

Gun Motor Carriage M1

Mass: 50 tons

Movement Type: Tracked

Power Plant: 250 Fuel Cell

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Armor: Standard

Armament:

1 Machine Gun

1 LRM 5

1 AC/10

Manufacturer: Unknown

Primary Factory: Unknown

Communication System: Unknown

Targeting & Tracking System: Unknown

Introduction Year: 3000

Tech Rating/Availability: E/X-D-D-D

Cost: 1,535,000 C-bills

Type: Gun Motor Carriage

Technology Base: Inner Sphere (Standard)

Movement Type: Tracked

Tonnage: 50

Battle Value: 740

Equipment		Mass
Internal Structure		5
Engine	250 Fuel Cell	15
	Cruising MP: 5	
	Flank MP: 8	
Heat Sinks:	1	0
Control Equipment:		2.5
Power Amplifier:		0.0
Turret:		1.5
Armor Factor	128	8

	Internal Structure	Armor Value
Front	5	33
R/L Side	5/5	25/25
Rear	5	20
Turret	5	25

Weapons and Ammo	Location	Tonnage
LRM 5	Front	2.0
Machine Gun	Turret	0.5
AC/10	Turret	12.0
LRM 5 Ammo (24)	Body	1.0
Half Machine Gun Ammo (100)	Body	0.5
AC/10 Ammo (20)	Body	2.0

Game Stats	
Cost	600
Upkeep	60
Offensive Rating	7
Defensive Rating	7
Special Modifier	IND 1

Impaler Tank

Mass: 50 tons

Movement Type: Tracked

Power Plant: 200 ICE

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Armor: Standard

Armament:

1 AC/20

Manufacturer: Unknown

Primary Factory: Unknown

Communication System: Unknown

Targeting & Tracking System: Unknown

Introduction Year: 3000

Tech Rating/Availability: E/X-E-D-D

Cost: 973,750 C-bills

Type: Impaler
 Technology Base: Inner Sphere (Introductory)
 Movement Type: Tracked
 Tonnage: 50
 Battle Value: 644

Equipment		Mass
Internal Structure		5
Engine	200 ICE	17
	Cruising MP: 4	
	Flank MP: 6	
Heat Sinks:	0	0
Control Equipment:		2.5
Power Amplifier:		0.0
Turret:		1.5
Armor Factor	112	7

	Internal Structure	Armor Value
Front	5	29
R/L Side	5/5	22/22
Rear	5	17
Turret	5	22

Weapons and Ammo	Location	Tonnage
AC/20	Turret	14.0
AC/20 Ammo (15)	Body	3.0

Game Stats	
Cost	400
Upkeep	40
Offensive Rating	6
Defensive Rating	6
Special Modifier	

Pisa Light Tank LRM

Mass: 25 tons

Movement Type: Tracked

Power Plant: 125 ICE

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Armor: Standard

Armament:

2 Flamer (Vehicle)

2 LRM 5

Manufacturer: Unknown

Primary Factory: Unknown

Communication System: Unknown

Targeting & Tracking System: Unknown

Introduction Year: 3000

Tech Rating/Availability: E/X-E-D-D

Cost: 313,229 C-bills

Type: Pisa

Technology Base: Inner Sphere (Standard)

Movement Type: Tracked

Tonnage: 25

Battle Value: 377

Equipment		Mass
Internal Structure		2.5
Engine	125 ICE	8
	Cruising MP: 5	
	Flank MP: 8	
Heat Sinks:	0	0
Control Equipment:		1.5
Power Amplifier:		0.0
Turret:		0.5
Armor Factor	64	4

	Internal Structure	Armor Value
Front	3	18
R/L Side	3/3	12/12

Rear	3	10
Turret	3	12

Weapons and Ammo	Location	Tonnage
Trailer Hitch	Rear	0.0
2 Flamer (Vehicle)s	Front	1.0
LRM 5 Ammo (24)	Body	1.0
Vehicle Flamer Ammo (20)	Body	1.0
Liquid Storage	Body	1.0
Recon Camera	Body	0.5
2 LRM 5s	Turret	4.0

Game Stats	
Cost	120
Upkeep	12
Offensive Rating	4
Defensive Rating	4
Special Modifier	IND1