GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Long Tom Mobile Artillery LT-MOD-25

Movement Points: Tonnage: 75
Cruising: 3 Tech Base: Inner Sphere
Flank: 5 Era: Star League
Movement Type: Tracked
Engine Type: ICE

Weapons & Equipment Inventory (hexes)

<table>
<thead>
<tr>
<th>Qty</th>
<th>Type</th>
<th>Dmg</th>
<th>Min</th>
<th>Side</th>
<th>Shd</th>
<th>Lng</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Communications Equipment (3 ton)</td>
<td>BD</td>
<td>[E]</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>1</td>
<td>Long Tom</td>
<td>FR</td>
<td>[AE,SF]</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>Machine Gun</td>
<td>RS</td>
<td>[DB,A]</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>Machine Gun</td>
<td>LS</td>
<td>[DB,A]</td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>1</td>
<td>Trailer Hitch</td>
<td>RR</td>
<td>[E]</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

Ammo: [Machine Gun] 100, [Long Tom] 20

BV: 835

CRITICAL DAMAGE

Turret Locked  Engine Hit
Sensor Hits  Motive System Hits
Stabilizers
Front  Left  Right
Rear  Left  Right

CRITICAL DAMAGE (Advanced)

Turret Locked  Engine Hit
Sensor Hits  Motive System Hits
Stabilizers
Front  Left  Right
Rear  Left  Right

CRITICAL DAMAGE (Advanced)

Turret Locked  Engine Hit
Sensor Hits  Motive System Hits
Stabilizers
Front  Left  Right
Rear  Left  Right

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll  EFFECT
2-5  No effect
6-7  Minor damage, +1 modifier to all Driving Skill Rolls
8-9  Moderate damage, —1 Cruising MP +2 modifier to all Driving Skill Rolls
10-11  Heavy damage, — half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+  Major damage, no movement for the rest of the game.

Vehicle Type Modifiers:
- Hit from rear: +1 Tracked, Novel +2 Wheeled
- Hit from the sides: +2 H Everettcraft, Hydrofoil +3 WISE
- Turret: —

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll  FRONT  SIDE  REAR  TURRET
2-5  No Critical Hit  No Critical Hit  No Critical Hit  No Critical Hit
6  Driver Hit  Cargo/Infantry Hit  Weapon Malfunction  Stabilizer
7  Weapon Malfunction  Weapon Malfunction  Cargo/Infantry Hit  Turret Jam
8  Stabilizer  Crew Stunned  Stabilizer  Weapon Destroyed
9  Sensors  Crewnapped  Crewnapped  Engine Hit
10  Commander Hit  Weapon Destroyed  Weapon Destroyed  Ammunition**
11  Weapon Destroyed  Engine Hit  Stabilizer  Fuel Tank*
12  Crew Killed  —  —  —  Turret Blown Off

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +5. If a unit’s Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the +4 immobile target modifier would not apply for the second unit. However, the +4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hole, its sinks and is destroyed.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll  FRONT  REAR  SIDE
2-5  Front (critical)  Rear (critical)  Side (critical)
3  Front (critical)  Rear  Side (critical)
4  Rear (critical)  Rear (critical)  Side (critical)
5  Front  Rear (critical)  Side (critical)
6  Rear  Front  Side (critical)
7  Front  Rear  Side (critical)
8  Front  Rear  Side (critical)
9  Left Side (critical)  Rear (critical)
10  Turret  —  Turret
11  Turn  —  Turn
12  Turn (critical)  Turn (critical)  Turn (critical)

ARMOR DIAGRAM

Front Armor

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