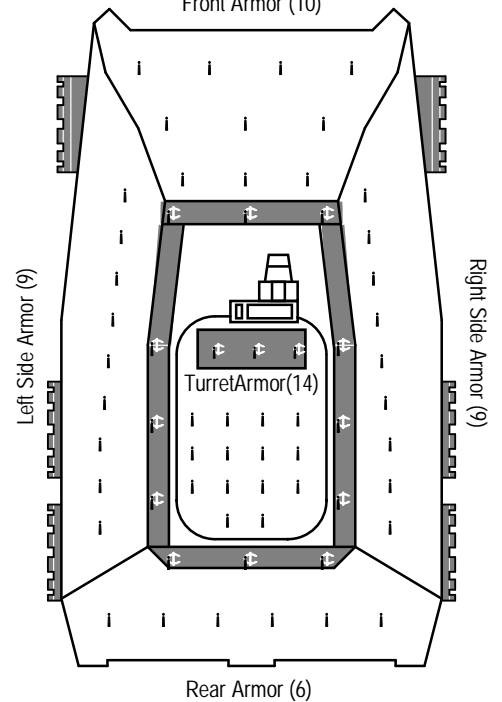


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Total Armor Pts = 48
 (Standard)

Front Armor (10)

Type: Gremlin Armored Car			Weapons Inventory		
Config: Wheeled		Tons: 30	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising	1 Autocannon/5	T 5	3 6 12 18
Inner Sphere		MP:			
2700 Level 1		MP:			
		Flank			
		MP:			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 683.100					
BV: 209		WV: 55 / 55			
Ammo					
Ammo Type	Rounds				
Autocannon/5	40				
Critical Damage					
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		
			Body Inventory		
			190 DAV Fusion Engine		
			2 Crew Members		



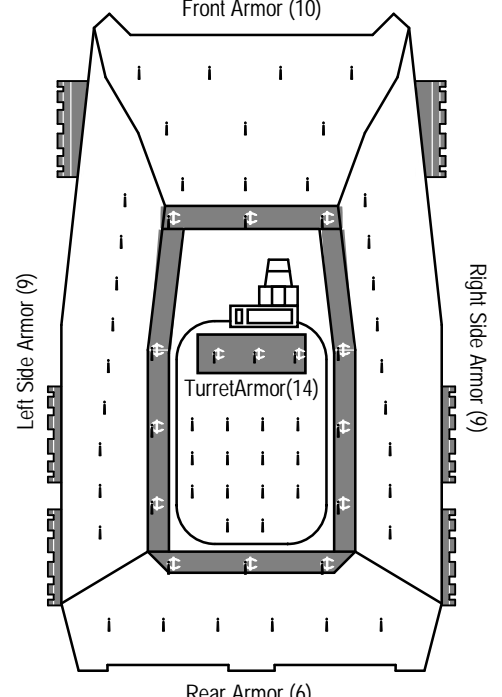
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Total Armor Pts = 48
 (Standard)

Front Armor (10)

Type: Gremlin Armored Car Gremlin-B			Weapons Inventory		
Config: Wheeled		Tons: 30	# Type	Loc Dmg	Min S M L
Technology Base:		Cruising	1 Autocannon/5	T 5	3 6 12 18
Inner Sphere		MP:	1 Medium Laser	F 5	- 3 6 9
2700 Level 1		MP:			
		Flank			
		MP:			
Crew:					
Gunnery Skill:	Driving Skill:				
Cost, C-Bills: 723.925					
BV: 274		WV: 97 / 97			
Ammo					
Ammo Type	Rounds				
Autocannon/5	20				
Critical Damage					
Wheel Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Axle Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		
			Body Inventory		
			190 DAV Fusion Engine		
			2 Crew Members		



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