

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Condor Heavy Hover Tank (Upgrade) (Laser)**

Movement Points: Tonnage: 50
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Era: Jihad
 Movement Type: Hover
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Guardian)	BD [E]	—	—	—	—	6
1	ER Large Laser	FR 8 [DE]	—	7	14	19	
2	Machine Gun	FR 2 [DB,AI]	—	1	2	3	
1	Anti-Missile System	TU —	—	—	—	—	
1	LRM 15	TU 1/Msl [M,C,S]	6	7	14	21	

Ammo: (Machine Gun) 100, (AMS) 12, (LRM 15) 16

BV: 1,197

CREW DATA

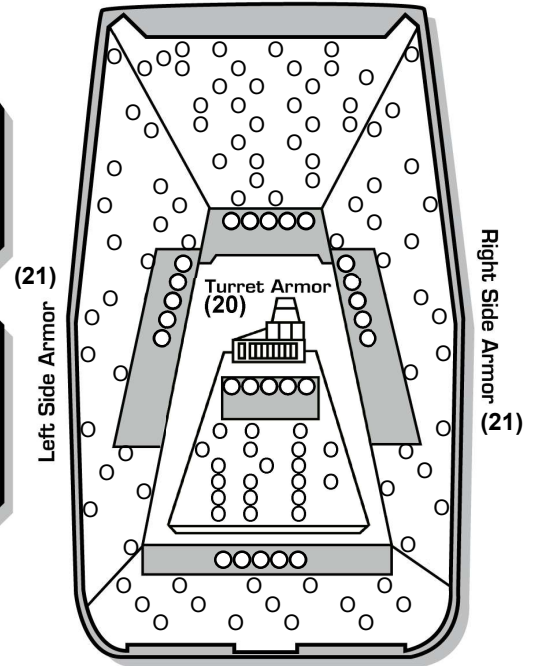
Crew: Lt Agathe Leirvåg
 Gunnery Skill: 3 Driving Skill: 4
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

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 (31)



Rear Armor (14)



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Ammo: (Machine Gun) 100, (AMS) 12, (LRM 15) 16

BV: 1,197

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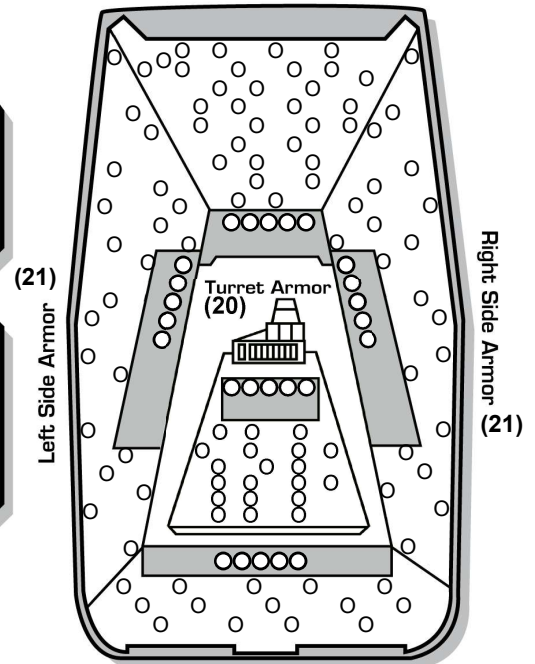
Crew: Gishyang Ye
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Heavy Hover Tank (Upgrade) (Standard)

Movement Points: Tonnage: 50
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Era: Jihad
 Movement Type: Hover
 Engine Type: XL Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng	
1	LB 5-X AC	FR	5	3	7	14	21	
			[DB,C/F/S]					
2	Machine Gun	FR	2	—	1	2	3	
			[DB,AI]					
1	LRM 15	TU	1/Msl	6	7	14	21	
			[M,C,S]					

Ammo: (Machine Gun) 100, (LB 5-X) 40, (LRM 15) 16

BV: 965

CREW DATA

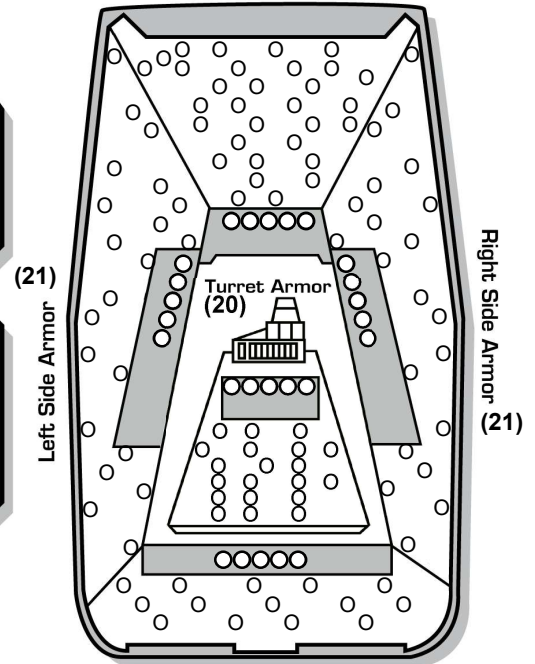
Crew: Chiah-jen Ching
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

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Front Armor (31)



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Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng	
1	LB 5-X AC	FR	5	3	7	14	21	
			[DB,C/F/S]					
2	Machine Gun	FR	2	—	1	2	3	
			[DB,AI]					
1	LRM 15	TU	1/Msl	6	7	14	21	
			[M,C,S]					

Ammo: (Machine Gun) 100, (LB 5-X) 40, (LRM 15) 16

BV: 965

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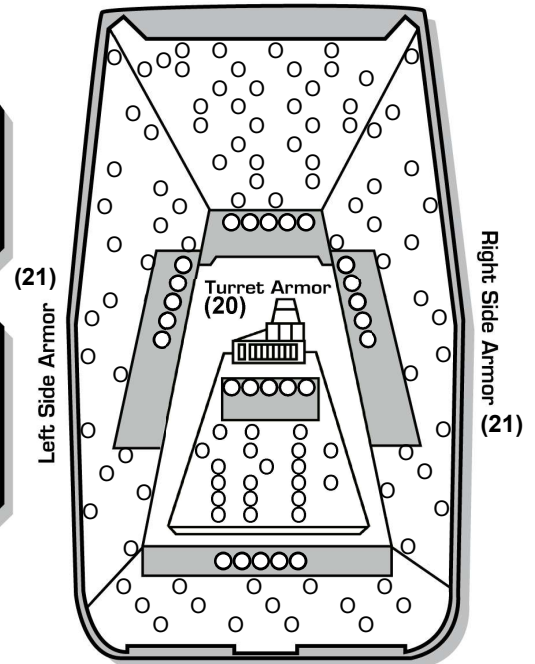
Crew: Ibrahim Basar
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **SM1 Tank Destroyer SM1**

Movement Points: Tonnage: 50
 Cruising: 8 Tech Base: Clan
 Flank: 12 Era: Civil War
 Movement Type: Hover
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht	—	4	8	12
			[DB,R/C]				
4	Light Machine Gun	TU	1	—	2	4	6
			[DB,AI]				

Ammo (CASE): (Light Machine Gun) 100, (Ultra AC/20) 30

BV: 1,506

CREW DATA

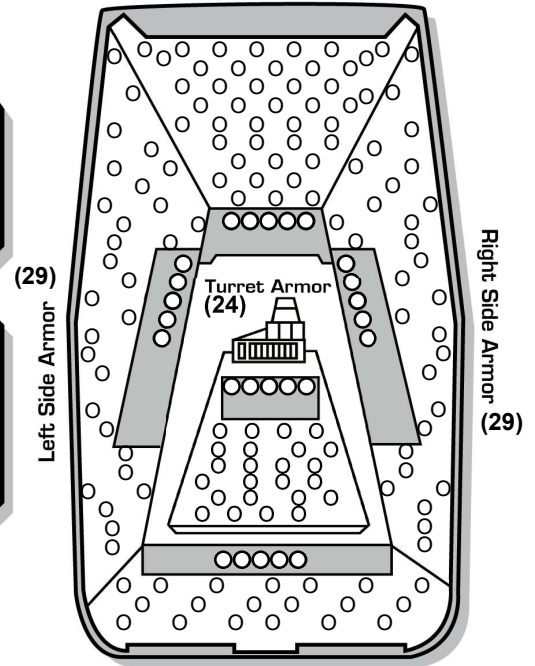
Crew: Tai fat Hor
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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

ARMOR DIAGRAM

Front Armor (43)



Rear Armor (19)



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Type: **SM1 Tank Destroyer SM1**

Movement Points: Tonnage: 50
 Cruising: 8 Tech Base: Clan
 Flank: 12 Era: Civil War
 Movement Type: Hover
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	FR	20/Sht	—	4	8	12
			[DB,R/C]				
4	Light Machine Gun	TU	1	—	2	4	6
			[DB,AI]				

Ammo (CASE): (Light Machine Gun) 100, (Ultra AC/20) 30

BV: 1,506

CREW DATA

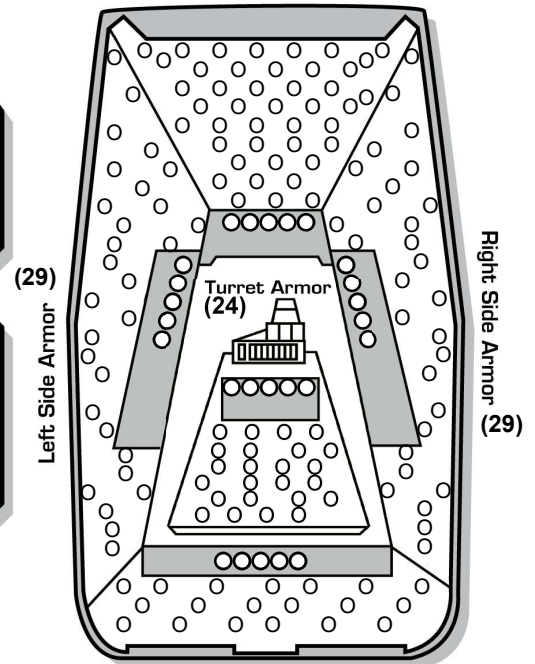
Crew: Keun-ho Kim
 Gunnery Skill: 4 Driving Skill: 5
 Commander Hit +1 Driver Hit +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
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