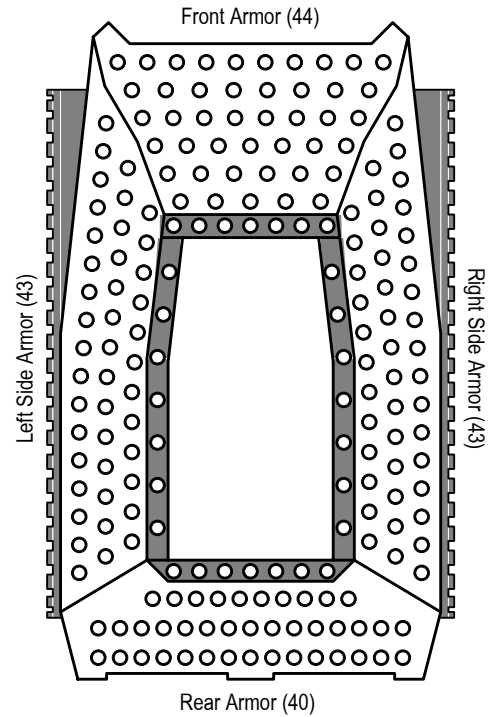
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TRACKED VEHICLE RECORD SHEET

Type: Magi			Weapons Inventory							
Config: Tracked		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Laser	RS	5	-	3	6	9
3050 Level 2-FA		5	8	1 Medium Laser	LS	5	-	3	6	9
Crew:			2 Machine Gun							
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 3,585,867										
BV: 395			WV: 373 / 373							
Ammo										
Ammo Type		Rounds								
Machine Gun		200								
Critical Damage										
Drive Damaged		☐		Engine Hit		☐				
Track Destroyed		☐								
Body Inventory										
350 Magna Fusion Engine										
5 Crew Members										
1 CASE System										
0.25T Cargo Bay Capacity										

Total Armor Pts = 170
(Ferro-Fibrous)



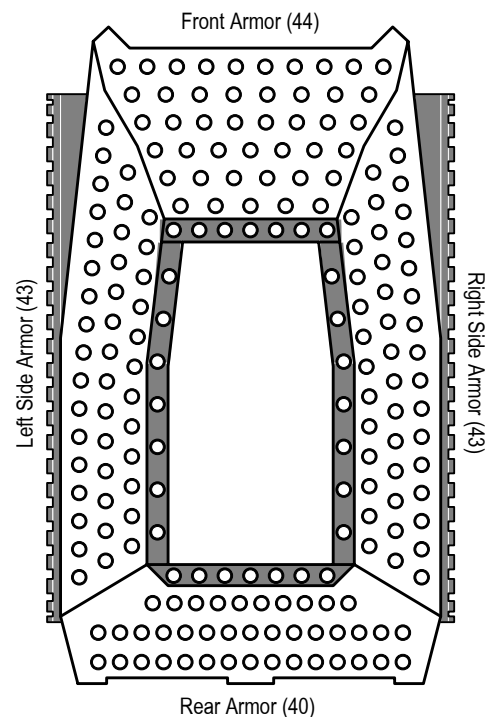
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TRACKED VEHICLE RECORD SHEET

Type: Magi			Weapons Inventory							
Config: Tracked		Tons: 70		# Type	Loc	Dmg	Min	S	M	L
Technology Base:		Cruising	Flank	1 Medium Laser	F	5	-	3	6	9
Inner Sphere		MP:	MP:	1 Medium Laser	RS	5	-	3	6	9
3050 Level 2-FA		5	8	1 Medium Laser	LS	5	-	3	6	9
Crew:			2 Machine Gun							
Gunnery Skill:		Driving Skill:								
Cost, C-Bills: 3,585,867										
BV: 395			WV: 373 / 373							
Ammo										
Ammo Type		Rounds								
Machine Gun		200								
Critical Damage										
Drive Damaged		☐		Engine Hit		☐				
Track Destroyed		☐								
Body Inventory										
350 Magna Fusion Engine										
5 Crew Members										
1 CASE System										
0.25T Cargo Bay Capacity										

Total Armor Pts = 170
(Ferro-Fibrous)



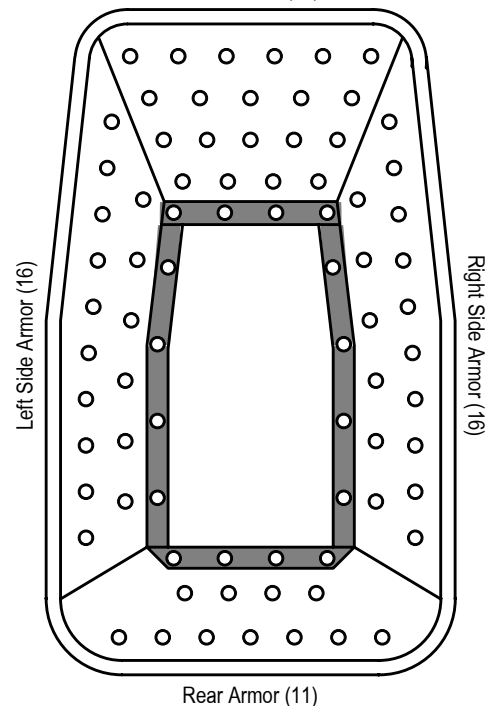
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 63
(Ferro-Fibrous)
Front Armor (20)

Type: Lightning			Weapons Inventory		
Config: Hovercraft	Tons: 35		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	2 Medium Pulse Laser	F 6	- 2 4 6
Inner Sphere			1 SRM 4 (OS)	RS 2/hit	- 3 6 9
3050 Level 2	11	17	1 SRM 4 (OS)	LS 2/hit	- 3 6 9
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 1,470,500					
BV: 349 WV: 136 / 136					
Ammo					
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				
			210 GM Fusion Engine		
			3 Crew Members		



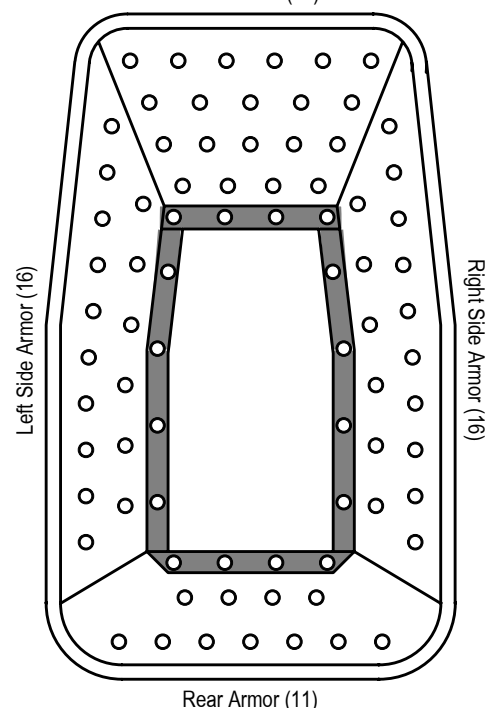
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 63
(Ferro-Fibrous)
Front Armor (20)

Type: Lightning			Weapons Inventory		
Config: Hovercraft	Tons: 35		# Type	Loc Dmg	Min S M L
Technology Base:	Cruising MP:	Flank MP:	2 Medium Pulse Laser	F 6	- 2 4 6
Inner Sphere			1 SRM 4 (OS)	RS 2/hit	- 3 6 9
3050 Level 2	11	17	1 SRM 4 (OS)	LS 2/hit	- 3 6 9
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 1,470,500					
BV: 349 WV: 136 / 136					
Ammo					
Critical Damage			Body Inventory		
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				
			210 GM Fusion Engine		
			3 Crew Members		



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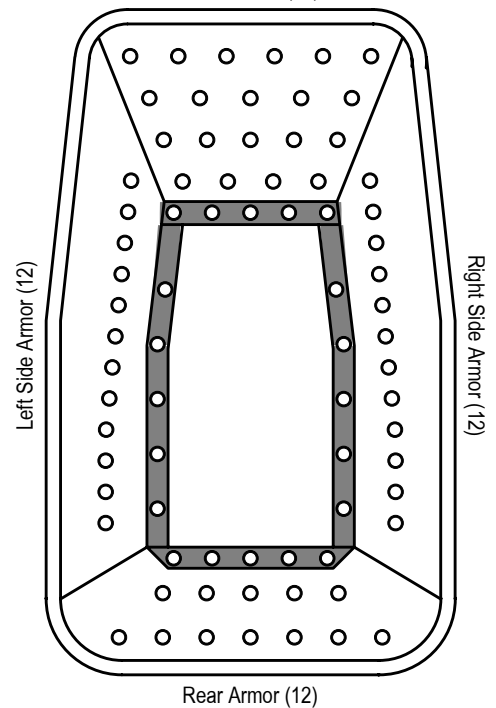
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)

Type: Kanga			Weapons Inventory		
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	F	5 3 6 12 18
Inner Sphere		Flank MP:			
3050 Level 2		8 12			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 2,119,000					
BV: 680		WV: 209 / 209			
Ammo					
Ammo Type	Rounds				
Autocannon/5	20				
LRM 10	12				
SRM 4	25				
Machine Gun	100				
Body Inventory					
6 Jump Jets (6 Jump MP)					
165 I.C.E. Engine					
4 Crew Members					
1 LRM 10	B	1/hit	6	7	14 21
1 SRM 4	B	2/hit	-	3	6 9
1 Machine Gun	B	2	-	1	2 3
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				



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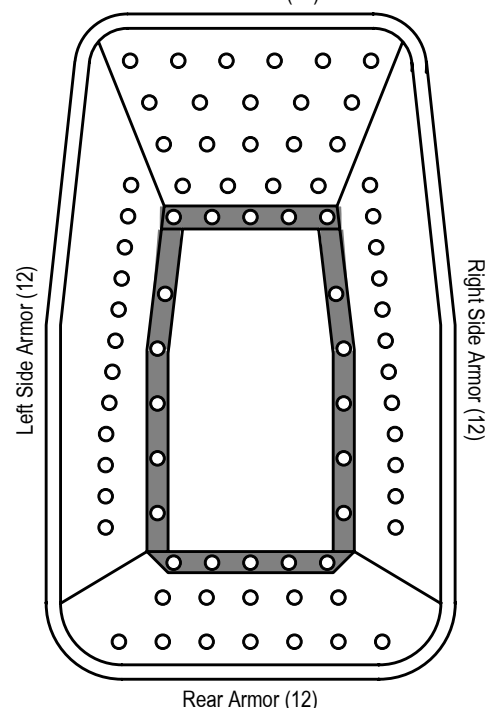
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 56
(Standard)

Front Armor (20)

Type: Kanga			Weapons Inventory		
Config: Hovercraft		Tons: 50	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Autocannon/5	F	5 3 6 12 18
Inner Sphere		Flank MP:			
3050 Level 2		8 12			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 2,119,000					
BV: 680		WV: 209 / 209			
Ammo					
Ammo Type	Rounds				
Autocannon/5	20				
LRM 10	12				
SRM 4	25				
Machine Gun	100				
Body Inventory					
6 Jump Jets (6 Jump MP)					
165 I.C.E. Engine					
4 Crew Members					
1 LRM 10	B	1/hit	6	7	14 21
1 SRM 4	B	2/hit	-	3	6 9
1 Machine Gun	B	2	-	1	2 3
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐				



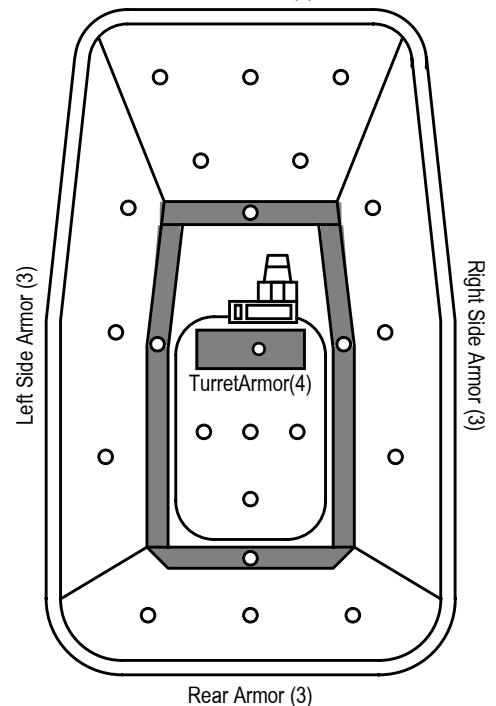
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 18
(Ferro-Fibrous)
Front Armor (5)

Type: Gabriel			Weapons Inventory		
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	T	5 - 3 6 9
Inner Sphere		Flank MP:			
3050 Level 2-FA		15			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 98,633					
BV: 175		WV: 17 / 17			
Ammo					
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			35 VOX Fusion Engine		
			1 Crew Members		



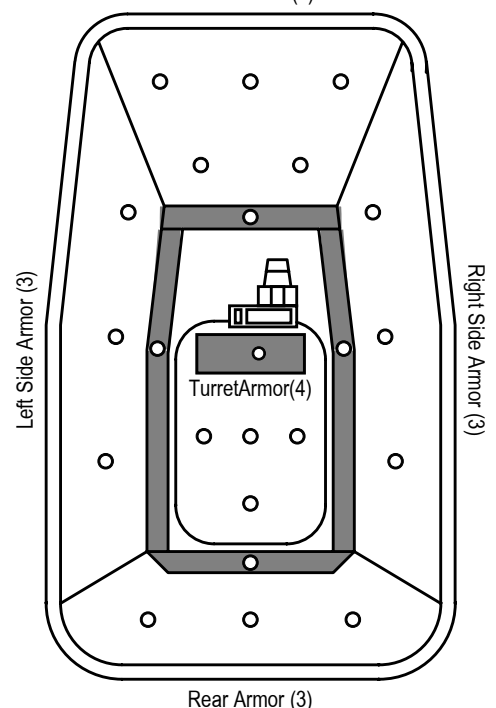
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HOVERCRAFT RECORD SHEET

Total Armor Pts = 18
(Ferro-Fibrous)
Front Armor (5)

Type: Gabriel			Weapons Inventory		
Config: Hovercraft		Tons: 5	# Type	Loc	Dmg Min S M L
Technology Base:		Cruising MP:	1 Medium Laser	T	5 - 3 6 9
Inner Sphere		Flank MP:			
3050 Level 2-FA		15			
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: 98,633					
BV: 175		WV: 17 / 17			
Ammo					
Critical Damage					
Airskirt Damaged	☐	Engine Hit	☐		
Lift Fan Destroyed	☐	Turret Locked	☐		
			Body Inventory		
			35 VOX Fusion Engine		
			1 Crew Members		



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