BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM
Standard Armor

Front Armor (15)

Left Side Armor (12)

Turret Armor (15)

Right Side Armor (12)

Rear Armor (10)

VEHICLE DATA

Type: Montgomery Light Tank (Tracked - IFV)

Movement Points:	**Tonnage:**	15
Cruising: 5	**Tech Base:**	Inner Sphere
Flanking: 8	**Rules Level:**	Introductory

Movement Type: Tracked
Engine Type: 75 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	TU	5 [DE]	—	3	6	9

Features Infantry Bay (3 tons)

BV: 341

CREW DATA

Crew: _____

Gunnery Skill: _____ **Driving Skill:** _____

Commander Hit [+1] **Driver Hit** [+2]
Modifier to all skill rolls   Modifier to Driving skill rolls
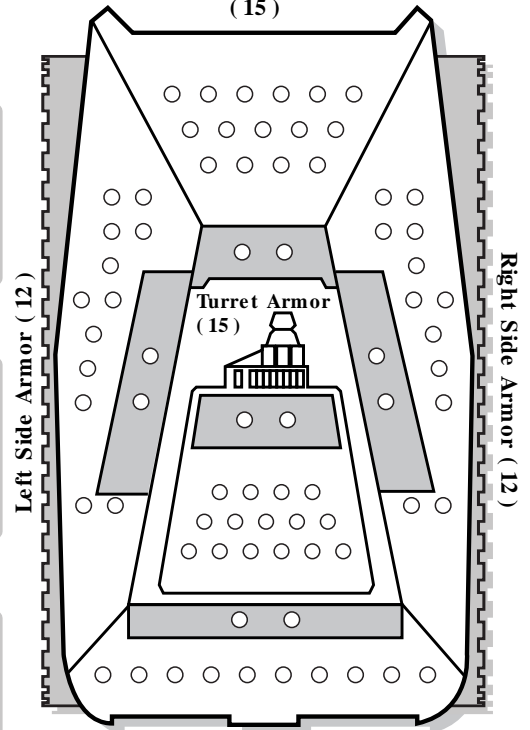
CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐
Sensor Hits [+1] [+2] [+3] [D]
Motive System Hits [+1] [+2] [+3]

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

NOTES

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM
Standard Armor

Front Armor (15)

Left Side Armor (12)

Turret Armor (15)

Right Side Armor (12)

Rear Armor (10)

VEHICLE DATA

Type: Montgomery Light Tank (Tracked - LRM)

Movement Points:	**Tonnage:**	15
Cruising: 5	**Tech Base:**	Inner Sphere
Flanking: 8	**Rules Level:**	Introductory

Movement Type: Tracked
Engine Type: 75 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	TU	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

BV: 347

CREW DATA

Crew: _____

Gunnery Skill: _____ **Driving Skill:** _____

Commander Hit [+1] **Driver Hit** [+2]
Modifier to all skill rolls   Modifier to Driving skill rolls
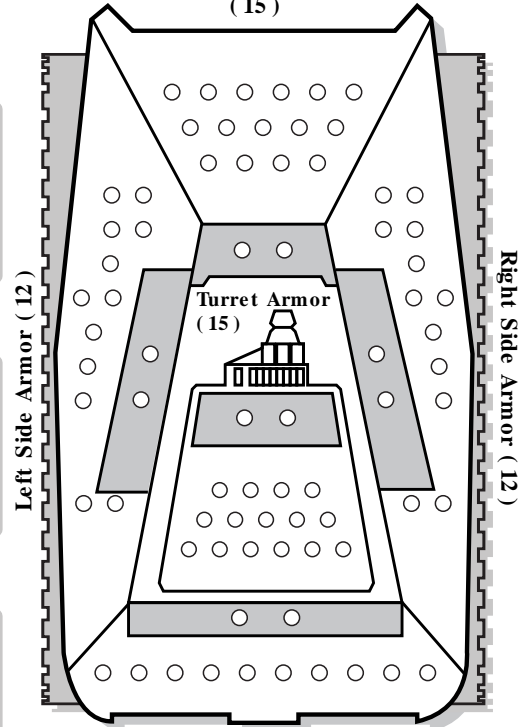
CRITICAL DAMAGE

Turret Locked ☐   Engine Hit ☐
Sensor Hits [+1] [+2] [+3] [D]
Motive System Hits [+1] [+2] [+3]

Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

NOTES

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM
Standard Armor

Front Armor
(15)

VEHICLE DATA

Type: Montgomery Light Tank (Tracked - Large Laser)

Movement Points:		**Tonnage:**	15
Cruising:	5	**Tech Base:**	Inner Sphere
Flanking:	8	**Rules Level:**	Introductory
Movement Type:	Tracked		
Engine Type:	75 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	TU	8 [DE]	—	5	10	15

BV: 384

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit [+1]   Driver Hit   [+2]
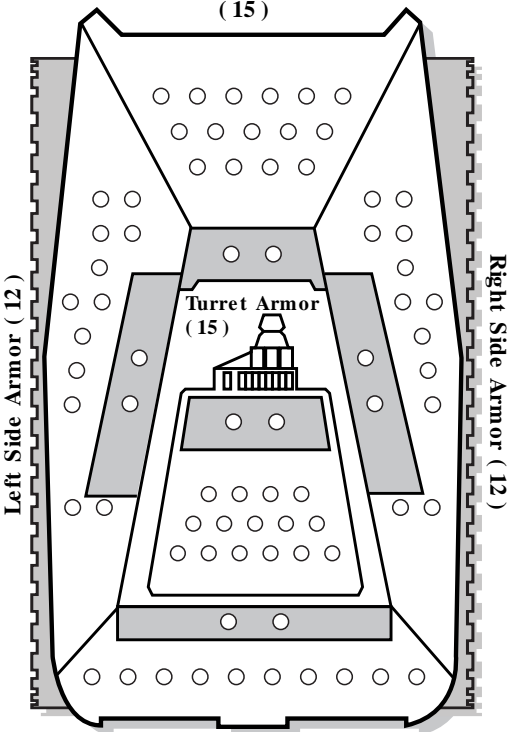Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

Left Side Armor (12)

Turret Armor (15)

Right Side Armor (12)

Rear Armor
(10)

BATTLETECH™

TRACKED VEHICLE RECORD SHEET

ARMOR DIAGRAM
Standard Armor

Front Armor
(15)

VEHICLE DATA

Type: Montgomery Light Tank (Tracked - SRM)

Movement Points:		**Tonnage:**	15
Cruising:	5	**Tech Base:**	Inner Sphere
Flanking:	8	**Rules Level:**	Introductory
Movement Type:	Tracked		
Engine Type:	75 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

BV: 315

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit [+1]   Driver Hit   [+2]
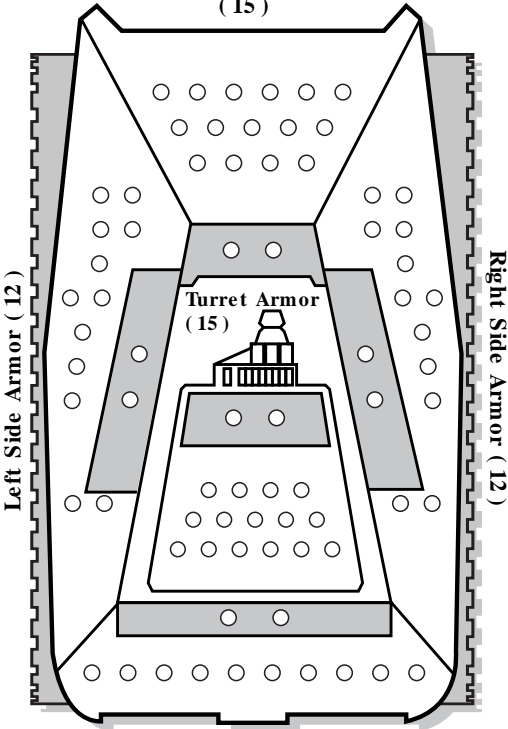Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

Left Side Armor (12)

Turret Armor (15)

Right Side Armor (12)

Rear Armor
(10)

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

Front Armor
(15)

VEHICLE DATA

Type: Montgomery Light Tank (Wheeled - IFV)

Movement Points:		**Tonnage:**	15
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Rules Level:**	Introductory
Movement Type:	Wheeled		
Engine Type:	70 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	TU	5 [DE]	—	3	6	9

Features Infantry Bay (3 tons)

BV: 331

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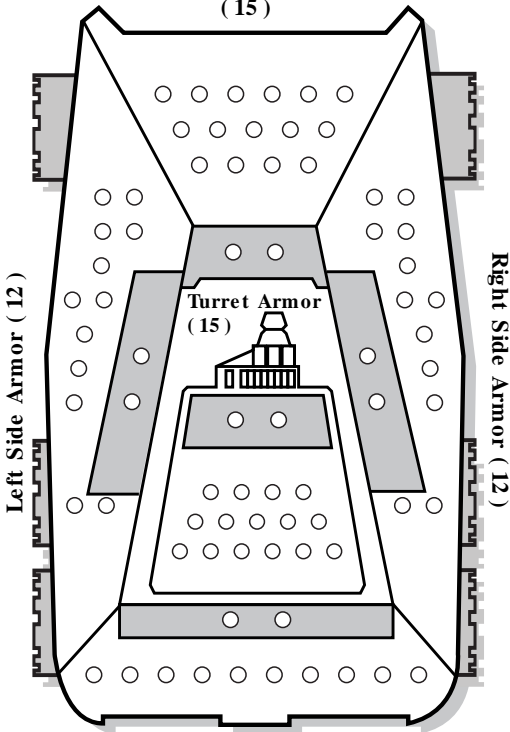
Turret Locked ☐   Engine Hit ☐
Sensor Hits   [+1] [+2] [+3] [D]
Motive System Hits   [+1] [+2] [+3]
Stabilizers
Front ☐   Left ☐   Right ☐
Rear ☐   Turret ☐

NOTES

Left Side Armor (12)   **Turret Armor (15)**   **Right Side Armor (12)**

Rear Armor
(10)

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

Front Armor
(15)

VEHICLE DATA

Type: Montgomery Light Tank (Wheeled - LRM)

Movement Points:		**Tonnage:**	15
Cruising:	6	**Tech Base:**	Inner Sphere
Flanking:	9	**Rules Level:**	Introductory
Movement Type:	Wheeled		
Engine Type:	70 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	TU	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

BV: 337

CREW DATA

Crew: _____

Gunnery Skill: _____   **Driving Skill:** _____

Commander Hit [+1]   Driver Hit [+2]
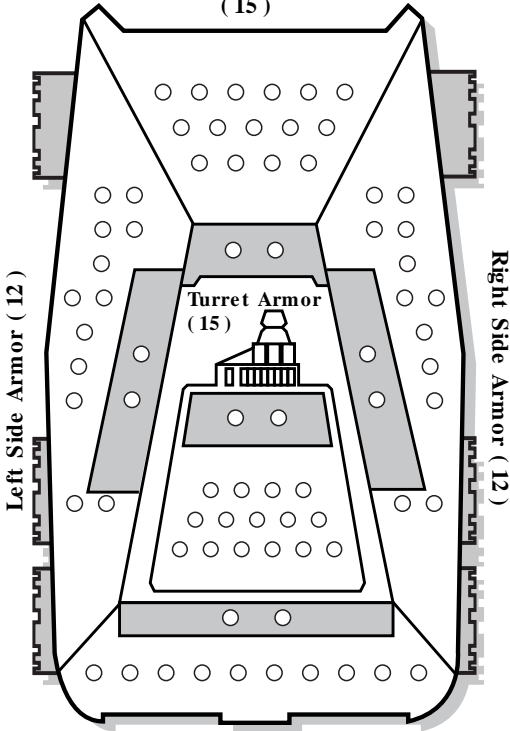Modifier to all skill rolls   Modifier to Driving skill rolls

CRITICAL DAMAGE

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

NOTES

Left Side Armor (12)   **Turret Armor (15)**   **Right Side Armor (12)**

Rear Armor
(10)

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Montgomery Light Tank (Wheeled - Large Laser)

Movement Points:	**Tonnage:**	15
Cruising: 6	**Tech Base:**	Inner Sphere
Flanking: 9	**Rules Level:**	Introductory
Movement Type: Wheeled		
Engine Type: 70 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	TU	8 [DE]	—	5	10	15

BV: 378

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

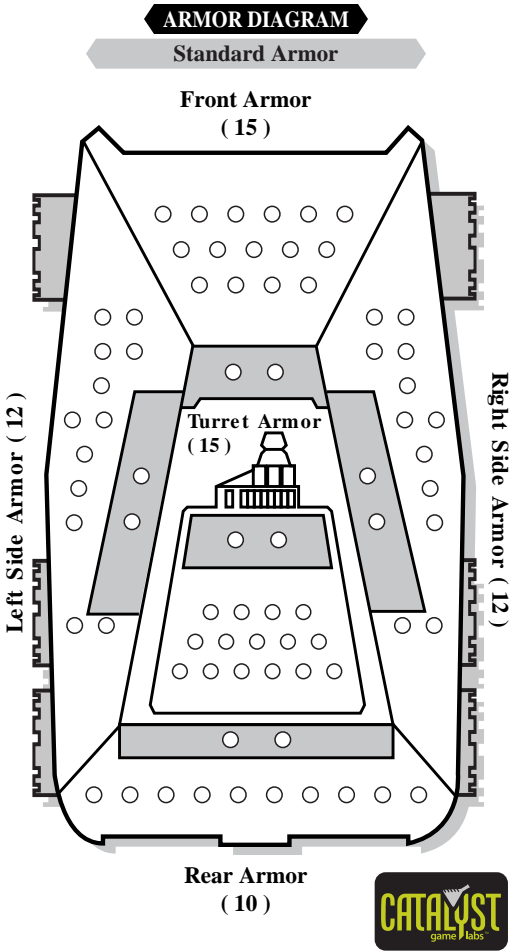Turret Locked   ☐   Engine Hit   ☐
Sensor Hits   [+1] [+2] [+3] [D]
Motive System Hits   [+1] [+2] [+3]
                    Stabilizers
Front   ☐   Left   ☐   Right   ☐
Rear   ☐   Turret ☐

NOTES

Front Armor (15)

Turret Armor (15)

Left Side Armor (12)

Right Side Armor (12)

Rear Armor (10)

BATTLETECH™

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: Montgomery Light Tank (Wheeled - SRM)

Movement Points:	**Tonnage:**	15
Cruising: 6	**Tech Base:**	Inner Sphere
Flanking: 9	**Rules Level:**	Introductory
Movement Type: Wheeled		
Engine Type: 70 Fusion		

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

BV: 303

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 ☐

NOTES

Front Armor (15)

Turret Armor (15)

Left Side Armor (12)

Right Side Armor (12)

Rear Armor (10)