

**1/C/1 BN (M)** I.S. Motorized Infantry - Rifle Movement: 3MP Ground  
 Gun Skill: 4 BV: 121  
 Rifle Damage >> 

28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
7	7	7	7	6	6	6	5	5	5	4	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1

  
 Options: • Anti-Mech Trained  
 • Field Guns: 1 Autocannon/5 (20 ammo ea.) [Range: 3 min., 6-12-18] Cost: 4,929,500 C-Bills

**2/C/1 BN (M)** I.S. Motorized Infantry - Rifle Movement: 3MP Ground  
 Gun Skill: 4 BV: 121  
 Rifle Damage >> 

28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
7	7	7	7	6	6	6	5	5	5	4	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	1

  
 Options: • Anti-Mech Trained  
 • Field Guns: 1 Autocannon/5 (20 ammo ea.) [Range: 3 min., 6-12-18] Cost: 4,929,500 C-Bills

**3/C/1 BN (M)** I.S. Motorized Infantry - Laser Movement: 2MP Ground  
 Gun Skill: 4 BV: 149  
 Portable Laser Damage >> 

28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

  
 Options: • Anti-Mech Trained  
 • Field Guns: 1 Autocannon/5 (20 ammo ea.) [Range: 3 min., 6-12-18] Cost: 9,729,500 C-Bills

Ο× ΑΟΙ ΑΟΟΑΑΕΟ  
ΟΑΑΙ Α

Men in Platoon	Base To-Hit Number
30-22	7
21-16	10
15-1	No attack possible

Ο× ΑΟΙ ΕΘ  
ΙΤ ΑΑΟΕΙ Τ ΟΑΑΙ Α

Die Roll (2D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

ΕΙ ΑΕΙ ΟΟΥ ΟΑΙ ΟΑ  
Ι Τ ΑΕΕΑΟ ΟΑΑΙ Α

Weapon	Type	0	1	2	3	4	5	6	7-9	10-11	12
Rifle	-2	0	+2	-	-	-	-	-	-	-	-
MG	-2	0	+2	+4	-	-	-	-	-	-	-
Flamer	-1	0	+2	-	-	-	-	-	-	-	-
Laser	-2	0	+2	+4	-	-	-	-	-	-	-
SRM	-1	0	0	+2	+2	+4	+4	-	-	-	-
LRM	+8	+6	+4	+2	0	0	0	+2	+4	+5	-

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 Total BV this sheet = 391

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 ΟΟΑΑΕΑΑ ΟΑΕΕΑΙ Α ΟΑΑΙ ΟΑ ΟΕΑΑΟ

Type: **Heavy Tracked APC**  
 Config: **Tracked** Tons: **20**  
 Technology Base:  
**Inner Sphere**  
**3025 Level 1**

**Weapons Inventory**  
 # Type Loc Dmg Min S M L  
 2 Machine Gun F 2 - 1 2 3

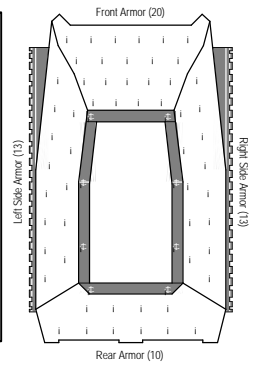
Crew:  
 Gunner Skill: Driving Skill:  
 Cost, C-Bills: **130,600**  
 BV: **77** WV: **5 / 5**

**Body Inventory**  
 100 I.C.E. Engine  
 2 Crew Members  
 6.00T Infantry Bay

**Ammo**  
 Ammo Type Rounds  
 Machine Gun 100

**Critical Damage**  
 Drive Damaged  Engine Hit   
 Track Destroyed

Total Armor Pts = 56  
 (Standard)



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 Config: **Tracked** Tons: **20**  
 Technology Base:  
**Inner Sphere**  
**3025 Level 1**

**Weapons Inventory**  
 # Type Loc Dmg Min S M L  
 2 Machine Gun F 2 - 1 2 3

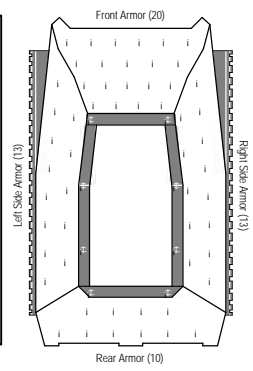
Crew:  
 Gunner Skill: Driving Skill:  
 Cost, C-Bills: **130,600**  
 BV: **77** WV: **5 / 5**

**Body Inventory**  
 100 I.C.E. Engine  
 2 Crew Members  
 6.00T Infantry Bay

**Ammo**  
 Ammo Type Rounds  
 Machine Gun 100

**Critical Damage**  
 Drive Damaged  Engine Hit   
 Track Destroyed

Total Armor Pts = 56  
 (Standard)

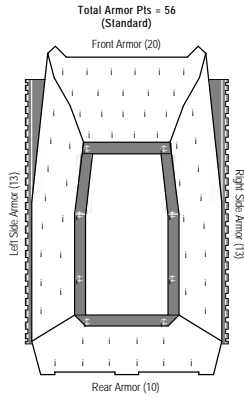


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Type: <b>Heavy Tracked APC</b>	
Config: <b>Tracked</b>	Tons: <b>20</b>
Technology Base: <b>Inner Sphere</b> <b>3025 Level 1</b>	
Cruising MP: <b>5</b>	Flank MP: <b>8</b>
Crew:	
Gunnery Skill:	Driving Skill:
Cost, C-Bills: <b>130,600</b>	
BV: <b>77</b>	WV: <b>5 / 5</b>
Ammo	
Ammo Type	Rounds
Machine Gun	100
Critical Damage	
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Track Destroyed <input type="checkbox"/>	

Weapons Inventory				
#	Type	Loc	Dmg	Min S M L
2	Machine Gun	F	2	- 1 2 3
Body Inventory				
100 I.C.E. Engine				
2 Crew Members				
6.00T Infantry Bay				

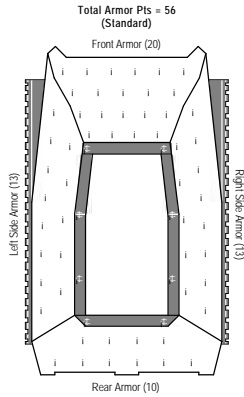


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Type: <b>Heavy Tracked APC</b>	
Config: <b>Tracked</b>	Tons: <b>20</b>
Technology Base: <b>Inner Sphere</b> <b>3025 Level 1</b>	
Cruising MP: <b>5</b>	Flank MP: <b>8</b>
Crew:	
Gunnery Skill:	Driving Skill:
Cost, C-Bills: <b>130,600</b>	
BV: <b>77</b>	WV: <b>5 / 5</b>
Ammo	
Ammo Type	Rounds
Machine Gun	100
Critical Damage	
Drive Damaged <input type="checkbox"/>	Engine Hit <input type="checkbox"/>
Track Destroyed <input type="checkbox"/>	

Weapons Inventory				
#	Type	Loc	Dmg	Min S M L
2	Machine Gun	F	2	- 1 2 3
Body Inventory				
100 I.C.E. Engine				
2 Crew Members				
6.00T Infantry Bay				

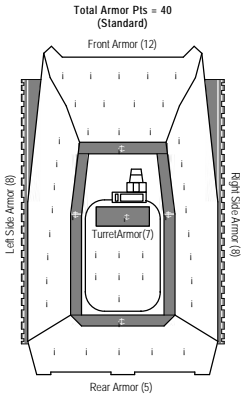


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Type: <b>Tracked APC</b>	
Config: <b>Tracked</b>	Tons: <b>10</b>
Technology Base: <b>Inner Sphere</b> <b>3025 Level 1</b>	Cruising MP: <b>6</b> Flank MP: <b>9</b>
Crew:	
Gunnery Skill:	Driving Skill:
Cost, C-Bills: <b>64,350</b>	
BV: <b>53</b> WV: <b>3 / 3</b>	
<b>Ammo</b> Ammo Type    Rounds Machine Gun    200	
<b>Critical Damage</b> Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Track Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>	

Weapons Inventory				
#	Type	Loc	Dmg	Min S M L
1	Machine Gun	T	2	- 1 2 3
Body Inventory				
60 I.C.E. Engine				
1 Crew Members				
1.00T Infantry Bay				

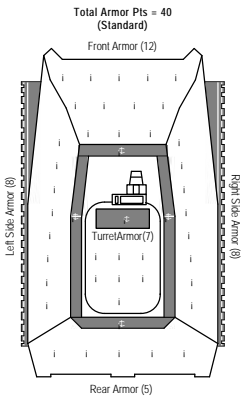


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Type: <b>Tracked APC</b>	
Config: <b>Tracked</b>	Tons: <b>10</b>
Technology Base: <b>Inner Sphere</b> <b>3025 Level 1</b>	Cruising MP: <b>6</b> Flank MP: <b>9</b>
Crew:	
Gunnery Skill:	Driving Skill:
Cost, C-Bills: <b>64,350</b>	
BV: <b>53</b> WV: <b>3 / 3</b>	
<b>Ammo</b> Ammo Type    Rounds Machine Gun    200	
<b>Critical Damage</b> Drive Damaged <input type="checkbox"/> Engine Hit <input type="checkbox"/> Track Destroyed <input type="checkbox"/> Turret Locked <input type="checkbox"/>	

Weapons Inventory				
#	Type	Loc	Dmg	Min S M L
1	Machine Gun	T	2	- 1 2 3
Body Inventory				
60 I.C.E. Engine				
1 Crew Members				
1.00T Infantry Bay				



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