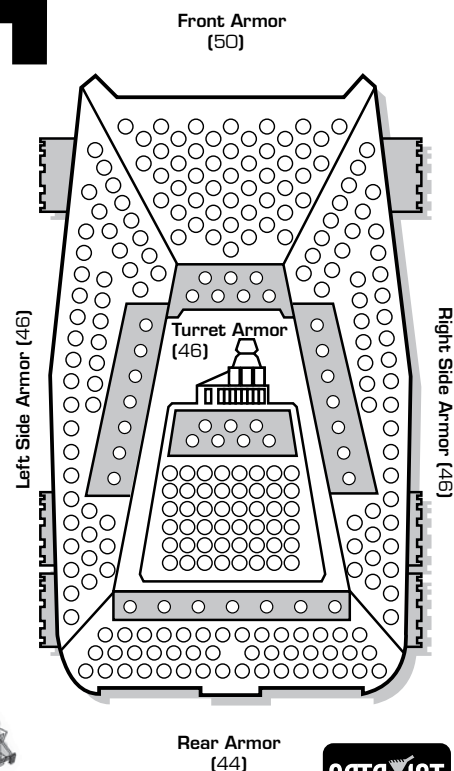


# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### ARMOR DIAGRAM



### VEHICLE DATA

Type: Vargr APC Tank

Movement Points: Tonnage: 65  
 Cruising: 4 Tech Base: Inner Sphere  
 Flank: 6 2944  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
2	Machine Gun	TU	2 [DB, AI]	—	1	2	3
2	Medium Laser	TU	5 [DE]	—	3	6	9

Infantry Compartment (7 tons)

Ammo: (Machine Gun) 100

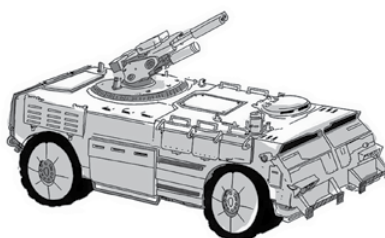
BV: 758

### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit +1 Driver Hit +2  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐  
 Sensor Hits +1 +2 +3 D  
 Motive System Hits +1 +2 +3  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐

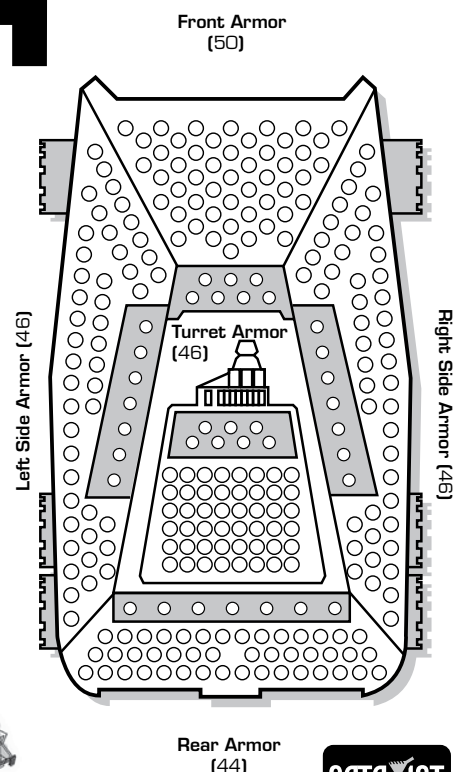


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# BATTLETECH™

## WHEELED VEHICLE RECORD SHEET

### ARMOR DIAGRAM



### VEHICLE DATA

Type: Vargr APC LRM Tank

Movement Points: Tonnage: 65  
 Cruising: 4 Tech Base: Inner Sphere  
 Flank: 6 2945  
 Movement Type: Wheeled  
 Engine Type: I.C.E.

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	—	—	—	—	—
1	LRM 15	TU	1/Msl [M, C, S]	6	7	14	21
2	Machine Gun	TU	2 [DB, AI]	—	1	2	3

Infantry Compartment (7 tons)

Ammo: (Machine Gun) 100, (LRM 15) 8

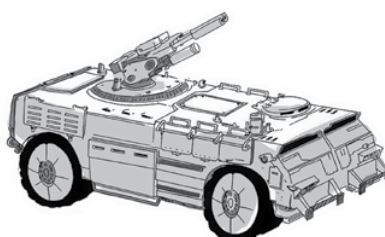
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### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit +1 Driver Hit +2  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐  
 Sensor Hits +1 +2 +3 D  
 Motive System Hits +1 +2 +3  
 Stabilizers  
 Front ☐ Left ☐ Right ☐  
 Rear ☐ Turret ☐



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