

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: DI Morgan Assault Tank (Standard)

Movement Points: Tonnage: 100
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Jihad

Movement Type: Tracked
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

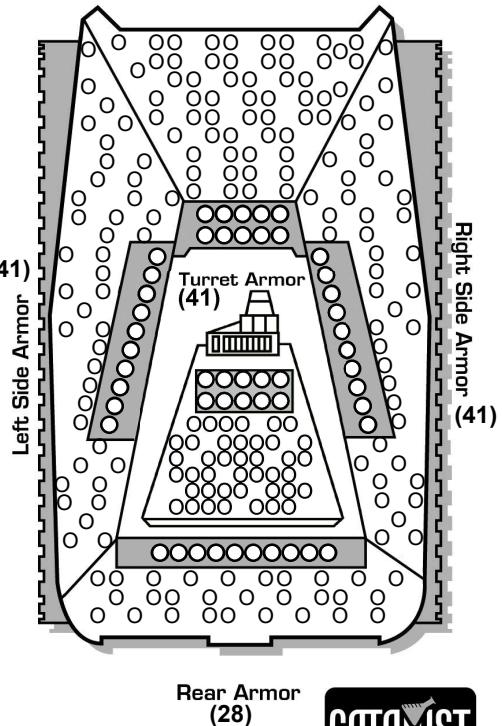
Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2	—	1	2	3
			[DB,AI]				
1	Trailer Hitch	RR	[E]	—	—	—	—
3	ER PPC	TU	10	—	7	14	23
			[DE]				

Ammo: (Machine Gun) 100

BV: 1,390

ARMOR DIAGRAM

Front Armor
(57)



Rear Armor
(28)

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marksman MBT M1

Movement Points: Tonnage: 95
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Dark Age

Movement Type: Tracked
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

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

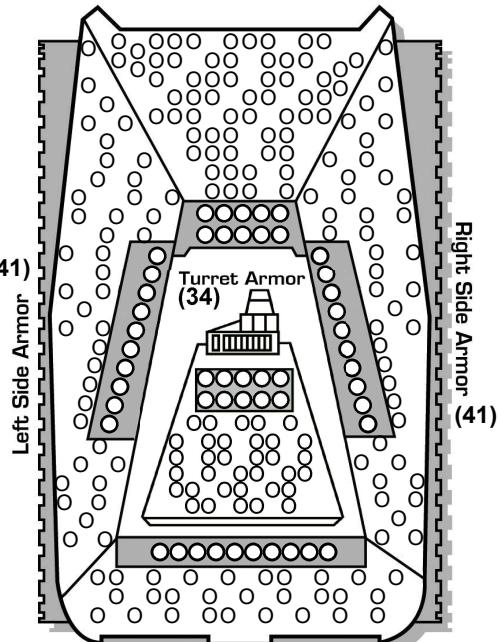
Ammo: (Machine Gun) 100, (MRM 10) 24, (SRM 6) 15

(Gauss) 16, (Streak SRM 4) 25

BV: 1,474

ARMOR DIAGRAM

Front Armor
(62)



Rear Armor
(28)

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marksman MBT M1

Movement Points: Tonnage: 95
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Dark Age

Movement Type: Tracked
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

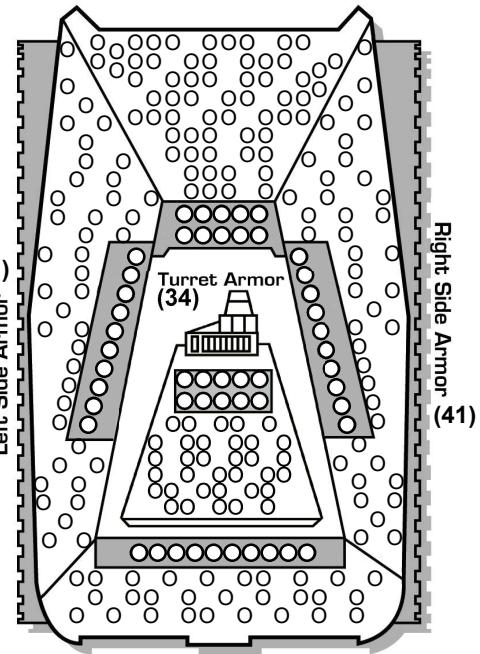
(41)

Right Side Armor
 (41)

Left Side Armor

(41)

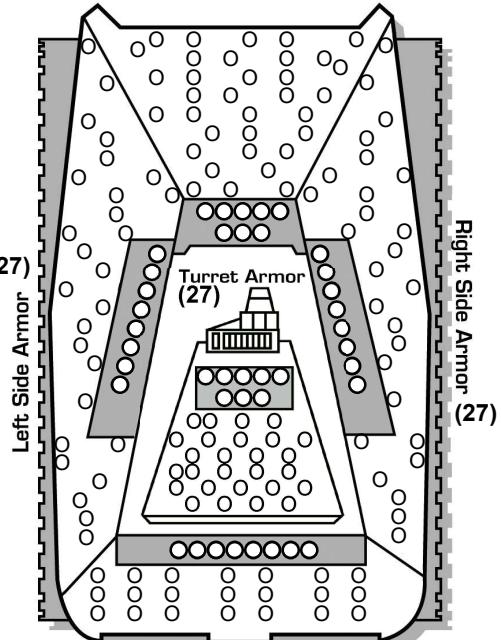
Front Armor
 (62)



Rear Armor
 (28)

ARMOR DIAGRAM

Front Armor
 (34)



Rear Armor
 (21)

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Brutus Assault Tank (Standard)

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Intro)
 Movement Type: Tracked Era: Succession Wars
 Engine Type: Fusion Engine

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

(27)

Right Side Armor
 (27)

Left Side Armor

(27)

ARMOR DIAGRAM

Front Armor
 (34)



Rear Armor
 (21)

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Brutus Assault Tank (Standard)

Movement Points: Tonnage: 75
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 (Intro)
 Movement Type: Tracked Era: Succession Wars
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

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

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

BV: 1,115

CREW DATA

Crew: Mea Canalo

Gunnery Skill: 4 Driving Skill: 5

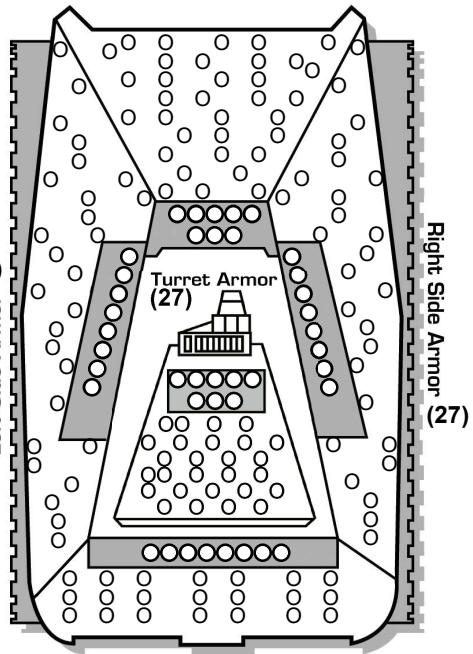
Commander Hit $+1$ Driver Hit $+2$
 Modifier to all Skill rolls Modifier to Driving
 Skill rolls

CRITICAL DAMAGE

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

(27)

Left Side Armor



Right Side Armor (27)
 Rear Armor (21)



ARMOR DIAGRAM

Front Armor (34)

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES III Missile Carrier (Standard)

Movement Points: Tonnage: 60
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: TRO 3145 Republic of the Sphere - Dark Ages

Movement Type: Wheeled

Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2	—	1	2	3
			[DB,A]				
1	Trailer Hitch	RR	[E]	—	—	—	—

4 LRM 15 TU 1/Msl 6 7 14 21

[M,C,S]

CREW DATA

Crew: David Kriz

Gunnery Skill: 4 Driving Skill: 5

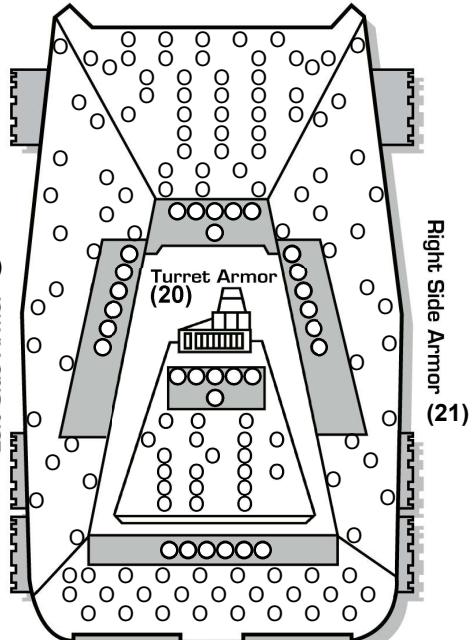
Commander Hit $+1$ Driver Hit $+2$
 Modifier to all Skill rolls Modifier to Driving
 Skill rolls

CRITICAL DAMAGE

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

(21)

Left Side Armor



Right Side Armor (21)
 Rear Armor (26)

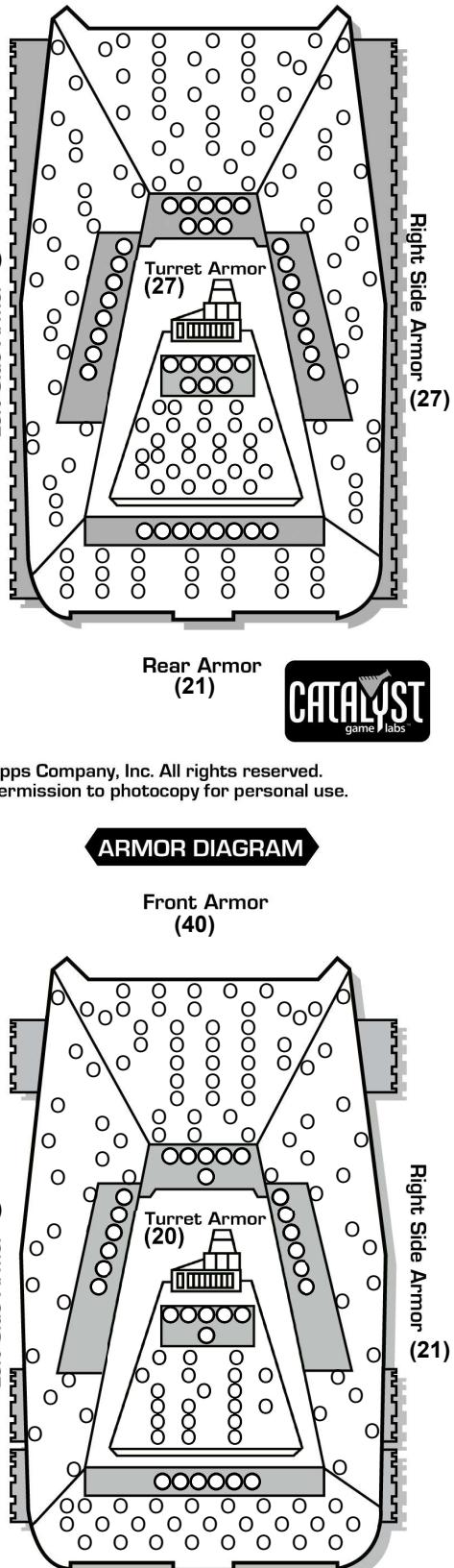


Ammo: (Machine Gun) 100, (LRM 15) 48

BV: 1,037

ARMOR DIAGRAM

Front Armor (34)



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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points: Tonnage: 35
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Intro)
 Movement Type: Wheeled Era: TRO 3039 - Succession Wars
 Engine Type: I.C.E.

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

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

BV: 564

CREW DATA

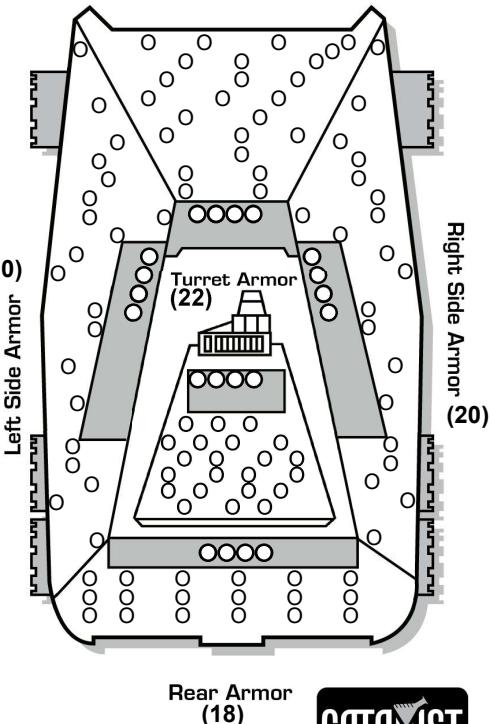
Crew: Pepron Tung
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

ARMOR DIAGRAM

Front Armor (24)



Front Armor (24)

(20)

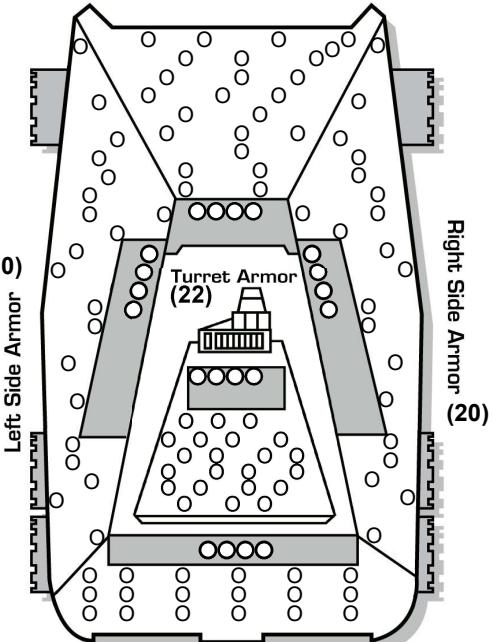
Left Side Armor

Right Side Armor (20)

Rear Armor (18)

ARMOR DIAGRAM

Front Armor (24)



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

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points: Tonnage: 35
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 (Intro)
 Movement Type: Wheeled Era: TRO 3039 - Succession Wars
 Engine Type: I.C.E.

WEAPONS & EQUIPMENT INVENTORY (hexes)

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

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

BV: 564

CREW DATA

Crew: David Sauvage
 Gunnery Skill: 4 Driving Skill: 5
 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

ARMOR DIAGRAM

Front Armor (24)

(20)

Left Side Armor

Right Side Armor (20)

Rear Armor (18)



BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points: 35
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

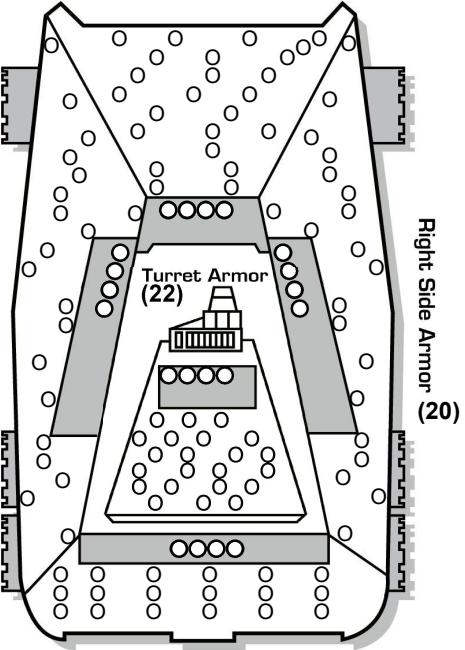
Crew: Paul Bell
Gunnery Skill: 4
Driving Skill: 5
Commander Hit +1
Modifier to all Skill rolls
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

(20)

Left Side Armor



ARMOR DIAGRAM

Front Armor (24)



BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points: 35
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

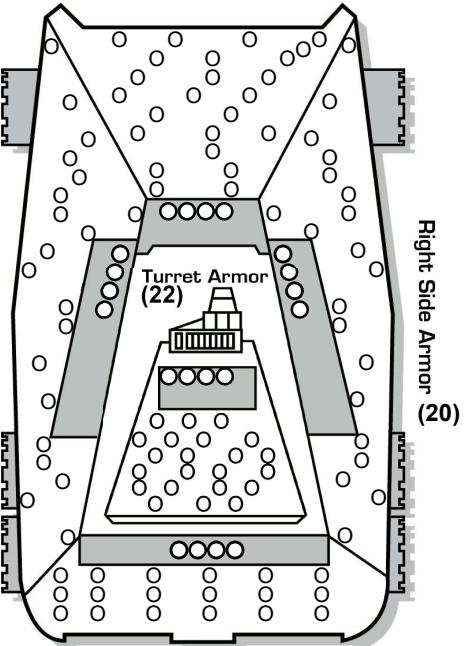
Crew: Abid Kundi
Gunnery Skill: 4
Driving Skill: 5
Commander Hit +1
Modifier to all Skill rolls
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

(20)

Left Side Armor



ARMOR DIAGRAM

Front Armor (24)

