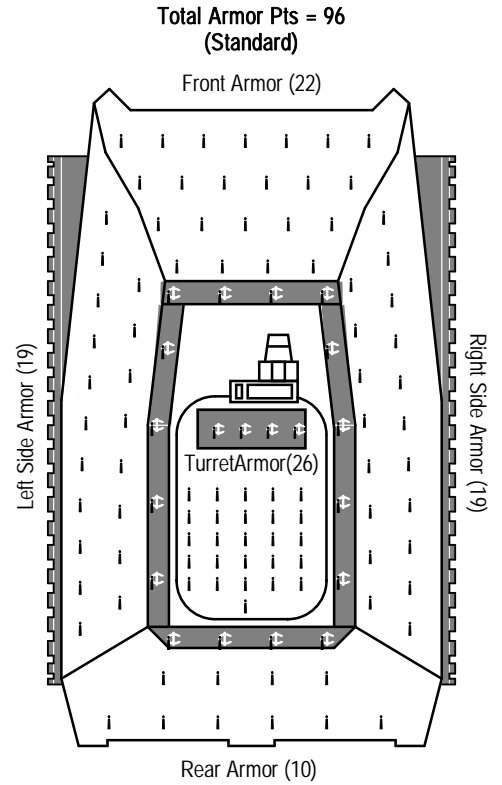


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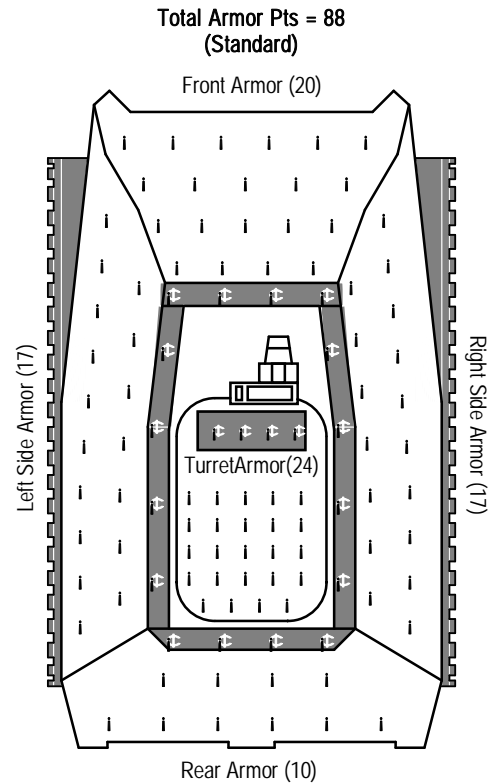
Type: <b>Shillelagh Missile Tank</b>			<b>Weapons Inventory</b>		
Config: <b>Tracked</b>		Tons: <b>40</b>	# Type	Loc Dmg Min S M L	
Technology Base:		Cruising MP:	1 LRM 15	T 1/hit 6 7 14 21	
<b>Inner Sphere</b> 2700 Level 1		Flank MP: <b>8</b>	1 Machine Gun	F 2 - 1 2 3	
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: <b>698.367</b>					
BV: <b>351</b>		WV: <b>154 / 154</b>			
<b>Ammo</b>					
Ammo Type	Rounds				
LRM 15	16				
Machine Gun	100				
<b>Critical Damage</b>					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		
			<b>Body Inventory</b>		
			200 I.C.E. Engine		
			3 Crew Members		



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Type: <b>Shillelagh Missile Tank Flamer</b>			<b>Weapons Inventory</b>		
Config: <b>Tracked</b>		Tons: <b>40</b>	# Type	Loc Dmg Min S M L	
Technology Base:		Cruising MP:	1 LRM 15	T 1/hit 6 7 14 21	
<b>Inner Sphere</b> 2700 Level 1		Flank MP: <b>8</b>	1 Flamer (Vehicle)	F 2 - 1 2 3	
Crew:					
Gunnery Skill:		Driving Skill:			
Cost, C-Bills: <b>695.567</b>					
BV: <b>343</b>		WV: <b>144 / 144</b>			
<b>Ammo</b>					
Ammo Type	Rounds				
LRM 15	16				
Flamer (Vehicle)	20				
<b>Critical Damage</b>					
Drive Damaged	<input type="checkbox"/>	Engine Hit	<input type="checkbox"/>		
Track Destroyed	<input type="checkbox"/>	Turret Locked	<input type="checkbox"/>		
			<b>Body Inventory</b>		
			200 I.C.E. Engine		
			3 Crew Members		



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