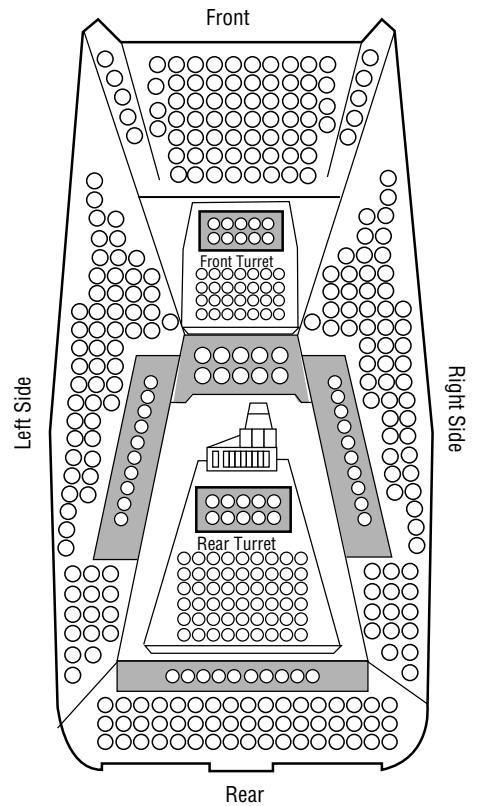


# LEVEL 3 BATTLETECH® GROUND VEHICLE RECORD SHEET

Unit Type:			Driving Skill:	# Crew:
Movement Type:	Cruising MP:	Flank MP:	Gunnery Skill:	
Tonnage:			<b>Weapons and Ammo</b>	
Engine Rating:	Tonnage:	Fusion <input type="checkbox"/>	I.C.E. <input type="checkbox"/>	
Control Tonnage:	Lift Equipment:			
Power Amplifier:	Heat Sinks:			
Internal Structure:				
Turret:				
Armor tons:	Armor points:			
Front:				
Left/Right side:	/			
Rear:				
Front Turret:				
Rear Turret:				



# LEVEL 3 BATTLETECH® V.T.O.L. RECORD SHEET

Unit Type:			Driving Skill:	# Crew:		
Movement Type: VTOL	Cruising MP:	Flanking MP:	Gunnery Skill:			
Tonnage:			<b>Weapons and Ammo</b>	Turn	Elev.	
Engine Rating:	Tonnage:	Fusion <input type="checkbox"/>	I.C.E. <input type="checkbox"/>		<b>1</b>	
Control Tonnage:	Lift Equipment:				<b>2</b>	
Power Amplifier:	Heat Sinks:				<b>3</b>	
Internal Structure:					<b>4</b>	
Rotor Arrangement:					<b>5</b>	
Armor tons:	Armor points:				<b>6</b>	
Front:					<b>7</b>	
Left/Right side:	/				<b>8</b>	
Rear:					<b>9</b>	
Rotor:					<b>10</b>	
Turret:						

