BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (Standard)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Trailer Hitch	RR	[E]	—	—	—	—
3	ER PPC	TU	10 [DE]	—	7	14	23

Ammo: (Machine Gun) 100

BV: 1,390

CREW DATA

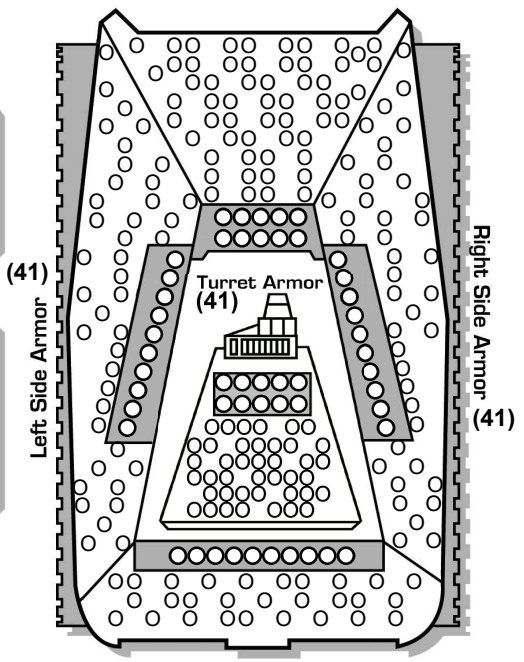
Crew: Captain Paola Lessing
Gunnery Skill: 3 **Driving Skill:** 4

Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marksman MBT M1

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	Gauss Rifle	TU	15 [DB,X]	2	7	15	22
4	Machine Gun	TU	2 [DB,AI]	—	1	2	3
2	MRM 10	TU	1/Msl [M,C]	—	3	8	15
2	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
2	Streak SRM 4	TU	2/Msl [M,C]	—	3	6	9

Ammo: (Machine Gun) 100, (MRM 10) 24, (SRM 6) 15 (Gauss) 16, (Streak SRM 4) 25

BV: 1,474

CREW DATA

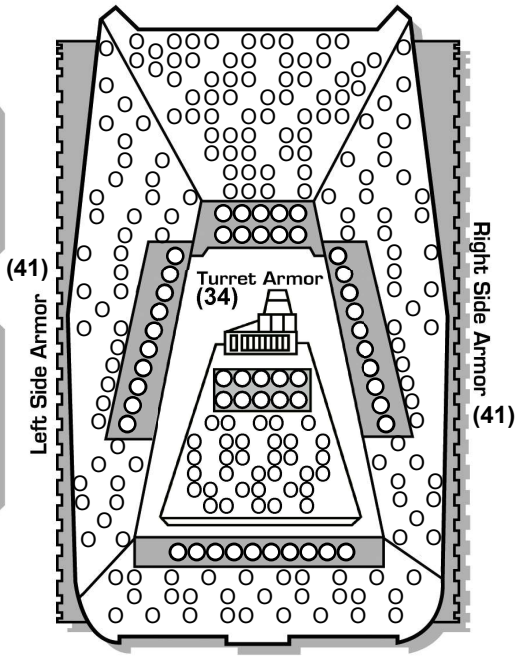
Crew: Lt Lisa Hirai
Gunnery Skill: 3 **Driving Skill:** 4

Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marksman MBT M1

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	Gauss Rifle	TU	15 [DB,X]	2	7	15	22
4	Machine Gun	TU	2 [DB,AI]	—	1	2	3
2	MRM 10	TU	1/Msl [M,C]	—	3	8	15
2	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9
2	Streak SRM 4	TU	2/Msl [M,C]	—	3	6	9

Ammo: (Machine Gun) 100, (MRM 10) 24, (SRM 6) 15 (Gauss) 16, (Streak SRM 4) 25

BV: 1,474

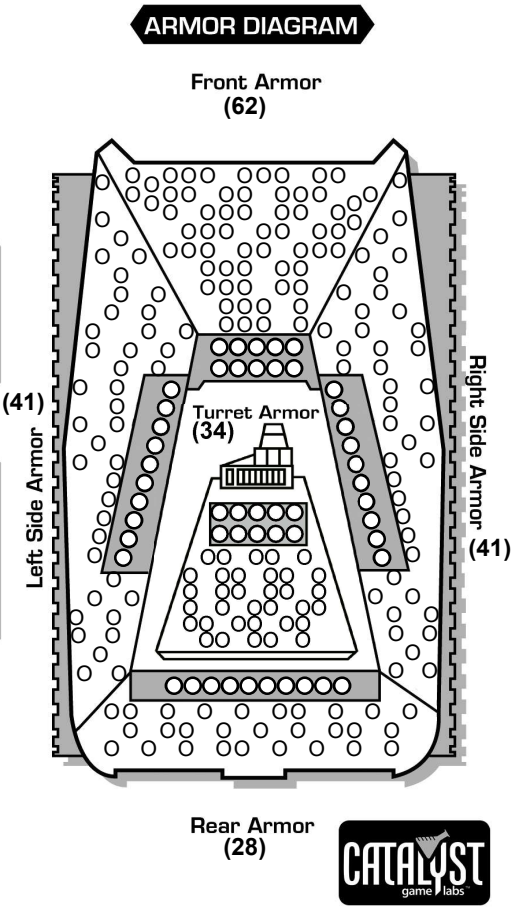
CREW DATA

Crew: Danijela Kaneko
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Brutus Assault Tank (Standard)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 75
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Large Laser	TU	8 [DE]	—	5	10	15
1	LRM 20	TU	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 18, (SRM 2) 50, (SRM 6) 15

BV: 1,115

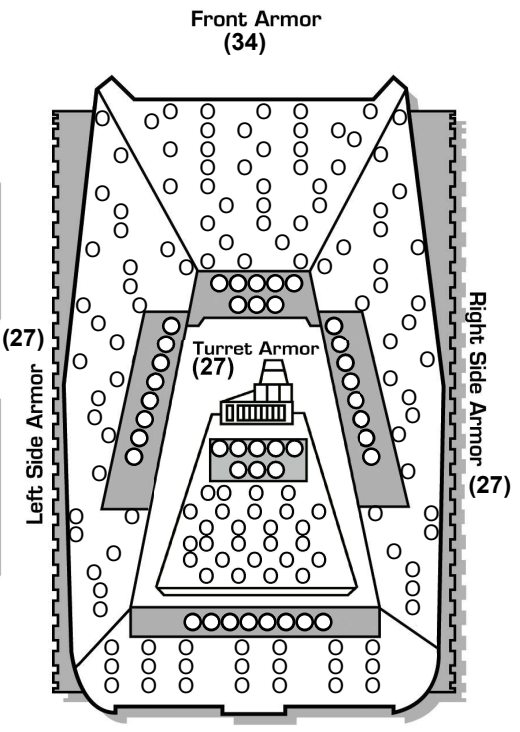
CREW DATA

Crew: Hanna bin Shafeeq
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Brutus Assault Tank (Standard)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 75
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
2	SRM 6	FR	2/Msl [M,C,S]	—	3	6	9
1	Trailer Hitch	RR	[E]	—	—	—	—
2	Large Laser	TU	8 [DE]	—	5	10	15
1	LRM 20	TU	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 18, (SRM 2) 50, (SRM 6) 15

BV: 1,115

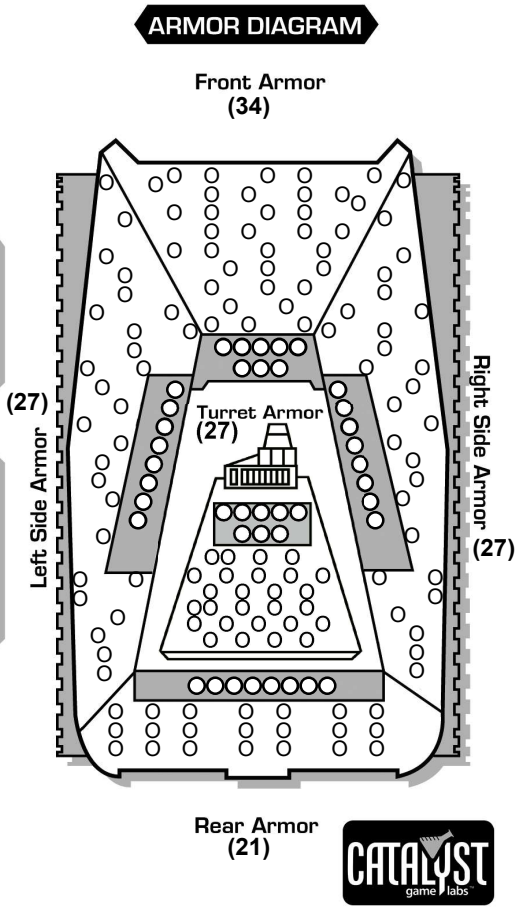
CREW DATA

Crew: Mea Canalo
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier (Standard)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: TRO 3145 Republic of the Sphere - Dark Ages

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100, (LRM 15) 48

BV: 1,037

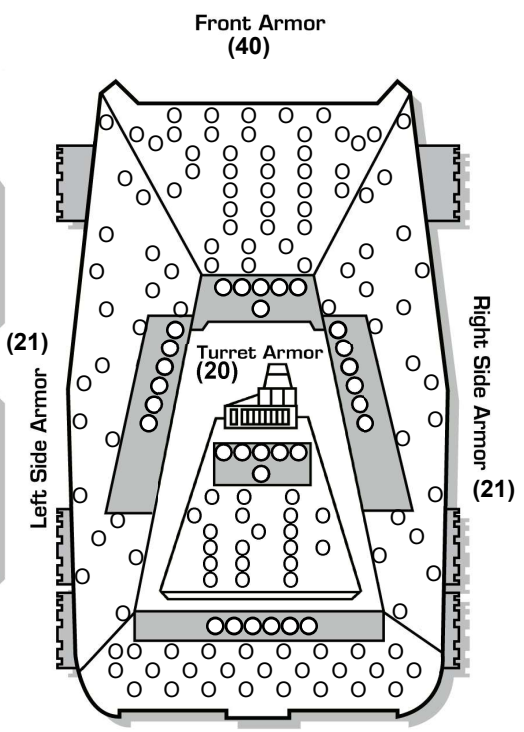
CREW DATA

Crew: David Kriz
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30, (LRM 10) 12

BV: 564

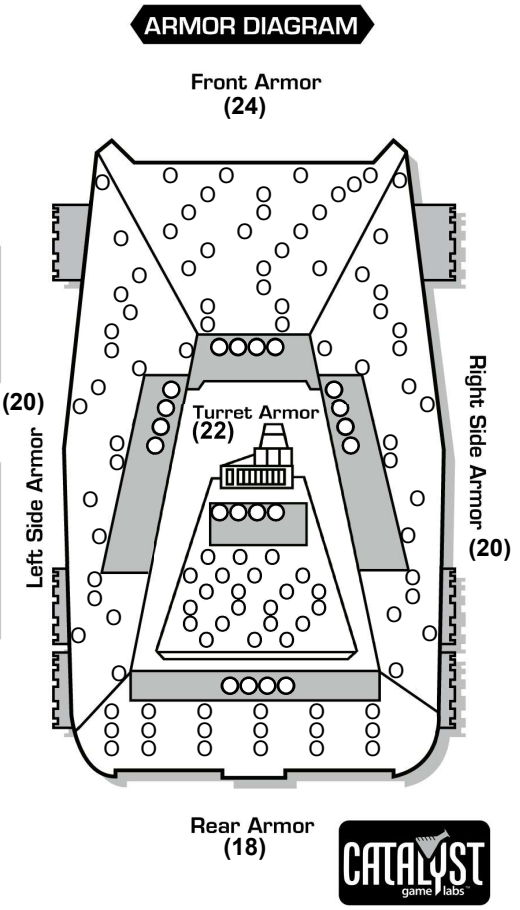
CREW DATA

Crew: Pepron Tung
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30, (LRM 10) 12

BV: 564

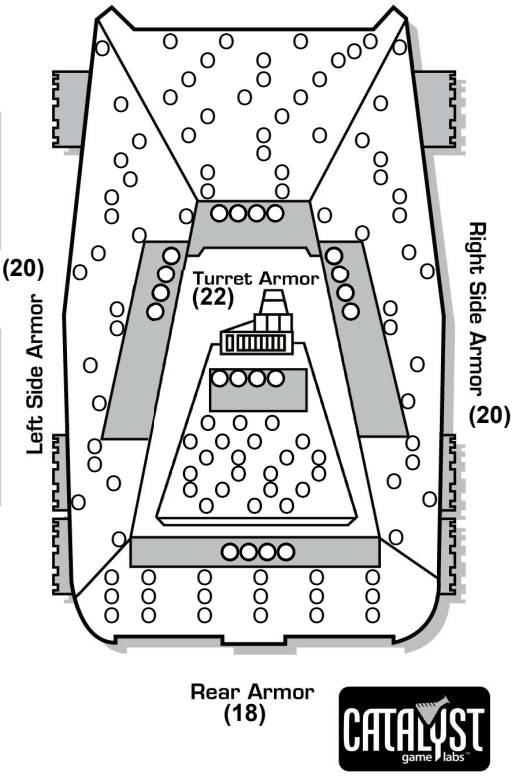
CREW DATA

Crew: David Sauvage
Gunnery Skill: 4 Driving Skill: 5
Commander Hit +1 (Modifier to all Skill rolls)
Driver Hit +2 (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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30, (LRM 10) 12

BV: 564

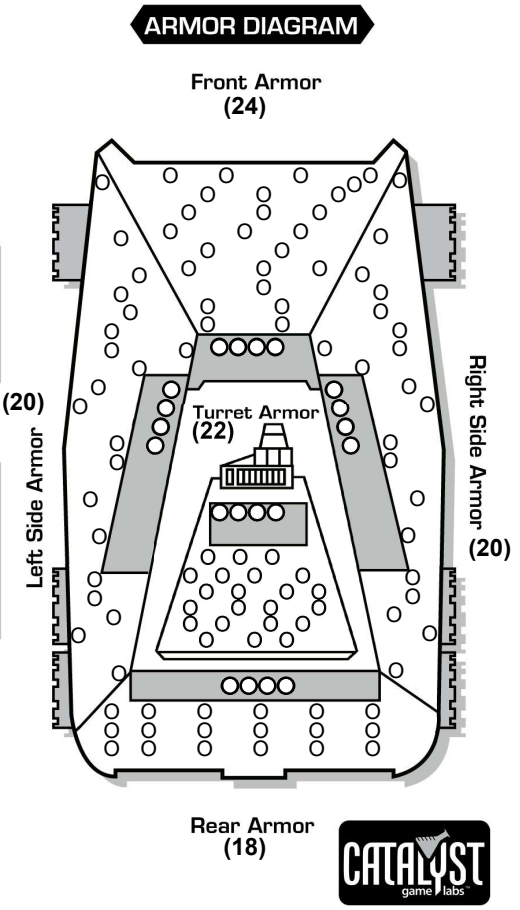
CREW DATA

Crew: Paul Bell
Gunnery Skill: 4 **Driving Skill:** 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: I.C.E.

Tonnage: 35
Tech Base: Inner Sphere (Intro)
Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Trailer Hitch	RR	[E]	—	—	—	—
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30, (LRM 10) 12

BV: 564

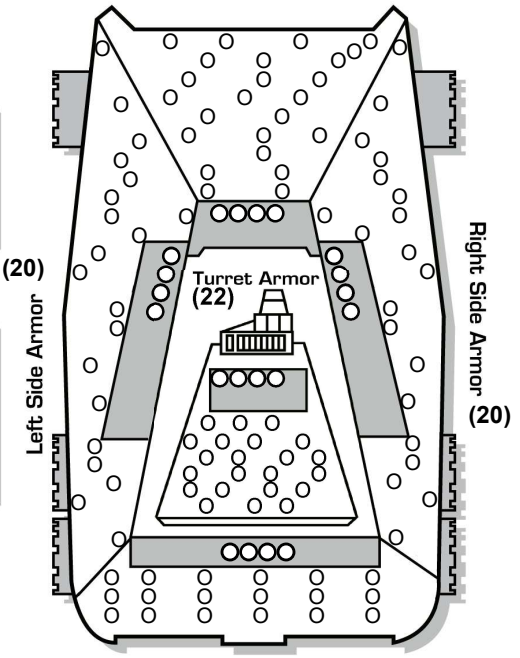
CREW DATA

Crew: Abid Kundi
Gunnery Skill: 4 Driving Skill: 5
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — 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 ☐

ARMOR DIAGRAM



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