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Total Armor Pts = 16  
 (Standard)

Front Armor (4)

Type: <b>Alvis Saladin</b>			<b>Weapons Inventory</b>			
Config: <b>Wheeled</b>		Tons: <b>16</b>	# Type	Loc	Dmg	Min S M L
Technology Base:		Cruising MP:	1 Autocannon/2	T	2	4 8 16 24
<b>Inner Sphere</b> 2000 Level 1		Flank MP: <b>6</b>	2 Machine Gun	T	2	- 1 2 3
Crew:						
Gunnery Skill:		Driving Skill:				
Cost, C-Bills: <b>151.200</b>						
BV: <b>77</b>			WV: <b>9 / 9</b>			
<b>Ammo</b>						
Ammo Type	Rounds					
Autocannon/2	45					
Machine Gun	200					
<b>Critical Damage</b>						
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>	45 I.C.E. Engine		
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>	2 Crew Members		
<b>Body Inventory</b>						

