

The background of the cover is a dynamic, high-contrast illustration of a BattleMech in a combat environment. The mech is primarily green and grey, with a large, cylindrical weapon mounted on its right arm. It is positioned in the center, facing slightly to the right. The environment is filled with fire, smoke, and debris, suggesting a recent battle. In the top right corner, there is a small red logo featuring a gear and a lightning bolt. The title 'BATTLETECH' is in a large, yellow, blocky font, and 'QUICK-STRIKE' is in a smaller, red, blocky font. Below the title, the text 'TECHNICAL READOUT 3060' is in a white, serif font, and 'UNIT CARDS' is in a larger, white, serif font. The Catalyst Game Labs logo is in the bottom left corner, and the text 'QUICK-STRIKE RULES GAME AID' is in the bottom right corner.

BATTLETECH

QUICK-STRIKE

TECHNICAL READOUT 3060
UNIT CARDS

INTRODUCTION

In the advanced core rulebook *Strategic Operations*, we introduced our players to a special new way to play *BattleTech* dubbed the *Quick-Strike Rules*. A hybrid of classic miniatures play and the *BattleForce* tactical system, the *Quick-Strike Rules* (as presented on pp. 400-409 of *Strategic Operations*) offers players the change to rapidly resolve *BattleTech*-scale combat with a far more condensed approach in terms of gameplay statistics and the like, statistics that are also compatible with the *BattleForce* tactical game play system.

Within this electronic booklet are the complete statistics for virtually all of the BattleMechs, fighters, combat vehicles and naval vessels featured in *Technical Readout: 3060*, converted for use in *BattleTech* games played using the *Quick-Strike Rules* system. The full *Total Warfare* statistics for these units may be found in *Technical Readout: 3060*.

HOW TO USE THIS BOOK

The *Quick-Strike* cards provided in these pages are designed to be printed, cut out, folded over, and pasted for ease of handling and storage. Players so inclined may even have these cards laminated to preserve them better over time and frequent use. Each card, when properly cut and folded, will feature the *Quick-Strike Rules* gameplay data on one side and an area to note scenario information on the other. An image of the unit also appears on these cards, so that players unfamiliar with the various units (but who have access to their miniatures) can match the unit with its corresponding image.

QUICK-STRIKE BATTLETECH

The *Quick-Strike Rules* system is a simple adaptation of the *BattleForce* gameplay system using more flexible tactical-scale miniature rules. While the full *BattleForce* rules are found in *Strategic Operations*, players can download a free PDF of the *BattleForce Quick-Start Rules* to get a feeling for that tactical game system and how it meshes with the Miniatures Rules to create the *Quick-Strike Rules*.

The statistics shown on each card include the following data:

- **Unit Size (Size):** A numerical value indicating its weight class. (1 = Light, 2 = Medium, and so forth.)
- **Movement (Move):** The number of inches the unit may move in gameplay. (If a "j" appears afterward, the unit can jump.) Note: In *Quick-Strike* play, movement is inch-based instead of hex-based as in normal *BattleForce* play. The number shown has been doubled from the unit's normal *BattleForce* movement value.
- **Skill:** This blank area is where the player can indicate the base to-hit number for the unit. (A 4 is a common regular score, while a 1 or a 0 indicates an elite warrior.)
- **Damage values at each range bracket—S (+0), M (+2), and L (+4):** This is the number of points of damage the unit will deliver at Short, Medium, and Long range, respectively.
- **Overheat Value (OV) and Heat Scale:** This indicates the number of added points of damage the unit can deliver in exchange for suffering overheat effects. (Overheating is tracked on the heat scale. If this scale reaches—or exceeds—"S", the unit is shutdown.)
- **Armor and Structure (A and S):** These bubbles indicate how many points of Armor and Structure damage the unit can sustain before being destroyed. (Damage to the structure dramatically increase the chance of critical damage.)

- **Special:** Special abilities and features are described in the abbreviations shown here. (See pp. 342-354, *Strategic Operations*, for more information.)
- **ID (on reverse):** Use this area to identify individual BattleMechs in the event that multiple 'Mechs of the same design are used.

BATTLEFORCE

The *Quick-Strike Rules* system draws so much on those of *BattleForce* that the statistics effectively translate the same way. The only significant difference, in fact, is that the movement rates in *BattleForce* are measured in mapsheet hexes instead of in inches on hex-less terrain.

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CAT35QS001



VEHICLES

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ANHUR TRANS. (STANDARD)

7 Points

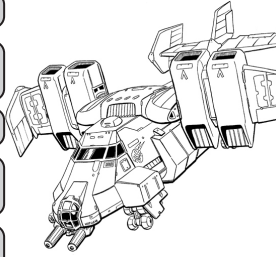
SIZE: 1 MOVE: 8v (16v) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: ENE, IT7, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

ANHUR TRANS. (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARES MEDIUM TANK (PLASMA)

12 Points

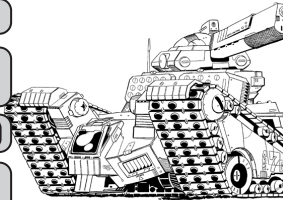
SIZE: 2 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: IF2, TUR(1/1/1), HT1,
CASE, SRCH

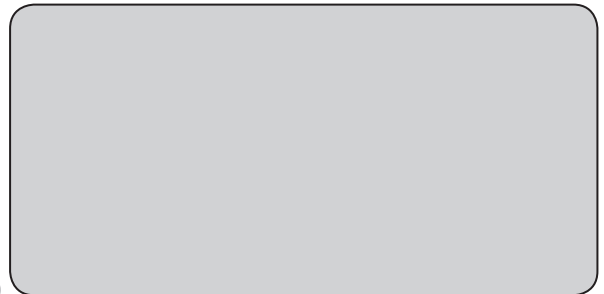


QUICK-STRIKE STATS

BATTLETECH

ARES MEDIUM TANK (PLASMA)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARES MEDIUM TANK (STANDARD)

12 Points

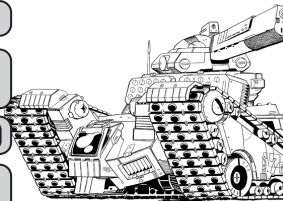
SIZE: 2 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: IF2, TUR(1/1/1),
CASE, SRCH

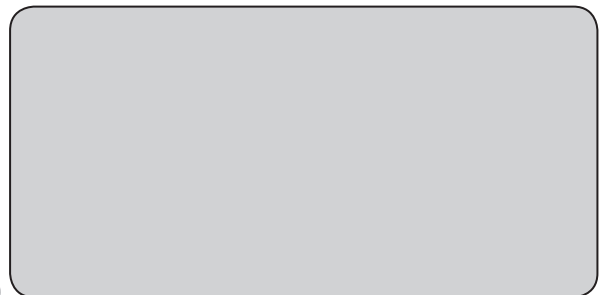


QUICK-STRIKE STATS

BATTLETECH

ARES MEDIUM TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASSHUR ART. SPOTTER (STANDARD)

9 Points

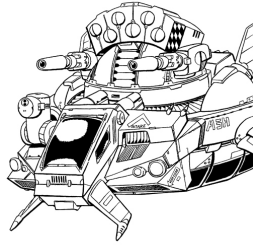
SIZE: 1 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: TUR(3/3/0), CASE,
TAG, SRCH



QUICK-STRIKE STATS

BATTLETECH

ASSHUR ART. SPOTTER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASSHUR FAST RECON. VEHICLE (PAC)

3 Points

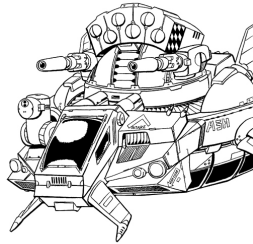
SIZE: 1 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: TUR(1/1/0), CASE,
SRCH



QUICK-STRIKE STATS

BATTLETECH

ASSHUR FAST RECON. VEHICLE (PAC)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASSHUR FAST RECON. VEHICLE (STANDARD)

10 Points

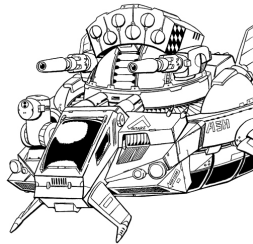
SIZE: 1 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: TUR(3/3/0), CASE,
SRCH



QUICK-STRIKE STATS

BATTLETECH

ASSHUR FAST RECON. VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ATHENA COMBAT VEHICLE (HAG)

24 Points

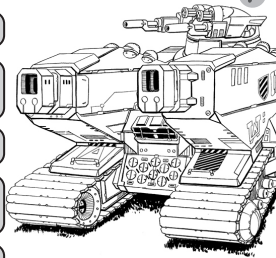
SIZE: 3 MOVE: 3t (6t) SKILL:

S (+0) M (+2) L (+4)
5 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: FLK4/4/4,
TUR(3/3/0), CASE, ECM, SRCH



QUICK-STRIKE STATS

BATTLETECH

ATHENA COMBAT VEHICLE (HAG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ATHENA COMBAT VEHICLE (STANDARD)

19 Points

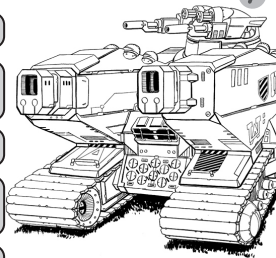
SIZE: 3 MOVE: 3t (6t) SKILL:

S (+0) M (+2) L (+4)
4 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF1, TUR(2/2/0),
CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

ATHENA COMBAT VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLEMECH RECOVERY VEHICLE

1 Points

SIZE: 2 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●

SPECIAL: ENE, CT10, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

BATTLEMECH RECOVERY VEHICLE

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEVALIER LIGHT TANK (BAP)

6 Points

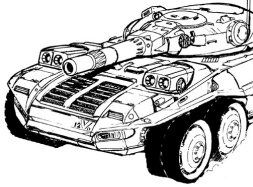
SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 00

SPECIAL: TUR(1/1/1), PRB,
RCN, SRCH



QUICK-STRIKE STATS

BATTLETECH

CHEVALIER LIGHT TANK (BAP)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEVALIER LIGHT TANK (MML)

7 Points

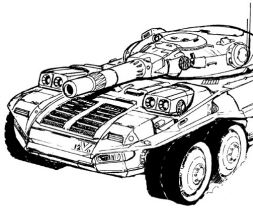
SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

SPECIAL: TUR(1/1/1), SRCH



QUICK-STRIKE STATS

BATTLETECH

CHEVALIER LIGHT TANK (MML)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEVALIER LIGHT TANK (SPEED)

3 Points

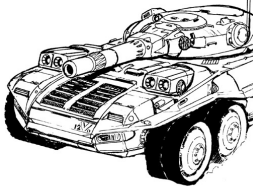
SIZE: 1 MOVE: 7w (14w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 00

SPECIAL: TUR(1/1/1), SRCH



QUICK-STRIKE STATS

BATTLETECH

CHEVALIER LIGHT TANK (SPEED)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEVALIER LIGHT TANK (STANDARD)

7 Points

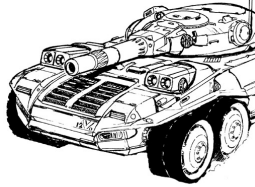
SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR(1/1/1), SRCH



QUICK-STRIKE STATS

BATTLETECH

CHEVALIER LIGHT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DEMOLISHER II HEAVY TANK

16 Points

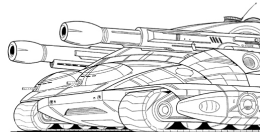
SIZE: 4 MOVE: 3t (6t) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●

SPECIAL: TUR(5/5/0,
FLK1/1/0), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

DEMOLISHER II HEAVY TANK

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DEMOLISHER II HEAVY TANK (THUNDERBOLT)

23 Points

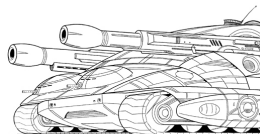
SIZE: 4 MOVE: 3t (6t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: TUR(5/7/4, IF4),
CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

DEMOLISHER II HEAVY TANK (THUNDERBOLT)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DONAR ASSAULT HELICOPTER (CLOSE SUPPORT)

5 Points

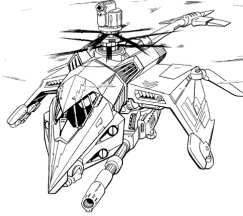
SIZE: 1 MOVE: 9v (18v) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: CASE, ENE, LTAG,
SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

DONAR ASSAULT HELICOPTER (CLOSE SUPPORT)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DONAR ASSAULT HELICOPTER (RECON)

8 Points

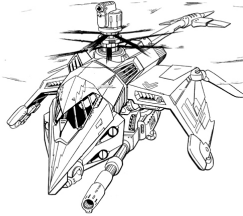
SIZE: 1 MOVE: 9v (18v) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: ENE, ECM, PRB, RCN,
TAG, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

DONAR ASSAULT HELICOPTER (RECON)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DONAR ASSAULT HELICOPTER (STANDARD)

9 Points

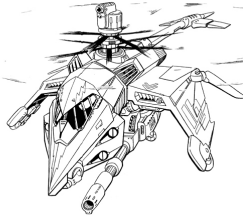
SIZE: 1 MOVE: 9v (18v) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: CASE, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

DONAR ASSAULT HELICOPTER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK A

20 Points

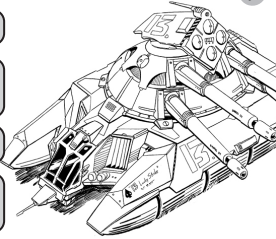
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(LRM2/2/2, IF2),
CASE, OMNI, TAG, SRCH



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK A

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK B

13 Points

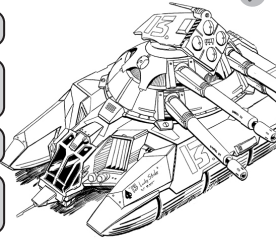
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(2/2/2), CASE,
OMNI, SRCH



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK B

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK C

16 Points

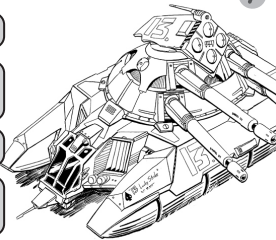
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(3/3/2), CASE,
ECM, OMNI, TAG, SRCH



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK D

18 Points

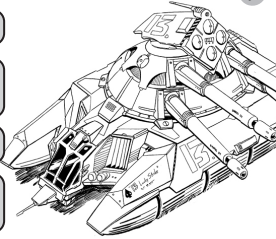
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(2/2/2,
FLK1/1/1), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK E

14 Points

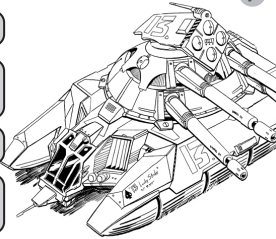
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(4/4/2), HT2,
CASE, SRCH

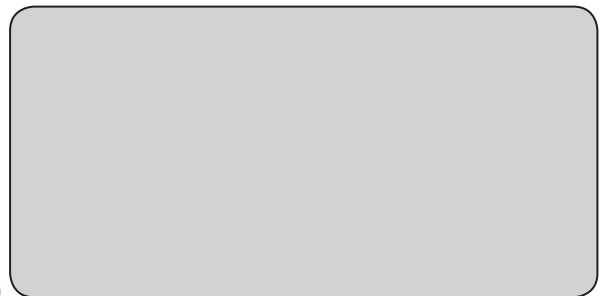


QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK PRIME

15 Points

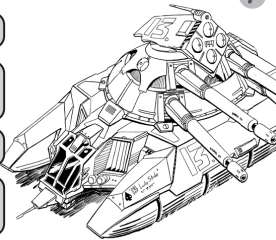
SIZE: 2 MOVE: 9h (18h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR(4/4/0), CASE,
OMNI, SRCH

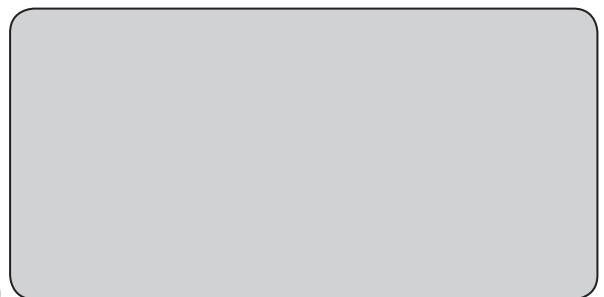


QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLATBED TRUCK (ARMOR)

1 Points

SIZE: 1 MOVE: 5w {10w} SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 0

SPECIAL: ENE, CT4, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

FLATBED TRUCK (ARMOR)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLATBED TRUCK (MORTAR)

1 Points

SIZE: 1 MOVE: 5w {10w} SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: 0

SPECIAL: SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

FLATBED TRUCK (MORTAR)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLATBED TRUCK (SRM)

1 Points

SIZE: 1 MOVE: 5w {10w} SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: 0

SPECIAL: CT4, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

FLATBED TRUCK (SRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLATBED TRUCK (STANDARD)

1 Points

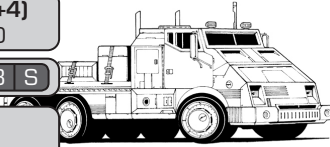
SIZE: 1 MOVE: 5w (10w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: ENE, CT6, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

FLATBED TRUCK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GLADIUS MEDIUM HOVER TANK MK II

6 Points

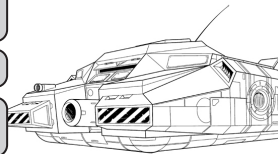
SIZE: 2 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GLADIUS MEDIUM HOVER TANK MK II

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GLADIUS MEDIUM HOVER TANK (STANDARD)

6 Points

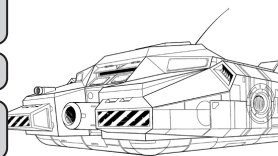
SIZE: 2 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: AC1/1/O, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GLADIUS MEDIUM HOVER TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIMAN FIRE SUPPORT TANK (AAA)

14 Points

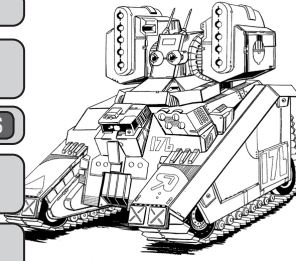
SIZE: 2 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR(5/4/3,
FLK3/2/2), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

HACHIMAN FIRE SUPPORT TANK (AAA)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIMAN FIRE SUPPORT TANK (STANDARD)

15 Points

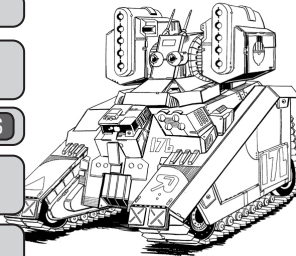
SIZE: 2 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR(5/5/4, IF3),
CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

HACHIMAN FIRE SUPPORT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (ARMOR)

5 Points

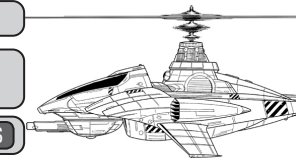
SIZE: 1 MOVE: 8v (16v) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●●

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (ARMOR)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (STANDARD)

5 Points

SIZE: 1 MOVE: 8v (16v) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (THUNDERBOLT)

7 Points

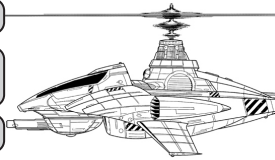
SIZE: 1 MOVE: 8v (16v) SKILL:

S (+0) M (+2) L (+4)
1 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: IF1, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (THUNDERBOLT)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY 'MECH RECOVERY VEHICLE (STANDARD)

2 Points

SIZE: 3 MOVE: 4w (8w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●●

SPECIAL: ENE, CT30, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY 'MECH RECOVERY VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY HOVER APC (LRM)

3 Points

SIZE: 1 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY HOVER APC (LRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY HOVER APC (MG)

2 Points

SIZE: 1 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE

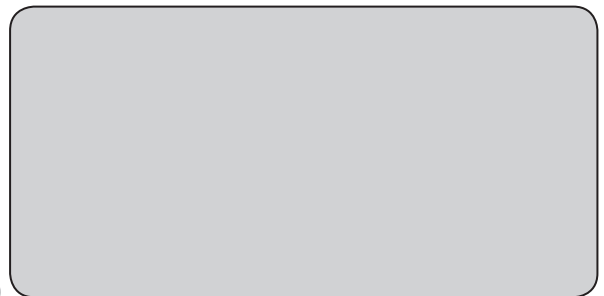


QUICK-STRIKE STATS

BATTLETECH

HEAVY HOVER APC (MG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY HOVER APC (SCOUT TANK)

3 Points

SIZE: 1 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: CASE, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY HOVER APC (SCOUT TANK)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY HOVER APC (SRM)

3 Points

SIZE: 1 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY HOVER APC (SRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY HOVER APC (STANDARD)

2 Points

SIZE: 1 MOVE: 8h (16h) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT6, SRCH, EE

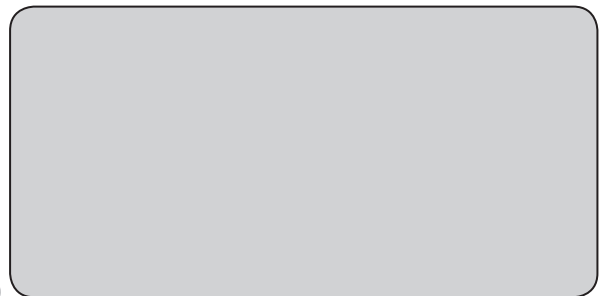


QUICK-STRIKE STATS

BATTLETECH

HEAVY HOVER APC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY LRM CARRIER (STANDARD)

9 Points

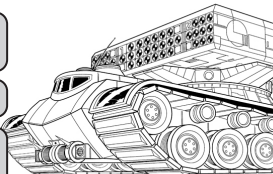
SIZE: 4 MOVE: 2t (4t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0000

SPECIAL: TUR(LRM2/5/5, IF5),
SRCH, EE

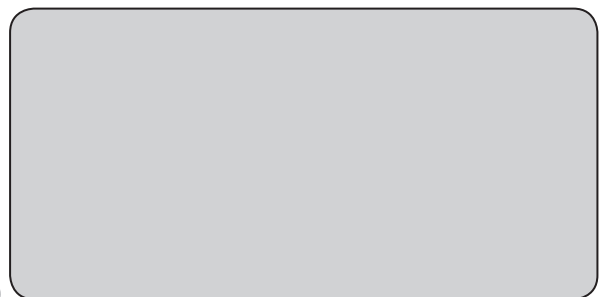


QUICK-STRIKE STATS

BATTLETECH

HEAVY LRM CARRIER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY MML CARRIER (STANDARD)

7 Points

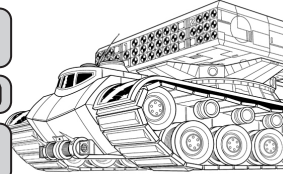
SIZE: 4 MOVE: 2t (4t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0000

SPECIAL: TUR(SRM6/2,
LRMO/2/3, IF3), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY MML CARRIER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY TRACKED APC (LRM)

3 Points

SIZE: 1 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY TRACKED APC (LRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY TRACKED APC (MG)

2 Points

SIZE: 1 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY TRACKED APC (MG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY TRACKED APC (SRM)

3 Points

SIZE: 1 MOVE: 5t {10t} SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY TRACKED APC (SRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY TRACKED APC (STANDARD)

2 Points

SIZE: 1 MOVE: 5t {10t} SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: IT6, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY TRACKED APC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY WHEELED APC (LRM)

3 Points

SIZE: 1 MOVE: 6w {12w} SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY WHEELED APC (LRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY WHEELED APC (MG)

2 Points

SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY WHEELED APC (MG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY WHEELED APC (SRM)

3 Points

SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY WHEELED APC (SRM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY WHEELED APC (STANDARD)

2 Points

SIZE: 1 MOVE: 6w (12w) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT6, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY WHEELED APC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY WHEELED APC (WOB)

3 Points

SIZE: 1 MOVE: 7w {14w} SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, SRCH



QUICK-STRIKE STATS

BATTLETECH

HEAVY WHEELED APC (WOB)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HUITZILOPOCHTLI ASSAULT TANK ("HUEY") (AAA)

13 Points

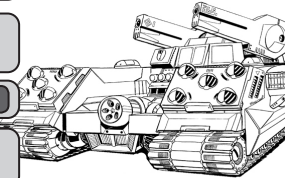
SIZE: 4 MOVE: 2t {10t} SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●●

SPECIAL: TUR(3/3/3,
FLK3/2/2), CASE, ECM, SRCH



QUICK-STRIKE STATS

BATTLETECH

HUITZILOPOCHTLI ASSAULT TANK ("HUEY") (AAA)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HUITZILOPOCHTLI ASSAULT TANK ("HUEY") (STANDARD)

10 Points

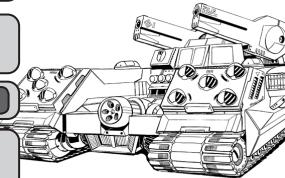
SIZE: 4 MOVE: 2t {10t} SKILL:

S (+0) M (+2) L (+4)
2 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●●●

SPECIAL: TUR(3/3/0), CASE,
ECM, ARTAC2, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HUITZILOPOCHTLI ASSAULT TANK ("HUEY") (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

INDRA INFANTRY TRANSPORT (BA)

7 Points

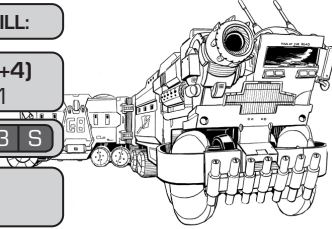
SIZE: 1 MOVE: 5w (10w) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR(2/2/0), HT1,
CASE, RCN, LPRB, IT5, SRCH



QUICK-STRIKE STATS

BATTLETECH

INDRA INFANTRY TRANSPORT (BA)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

INDRA INFANTRY TRANSPORT (STANDARD)

9 Points

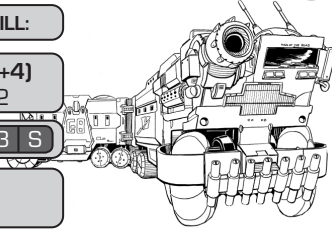
SIZE: 1 MOVE: 5w (10w) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR(1/0/0), CASE,
IT3, SRCH



QUICK-STRIKE STATS

BATTLETECH

INDRA INFANTRY TRANSPORT (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ISHTAR HEAVY FIRE SUPPORT TANK (GAUSS)

16 Points

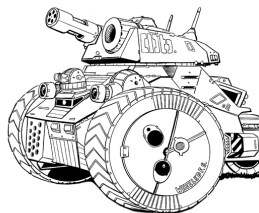
SIZE: 3 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF1, TUR(3/3/3,
FLK1/1/1), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

ISHTAR HEAVY FIRE SUPPORT TANK (GAUSS)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ISHTAR HEAVY FIRE SUPPORT TANK (ORIGINAL)

11 Points

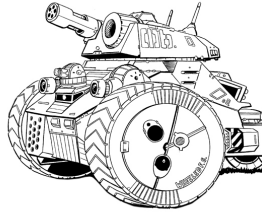
SIZE: 3 MOVE: 4w (8w) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: IF1, TUR(3/3/3,
FLK1/1/1), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

ISHTAR HEAVY FIRE SUPPORT TANK (ORIGINAL)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ISHTAR HEAVY FIRE SUPPORT TANK (STANDARD)

14 Points

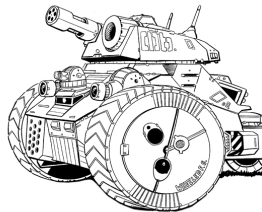
SIZE: 3 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: IF1, TUR(3/3/3,
FLK1/1/1), CASE, AMS, SRCH



QUICK-STRIKE STATS

BATTLETECH

ISHTAR HEAVY FIRE SUPPORT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KU WHEELED ASSAULT TANK (IFV) "TURHAN II"

10 Points

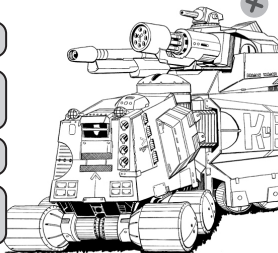
SIZE: 2 MOVE: 7w (14w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

SPECIAL: TUR(2/2/0), CASE,
ECM, IT10, SRCH



QUICK-STRIKE STATS

BATTLETECH

KU WHEELED ASSAULT TANK (IFV) "TURHAN II"

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KU WHEELED ASSAULT TANK (STANDARD)

11 Points

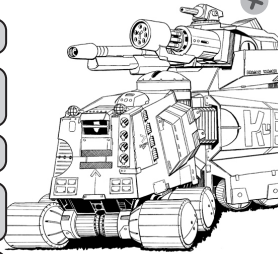
SIZE: 2 MOVE: 4w (8w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

SPECIAL: TUR(3/3/3), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

KU WHEELED ASSAULT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT SRM CARRIER (STANDARD)

6 Points

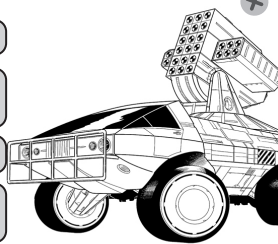
SIZE: 2 MOVE: 4w (8w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

SPECIAL: TUR(SRM3/3), SRCH, EE

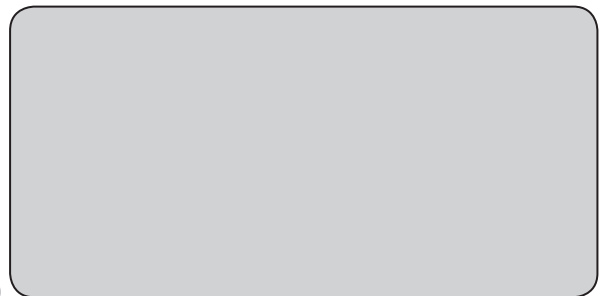


QUICK-STRIKE STATS

BATTLETECH

LIGHT SRM CARRIER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT THUNDERBOLT CARRIER (STANDARD)

7 Points

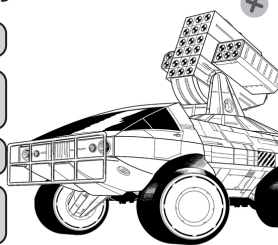
SIZE: 2 MOVE: 5w (10w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

SPECIAL: TUR(2/2/2, IF2), SRCH



QUICK-STRIKE STATS

BATTLETECH

LIGHT THUNDERBOLT CARRIER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS LIGHT ATTACK VTOL (ECCM)

3 Points

SIZE: 1 MOVE: 16v (32v) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: ENE, ECM, C3S, MHQ1, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

MANTIS LIGHT ATTACK VTOL (ECCM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTIS LIGHT ATTACK VTOL (STANDARD)

4 Points

SIZE: 1 MOVE: 11v (22v) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: ENE, ECM, PRB, RCN, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

MANTIS LIGHT ATTACK VTOL (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARS ASSAULT VEHICLE (ATM)

19 Points

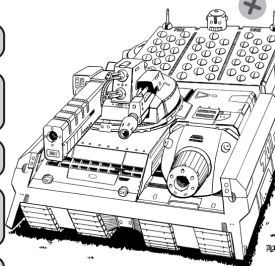
SIZE: 4 MOVE: 2t (4t) SKILL:

S (+0) M (+2) L (+4)
7 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: TUR(4/4/2), CASE, ECM, SRCH



QUICK-STRIKE STATS

BATTLETECH

MARS ASSAULT VEHICLE (ATM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARS ASSAULT VEHICLE (HAG)

25 Points

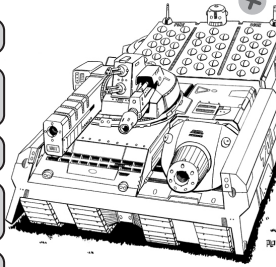
SIZE: 4 MOVE: 2t (4t) SKILL:

S (+0) M (+2) L (+4)
6 6 6

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: FLK2/2/2, IF4,
TUR(3/4/3), CASE, ECM, SRCH



QUICK-STRIKE STATS

BATTLETECH

MARS ASSAULT VEHICLE (HAG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARS ASSAULT VEHICLE (STANDARD)

21 Points

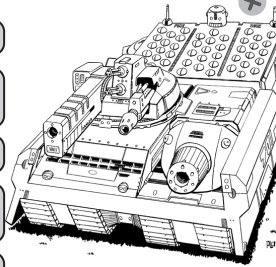
SIZE: 4 MOVE: 2t (4t) SKILL:

S (+0) M (+2) L (+4)
6 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: IF3, TUR(3/3/3),
CASE, ECM, SRCH

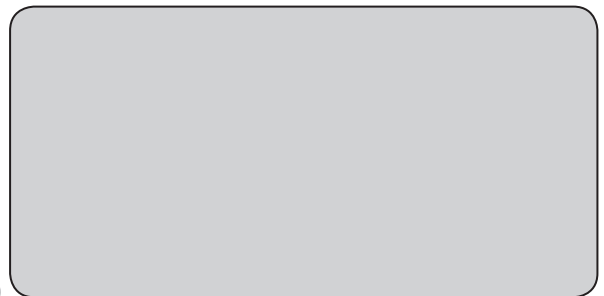


QUICK-STRIKE STATS

BATTLETECH

MARS ASSAULT VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARS ASSAULT VEHICLE (XL)

25 Points

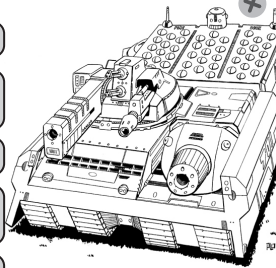
SIZE: 4 MOVE: 3t (6t) SKILL:

S (+0) M (+2) L (+4)
6 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: IF3, TUR(3/3/3),
CASE, ECM, SRCH

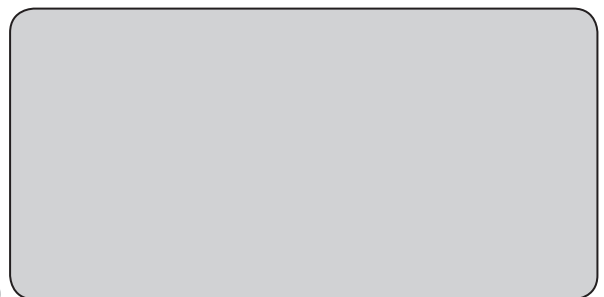


QUICK-STRIKE STATS

BATTLETECH

MARS ASSAULT VEHICLE (XL)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MITHRAS LIGHT TANK (ERLL)

8 Points

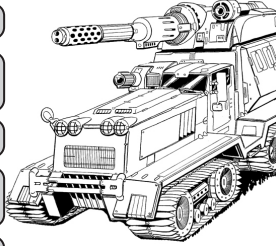
SIZE: 1 MOVE: 6t (12t) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR(2/2/2), CASE,
SRCH



QUICK-STRIKE STATS

BATTLETECH

MITHRAS LIGHT TANK (ERLL)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MITHRAS LIGHT TANK (STANDARD)

7 Points

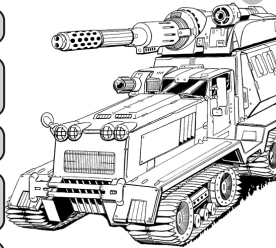
SIZE: 1 MOVE: 6t (12t) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR(1/1/1), CASE,
SRCH



QUICK-STRIKE STATS

BATTLETECH

MITHRAS LIGHT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MYRMIDON MEDIUM TANK (STANDARD)

8 Points

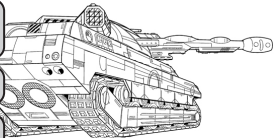
SIZE: 2 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: TUR(2/2/1), SRCH



QUICK-STRIKE STATS

BATTLETECH

MYRMIDON MEDIUM TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MYRMIDON MEDIUM TANK TYPE 2

10 Points

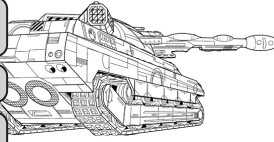
SIZE: 2 MOVE: 6t (12t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: TUR(1/1/0), ENE,
MDS6, SRCH



QUICK-STRIKE STATS

BATTLETECH

MYRMIDON MEDIUM TANK TYPE 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ODIN SCOUT TANK (SPOTTER)

3 Points

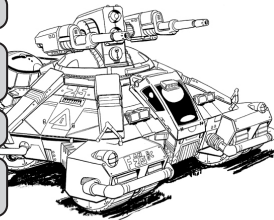
SIZE: 1 MOVE: 8w (16w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●

SPECIAL: TUR(1/1/0), CASE, ECM,
PRB, RCN, TAG, SNARC, SRCH



QUICK-STRIKE STATS

BATTLETECH

ODIN SCOUT TANK (SPOTTER)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ODIN SCOUT TANK (STANDARD)

7 Points

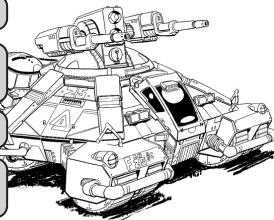
SIZE: 1 MOVE: 8w (16w) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●

SPECIAL: TUR(2/2/0), CASE,
PRB, RCN, SRCH



QUICK-STRIKE STATS

BATTLETECH

ODIN SCOUT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ORO HEAVY TANK (HAG)

15 Points

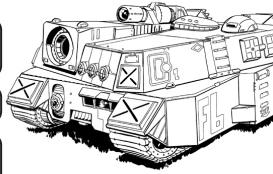
SIZE: 3 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

SPECIAL: CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

ORO HEAVY TANK (HAG)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ORO HEAVY TANK (STANDARD)

11 Points

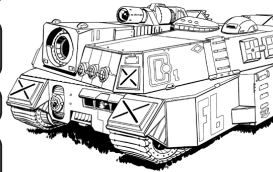
SIZE: 3 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: TUR(3/3/2,
FLK1/1/0), CASE, SRCH



QUICK-STRIKE STATS

BATTLETECH

ORO HEAVY TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PINTO ATTACK VTOL (STANDARD)

7 Points

SIZE: 1 MOVE: 10v (20v) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

SPECIAL: PRB, RCN, IT1, SRCH,
ATMO



QUICK-STRIKE STATS

BATTLETECH

PINTO ATTACK VTOL (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PINTO ATTACK VTOL (WOB)

7 Points

SIZE: 1 MOVE: 10v (20v) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

PINTO ATTACK VTOL (WOB)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM A

15 Points

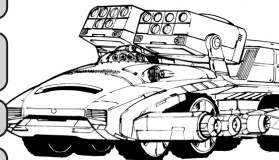
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: TUR(4/3/0), ECM,
OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM B

14 Points

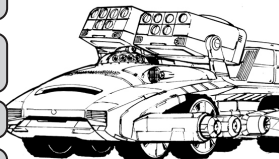
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
2 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: IF2, TUR(3/3/3, IF2), ECM,
OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM C

11 Points

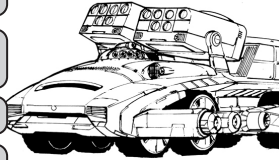
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: TUR(4/4/0), ENE, ECM,
OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM D

16 Points

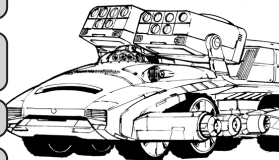
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
1 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: IF1, TUR(5/5/0), ECM,
OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM E

11 Points

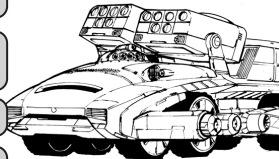
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: SRM3/1, LRM0/1/2, IF2, TUR(AC2/2/2),
ECM, OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM F

14 Points

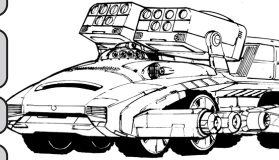
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
2 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: IF2, TUR(2/3/2, IF2), ECM,
OMNI, TAG, C3M, MHQ5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM F

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM PRIME

14 Points

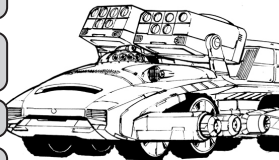
SIZE: 4 MOVE: 3w (6w) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: TUR(3/1/0), ECM, OMNI,
TAG, ARTAIS2, C3M, MHQ5, SRCH

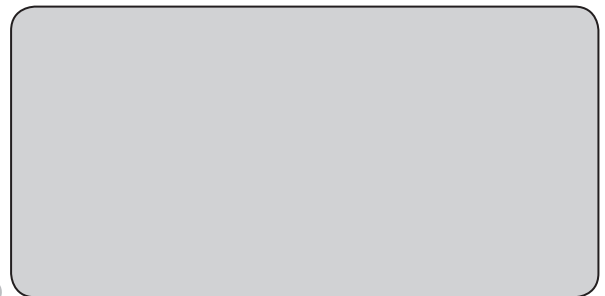


QUICK-STRIKE STATS

BATTLETECH

SCHILTRON MOBILE FIRE-SUPPORT PLATFORM PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHAMASH RECON. VEHICLE (FLAMER)

2 Points

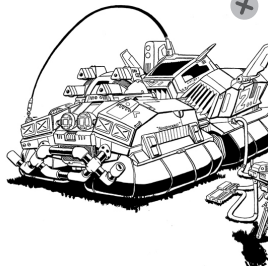
SIZE: 1 MOVE: 13h (26h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: TUR(1/1/0), ENE,
SRCH

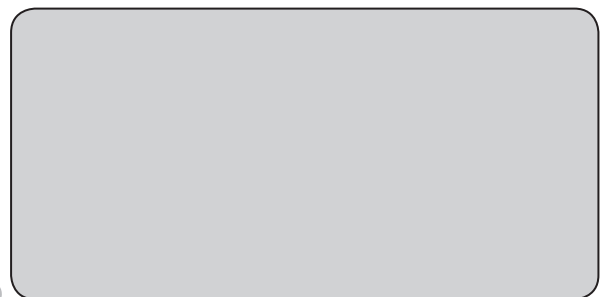


QUICK-STRIKE STATS

BATTLETECH

SHAMASH RECON. VEHICLE (FLAMER)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHAMASH RECON. VEHICLE (STANDARD)

5 Points

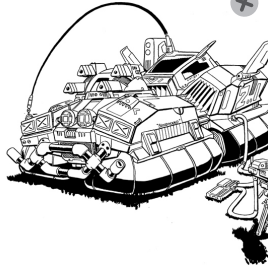
SIZE: 1 MOVE: 13h (26h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 0

SPECIAL: TUR(2/2/0), ENE,
SRCH



QUICK-STRIKE STATS

BATTLETECH

SHAMASH RECON. VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SVANTOVIT IFV (ATM) "MASADA"

10 Points

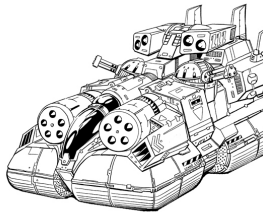
SIZE: 1 MOVE: 11h (22h) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: | HEAT SCALE 1 2 3 S

A: 00
S: 00

SPECIAL: TUR(3/2/1), CASE,
IT5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SVANTOVIT IFV (ATM) "MASADA"

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SVANTOVIT INFANTRY FIGHTING VEHICLE (STANDARD)

7 Points

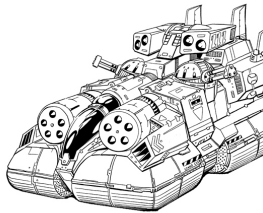
SIZE: 1 MOVE: 10h (20h) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 00

SPECIAL: IF1, TUR(1/1/0),
CASE, IT5, SRCH



QUICK-STRIKE STATS

BATTLETECH

SVANTOVIT INFANTRY FIGHTING VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SVANTOVIT INFANTRY FIGHTING VEHICLE (ORIGINAL)

9 Points

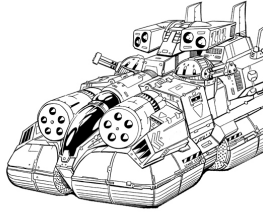
SIZE: 1 MOVE: 10h (20h) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: IF1, TUR(2/2/0),
CASE, IT3, SRCH



QUICK-STRIKE STATS

BATTLETECH

SVANTOVIT INFANTRY FIGHTING VEHICLE (ORIGINAL)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZORYA LIGHT TANK (AMMO)

6 Points

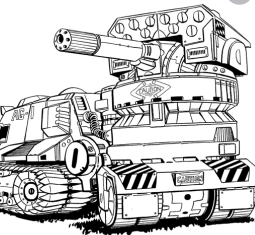
SIZE: 1 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR(1/1/1, IF1),
CASE, ECM, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

ZORYA LIGHT TANK (AMMO)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZORYA LIGHT TANK (ATM)

7 Points

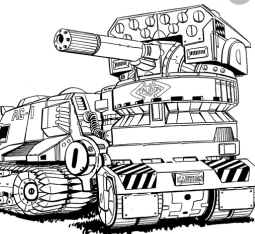
SIZE: 1 MOVE: 5t (10t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR(2/2/1), CASE,
ECM, SRCH



QUICK-STRIKE STATS

BATTLETECH

ZORYA LIGHT TANK (ATM)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZORYA LIGHT TANK (STANDARD)

6 Points

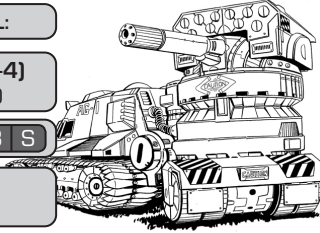
SIZE: 1 MOVE: 4t (8t) SKILL:

S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR(2/2/2, IF1),
CASE, ECM, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

ZORYA LIGHT TANK (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH



'MECHS

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1A

9 Points

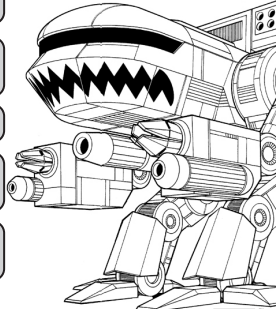
SIZE: 1 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
4 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1B

7 Points

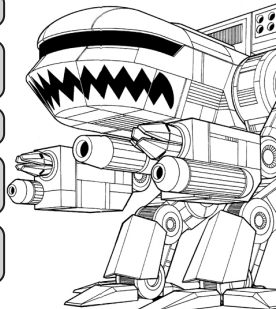
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: FLK1/1/1, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1C

9 Points

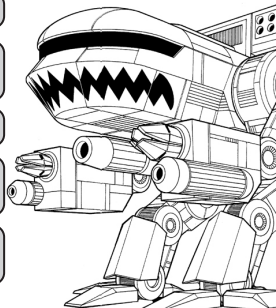
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1D

7 Points

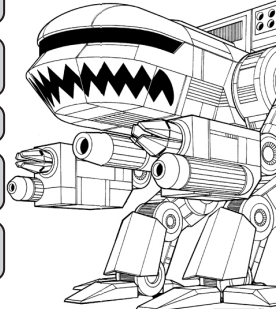
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
1 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: IF2, OMNI, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1E

11 Points

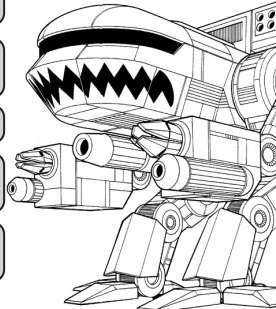
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
2 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC FOX AF1F

9 Points

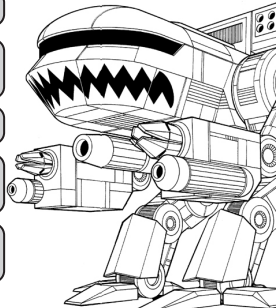
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: IF1, OMNI, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC FOX AF1F

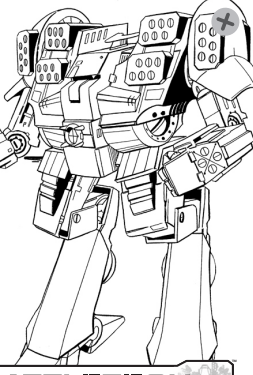
ID:



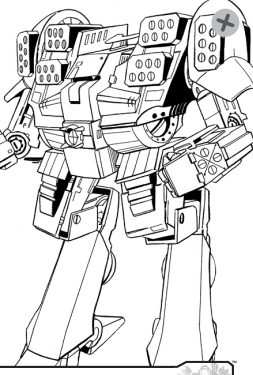
QUICK-STRIKE STATS

BATTLETECH

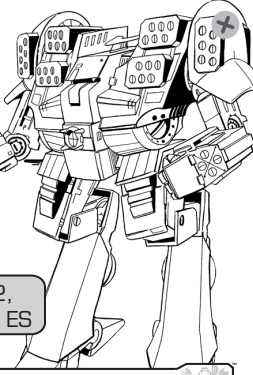
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC WOLF (STANDARD)		13 Points	ID:	
SIZE: 2 MOVE: 7 [14] SKILL:				
S (+0)	M (+2)			L (+4)
0	0			0
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: SRM 4/4, CASE, SNARC, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC WOLF 2		15 Points	ID:	
SIZE: 2 MOVE: 7 [14] SKILL:				
S (+0)	M (+2)			L (+4)
1	1			1
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: SRM 3/3, CASE, SNARC, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC WOLF A		16 Points	ID:	
SIZE: 2 MOVE: 6 [12] SKILL:				
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●				
SPECIAL: SRM 2/2, LRM 2/2/2, IF2, CASE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC WOLF

18 Points

J

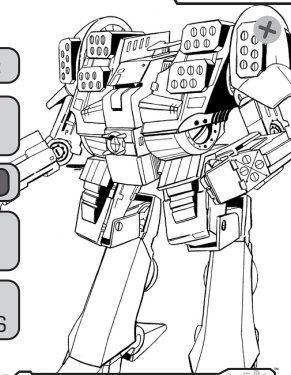
SIZE: 2 MOVE: 6/3j (12/6j) SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: HT1, CASE, ECM, PRB,
RCN, OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC WOLF

ID:

J



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCTIC WOLF PRIME

16 Points

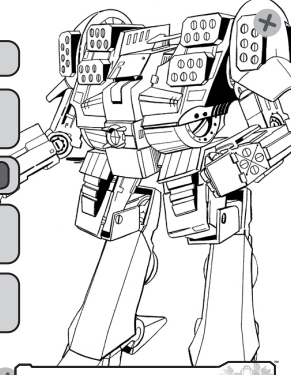
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ARCTIC WOLF PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BARGHEST BGS-1T

18 Points

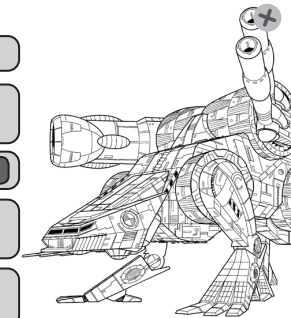
SIZE: 3 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●

SPECIAL: FLK1/1/O, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BARGHEST BGS-1T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BARGHEST BGS-2T

18 Points

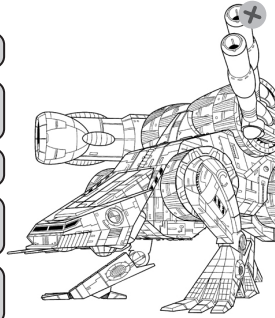
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BARGHEST BGS-2T

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BARGHEST BGS-3T

19 Points

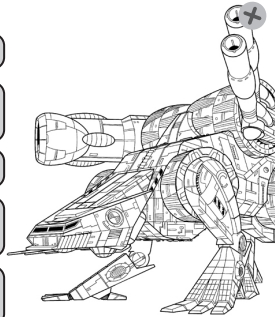
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BARGHEST BGS-3T

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BARGHEST BGS-7S

15 Points

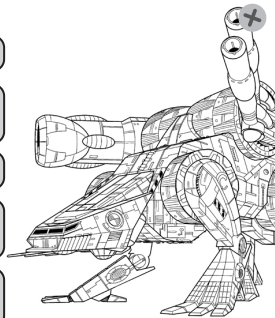
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

SPECIAL: IF1, CASE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BARGHEST BGS-7S

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEOWULF BEO-12

13 Points

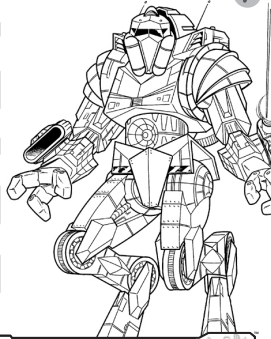
SIZE: 2 MOVE: 8/6j (16/12j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: ENE, PRB, RCN, TAG,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BEOWULF BEO-12

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEOWULF BEO-14

13 Points

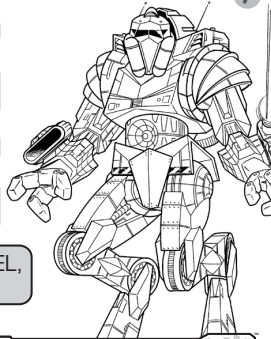
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: ENE, PRB, RCN, TSM, MEL,
C3S, MHQ1, SRCH, SOA, SEAL, ES

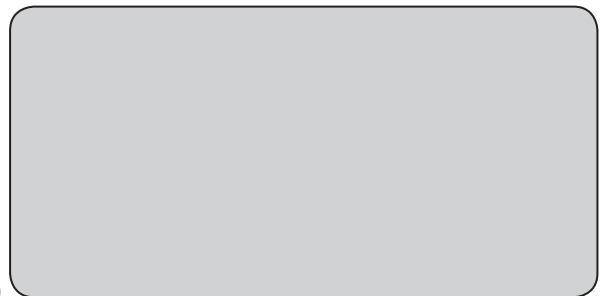


QUICK-STRIKE STATS

BATTLETECH

BEOWULF BEO-14

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BISHAMON BSN-3K

14 Points

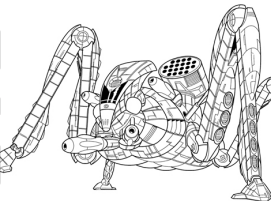
SIZE: 2 MOVE: 7 (14) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES

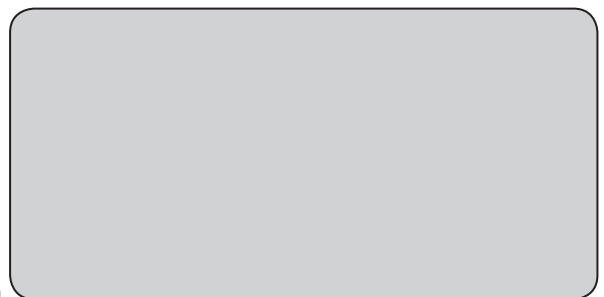


QUICK-STRIKE STATS

BATTLETECH

BISHAMON BSN-3K

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BISHAMON BSN-4K

11 Points

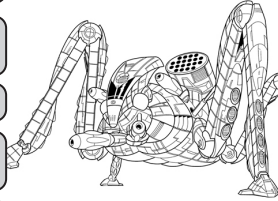
SIZE: 2 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: TAG, C3M, MHQ5,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BISHAMON BSN-4K

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BISHAMON BSN-5KC

14 Points

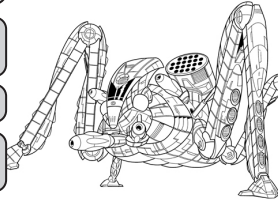
SIZE: 2 MOVE: 7 [14] SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: ENE, ECM, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BISHAMON BSN-5KC

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLACK WATCH BKW-7R

20 Points

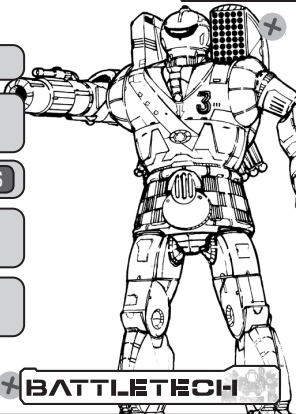
SIZE: 4 MOVE: 3j [6j] SKILL:

S (+0) M (+2) L (+4)
5 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●●●●●●

SPECIAL: CASE, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLACK WATCH BKW-7R

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLACK WATCH BKW-9R

21 Points

SIZE: 4 MOVE: 3j (6j) SKILL:

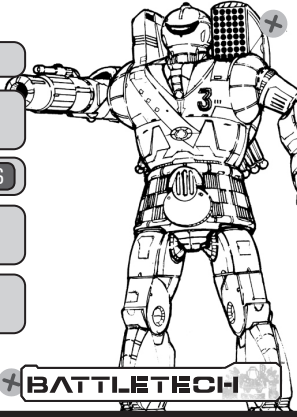
S (+0) M (+2) L (+4)
4 5 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●●●

SPECIAL: IF1, TAG, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLACK WATCH BKW-9R

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLITZKRIEG BTZ-3F

13 Points

SIZE: 2 MOVE: 7 (14) SKILL:

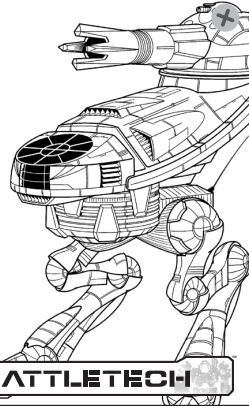
S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLITZKRIEG BTZ-3F

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLITZKRIEG BTZ-4F

17 Points

SIZE: 2 MOVE: 7j (14j) SKILL:

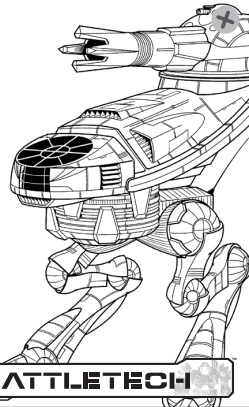
S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●

SPECIAL: ENE, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLITZKRIEG BTZ-4F

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP

A

35 Points

SIZE: 4 MOVE: 4/2j (8/4j) SKILL:

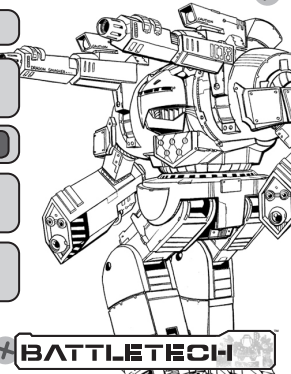
S (+0) M (+2) L (+4)
6 6 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●

SPECIAL: ENE, ECM, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLOOD ASP

A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP

B

29 Points

SIZE: 4 MOVE: 4 (8) SKILL:

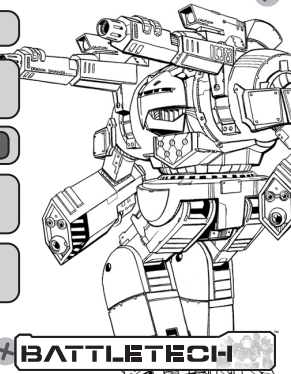
S (+0) M (+2) L (+4)
8 8 5

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●

SPECIAL: IF3, CASE, ECM, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLOOD ASP

B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP

C

23 Points

SIZE: 4 MOVE: 4 (8) SKILL:

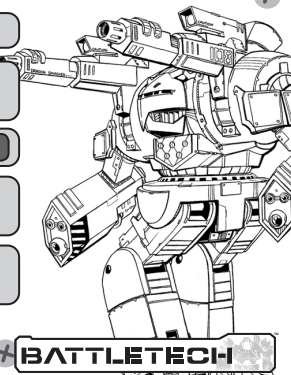
S (+0) M (+2) L (+4)
6 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●

SPECIAL: FLK1/1/O, CASE,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BLOOD ASP

C

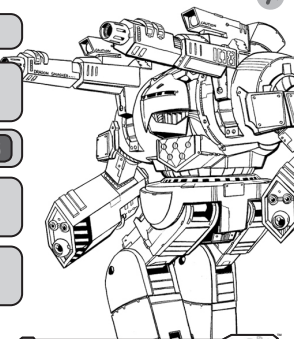
ID:



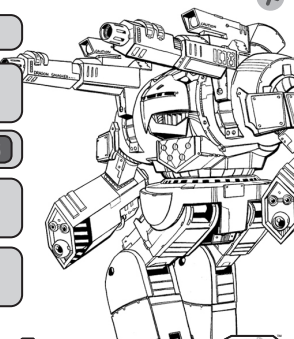
QUICK-STRIKE STATS

BATTLETECH

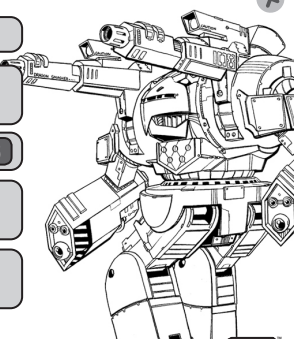
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP		24 Points	ID:	
D				
SIZE: 4 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			4
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP		32 Points	ID:	
E				
SIZE: 4 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
7	6			4
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP		29 Points	ID:	
F				
SIZE: 4 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
7	7			3
OV: 4 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●				
SPECIAL: HT1, CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP		32 Points	ID:
G			
SIZE: 4 MOVE: 4 (8) SKILL:			
S (+0)	M (+2)	L (+4)	
6	6	3	
OV: 3 HEAT SCALE		1 2 3 S	
A: ○○○○○○○○			
S: ●●●●●			
SPECIAL: FLK2/2/2, CASE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BLOOD ASP PRIME		27 Points	ID:
SIZE: 4 MOVE: 4 (8) SKILL:			
S (+0)	M (+2)	L (+4)	
9	9	3	
OV: 1 HEAT SCALE		1 2 3 S	
A: ○○○○○○○○			
S: ●●●●●			
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BUCCANEER BCN-3R		14 Points	ID:
SIZE: 2 MOVE: 6 (12) SKILL:			
S (+0)	M (+2)	L (+4)	
3	3	1	
OV: 2 HEAT SCALE		1 2 3 S	
A: ○○○○○○			
S: ●●●			
SPECIAL: MEL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BUCCANEER BCN-5W

14 Points

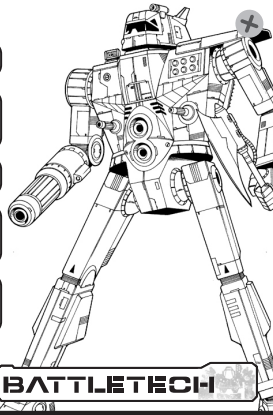
SIZE: 2 MOVE: 5/7j (10/14j) SKILL:

S (+0) M (+2) L (+4)
2 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: MEL, C3I, MHQ2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BUCCANEER BCN-5W

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BUCCANEER BCN-6W

11 Points

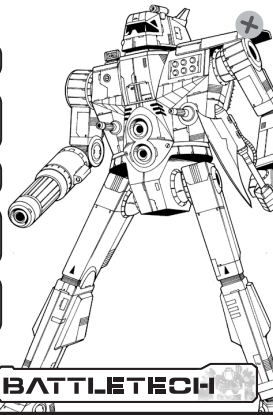
SIZE: 2 MOVE: 5/7j (10/14j) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: IF1, MEL, C3I, MHQ2,
SRCH, SOA, SEAL, ES

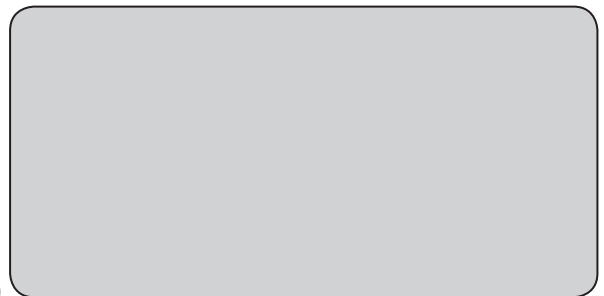


QUICK-STRIKE STATS

BATTLETECH

BUCCANEER BCN-6W

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CANIS (STANDARD)

25 Points

SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
4 4 4

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES

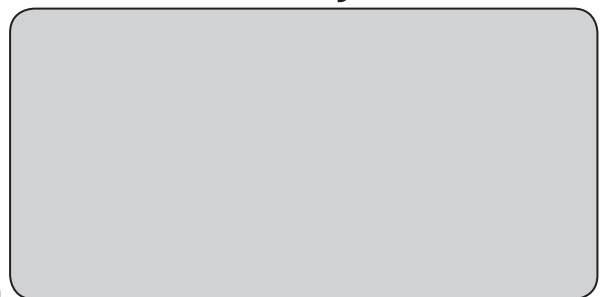


QUICK-STRIKE STATS

BATTLETECH

CANIS (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CANIS		28 Points	ID:
2			
SIZE: 4 MOVE: 3j (6j) SKILL:			
S (+0)	M (+2)	L (+4)	
5	5	5	
OV: 1 HEAT SCALE 1 2 3 S			
A: OOOOOOOO			
S: OOOO			
SPECIAL: FLK2/2/2, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLINT IIC (STANDARD)		14 Points	ID:
SIZE: 2 MOVE: 6j (12j) SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	1	
OV: 1 HEAT SCALE 1 2 3 S			
A: OOOO			
S: OO			
SPECIAL: FLK1/1/1, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLINT IIC		19 Points	ID:
2			
SIZE: 2 MOVE: 6/8j (12/16j) SKILL:			
S (+0)	M (+2)	L (+4)	
4	4	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOO			
S: OO			
SPECIAL: ENE, ECM, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COBRA CBR-02

11 Points

SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●

SPECIAL: LRM 1/2/2, IF2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COBRA CBR-02

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COBRA CBR-03

13 Points

SIZE: 2 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: IF2, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COBRA CBR-03

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COMMANDO IIC (STANDARD)

10 Points

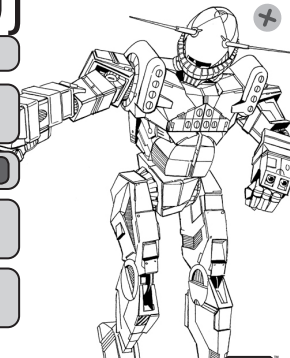
SIZE: 1 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: ●●

SPECIAL: SRM 3/3, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COMMANDO IIC (STANDARD)

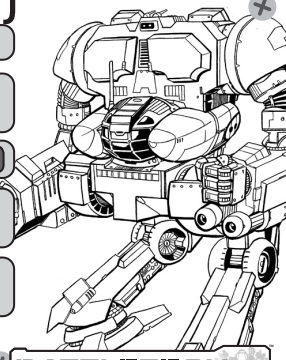
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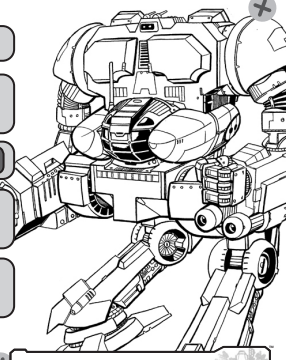
QUICK-STRIKE STATS

BATTLETECH

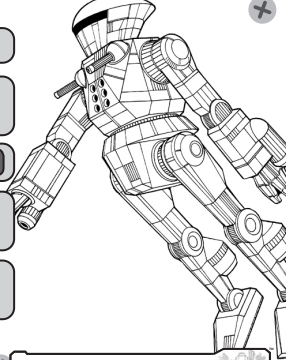
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORVIS (STANDARD)		13 Points	ID:	
SIZE: 2 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORVIS 2		15 Points	ID:	
SIZE: 2 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
SPECIAL: FLK2/1/1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COSSACK C-1FC		5 Points	ID:	
SIZE: 1 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
2	1			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OO S: ●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COSSACK		5 Points	ID:
C-SK1			
SIZE: 1 MOVE: 6j (12j) SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○			
S: ●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR		17 Points	ID:
A			
SIZE: 1 MOVE: 5 (10) SKILL:			
S (+0)	M (+2)	L (+4)	
5	5	3	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○			
S: ●●			
SPECIAL: IF3, CASE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR		18 Points	ID:
B			
SIZE: 1 MOVE: 5 (10) SKILL:			
S (+0)	M (+2)	L (+4)	
4	4	3	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○			
S: ●●			
SPECIAL: ENE, OMNI, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR

C

18 Points

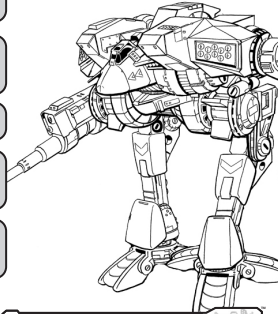
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COUGAR

C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR

D

13 Points

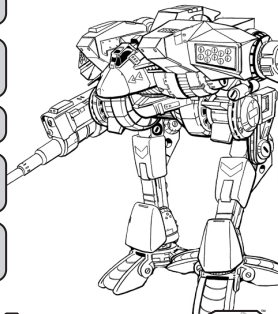
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: SRM 1/1, CASE,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COUGAR

D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR

E

14 Points

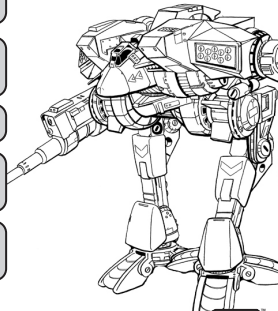
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
6 5 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COUGAR

E

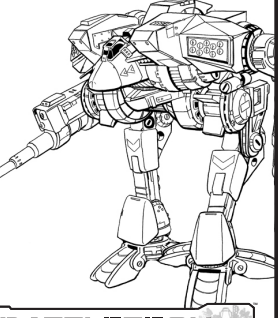
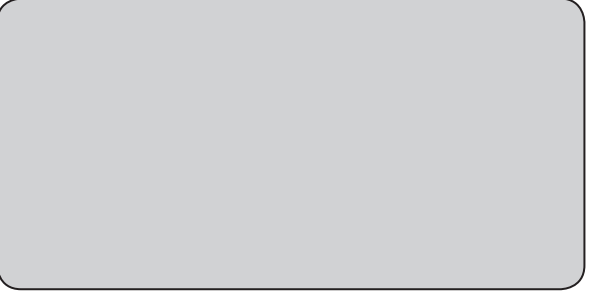
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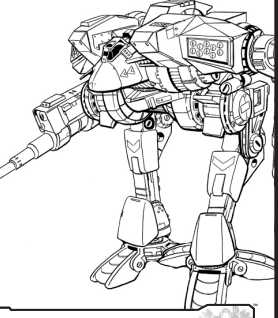
QUICK-STRIKE STATS

BATTLETECH

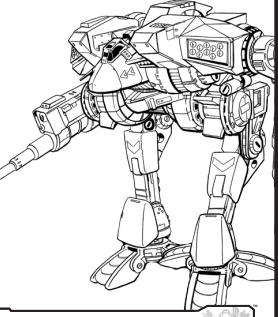
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR		14 Points	ID:	
F				
SIZE: 1 MOVE: 5j (10j) SKILL:				
S (+0)	M (+2)			L (+4)
5	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR		15 Points	ID:	
G				
SIZE: 1 MOVE: 5 (10j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: FLK1/1/1, IF1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR		13 Points	ID:	
H				
SIZE: 1 MOVE: 5/3j (10/6j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●				
SPECIAL: CASE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COUGAR PRIME

15 Points

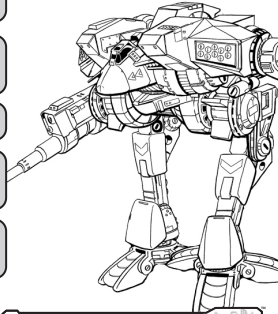
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: LRM 1/1/1, IF1, CASE,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

COUGAR PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DUAN GUNG D9-G10

9 Points

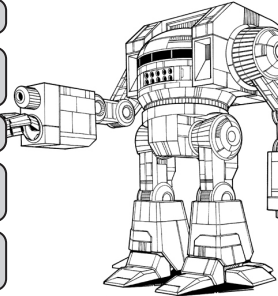
SIZE: 1 MOVE: 7/4j {14/8j} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: ●

SPECIAL: ENE, ECM, STL, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

DUAN GUNG D9-G10

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DUAN GUNG D9-G9

7 Points

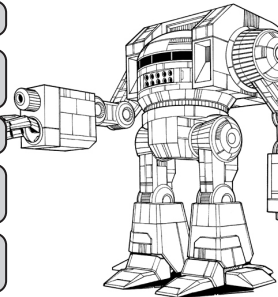
SIZE: 1 MOVE: 7/4j {14/8j} SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: ●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

DUAN GUNG D9-G9

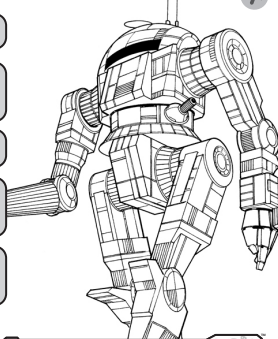
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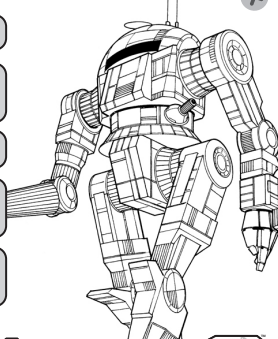
QUICK-STRIKE STATS

BATTLETECH

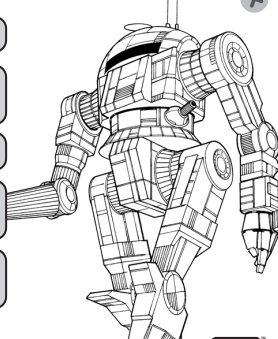
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EAGLE EGL-1M	8 Points	ID:						
SIZE: 1 MOVE: 5j (10j) SKILL: <table border="1"><tr><td>S (+0)</td><td>M (+2)</td><td>L (+4)</td></tr><tr><td>2</td><td>2</td><td>1</td></tr></table> OV: 0 HEAT SCALE 1 2 3 S A: ○○○ S: ●● SPECIAL: AMS, SRCH, SOA, SEAL, ES	S (+0)	M (+2)	L (+4)	2	2	1		
S (+0)	M (+2)	L (+4)						
2	2	1						
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS						

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EAGLE EGL-2M	8 Points	ID:						
SIZE: 1 MOVE: 5j (10j) SKILL: <table border="1"><tr><td>S (+0)</td><td>M (+2)</td><td>L (+4)</td></tr><tr><td>2</td><td>2</td><td>1</td></tr></table> OV: 0 HEAT SCALE 1 2 3 S A: ○○○ S: ●● SPECIAL: ENE, TAG, SRCH, SOA, SEAL, ES	S (+0)	M (+2)	L (+4)	2	2	1		
S (+0)	M (+2)	L (+4)						
2	2	1						
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS						

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EAGLE EGL-3M	6 Points	ID:						
SIZE: 1 MOVE: 5j (10j) SKILL: <table border="1"><tr><td>S (+0)</td><td>M (+2)</td><td>L (+4)</td></tr><tr><td>2</td><td>2</td><td>1</td></tr></table> OV: 0 HEAT SCALE 1 2 3 S A: ○○○ S: ● SPECIAL: ENE, SRCH, SOA, SEAL, ES	S (+0)	M (+2)	L (+4)	2	2	1		
S (+0)	M (+2)	L (+4)						
2	2	1						
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS						

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENFORCER III ENF-6G

19 Points

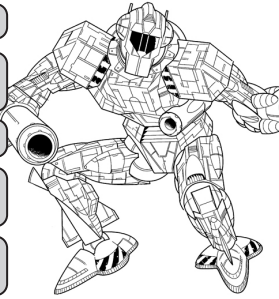
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ENFORCER III ENF-6G

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENFORCER III ENF-6H

16 Points

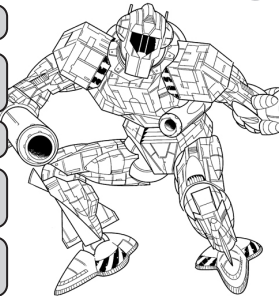
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ENFORCER III ENF-6H

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENFORCER III ENF-6M

15 Points

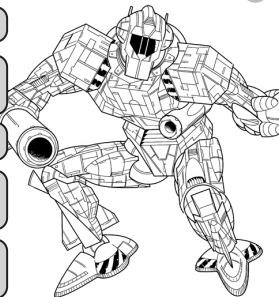
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ENFORCER III ENF-6M

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENFORCER III ENF-6NAIS

15 Points

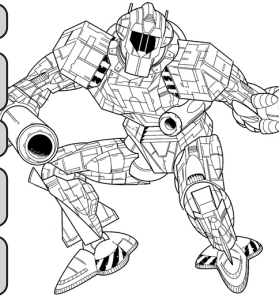
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: ENE, ECM, C3S, MHQ1,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ENFORCER III ENF-6NAIS

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENFORCER III ENF-6T

17 Points

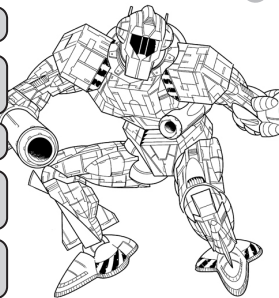
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
2 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●

SPECIAL: SRCH, SOA, SEAL, ES

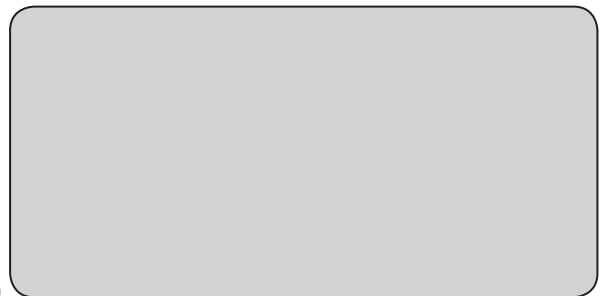


QUICK-STRIKE STATS

BATTLETECH

ENFORCER III ENF-6T

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIRE SCORPION (STANDARD)

15 Points

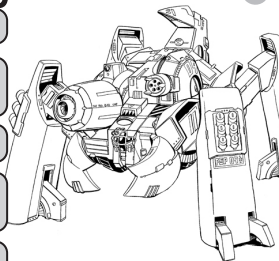
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●●

SPECIAL: FLK1/1/1, CASE,
SRCH, SOA, SEAL, ES

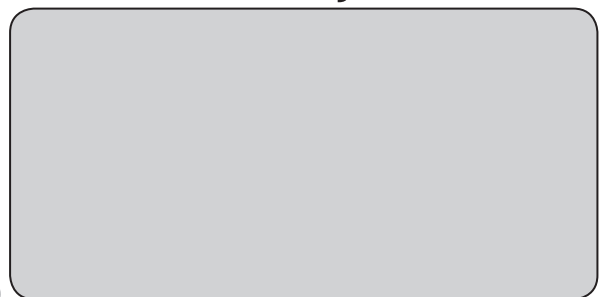


QUICK-STRIKE STATS

BATTLETECH

FIRE SCORPION (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIRE SCORPION

2

17 Points

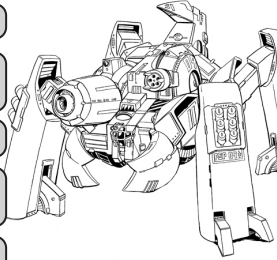
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: IF1, CASE, PRB, RCN,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FIRE SCORPION

2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FIRE SCORPION

3

19 Points

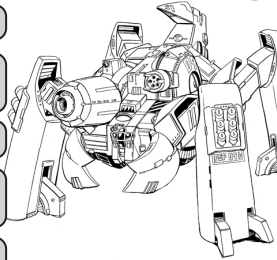
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, PRB, RCN,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FIRE SCORPION

3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GARM GRM-01A

7 Points

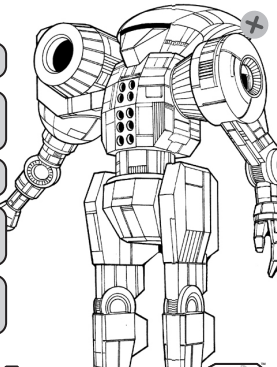
SIZE: 1 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

GARM GRM-01A

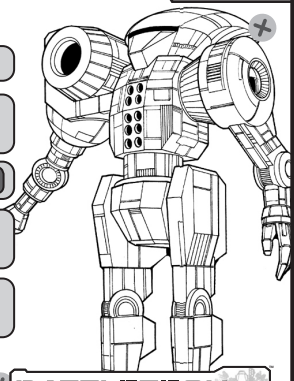
ID:



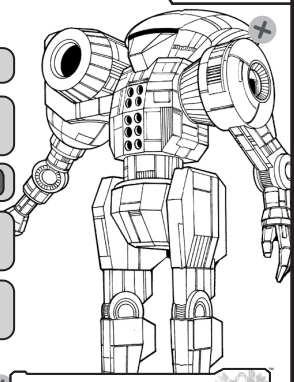
QUICK-STRIKE STATS

BATTLETECH

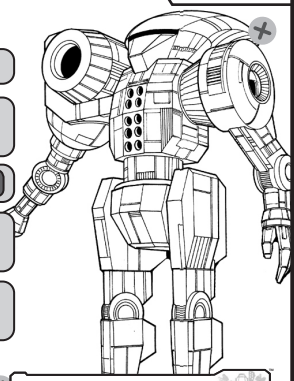
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GARM GRM-01A2		11 Points	ID:	
SIZE: 1 MOVE: 6j (12j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: IF1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GARM GRM-01B		9 Points	ID:	
SIZE: 1 MOVE: 5j (10j) SKILL:				
S (+0)	M (+2)			L (+4)
1	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GARM GRM-01C		11 Points	ID:	
SIZE: 1 MOVE: 5j (10j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GREAT WYRM (STANDARD)

13 Points

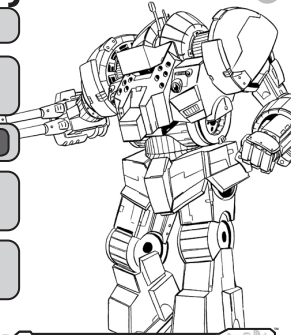
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: IF1, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GREAT WYRM (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GREAT WYRM 2

17 Points

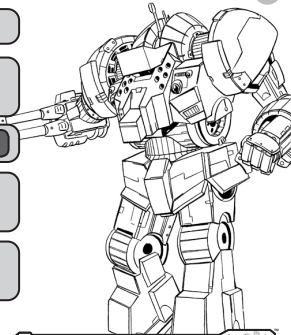
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: FLK1/1/1, CASE,
SRCH, SOA, SEAL, ES

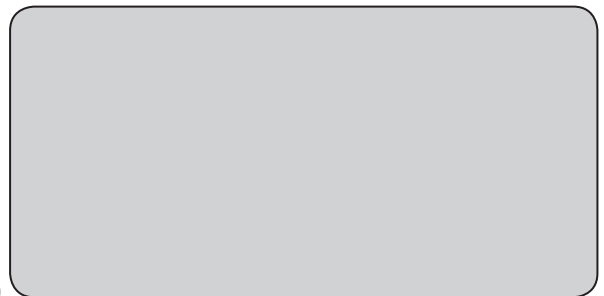


QUICK-STRIKE STATS

BATTLETECH

GREAT WYRM 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUILLOTINE IIC (STANDARD)

24 Points

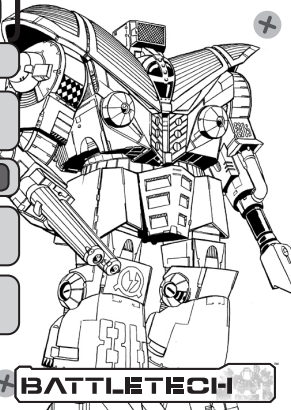
SIZE: 3 MOVE: 4j {8j} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

GUILLOTINE IIC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUILLOTINE IIC		27 Points	ID:
2			
SIZE: 3 MOVE: 4/6j (8/12j) SKILL:			
S (+0)	M (+2)	L (+4)	
5	5	2	
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○			
S: ●●●●●●●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HA OTOKO (STANDARD)		19 Points	ID:
SIZE: 3 MOVE: 4 (8) SKILL:			
S (+0)	M (+2)	L (+4)	
0	0	0	
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○			
S: ●●●●●●●●			
SPECIAL: LRM 3/3/3, IF3, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HA OTOKO		23 Points	ID:
2			
SIZE: 3 MOVE: 4 (8) SKILL:			
S (+0)	M (+2)	L (+4)	
5	5	3	
OV: 2 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○			
S: ●●●●●●●●			
SPECIAL: FLK2/1/1, IF1, HT1, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HA OTOKO HK0-1C

13 Points

SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
0 0 0

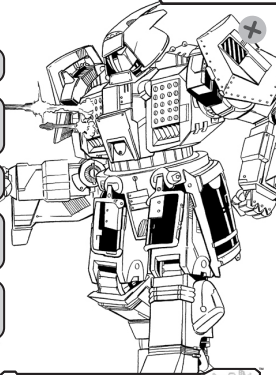
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: LRM 2/4/4, IF4,
SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



HA OTOKO HK0-1C

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-0

22 Points

SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
5 5 2

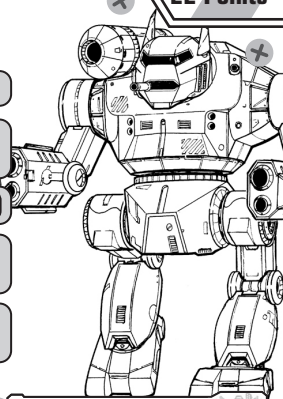
OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●●●

SPECIAL: FLK1/1/O, CASE, ECM,
OMNI, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



HAUPTMANN HA1-0

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-0A

23 Points

SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
6 6 2

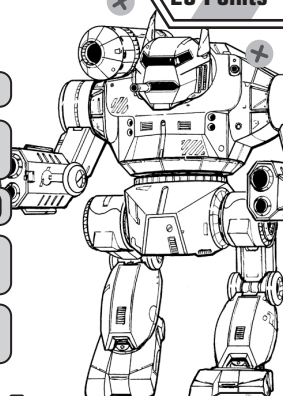
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●●●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH



HAUPTMANN HA1-0A

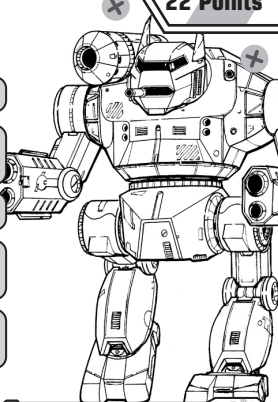
ID:

QUICK-STRIKE STATS

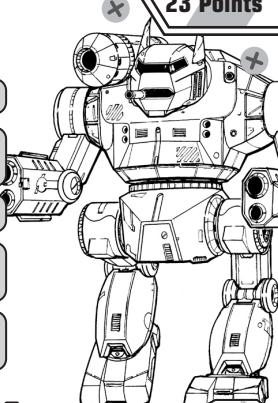
BATTLETECH



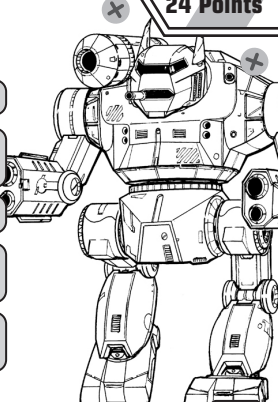
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-OB		22 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0) 4	M (+2) 4			L (+4) 2
OV: 3 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●○○○○○○○●				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-OC		23 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0) 5	M (+2) 6			L (+4) 3
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●○○○○○○○●				
SPECIAL: IF2, CASE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-OD		24 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0) 4	M (+2) 5			L (+4) 4
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●○○○○○○○●				
SPECIAL: CASE, OMNI, TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAUPTMANN HA1-OE		23 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			3
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●●●●●●●●				
SPECIAL: IF1, HT1, CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELIOS HEL-3D		16 Points	ID:	
SIZE: 3 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●●●				
SPECIAL: SRM 1/1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELIOS HEL-4A		15 Points	ID:	
SIZE: 3 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELIOS HEL-6X

18 Points

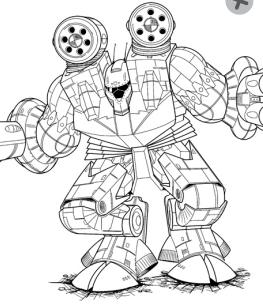
SIZE: 3 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 2 1

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOO

SPECIAL: ENE, TSM, C3I, MHQ2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HELIOS HEL-6X

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HELIOS HEL-C

15 Points

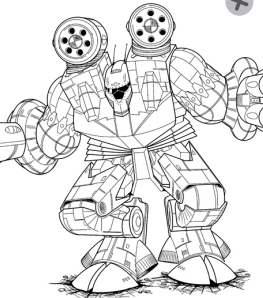
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: SRM 1/1, CASE, C3S,
MHQ1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HELIOS HEL-C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HIGHLANDER IIC (STANDARD)

30 Points

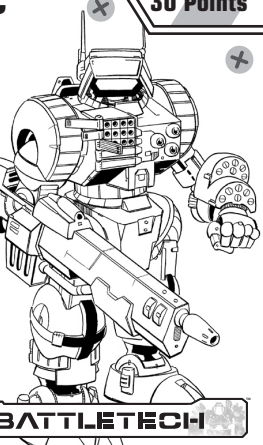
SIZE: 4 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
7 8 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOOO
S: OOOOOOO

SPECIAL: IF2, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

HIGHLANDER IIC (STANDARD)

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HIGHLANDER IIC		29 Points	ID:
2			
SIZE: 4 MOVE: 3j (6j) SKILL:			
S (+0)	M (+2)	L (+4)	
7	6	2	
OV: 4 HEAT SCALE		1 2 3 S	
A: ○○○○○○○○			
S: ○○○○○○○○			
SPECIAL: CASE, ECM, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

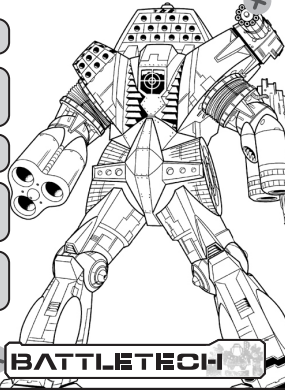
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ICESTORM (STANDARD)		7 Points	ID:
SIZE: 1 MOVE: 12 (24) SKILL:			
S (+0)	M (+2)	L (+4)	
1	1	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: ○○			
S: ●			
SPECIAL: CASE, TAG, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

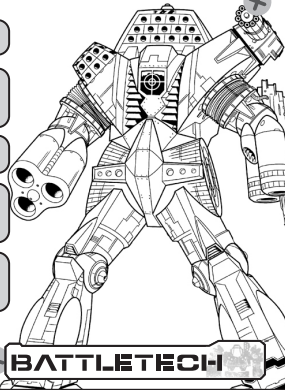
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ICESTORM		9 Points	ID:
2			
SIZE: 1 MOVE: 12 (24) SKILL:			
S (+0)	M (+2)	L (+4)	
3	2	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: ○○			
S: ●			
SPECIAL: ENE, TAG, LTAG, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

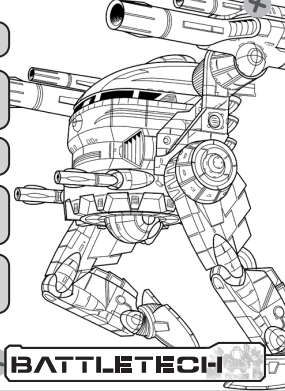
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

INITIATE INI-02		10 Points	ID:	
SIZE: 2 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOO				
SPECIAL: IF1, CASE, AMS, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

INITIATE INI-04		9 Points	ID:	
SIZE: 2 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
3	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OO				
SPECIAL: CASE, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGERMECH III JM6-D3		15 Points	ID:	
SIZE: 3 MOVE: 5 (10) SKILL:				
S (+0)	M (+2)			L (+4)
3	4			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JAGERMECH III JM6-D4

18 Points

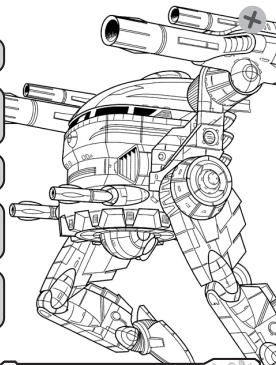
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

JAGERMECH III JM6-D4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JINGGAU JN-G7L

21 Points

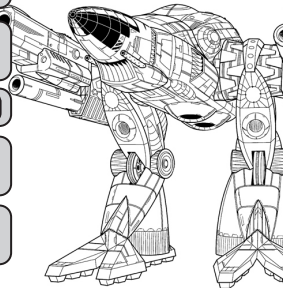
SIZE: 3 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: HT1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

JINGGAU JN-G7L

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JINGGAU JN-G8A

21 Points

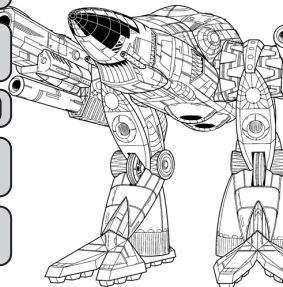
SIZE: 3 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
4 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JINGGAU JN-G8A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JINGGAU JN-G9CC

17 Points

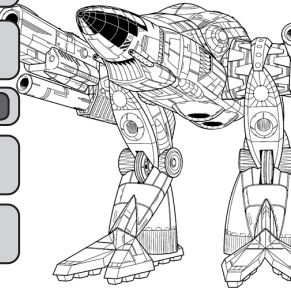
SIZE: 3 MOVE: 6 (12) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: ENE, ECM, PRB, RCN,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

JINGGAU JN-G9CC

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KABUTO KBO-7A

5 Points

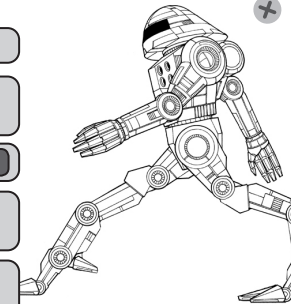
SIZE: 1 MOVE: 7 (14) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: ●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

KABUTO KBO-7A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KABUTO KBO-7B

6 Points

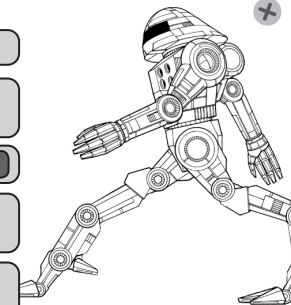
SIZE: 1 MOVE: 7 (14) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: ●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

KABUTO KBO-7B

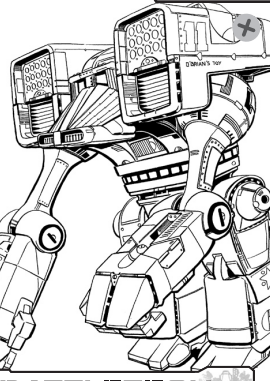
ID:



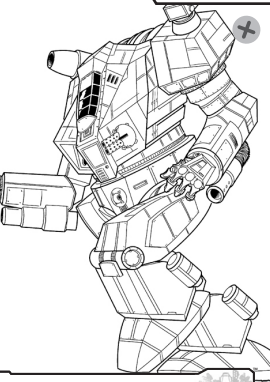
QUICK-STRIKE STATS

BATTLETECH

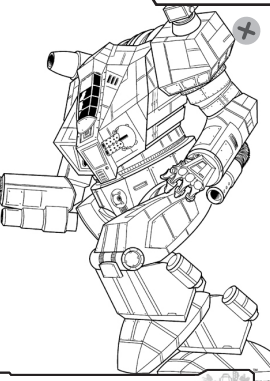
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANDRILL (STANDARD)		12 Points	ID:	
SIZE: 1 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●				
SPECIAL: LRM 2/2/2, IF2, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARSHAL MHL-2L		13 Points	ID:	
SIZE: 2 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARSHAL MHL-6MC		15 Points	ID:	
SIZE: 2 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARSHAL MHL-X1

12 Points

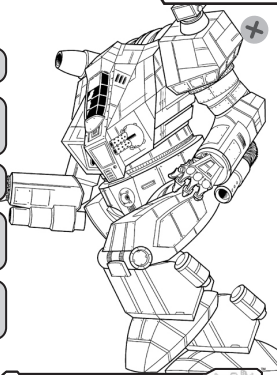
SIZE: 2 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MARSHAL MHL-X1

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MATADOR (STANDARD)

20 Points

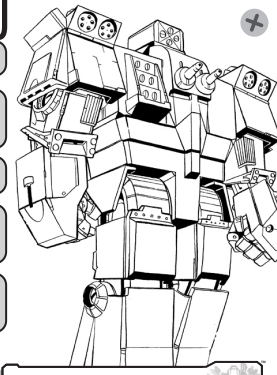
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
6 5 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES

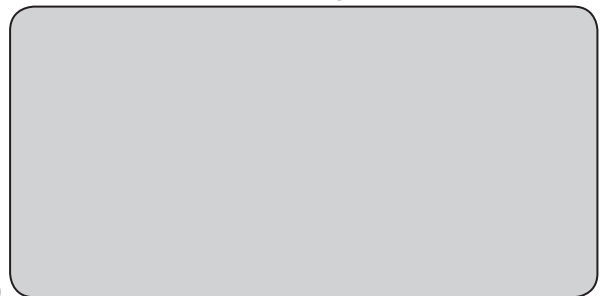


QUICK-STRIKE STATS

BATTLETECH

MATADOR (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MATADOR 2

17 Points

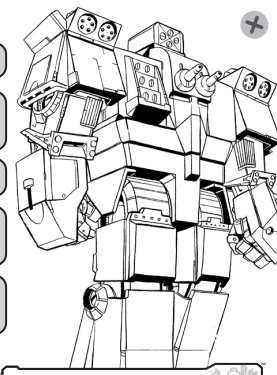
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
7 6 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MATADOR 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-O

16 Points

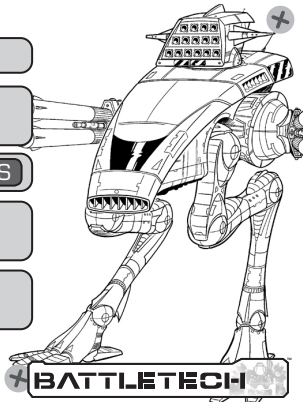
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: IF1, PRB, RCN, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-O

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OA

15 Points

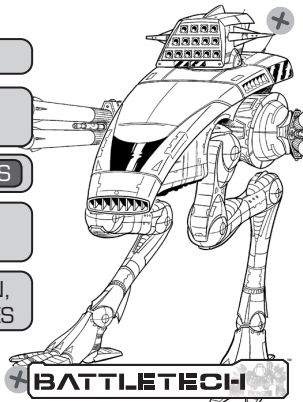
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: FLK1/1/1, PRB, RCN,
OMNI, TAG, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OA

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OB

15 Points

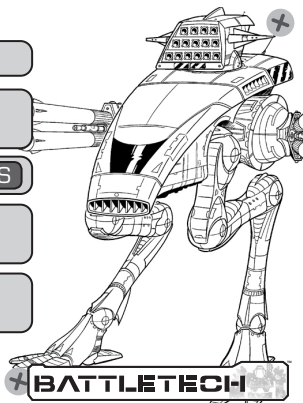
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: PRB, RCN, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OB

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OC

14 Points

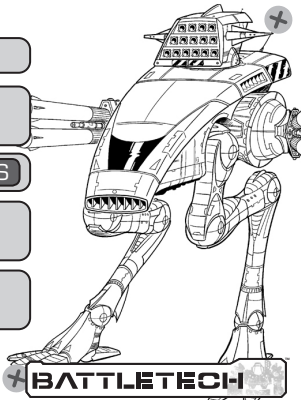
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: ENE, ECM, PRB, RCN,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OC

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OD

16 Points

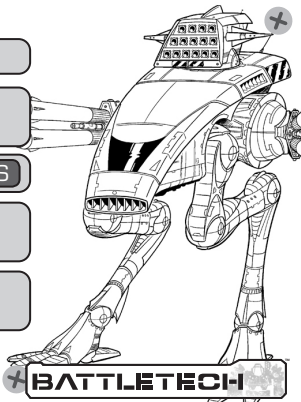
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
2 2 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: SRM 1/1, PRB, RCN,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OD

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OE

16 Points

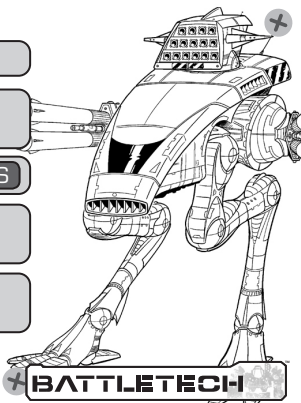
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: PRB, RCN, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OE

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OF

16 Points

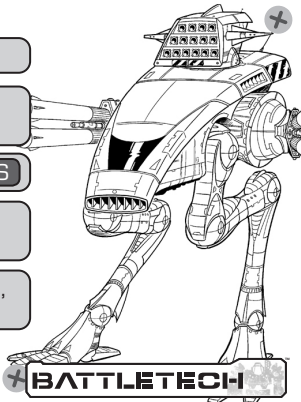
SIZE: 2 MOVE: 8 (16) SKILL:

S (+0) M (+2) L (+4)
3 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: ENE, PRB, RCN, OMNI,
TAG, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OF

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT A

26 Points

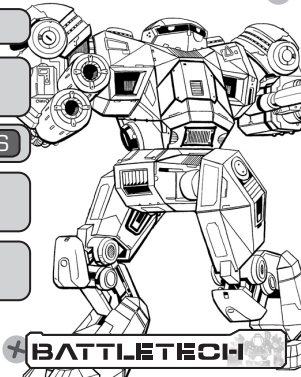
SIZE: 3 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
5 5 5

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NOVA CAT A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT B

25 Points

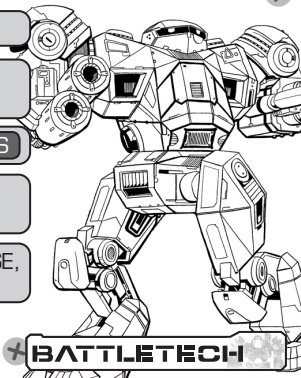
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●

SPECIAL: LRM 5/5/5, IF5, CASE,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

NOVA CAT B

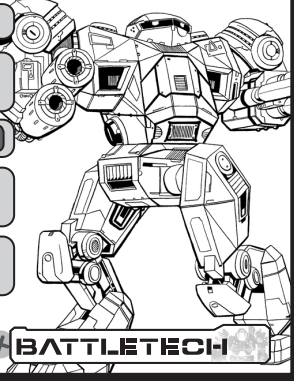
ID:



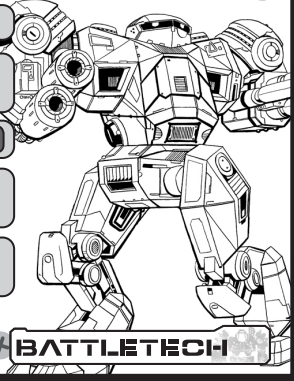
QUICK-STRIKE STATS

BATTLETECH

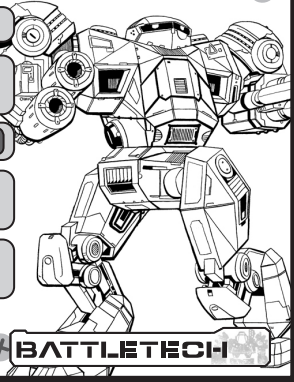
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT		19 Points	ID:	
C				
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
4	5			5
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOO				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

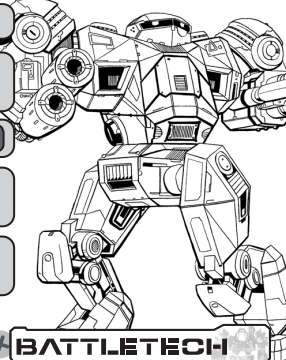
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT		21 Points	ID:	
D				
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOO				
SPECIAL: FLK1/1/1, CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

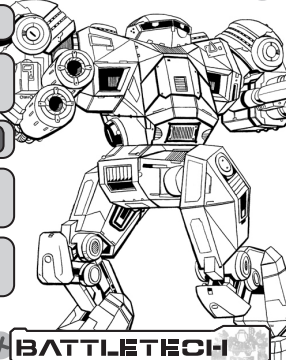
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT		22 Points	ID:	
E				
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
9	7			4
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOO				
SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

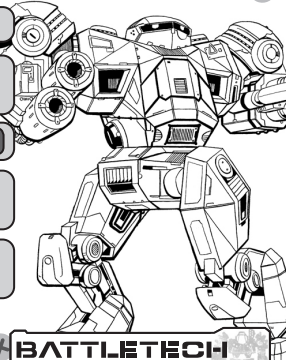
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT		27 Points	ID:	
F				
SIZE: 3 MOVE: 4/6j (8/12j) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: ENE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT		25 Points	ID:	
G				
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
7	7			5
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: IF4, CASE, ECM, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT PRIME		25 Points	ID:	
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			5
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: ENE, OMNI, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ORION IIC (STANDARD)

24 Points

SIZE: 3 MOVE: 4 (8) SKILL:

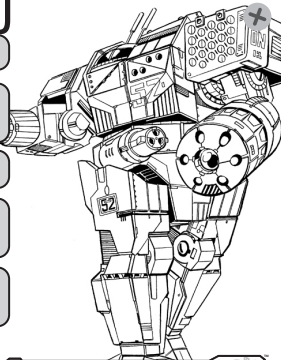
S (+0) 4 M (+2) 4 L (+4) 4

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●●●

SPECIAL: IF1, CASE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ORION IIC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACK HUNTER (STANDARD)

14 Points

SIZE: 1 MOVE: 7j (14j) SKILL:

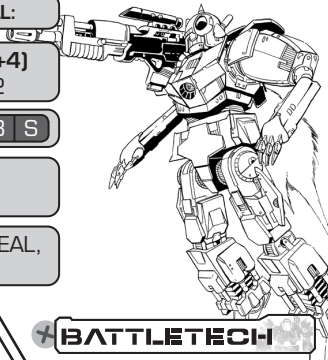
S (+0) 2 M (+2) 2 L (+4) 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PACK HUNTER (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACK HUNTER 2

16 Points

SIZE: 1 MOVE: 7j (14j) SKILL:

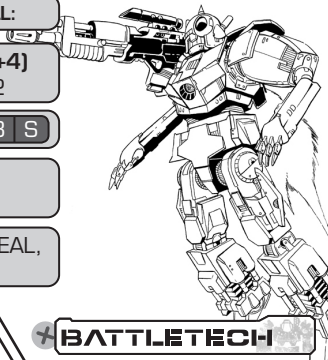
S (+0) 3 M (+2) 2 L (+4) 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PACK HUNTER 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACK HUNTER

3

17 Points

SIZE: 1 MOVE: 9/7j (18/14j) SKILL:

S (+0)

3

M (+2)

2

L (+4)

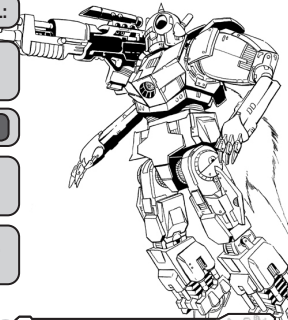
2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: ●●

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PACK HUNTER

3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACK HUNTER

4

13 Points

SIZE: 1 MOVE: 6/9j (12/18j) SKILL:

S (+0)

2

M (+2)

2

L (+4)

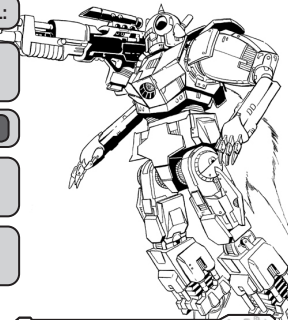
2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO

S: ●●

SPECIAL: ENE, ECM, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PACK HUNTER

4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PREDATOR (STANDARD)

18 Points

SIZE: 3 MOVE: 5 (10) SKILL:

S (+0)

4

M (+2)

4

L (+4)

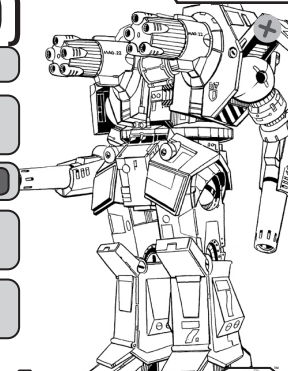
2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO

S: ●●●

SPECIAL: FLK1/1/1, CASE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PREDATOR (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PREDATOR

2

22 Points

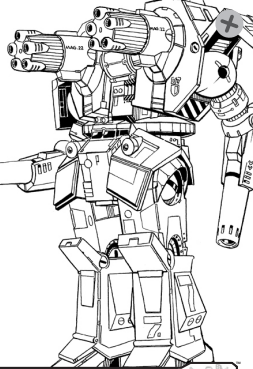
SIZE: 3 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
6 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: FLK3/2/2, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PREDATOR

2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SENTRY SNT-04

11 Points

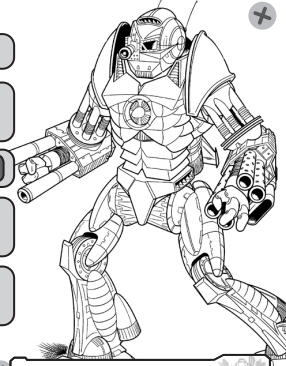
SIZE: 2 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
3 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SENTRY SNT-04

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SENTRY SNT-W5

11 Points

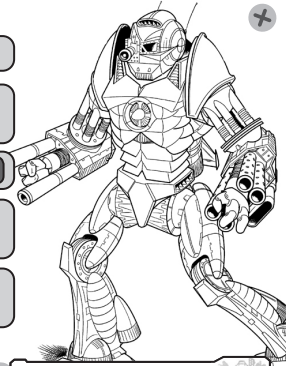
SIZE: 2 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

SENTRY SNT-W5

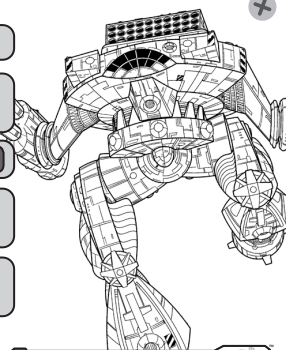
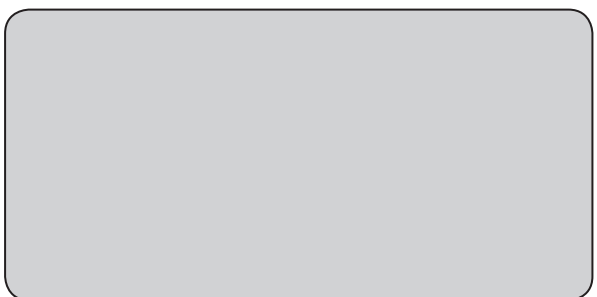
ID:



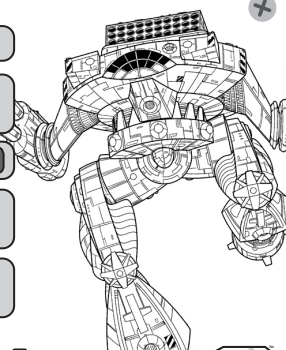
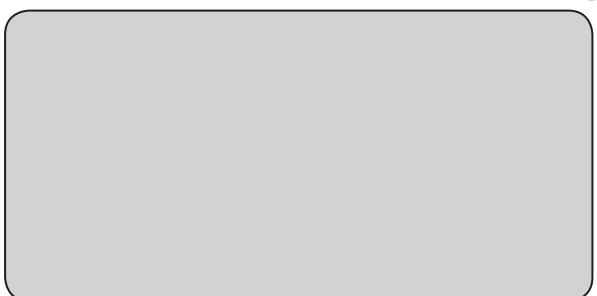
QUICK-STRIKE STATS

BATTLETECH

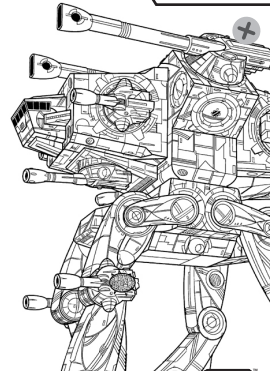
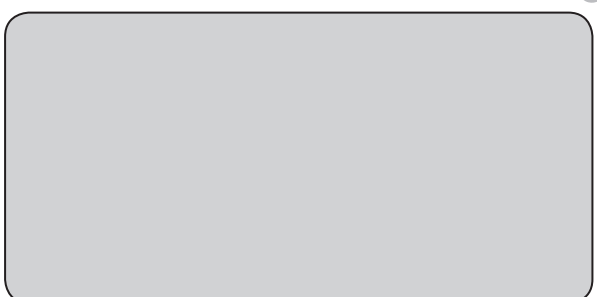
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHUGENJA SJA-7D		17 Points	ID:	
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOO				
SPECIAL: TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHUGENJA SJA-8H		17 Points	ID:	
SIZE: 3 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
3	3			2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOO				
SPECIAL: CASE, ECM, TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIROCCO SRC-3C		22 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			2
OV: 3 HEAT SCALE 1 2 3 S				
A: OOOOOOOOOO S: OOOOOOOO				
SPECIAL: ECM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIROCCO SRC-5C

SIZE: 4 MOVE: 3 (6) SKILL:

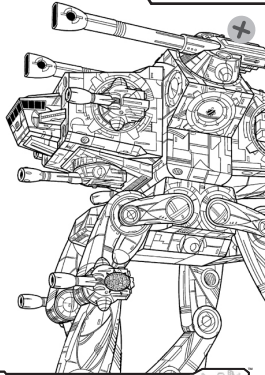
S (+0) M (+2) L (+4)
4 4 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●○○○○○○○○○

SPECIAL: SRM 1/1, CASE, ECM,
SRCH, SOA, SEAL, ES

21 Points



QUICK-STRIKE STATS

BATTLETECH

SIROCCO SRC-5C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIROCCO SRC-6C

SIZE: 4 MOVE: 3/5j (6/10j) SKILL:

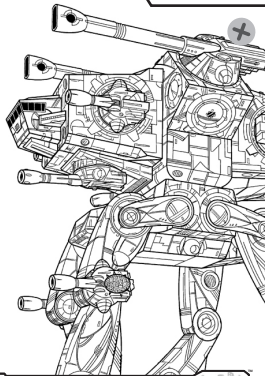
S (+0) M (+2) L (+4)
2 3 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●○○○○○○○○○

SPECIAL: ECM, C3S, MHQ1,
SRCH, SOA, SEAL, ES

22 Points



QUICK-STRIKE STATS

BATTLETECH

SIROCCO SRC-6C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SNOW FOX (STANDARD)

SIZE: 1 MOVE: 10 (20) SKILL:

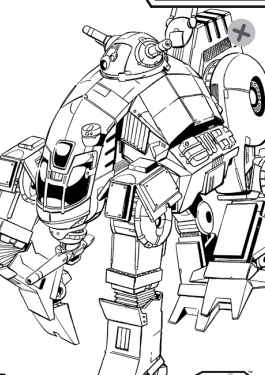
S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

8 Points



QUICK-STRIKE STATS

BATTLETECH

SNOW FOX (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SNOW FOX		6 Points	ID:
2			
SIZE: 1 MOVE: 10 (20) SKILL:			
S (+0)	M (+2)	L (+4)	
1	1	1	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○			
S: ●●			
SPECIAL: IF1, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SNOW FOX		9 Points	ID:
3			
SIZE: 1 MOVE: 9 (18) SKILL:			
S (+0)	M (+2)	L (+4)	
2	2	1	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○			
S: ●			
SPECIAL: CASE, ECM, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STALKING SPIDER (STANDARD)		22 Points	ID:
SIZE: 2 MOVE: 6/5j (12/10j) SKILL:			
S (+0)	M (+2)	L (+4)	
4	4	2	
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○			
S: ●●●●			
SPECIAL: CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STALKING SPIDER

21 Points

2

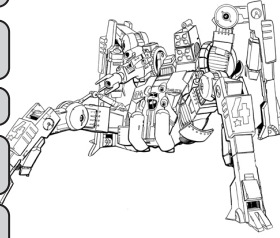
SIZE: 2 MOVE: 6/5j (12/10j) SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: ENE, PRB, RCN, TAG,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STALKING SPIDER

ID:

2



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STALKING SPIDER

16 Points

3

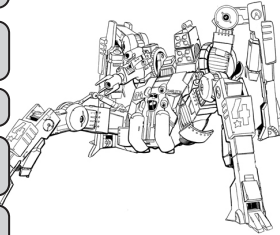
SIZE: 2 MOVE: 5/8j (10/16j) SKILL:

S (+0) M (+2) L (+4)
4 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STALKING SPIDER

ID:

3



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

23 Points

A

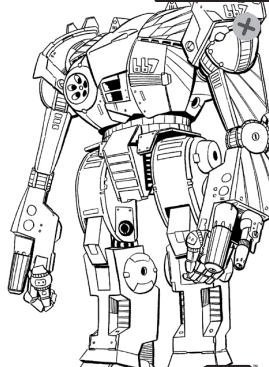
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

ID:

A



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

B

21 Points

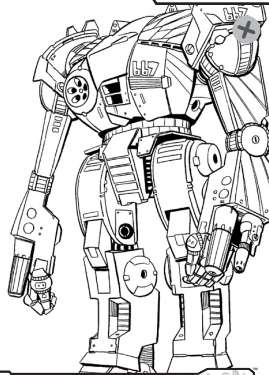
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 4

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF3, CASE, OMNI,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

C

24 Points

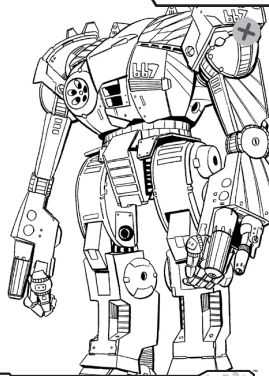
SIZE: 2 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

D

18 Points

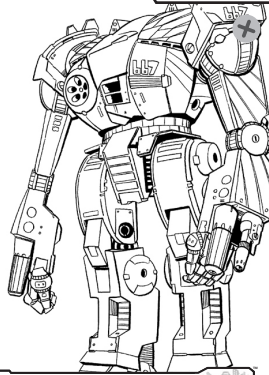
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
6 6 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: ENE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

17 Points

E

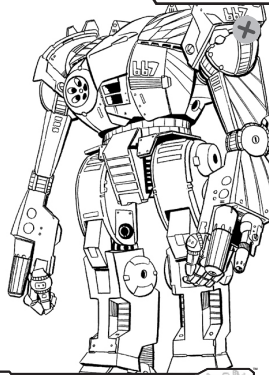
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: FLK1/1/1, CASE,
OMNI, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

ID:

E



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

20 Points

F

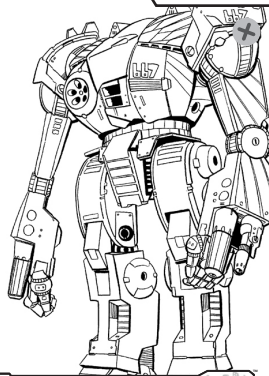
SIZE: 2 MOVE: 5/8j {10/16j} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

ID:

F



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK

17 Points

G

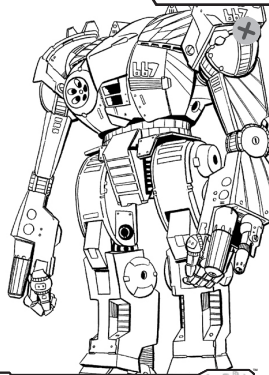
SIZE: 2 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK

ID:

G



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STOOPING HAWK PRIME

22 Points

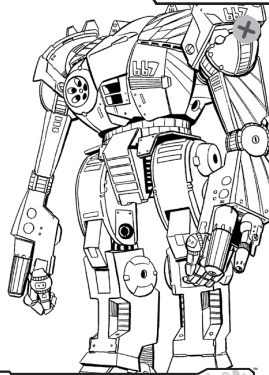
SIZE: 2 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
4 4 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: CASE, OMNI, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STOOPING HAWK PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TAI-SHO TSH-7S

18 Points

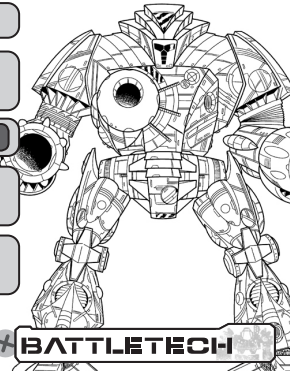
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 3 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: CASE, C3M2, MHQ10,
SRCH, SOA, SEAL, ES

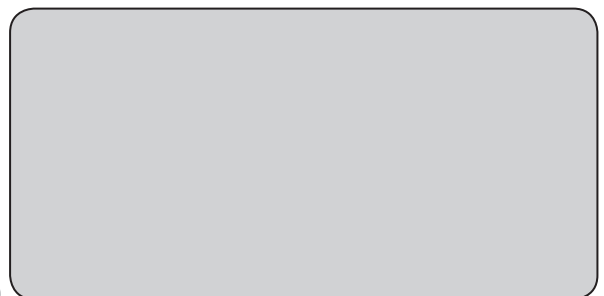


QUICK-STRIKE STATS

BATTLETECH

TAI-SHO TSH-7S

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TAI-SHO TSH-8S

20 Points

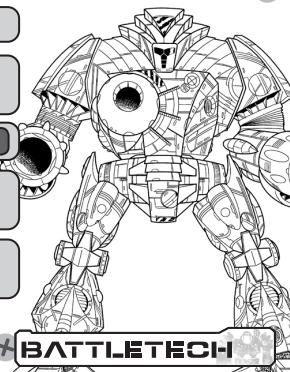
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
3 4 4

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: CASE, C3S, MHQ1,
SRCH, SOA, SEAL, ES

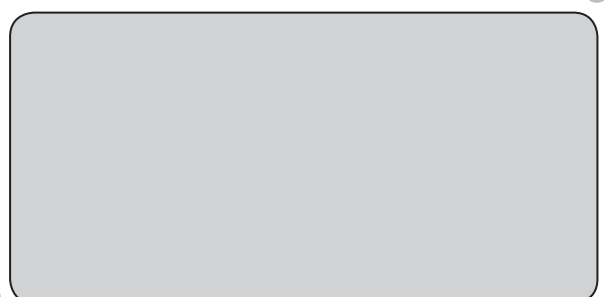


QUICK-STRIKE STATS

BATTLETECH

TAI-SHO TSH-8S

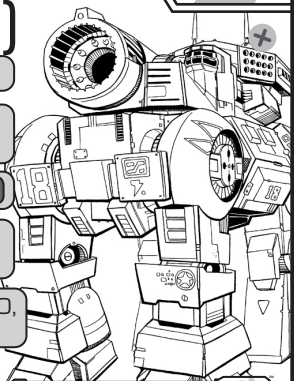
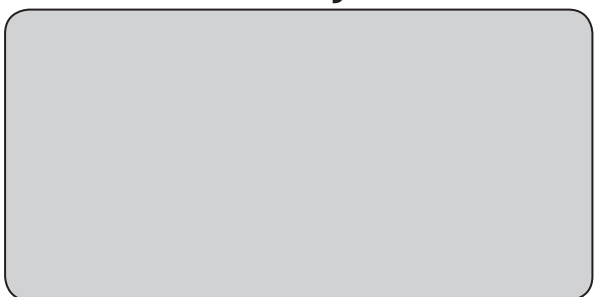
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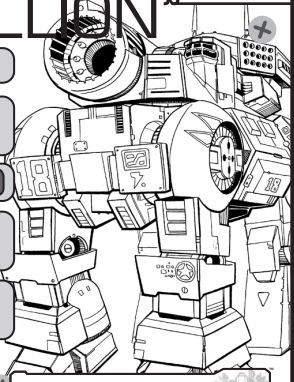
QUICK-STRIKE STATS

BATTLETECH

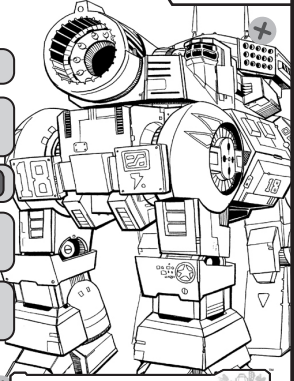
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER STALLION (STANDARD)		23 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●○○○○○○○				
SPECIAL: LRM 4/4/4, FLK1/1/0, IF4, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER STALLION 2 "FIRE STALLION"		26 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			2
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●○○○○○○○				
SPECIAL: LRM 3/3/3, IF3, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDER STALLION 3		27 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			3
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●○○○○○○○				
SPECIAL: FLK4/4/2, CASE, ECM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9C

20 Points

SIZE: 3 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO

S: ●●●

SPECIAL: TSM, MEL, SRCH, SOA,
SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9C

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9H

18 Points

SIZE: 3 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO

S: ●●●

SPECIAL: ENE, TAG, TSM, MEL,
SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9H

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9J

19 Points

SIZE: 3 MOVE: 6j {12j} SKILL:

S (+0) M (+2) L (+4)
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO

S: ●●●

SPECIAL: ENE, TSM, MEL, SRCH,
SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9J

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TOYAMA TYM-1A

17 Points

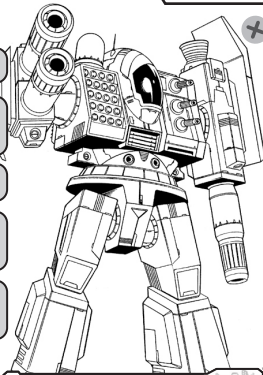
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: ●●●

SPECIAL: FLK1/1/1, IF1, ECM,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TOYAMA TYM-1A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TOYAMA TYM-1B

18 Points

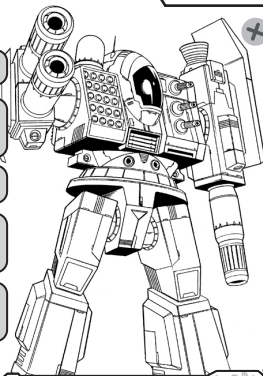
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
3 4 3

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●

SPECIAL: IF1, CASE, C3I, MHQ2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TOYAMA TYM-1B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TOYAMA TYM-1C

17 Points

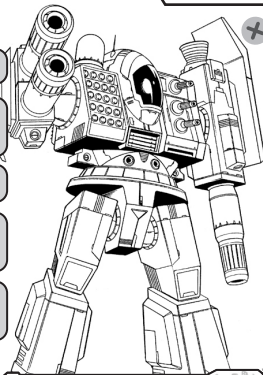
SIZE: 3 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 4

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●

SPECIAL: IF2, CASE, C3I, MHQ2,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

TOYAMA TYM-1C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

URBANMECH IIC (STANDARD)		8 Points	ID:	
SIZE: 1 MOVE: 3j (6j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

URBANMECH IIC 2		9 Points	ID:	
SIZE: 1 MOVE: 3j (6j) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●				
SPECIAL: FLK1/1/1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

URSUS (STANDARD)		18 Points	ID:	
SIZE: 2 MOVE: 4 (8) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			2
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○ S: ●●●●				
SPECIAL: IF1, CASE, ECM, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

URSUS 2

21 Points

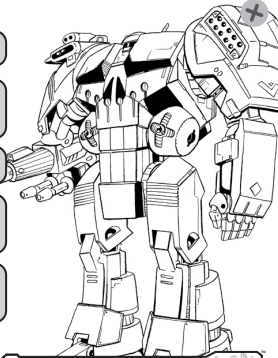
SIZE: 2 MOVE: 6j (12j) SKILL:

S (+0) M (+2) L (+4)
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOO

SPECIAL: FLK1/1/1, HT1, CASE,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

URSUS 2

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIKING VKG-2F

21 Points

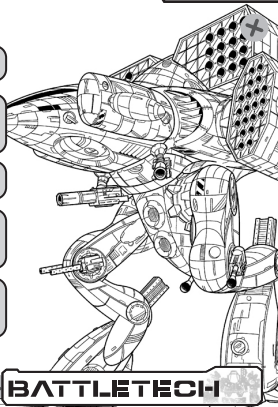
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
4 6 6

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOOOOO

SPECIAL: IF5, CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

VIKING VKG-2F

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIKING VKG-2G

22 Points

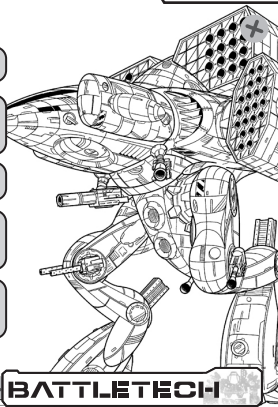
SIZE: 4 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
5 6 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: OOOOOOOO

SPECIAL: FLK1/1/1, CASE,
ECM, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

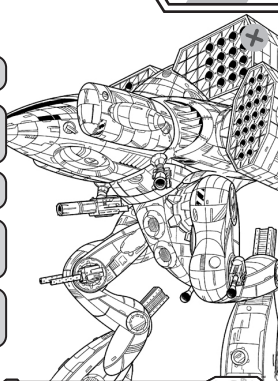
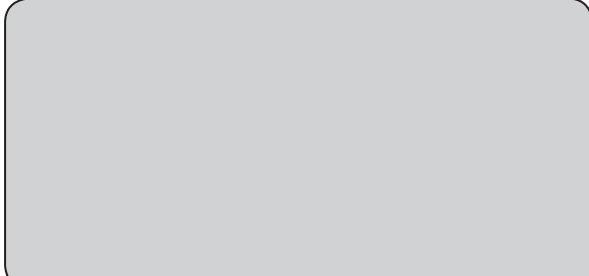
VIKING VKG-2G

ID:

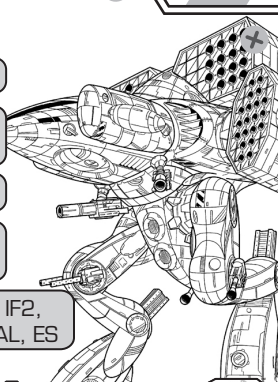
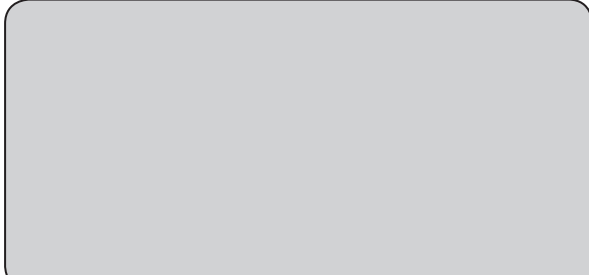
QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIKING VKG-3A		19 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
4	3			2
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●○○○○○○○○				
SPECIAL: IF1, CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VIKING VKG-3W		18 Points	ID:	
SIZE: 4 MOVE: 3 (6) SKILL:				
S (+0)	M (+2)			L (+4)
2	2			1
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●○○○○○○○				
SPECIAL: SRM 3/1, LRM 0/1/2, IF2, CASE, C3I, MHQ2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WYVERN IIC (STANDARD)		16 Points	ID:	
SIZE: 2 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			2
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●○○○				
SPECIAL: CASE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WYVERN IIC

2

15 Points

SIZE: 2 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
4 3 1

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●

SPECIAL: CASE, SRCH, SOA,
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

WYVERN IIC

2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YEOMAN YMN-10-OR

13 Points

SIZE: 3 MOVE: 4j (8j) SKILL:

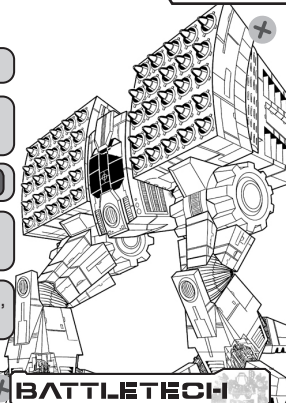
S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●

SPECIAL: SRM 2/1, LRM 1/2/2,
IF2, CASE, SRCH, SOA, SEAL, ES

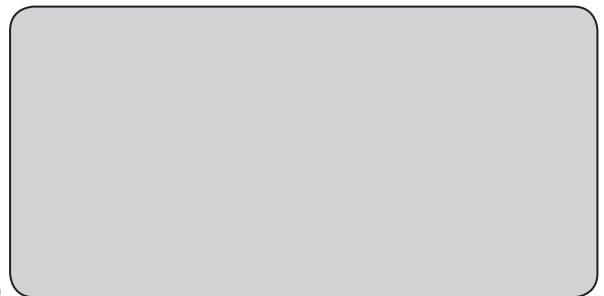


QUICK-STRIKE STATS

BATTLETECH

YEOMAN YMN-10-OR

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YEOMAN YMN-6Y

13 Points

SIZE: 3 MOVE: 4 (8) SKILL:

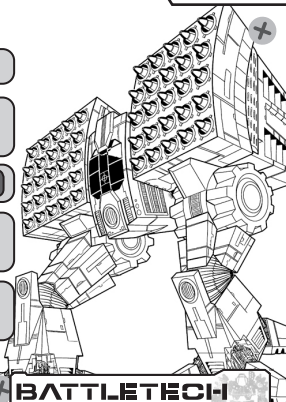
S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●

SPECIAL: LRM 2/3/3, IF3,
CASE, SRCH, SOA, SEAL, ES

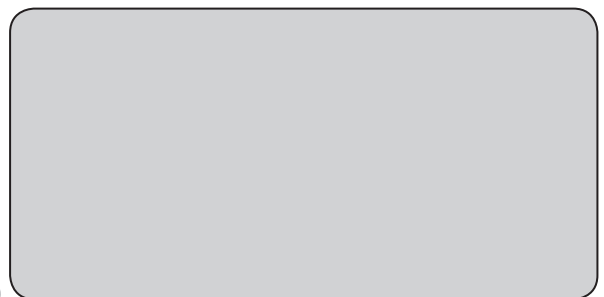


QUICK-STRIKE STATS

BATTLETECH

YEOMAN YMN-6Y

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YU HUANG Y-H10G		24 Points	ID:
SIZE: 4 MOVE: 4j (8j) SKILL: S (+0) M (+2) L (+4) 4 4 2 OV: 2 HEAT SCALE 1 2 3 S A: OOOOOOOO S: OOOO SPECIAL: ECM, PRB, RCN, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS BATTLETECH			

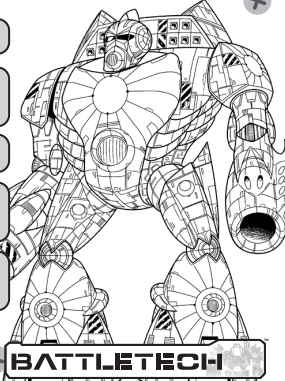
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YU HUANG Y-H11G		21 Points	ID:
SIZE: 4 MOVE: 4j (8j) SKILL: S (+0) M (+2) L (+4) 5 5 1 OV: 0 HEAT SCALE 1 2 3 S A: OOOOOOOO S: OOOO SPECIAL: IF1, HT1, CASE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS BATTLETECH			

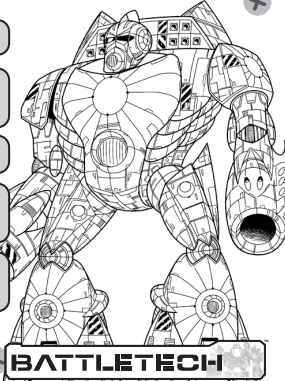
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YU HUANG Y-H9G		21 Points	ID:
SIZE: 4 MOVE: 4j (8j) SKILL: S (+0) M (+2) L (+4) 4 4 2 OV: 1 HEAT SCALE 1 2 3 S A: OOOOOOOO S: OOOO SPECIAL: FLK1/1/O, IF1, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YU HUANG Y-H9GB		20 Points	ID:	
SIZE: 4 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
5	5			1
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

YU HUANG Y-H9GC		20 Points	ID:	
SIZE: 4 MOVE: 4j (8j) SKILL:				
S (+0)	M (+2)			L (+4)
4	4			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●●●●				
SPECIAL: FLK1/1/O, TAG, C3M, MHQ5, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		



PROTOMECHS

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CENTAUR 2

8 Points

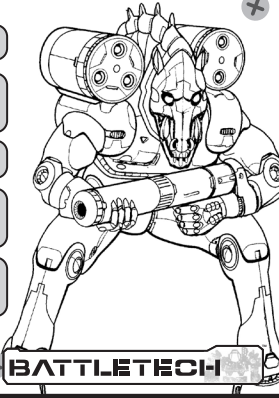
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
4 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

CENTAUR 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CENTAUR 3

12 Points

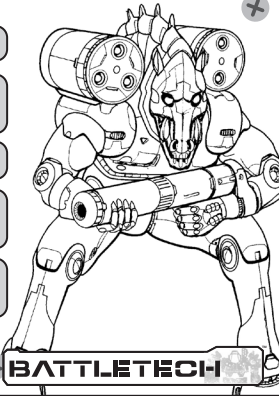
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

CENTAUR 3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CENTAUR 4

11 Points

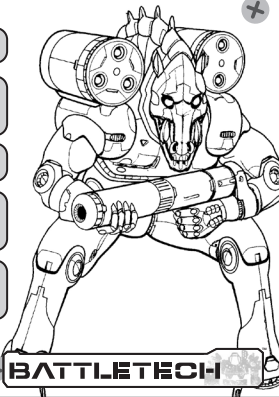
SIZE: 1 MOVE: 6 {12} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

CENTAUR 4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GORGON (STANDARD)

15 Points

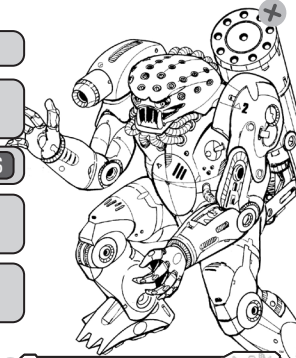
SIZE: 1 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
4 3 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF3



QUICK-STRIKE STATS

BATTLETECH

GORGON (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GORGON 2

15 Points

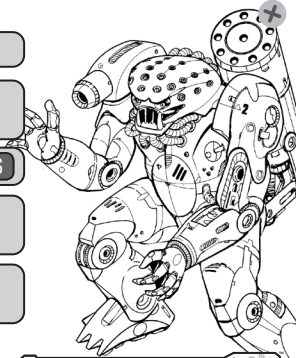
SIZE: 1 MOVE: 4j (8j) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

GORGON 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GORGON 3

14 Points

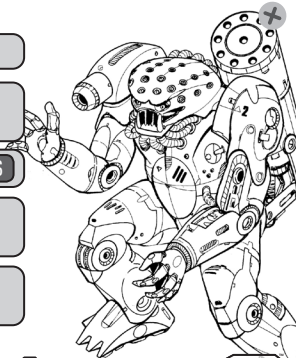
SIZE: 1 MOVE: 5 (10j) SKILL:

S (+0) M (+2) L (+4)
6 6 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

GORGON 3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GORGON 4

14 Points

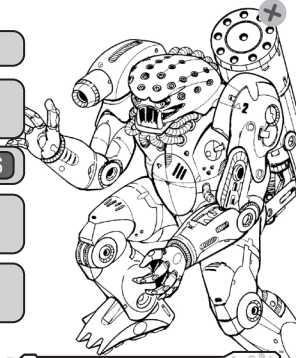
SIZE: 1 MOVE: 4/2j (8/4j) SKILL:

S (+0) M (+2) L (+4)
6 6 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

GORGON 4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARPY (STANDARD)

3 Points

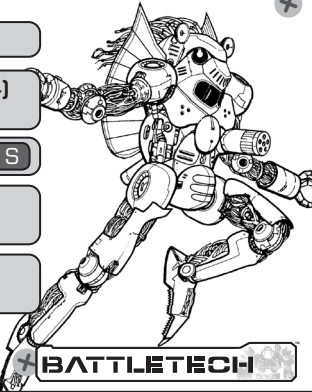
SIZE: 1 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

HARPY (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARPY 2

2 Points

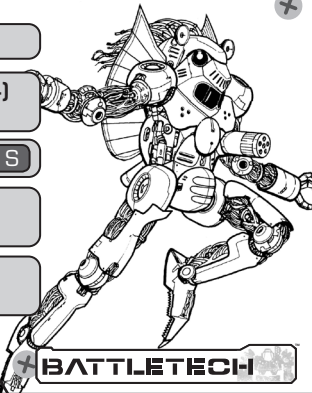
SIZE: 1 MOVE: 3j (6j) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

HARPY 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARPY 3

3 Points

SIZE: 1 MOVE: 5 (10) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH

HARPY 3

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARPY 4

3 Points

SIZE: 1 MOVE: 3 (6) SKILL:

S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH

HARPY 4

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HYDRA (STANDARD)

10 Points

SIZE: 1 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH

HYDRA (STANDARD)

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HYDRA 2

11 Points

SIZE: 1 MOVE: 4/3j (8/6j) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH

HYDRA 2

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HYDRA 3

12 Points

SIZE: 1 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●●●●

SPECIAL: IF2

QUICK-STRIKE STATS

BATTLETECH

HYDRA 3

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HYDRA 4

11 Points

SIZE: 1 MOVE: 4 (8) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH

HYDRA 4

ID:

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MINOTAUR (STANDARD)

21 Points

SIZE: 1 MOVE: 3j (6j) SKILL:

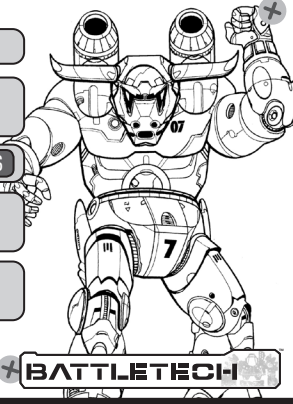
S (+0) M (+2) L (+4)
7 7 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

MINOTAUR (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MINOTAUR 2

8 Points

SIZE: 1 MOVE: 3 (6) SKILL:

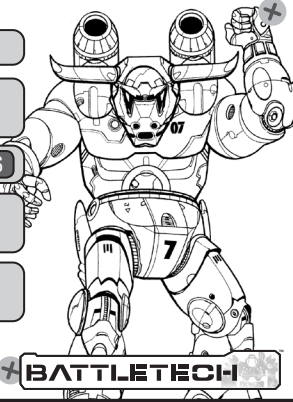
S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ●●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

MINOTAUR 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MINOTAUR 3

22 Points

SIZE: 1 MOVE: 5j (10j) SKILL:

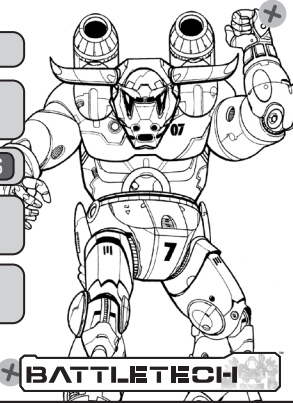
S (+0) M (+2) L (+4)
4 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○

S: ●●●●●●

SPECIAL: IF4



QUICK-STRIKE STATS

BATTLETECH

MINOTAUR 3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MINOTAUR 4

9 Points

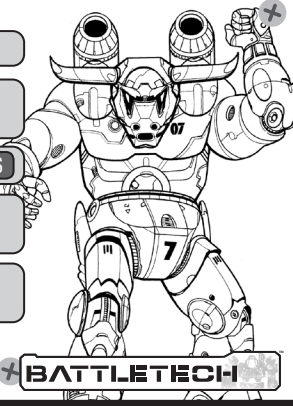
SIZE: 1 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

MINOTAUR 4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC (STANDARD)

17 Points

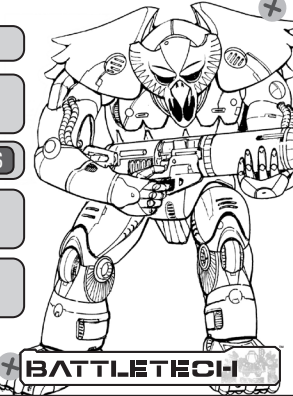
SIZE: 1 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 2

12 Points

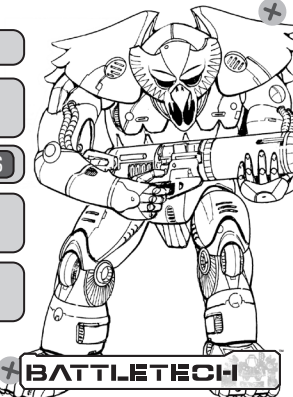
SIZE: 1 MOVE: 5j (10j) SKILL:

S (+0) M (+2) L (+4)
5 5 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC 2

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 3

14 Points

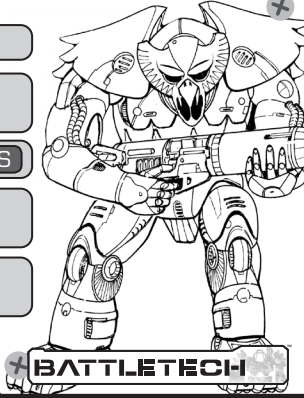
SIZE: 1 MOVE: 5 {10} SKILL:

S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC 3

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 4

15 Points

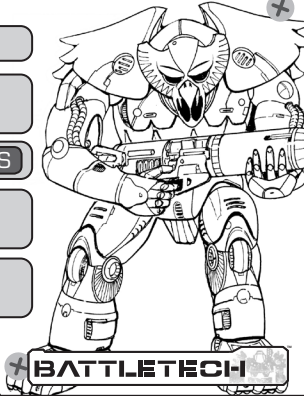
SIZE: 1 MOVE: 5j {10j} SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

SPECIAL: ECM



QUICK-STRIKE STATS

BATTLETECH

ROC 4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SATYR (STANDARD)

7 Points

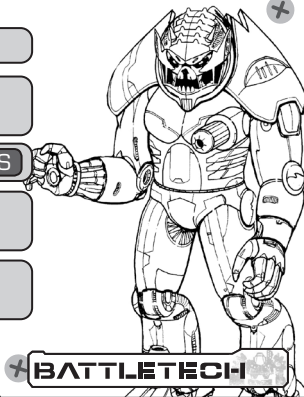
SIZE: 1 MOVE: 7 {14} SKILL:

S (+0) M (+2) L (+4)
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●●●

SPECIAL: RCN, LPRB



QUICK-STRIKE STATS

BATTLETECH

SATYR (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SATYR 2

6 Points

SIZE: 1 MOVE: 7j (14j) SKILL:

S (+0) M (+2) L (+4)
2 0 0

OV: 0 | HEAT SCALE 1 2 3 S

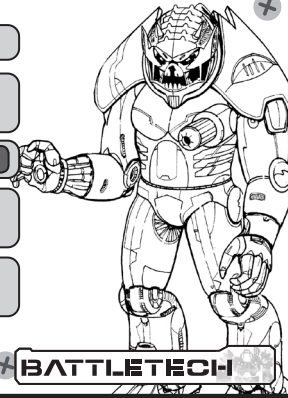
A: ○○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH



SATYR 2

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SATYR 3

8 Points

SIZE: 1 MOVE: 7/5j (14/10j) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

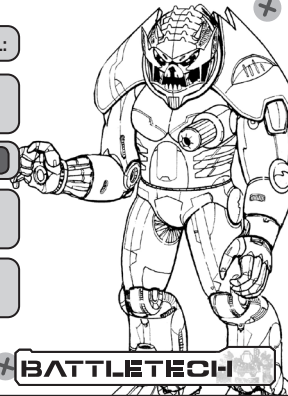
A: ○○

S: ●●●●●

SPECIAL:

QUICK-STRIKE STATS

BATTLETECH



SATYR 3

ID:

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SATYR 4

5 Points

SIZE: 1 MOVE: 7 (14) SKILL:

S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

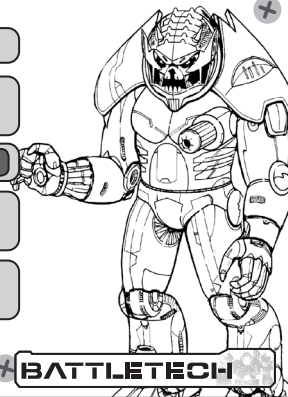
A: ○○

S: ●●●●●

SPECIAL: LTAG

QUICK-STRIKE STATS

BATTLETECH



SATYR 4

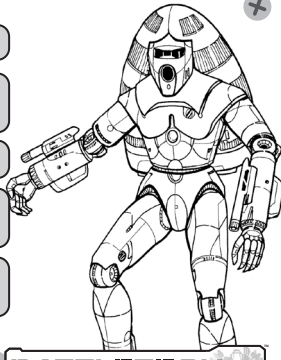
ID:

QUICK-STRIKE STATS

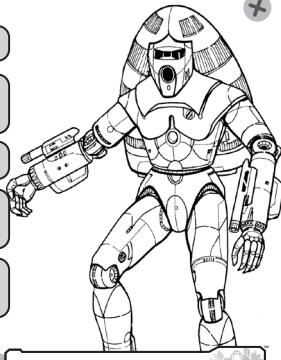
BATTLETECH



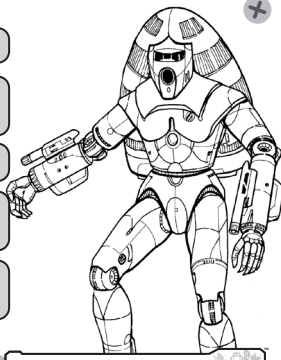
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIREN (STANDARD)		4 Points	ID:
SIZE: 1 MOVE: 10 (20) SKILL: S (+0) M (+2) L (+4) 1 0 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○ S: ●●●●● SPECIAL:			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIREN 2		4 Points	ID:
SIZE: 1 MOVE: 10 (20) SKILL: S (+0) M (+2) L (+4) 2 0 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○ S: ●●●●● SPECIAL:			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIREN 3		6 Points	ID:
SIZE: 1 MOVE: 8 (16) SKILL: S (+0) M (+2) L (+4) 2 2 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○ S: ●●●●● SPECIAL:			
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIREN 4

4 Points

SIZE: 1 MOVE: 10 (20) SKILL:

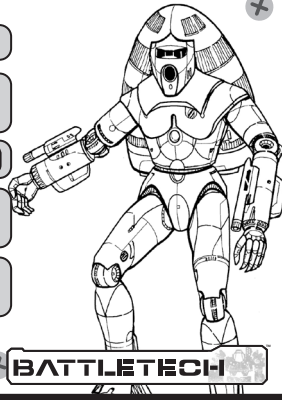
S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

SIREN 4

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SIREN 5

5 Points

SIZE: 1 MOVE: 8 (16) SKILL:

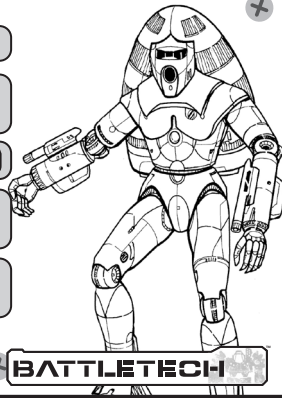
S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○

S: ●●●●●

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

SIREN 5

ID:



QUICK-STRIKE STATS

BATTLETECH