

BATTLETECH QUICK-STRIKE

TECHNICAL READOUT 3039 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: 3039*, 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: 3039* as well as *BattleTech Record Sheets: 3039*.

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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VEHICLES

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AC/2 CARRIER

4 Points

SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: AC: 1/1/1, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

AC/2 CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APC (HOVER)

1 Points

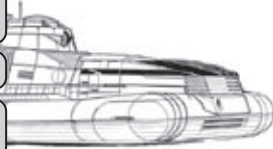
SIZE: 1 MOVE: 10h (20h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 0

SPECIAL: TUR (1/0/0), IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

APC (HOVER)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APC (TRACKED)

2 Points

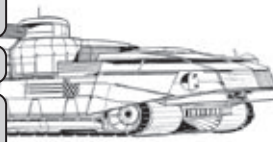
SIZE: 1 MOVE: 6t (12t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 0

SPECIAL: TUR (1/0/0), IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

APC (TRACKED)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

APC (WHEELED)

1 Points

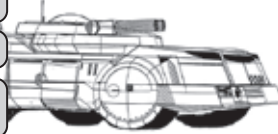
SIZE: 1 MOVE: 6w (12w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: ●

SPECIAL: TUR (1/0/0), IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

APC (WHEELED)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AXEL HEAVY TANK MK. 1

9 Points

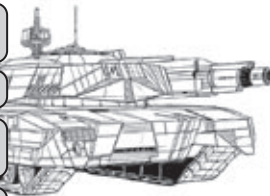
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00000
S: ●●●●

SPECIAL: TUR (1/1/1),
AC: 2/2/0, IF1, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

AXEL HEAVY TANK MK. 1

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AXEL HEAVY TANK MK. 2

9 Points

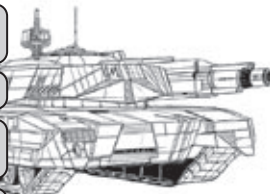
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00000
S: ●●●●

SPECIAL: TUR (1/1/1),
AC: 2/2/0, IF1, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

AXEL HEAVY TANK MK. 2

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BEHEMOTH HEAVY TANK

12 Points

SIZE: 4 MOVE: 2t (4t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOOOO

SPECIAL: LRM: 1/1/1, IF1, TUR
(SRM: 2/2, AC: 2/2/0), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

BEHEMOTH HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BULLDOG MEDIUM TANK (AC)

5 Points

SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

BULLDOG MEDIUM TANK (AC)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BULLDOG MEDIUM TANK (LRM)

7 Points

SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: TUR (SRM: 1/1,
LRM: 1/1/1, IF1), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

BULLDOG MEDIUM TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BULLDOG MEDIUM TANK

6 Points

SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TUR (1/1/0),
SRM: 1/1), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

BULLDOG MEDIUM TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CONDOR HEAVY HOVER TANK (DAVION)

6 Points

SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

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



QUICK-STRIKE STATS

BATTLETECH

CONDOR HEAVY HOVER TANK (DAVION)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CONDOR HEAVY HOVER TANK (LIAO)

8 Points

SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●

SPECIAL: TUR (2/2/0), ENE,
SRCH, EE, CTO.1



QUICK-STRIKE STATS

BATTLETECH

CONDOR HEAVY HOVER TANK (LIAO)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CONDOR HEAVY HOVER TANK

7 Points

SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

SPECIAL: TUR (2/2/1), SRCH,
EE, CTO.3



QUICK-STRIKE STATS

BATTLETECH

CONDOR HEAVY HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COOLANT TRUCK 135-K "LIFESAVER"

3 Points

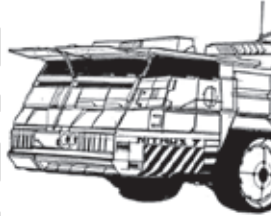
SIZE: 1 MOVE: 4w (8w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000
S: 00

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



QUICK-STRIKE STATS

BATTLETECH

COOLANT TRUCK 135-K "LIFESAVER"

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DEMOLISHER HEAVY TANK (STANDARD, MK. II)

10 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00000
S: 0000

SPECIAL: TUR (AC: 4/4/0),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

DEMOLISHER HEAVY TANK (STANDARD, MK. II)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DEVASTATOR HEAVY TANK

9 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: TUR (1/0/0),
AC: 4/4/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

DEVASTATOR HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRILLSON HEAVY HOVER TANK (ERLL)

9 Points

SIZE: 2 MOVE: 9h (18h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: IF1, TUR (1/1/1),
SRCH



QUICK-STRIKE STATS

BATTLETECH

DRILLSON HEAVY HOVER TANK (ERLL)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRILLSON HEAVY HOVER TANK (SRM)

9 Points

SIZE: 2 MOVE: 9h (18h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

DRILLSON HEAVY HOVER TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRILLSON HEAVY HOVER TANK

10 Points

SIZE: 2 MOVE: 9h (18h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

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



QUICK-STRIKE STATS

BATTLETECH

DRILLSON HEAVY HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENGINEERING VEHICLE

2 Points

SIZE: 2 MOVE: 6t (12t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●●

SPECIAL: ENE, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

ENGINEERING VEHICLE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FERRET LIGHT SCOUT VTOL (ARMOR) "WILD WEASEL"

1 Points

SIZE: 1 MOVE: 15v (30v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

FERRET LIGHT SCOUT VTOL (ARMOR) "WILD WEASEL"

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FERRET LIGHT SCOUT VTOL (CARGO)

0 Points

SIZE: 1 MOVE: 15v (30v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: ENE, IT2, CT1, SRCH,
EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

FERRET LIGHT SCOUT VTOL (CARGO)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FERRET LIGHT SCOUT VTOL

1 Points

SIZE: 1 MOVE: 15v (30v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: IT1, SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

FERRET LIGHT SCOUT VTOL

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOBLIN MEDIUM TANK (LRM)

7 Points

SIZE: 2 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR (LRM: 1/1/1,
IF1), IT1, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GOBLIN MEDIUM TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOBLIN MEDIUM TANK (MG)

5 Points

SIZE: 2 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR (1/1/0), IT5,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GOBLIN MEDIUM TANK (MG)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOBLIN MEDIUM TANK (SRM)

6 Points

SIZE: 2 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR (SRM: 2/2), IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GOBLIN MEDIUM TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOBLIN MEDIUM TANK

6 Points

SIZE: 2 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●

SPECIAL: TUR (1/1/0), IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

GOBLIN MEDIUM TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARASSER LASER PLATFORM

3 Points

SIZE: 1 MOVE: 10h (20h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: TUR (1/1/0), ENE,
SRCH, EE, CTO.3



QUICK-STRIKE STATS

BATTLETECH

HARASSER LASER PLATFORM

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARASSER MISSILE PLATFORM (LRM)

4 Points

SIZE: 1 MOVE: 10h (20h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

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



QUICK-STRIKE STATS

BATTLETECH

HARASSER MISSILE PLATFORM (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HARASSER MISSILE PLATFORM

4 Points

SIZE: 1 MOVE: 10h (20h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: TUR (SRM: 2/2),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HARASSER MISSILE PLATFORM

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HETZER WHEELED ASSAULT GUN (LASER)

5 Points

SIZE: 2 MOVE: 4w (8w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: ENE, SRCH, EE, CTO.4



QUICK-STRIKE STATS

BATTLETECH

HETZER WHEELED ASSAULT GUN (LASER)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HETZER WHEELED ASSAULT GUN (LRM)

7 Points

SIZE: 2 MOVE: 4w (8w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: LRM: 1/2/2, IF2,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HETZER WHEELED ASSAULT GUN (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HETZER WHEELED ASSAULT GUN (SRM)

6 Points

SIZE: 2 MOVE: 4w (8w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: ●●

SPECIAL: SRM: 3/3, IT1, SRCH,
EE



QUICK-STRIKE STATS

BATTLETECH

HETZER WHEELED ASSAULT GUN (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HETZER WHEELED ASSAULT GUN

6 Points

SIZE: 2 MOVE: 4w (8w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: AC: 2/2/0, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HETZER WHEELED ASSAULT GUN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HI-SCOUT DRONE (NAPFIND)

0 Points

SIZE: 1 MOVE: 25h (50h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: ENE, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HI-SCOUT DRONE (NAPFIND)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HI-SCOUT DRONE (PATHTRACK)

0 Points

SIZE: 1 MOVE: 8t (16t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●

SPECIAL: ENE, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HI-SCOUT DRONE (PATHTRACK)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HI-SCOUT DRONE CARRIER

3 Points

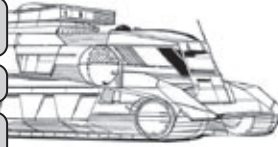
SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

SPECIAL: TUR (1/1/0), DCC5,
IT15, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HI-SCOUT DRONE CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HUNTER LIGHT SUPPORT TANK (LRM10)

6 Points

SIZE: 1 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

SPECIAL: IF1, SRCH



QUICK-STRIKE STATS

BATTLETECH

HUNTER LIGHT SUPPORT TANK (LRM10)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HUNTER LIGHT SUPPORT TANK (LRM15)

6 Points

SIZE: 1 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

SPECIAL: IF1, SRCH



QUICK-STRIKE STATS

BATTLETECH

HUNTER LIGHT SUPPORT TANK (LRM15)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HUNTER LIGHT SUPPORT TANK

6 Points

SIZE: 1 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

SPECIAL: LRM: 1/1/1, IF1,
SRCH



QUICK-STRIKE STATS

BATTLETECH

HUNTER LIGHT SUPPORT TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

J. EDGAR LIGHT HOVER TANK (FLAMER)

5 Points

SIZE: 1 MOVE: 11h (22h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

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



QUICK-STRIKE STATS

BATTLETECH

J. EDGAR LIGHT HOVER TANK (FLAMER)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

J. EDGAR LIGHT HOVER TANK (ICE)

4 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 00

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



QUICK-STRIKE STATS

BATTLETECH

J. EDGAR LIGHT HOVER TANK (ICE)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

J. EDGAR LIGHT HOVER TANK (MG)

5 Points

SIZE: 1 MOVE: 11h (22h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR (2/1/0), SRCH



QUICK-STRIKE STATS

BATTLETECH

J. EDGAR LIGHT HOVER TANK (MG)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

J. EDGAR LIGHT HOVER TANK

5 Points

SIZE: 1 MOVE: 11h (22h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

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



QUICK-STRIKE STATS

BATTLETECH

J. EDGAR LIGHT HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

J-27 ORDNANCE TRANSPORT (+ TRAILER)

1 Points

SIZE: 1 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: TUR (1/0/0), IT11, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

J-27 ORDNANCE TRANSPORT (+ TRAILER)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KARNOV UR GUNSHIP

1 Points

SIZE: 1 MOVE: 11v (22v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

KARNOV UR GUNSHIP

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KARNOV UR TRANSPORT

1 Points

SIZE: 1 MOVE: 11v (22v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: ENE, IT6, SRCH, EE,
ATMO



QUICK-STRIKE STATS

BATTLETECH

KARNOV UR TRANSPORT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LASER CARRIER

5 Points

SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: ●●●

SPECIAL: ENE, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

LASER CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LRM CARRIER

8 Points

SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: LRM: 1/3/3, IF3,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

LRM CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

M.A.S.H. TRUCK

2 Points

SIZE: 1 MOVE: 5w (10w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: TUR (1/0/0), ENE, IT1,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

M.A.S.H. TRUCK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MANTICORE HEAVY TANK

10 Points

SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000000
S: 000

SPECIAL: TUR (2/3/2, IF1),
SRCH



QUICK-STRIKE STATS

BATTLETECH

MANTICORE HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MAXIM HEAVY HOVER TRANS. (SRM2)

0 Points

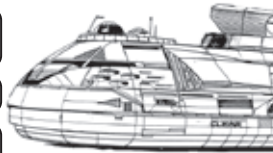
SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: IF1, TUR (1/0/0,
SRM: 1/1), IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

MAXIM HEAVY HOVER TRANS. (SRM2)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MAXIM HEAVY HOVER TRANS. (SRM4)

0 Points

SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: SRM: 1/1, TUR
(2/1/0), IT3, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

MAXIM HEAVY HOVER TRANS. (SRM4)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MAXIM HEAVY HOVER TRANSPORT

8 Points

SIZE: 2 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: IF1, TUR (2/1/0), IT3,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

MAXIM HEAVY HOVER TRANSPORT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MOBILE HQ (LL)

4 Points

SIZE: 1 MOVE: 6w (12w)

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,
MHQ3, SRCH, CTO.5



QUICK-STRIKE STATS

BATTLETECH

MOBILE HQ (LL)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MOBILE HQ (LRM)

4 Points

SIZE: 1 MOVE: 6w (12w)

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),
MHQ2, SRCH, CTO.5



QUICK-STRIKE STATS

BATTLETECH

MOBILE HQ (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MOBILE HQ

3 Points

SIZE: 1 MOVE: 6w (12w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR (1/1/0), MHQ7,
ENE, IT1, SRCH, CTO.5



QUICK-STRIKE STATS

BATTLETECH

MOBILE HQ

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MOBILE LONG TOM ARTILLERY LT-MOB-25

15 Points

SIZE: 4 MOVE: 2t (4t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: OOOO

SPECIAL: ARTLT1, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

MOBILE LONG TOM ARTILLERY LT-MOB-25

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ONTOS HEAVY TANK (LRM)

12 Points

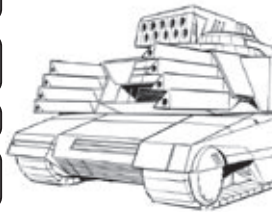
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

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



QUICK-STRIKE STATS

BATTLETECH

ONTOS HEAVY TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ONTOS HEAVY TANK

10 Points

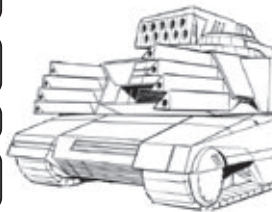
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: TUR (5/5/1, IF1),
SRCH, EE, CTO.2



QUICK-STRIKE STATS

BATTLETECH

ONTOS HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACKRAT LRPV PKR-T5

3 Points

SIZE: 1 MOVE: 7w (14w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT1, SRCH



QUICK-STRIKE STATS

BATTLETECH

PACKRAT LRPV PKR-T5

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACKRAT LRPV PKR-T5 (ML)

5 Points

SIZE: 1 MOVE: 7w (14w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: SRCH



QUICK-STRIKE STATS

BATTLETECH

PACKRAT LRPV PKR-T5 (ML)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PACKRAT LRPV PKR-T5 (SRM2)

3 Points

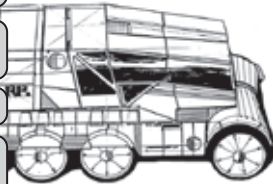
SIZE: 1 MOVE: 7w (14w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: IT3, SRCH



QUICK-STRIKE STATS

BATTLETECH

PACKRAT LRPV PKR-T5 (SRM2)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PARTISAN HEAVY TANK (AC2)

6 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 0000

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



QUICK-STRIKE STATS

BATTLETECH

PARTISAN HEAVY TANK (AC2)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PARTISAN HEAVY TANK (LRM)

10 Points

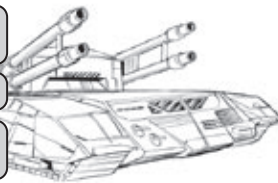
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 0000

SPECIAL: TUR (LRM: 2/4/4,
IF4), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

PARTISAN HEAVY TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PARTISAN HEAVY TANK

7 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 0000

SPECIAL: TUR (AC: 2/2/2),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

PARTISAN HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PATTON TANK

9 Points

SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

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

QUICK-STRIKE STATS

BATTLETECH

PATTON TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PEGASUS SCOUT HOVER TANK

6 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OO

SPECIAL: TUR (SRM: 1/1),
SRCH, EE, CTO.4

QUICK-STRIKE STATS

BATTLETECH

PEGASUS SCOUT HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PIKE SUPPORT VEHICLE

6 Points

SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOO

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

QUICK-STRIKE STATS

BATTLETECH

PIKE SUPPORT VEHICLE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROMMEL TANK

10 Points

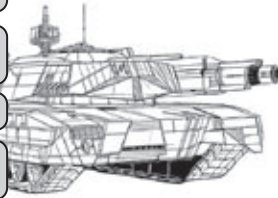
SIZE: 3 MOVE: 4t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: TUR (1/1/1,
AC: 2/2/0), SRCH



QUICK-STRIKE STATS

BATTLETECH

ROMMEL TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALADIN ASSAULT HOVER TANK (ARMOR)

0 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

SPECIAL: AC: 2/2/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

SALADIN ASSAULT HOVER TANK (ARMOR)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SALADIN ASSAULT HOVER TANK

6 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: OO

SPECIAL: AC: 2/2/0, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

SALADIN ASSAULT HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SARACEN MEDIUM HOVER TANK

7 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●

SPECIAL: TUR (1/2/1, IF1),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

SARACEN MEDIUM HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAVANNAH MASTER

2 Points

SIZE: 1 MOVE: 13h (26h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●

SPECIAL: ENE, SRCH



QUICK-STRIKE STATS

BATTLETECH

SAVANNAH MASTER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHREK AC CARRIER

8 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●●

SPECIAL: TUR (1/0/0,
AC: 1/2/2), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

SCHREK AC CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCHREK PPC CARRIER

10 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

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



QUICK-STRIKE STATS

BATTLETECH

SCHREK PPC CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCIMITAR MEDIUM HOVER TANK

5 Points

SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OO

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



QUICK-STRIKE STATS

BATTLETECH

SCIMITAR MEDIUM HOVER TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCORPION LIGHT TANK (LRM)

4 Points

SIZE: 1 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OO

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



QUICK-STRIKE STATS

BATTLETECH

SCORPION LIGHT TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCORPION LIGHT TANK (ML)

3 Points

SIZE: 1 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR (2/1/0), SRCH,
EE

QUICK-STRIKE STATS

BATTLETECH

SCORPION LIGHT TANK (ML)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCORPION LIGHT TANK (SRM)

4 Points

SIZE: 1 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: TUR (SRM: 2/2),
SRCH, EE

QUICK-STRIKE STATS

BATTLETECH

SCORPION LIGHT TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCORPION LIGHT TANK

3 Points

SIZE: 1 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

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

QUICK-STRIKE STATS

BATTLETECH

SCORPION LIGHT TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SKULKER WHEELED SCOUT TANK (SRM)

3 Points

SIZE: 1 MOVE: 7w (14w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: SRCH, EE, CTO.5



QUICK-STRIKE STATS

BATTLETECH

SKULKER WHEELED SCOUT TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SKULKER WHEELED SCOUT TANK

3 Points

SIZE: 1 MOVE: 7w (14w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 0

SPECIAL: ENE, SRCH, EE, CTO.4



QUICK-STRIKE STATS

BATTLETECH

SKULKER WHEELED SCOUT TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SRM CARRIER

8 Points

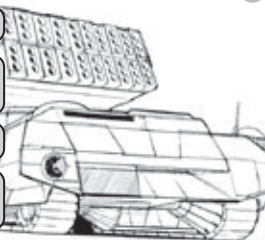
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: SRM: 6/6, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

SRM CARRIER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STRIKER LIGHT TANK (LRM)

6 Points

SIZE: 1 MOVE: 5w (10w)

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),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

STRIKER LIGHT TANK (LRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STRIKER LIGHT TANK (SRM)

5 Points

SIZE: 1 MOVE: 5w (10w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR (2/2/1, IF1),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

STRIKER LIGHT TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STRIKER LIGHT TANK

6 Points

SIZE: 1 MOVE: 5w (10w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●

SPECIAL: TUR (2/2/1, IF1),
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

STRIKER LIGHT TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STURMFEUR HEAVY TANK (SRM)

14 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: ●●●●●

SPECIAL: LRM: 1/1/1, IF1, TUR
(1/0/0, SRM: 2/2), SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

STURMFEUR HEAVY TANK (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STURMFEUR HEAVY TANK

14 Points

SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: ●●●●●

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



QUICK-STRIKE STATS

BATTLETECH

STURMFEUR HEAVY TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SWIFT WIND SCOUT CAR (ICE)

1 Points

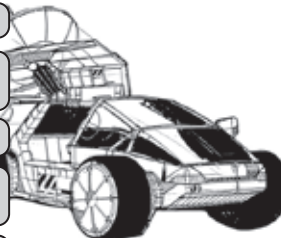
SIZE: 1 MOVE: 10w (20w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: ●

SPECIAL: ENE, RCN, MHQ2,
SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

SWIFT WIND SCOUT CAR (ICE)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SWIFT WIND SCOUT CAR

1 Points

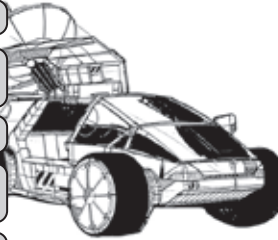
SIZE: 1 MOVE: 10w (20w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: ENE, RCN, MHQ2,
SRCH, CTO.5



QUICK-STRIKE STATS

BATTLETECH

SWIFT WIND SCOUT CAR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VEDETTE MEDIUM TANK (AC2)

5 Points

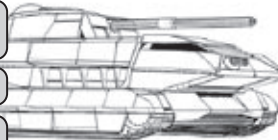
SIZE: 2 MOVE: 5t (10t)

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,
EE



QUICK-STRIKE STATS

BATTLETECH

VEDETTE MEDIUM TANK (AC2)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VEDETTE MEDIUM TANK (LIA0)

5 Points

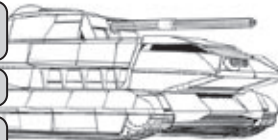
SIZE: 2 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

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



QUICK-STRIKE STATS

BATTLETECH

VEDETTE MEDIUM TANK (LIA0)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VEDETTE MEDIUM TANK

5 Points

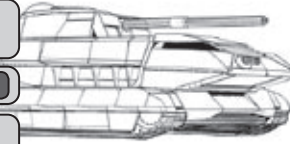
SIZE: 2 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

VEDETTE MEDIUM TANK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VON LUCKNER HEAVY TANK VNL-K100

10 Points

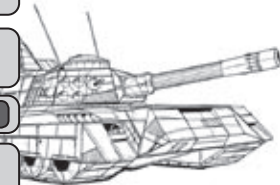
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00000
S: 0000

SPECIAL: TUR (1/1/0),
AC: 4/4/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

VON LUCKNER HEAVY TANK VNL-K100

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VON LUCKNER HEAVY TANK VNL-K65N

11 Points

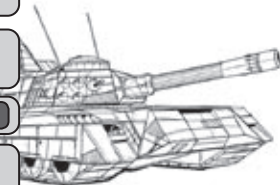
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000000
S: 0000

SPECIAL: TUR (1/0/0),
SRM: 2/2, AC: 2/2/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

VON LUCKNER HEAVY TANK VNL-K65N

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VON LUCKNER HEAVY TANK VNL-K70

11 Points

SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOO

SPECIAL: TUR (2/2/1,
AC: 1/1/0), SRCH

QUICK-STRIKE STATS

BATTLETECH

VON LUCKNER HEAVY TANK VNL-K70

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARRIOR ATTACK HELICOPTER H-7

3 Points

SIZE: 1 MOVE: 10v (20v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: O

SPECIAL: SRCH, EE, ATMO

QUICK-STRIKE STATS

BATTLETECH

WARRIOR ATTACK HELICOPTER H-7

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARRIOR ATTACK HELICOPTER H-7A

3 Points

SIZE: 1 MOVE: 10v (20v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: O

SPECIAL: SRCH, EE, ATMO

QUICK-STRIKE STATS

BATTLETECH

WARRIOR ATTACK HELICOPTER H-7A

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARRIOR ATTACK HELICOPTER H-7C

4 Points

SIZE: 1 MOVE: 10v (20v)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●

SPECIAL: IF1, SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

WARRIOR ATTACK HELICOPTER H-7C

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



NAVAL VESSELS

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MONITOR NAVAL VESSEL

8 Points

SIZE: 3 MOVE: 3n (6n)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: TUR (AC: 3/3/0), IT1,
SRCH



QUICK-STRIKE STATS

BATTLETECH

MONITOR NAVAL VESSEL

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NEPTUNE SUBMARINE

10 Points

SIZE: 4 MOVE: 3s (6s)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOO

SPECIAL: TOR: 2/2/1, SRCH,
SEAL



QUICK-STRIKE STATS

BATTLETECH

NEPTUNE SUBMARINE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEA SKIMMER HYDROFOIL (SRM2)

4 Points

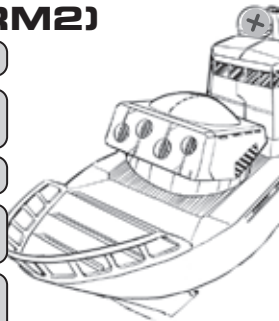
SIZE: 1 MOVE: 12n (24n)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: OO

SPECIAL: TUR: 1/1/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

SEA SKIMMER HYDROFOIL (SRM2)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEA SKIMMER HYDROFOIL (SRM6)

4 Points

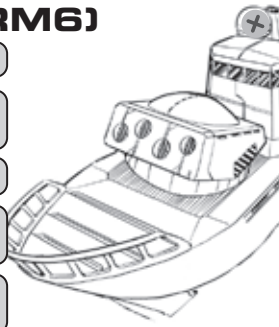
SIZE: 1 MOVE: 12n (24n)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: TUR: 1/1/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

SEA SKIMMER HYDROFOIL (SRM6)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEA SKIMMER HYDROFOIL (STANDARD)

3 Points

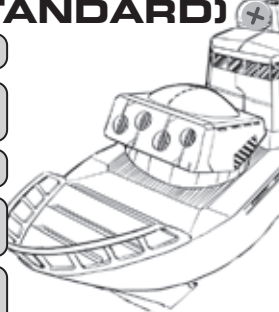
SIZE: 1 MOVE: 12n (24n)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●

SPECIAL: TUR: 1/1/0, SRCH



QUICK-STRIKE STATS

BATTLETECH

SEA SKIMMER HYDROFOIL (STANDARD)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



FIGHTERS

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BOEING JUMP BOMBER

1 Points

SIZE: 1 MOVE: 9a (18a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0

S: ●●●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2, EE



QUICK-STRIKE STATS

BATTLETECH

BOEING JUMP BOMBER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BOOMERANG SPOTTER PLANE

1 Points

SIZE: 1 MOVE: 4a (8a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:

S: ●●

THRESHOLD
0

SPECIAL: RCN, ATMO, VSTOL, BOMB2, EE



QUICK-STRIKE STATS

BATTLETECH

BOOMERANG SPOTTER PLANE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-10

4 Points

SIZE: 1 MOVE: 12a (24a)

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

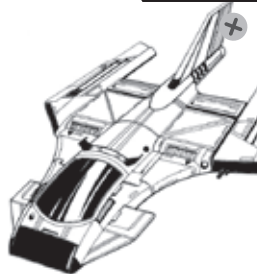
OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2, PNT1



QUICK-STRIKE STATS

BATTLETECH

CHEETAH F-10

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-11

6 Points

SIZE: 1 MOVE: 12a (24a)

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

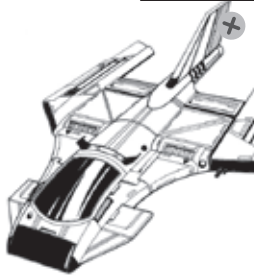
OV: 0 | HEAT SCALE 1 2 3 S

A: 000

S: ●●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHEETAH F-11

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-11-R

2 Points

SIZE: 1 MOVE: 12a (24a)

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

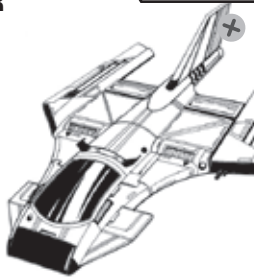
OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHEETAH F-11-R

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-11-RR

4 Points

SIZE: 1 MOVE: 12a (24a)

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

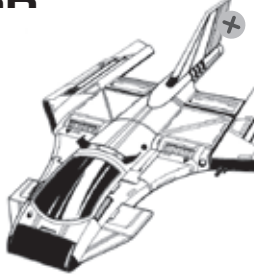
OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHEETAH F-11-RR

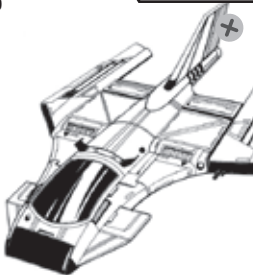
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NOTES

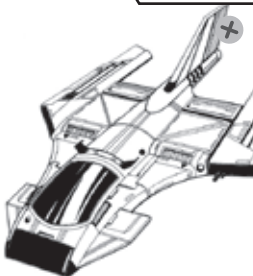
QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-12-S		3 Points	ID:	
SIZE: 1 MOVE: 12a (24a)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2, PNT1				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-13		10 Points	ID:	
SIZE: 1 MOVE: 12a (24a)			NOTES	
S (+0) 3	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2, PNT1				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHEETAH F-14-S		4 Points	ID:	
SIZE: 1 MOVE: 12a (24a)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHIPPEWA CHP-W10

18 Points

SIZE: 4 MOVE: 5a {10a}

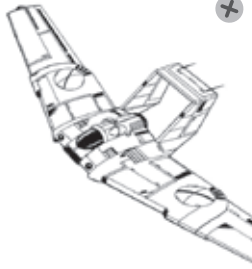
S (+0) M (+2) L (+4)
4 5 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHIPPEWA CHP-W10

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHIPPEWA CHP-W5

15 Points

SIZE: 4 MOVE: 5a {10a}

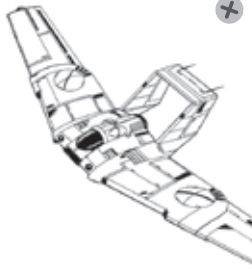
S (+0) M (+2) L (+4)
4 4 1

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHIPPEWA CHP-W5

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHIPPEWA CHP-W7

17 Points

SIZE: 4 MOVE: 5a {10a}

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHIPPEWA CHP-W7

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHIPPEWA CHP-W7T

22 Points

SIZE: 4 MOVE: 5a {10a}

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

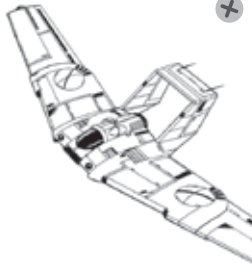
OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHIPPEWA CHP-W7T

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHIPPEWA CHP-W8

18 Points

SIZE: 4 MOVE: 5a {10a}

S (+0) M (+2) L (+4)
10 9 3

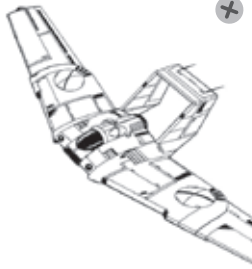
OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOO

S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CHIPPEWA CHP-W8

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORSAIR CSR-V12

12 Points

SIZE: 2 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO

S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3,
PNT2



QUICK-STRIKE STATS

BATTLETECH

CORSAIR CSR-V12

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORSAIR CSR-V12M "REGULUS"

11 Points

SIZE: 2 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CORSAIR CSR-V12M "REGULUS"

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORSAIR CSR-V14

13 Points

SIZE: 2 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3,
PNT2



QUICK-STRIKE STATS

BATTLETECH

CORSAIR CSR-V14

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORSAIR CSR-V18

15 Points

SIZE: 2 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3,
PNT1



QUICK-STRIKE STATS

BATTLETECH

CORSAIR CSR-V18

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CORSAIR CSR-V20

11 Points

SIZE: 2 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

CORSAIR CSR-V20

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUARDIAN

2 Points

SIZE: 1 MOVE: 7a {14a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2,
EE



QUICK-STRIKE STATS

BATTLETECH

GUARDIAN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUARDIAN B

1 Points

SIZE: 1 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○
S: ●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2,
EE



QUICK-STRIKE STATS

BATTLETECH

GUARDIAN B

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUARDIAN C		2 Points	ID:	
SIZE: 1 MOVE: 7a {14a}			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: ●●●●				
THRESHOLD 1				
SPECIAL: ATMO, VSTOL, BOMB2, EE				
QUICK-STRIKE STATS	BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GUARDIAN D		2 Points	ID:	
SIZE: 1 MOVE: 7a {14a}			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: ●●●●				
THRESHOLD 1				
SPECIAL: ATMO, VSTOL, BOMB2, EE				
QUICK-STRIKE STATS	BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY STRIKE FIGHTER BAT HAWK		3 Points	ID:	
SIZE: 2 MOVE: 5a {10a}			NOTES	
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: ●●●				
THRESHOLD 1				
SPECIAL: ATMO, VSTOL, BOMB3, EE				
QUICK-STRIKE STATS	BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY STRIKE FIGHTER INSEKI II

6 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

HEAVY STRIKE FIGHTER INSEKI II

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY STRIKE FIGHTER METEOR

4 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

HEAVY STRIKE FIGHTER METEOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY STRIKE FIGHTER METEOR-G

5 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

HEAVY STRIKE FIGHTER METEOR-G

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY STRIKE FIGHTER METEOR-U

7 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: ●●●

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

HEAVY STRIKE FIGHTER METEOR-U

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER ANDURIEN

2 Points

SIZE: 1 MOVE: 7a {14a}

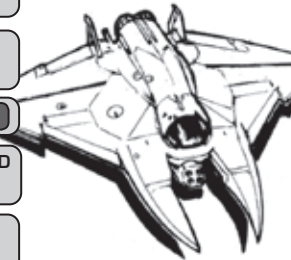
S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER ANDURIEN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER ANGEL

1 Points

SIZE: 1 MOVE: 10a {20a}

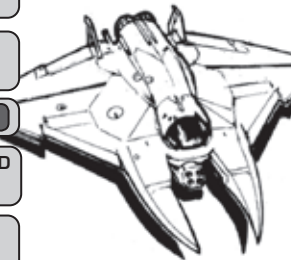
S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER ANGEL

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER COMET

1 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER COMET

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER OWL II

2 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER OWL II

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER OWL III

3 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A:
S: ●●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER OWL III

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LIGHT STRIKE FIGHTER SUZUME

1 Points

SIZE: 1 MOVE: 7a {14a}

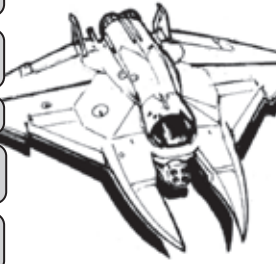
S (+0) M (+2) L (+4)
1 1 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ●●●●●
S: ●●●●●

THRESHOLD
0

SPECIAL: ATMO, VSTOL, BOMB2



QUICK-STRIKE STATS

BATTLETECH

LIGHT STRIKE FIGHTER SUZUME

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LUCIFER LCF-R15

11 Points

SIZE: 3 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3,
PNT2



QUICK-STRIKE STATS

BATTLETECH

LUCIFER LCF-R15

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LUCIFER LCF-R16

14 Points

SIZE: 3 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

LUCIFER LCF-R16

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LUCIFER LCF-R20		13 Points	ID:	
SIZE: 3 MOVE: 5a {10a}			NOTES	
S (+0)	M (+2)			L (+4)
3	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOOOOOO S: ●●●				
THR. 2				
SPECIAL: VSTOL, SPC, BOMB3, PNT2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LUCIFER II LCF-R16K		14 Points	ID:	
SIZE: 3 MOVE: 6a {12a}			NOTES	
S (+0)	M (+2)			L (+4)
4	3			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOO S: ●●●				
THRESHOLD 1				
SPECIAL: VSTOL, SPC, BOMB3, PNT2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LUCIFER II LCF-R16KR		15 Points	ID:	
SIZE: 3 MOVE: 6a {12a}			NOTES	
S (+0)	M (+2)			L (+4)
5	5			3
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●				
THRESHOLD 1				
SPECIAL: VSTOL, SPC, BOMB3, PNT1				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MECHBUSTER (LASER)

3 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: 000

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB3,
EE



QUICK-STRIKE STATS

BATTLETECH

MECHBUSTER (LASER)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MECHBUSTER (LBX)

5 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: 000

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB3,
EE, FLK1/1/O



QUICK-STRIKE STATS

BATTLETECH

MECHBUSTER (LBX)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MECHBUSTER (SRM)

5 Points

SIZE: 2 MOVE: 5a {10a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: 000

THRESHOLD
1

SPECIAL: ATMO, VSTOL, BOMB3,
EE



QUICK-STRIKE STATS

BATTLETECH

MECHBUSTER (SRM)

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MECHBUSTER		4 Points	ID:	
SIZE: 2 MOVE: 5a {10a}			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: 00 S: 000				THRESHOLD 1
SPECIAL: ATMO, VSTOL, BOMB3, EE				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEDIUM STRIKE FIGHTER CRANE		3 Points	ID:	
SIZE: 1 MOVE: 6a {12a}			NOTES	
S (+0) 1	M (+2) 1			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: 000				THRESHOLD 1
SPECIAL: ATMO, VSTOL, BOMB2, EE				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEDIUM STRIKE FIGHTER DEFENDER		2 Points	ID:	
SIZE: 1 MOVE: 6a {12a}			NOTES	
S (+0) 1	M (+2) 1			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: 000				THRESHOLD 1
SPECIAL: ATMO, VSTOL, BOMB2, EE				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEDIUM STRIKE FIGHTER DEFENDER II

2 Points

SIZE: 1 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0

S: ●●●

THRESHOLD

1

SPECIAL: ATMO, VSTOL, BOMB2,
EE



QUICK-STRIKE STATS

BATTLETECH

MEDIUM STRIKE FIGHTER DEFENDER II

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEDIUM STRIKE FIGHTER KAISERADLER

2 Points

SIZE: 1 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0

S: ●●●

THRESHOLD

1

SPECIAL: ATMO, VSTOL, BOMB2,
PNT1, EE



QUICK-STRIKE STATS

BATTLETECH

MEDIUM STRIKE FIGHTER KAISERADLER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PLANETLIFTER AIR TRANSPORT "SUPERPELICAN"

3 Points

SIZE: 2 MOVE: 4a {8a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●

THRESHOLD

1

SPECIAL: ATMO, VSTOL, BOMB3,
EE



QUICK-STRIKE STATS

BATTLETECH

PLANETLIFTER AIR TRANSPORT "SUPERPELICAN"

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PLANETLIFTER AIR TRANSPORT

1 Points

SIZE: 2 MOVE: 4a (8a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: 000

THRESHOLD
1

SPECIAL: CT20, ATMO, VSTOL,
BOMB3, EE



QUICK-STRIKE STATS

BATTLETECH

PLANETLIFTER AIR TRANSPORT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-100

15 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000000000

S: 000000

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

RIEVER F-100

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-100A

16 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000000000

S: 000000

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

RIEVER F-100A

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-100B		13 Points	ID:
SIZE: 4 MOVE: 5a {10a} S (+0) 4 M (+2) 4 L (+4) 2 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4		NOTES	
QUICK-STRIKE STATS BATTLETECH			

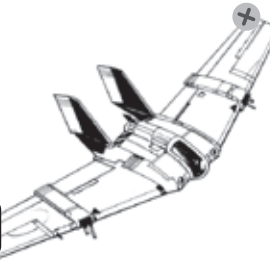
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-700		16 Points	ID:
SIZE: 4 MOVE: 6a {12a} S (+0) 6 M (+2) 6 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○○○ S: ●●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4		NOTES	
QUICK-STRIKE STATS BATTLETECH			

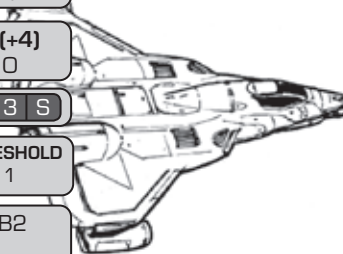
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-700A		20 Points	ID:
SIZE: 4 MOVE: 5a {10a} S (+0) 8 M (+2) 8 L (+4) 2 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○○○○○ S: ●●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4, FLK1/1/1		NOTES	
QUICK-STRIKE STATS BATTLETECH			

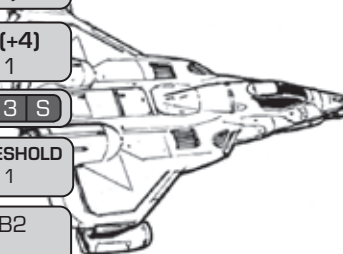
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIEVER F-700B		25 Points	ID:	
		NOTES		
SIZE: 4 MOVE: 5a {10a}				
S (+0) 10	M (+2) 10			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●●●●●				
THRESHOLD 1				
SPECIAL: VSTOL, SPC, BOMB4				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-3		10 Points	ID:	
		NOTES		
SIZE: 2 MOVE: 8a {16a}				
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●●●				
THRESHOLD 1				
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-4		10 Points	ID:	
		NOTES		
SIZE: 2 MOVE: 8a {16a}				
S (+0) 3	M (+2) 3			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●●●				
THRESHOLD 1				
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-4C

18 Points

SIZE: 2 MOVE: 8a {16a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2

QUICK-STRIKE STATS

BATTLETECH

SAI S-4C

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-4X

8 Points

SIZE: 2 MOVE: 8a {16a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2

QUICK-STRIKE STATS

BATTLETECH

SAI S-4X

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-7

9 Points

SIZE: 2 MOVE: 8a {16a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2

QUICK-STRIKE STATS

BATTLETECH

SAI S-7

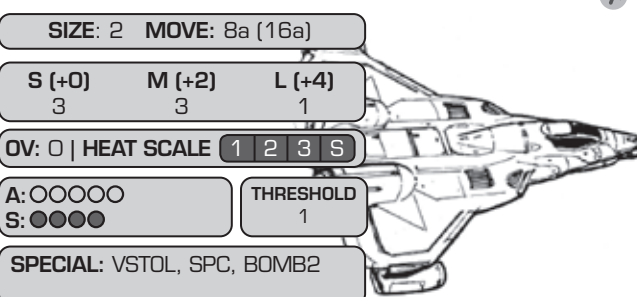
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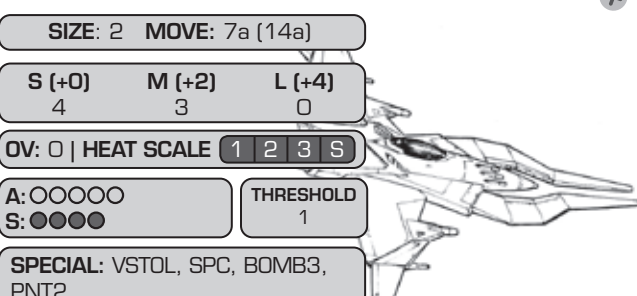
QUICK-STRIKE STATS

BATTLETECH

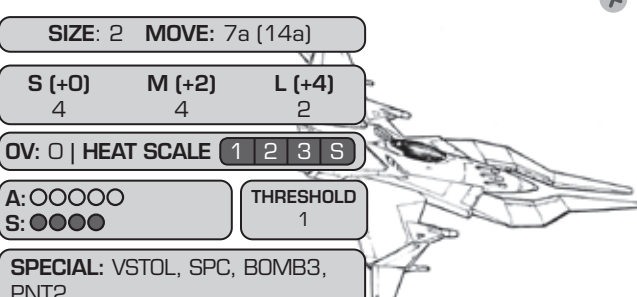
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAI S-8		13 Points	ID:
		NOTES	
SIZE: 2 MOVE: 8a {16a}			
S (+0) 3 M (+2) 3 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO S: OOOO		THRESHOLD 1	
SPECIAL: VSTOL, SPC, BOMB2			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAMURAI SL-25		10 Points	ID:
		NOTES	
SIZE: 2 MOVE: 7a {14a}			
S (+0) 4 M (+2) 3 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO S: OOOO		THRESHOLD 1	
SPECIAL: VSTOL, SPC, BOMB3, PNT2			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAMURAI SL-26		14 Points	ID:
		NOTES	
SIZE: 2 MOVE: 7a {14a}			
S (+0) 4 M (+2) 4 L (+4) 2			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO S: OOOO		THRESHOLD 1	
SPECIAL: VSTOL, SPC, BOMB3, PNT2			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SAMURAI SL-27		16 Points	ID:	
SIZE: 2 MOVE: 7a {14a}			NOTES	
S (+0) 4	M (+2) 4			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○ S: ●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB3, PNT1				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-21		4 Points	ID:	
SIZE: 1 MOVE: 11a {22a}			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z1		4 Points	ID:	
SIZE: 1 MOVE: 11a {22a}			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z2

7 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SEYDLITZ SYD-Z2

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z2A

8 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SEYDLITZ SYD-Z2A

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z2B

9 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SEYDLITZ SYD-Z2B

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z3		5 Points	ID:	
SIZE: 1 MOVE: 11a (22a)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z3A		5 Points	ID:	
SIZE: 1 MOVE: 11a (22a)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SEYDLITZ SYD-Z4		5 Points	ID:	
SIZE: 1 MOVE: 11a (22a)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHILONE SL-17		12 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 3 L (+4) 2 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHILONE SL-17AC		10 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 3 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHILONE SL-17R		12 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 3 L (+4) 2 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHILONE SL-18

13 Points

SIZE: 3 MOVE: 6a {12a}

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

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

SHILONE SL-18

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHOLAGAR SL-21

6 Points

SIZE: 1 MOVE: 10a {20a}

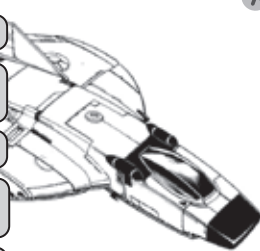
S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SHOLAGAR SL-21

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHOLAGAR SL-21L

7 Points

SIZE: 1 MOVE: 10a {20a}

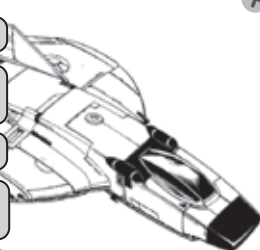
S (+0) M (+2) L (+4)
2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SHOLAGAR SL-21L

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHOLAGAR SL-22

8 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

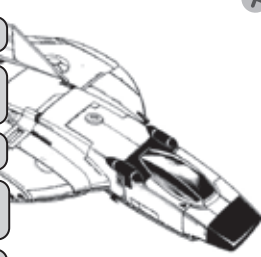
A: OOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SHOLAGAR SL-22

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15

13 Points

SIZE: 4 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

SLAYER SL-15

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15A

14 Points

SIZE: 4 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

SLAYER SL-15A

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15B		14 Points	ID:
SIZE: 4 MOVE: 6a {12a} S (+0) M (+2) L (+4) 3 4 1 OV: 0 HEAT SCALE 1 2 3 S A: OOOOOOOO S: ●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4		NOTES	
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15C		13 Points	ID:
SIZE: 4 MOVE: 6a {12a} S (+0) M (+2) L (+4) 4 4 0 OV: 0 HEAT SCALE 1 2 3 S A: OOOOOOOO S: ●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4		NOTES	
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15K		15 Points	ID:
SIZE: 4 MOVE: 6a {12a} S (+0) M (+2) L (+4) 4 4 1 OV: 0 HEAT SCALE 1 2 3 S A: OOOOOOOO S: ●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4, FLK1/1/1		NOTES	
QUICK-STRIKE STATS BATTLETECH			

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SLAYER SL-15R

14 Points

SIZE: 4 MOVE: 6a {12a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4,
FLK1/1/1



QUICK-STRIKE STATS

BATTLETECH

SLAYER SL-15R

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPARROWHAWK SPR-6D

7 Points

SIZE: 1 MOVE: 10a {20a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1



QUICK-STRIKE STATS

BATTLETECH

SPARROWHAWK SPR-6D

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPARROWHAWK SPR-7D

10 Points

SIZE: 1 MOVE: 10a {20a}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

SPARROWHAWK SPR-7D

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPARROWHAWK SPR-8H

5 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1

QUICK-STRIKE STATS

BATTLETECH

SPARROWHAWK SPR-8H

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPARROWHAWK SPR-H5

6 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT1

QUICK-STRIKE STATS

BATTLETECH

SPARROWHAWK SPR-H5

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SPARROWHAWK SPR-H5K

5 Points

SIZE: 1 MOVE: 10a (20a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO

S: ●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2,
PNT2

QUICK-STRIKE STATS

BATTLETECH

SPARROWHAWK SPR-H5K

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STINGRAY F-90		13 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 3 L (+4) 1 OV: 1 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STINGRAY F-90S		11 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 4 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STINGRAY F-92		15 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 4 M (+2) 4 L (+4) 3 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STINGRAY F-94		13 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 3 L (+4) 2 OV: 1 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STINGRAY F-95		16 Points	ID:
SIZE: 3 MOVE: 6a {12a} S (+0) 3 M (+2) 4 L (+4) 4 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○○○ S: ●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB3		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STUKA STU-D6		23 Points	ID:
SIZE: 4 MOVE: 5a {10a} S (+0) 6 M (+2) 7 L (+4) 2 OV: 1 HEAT SCALE 1 2 3 S A: ○○○○○○○○ S: ●●●●●● THRESHOLD 1 SPECIAL: VSTOL, SPC, BOMB4		NOTES	
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STUKA STU-D7		26 Points	ID:	
SIZE: 4 MOVE: 5a {10a}			NOTES	
S (+0) 7	M (+2) 8			L (+4) 2
OV: 3 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STUKA STU-K10		18 Points	ID:	
SIZE: 4 MOVE: 5a {10a}			NOTES	
S (+0) 5	M (+2) 4			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4, PNT2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STUKA STU-K15		17 Points	ID:	
SIZE: 4 MOVE: 5a {10a}			NOTES	
S (+0) 5	M (+2) 4			L (+4) 1
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4, PNT2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STUKA STU-K5		18 Points	ID:	
SIZE: 4 MOVE: 5a {10a}				
S (+0) 4	M (+2) 5			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4				
QUICK-STRIKE STATS		BATTLETECH		
STUKA STU-K5		ID:		
NOTES				
QUICK-STRIKE STATS		BATTLETECH		

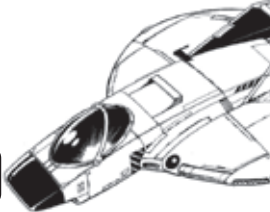
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THRUSH TR-7		5 Points	ID:	
SIZE: 1 MOVE: 12a {24a}				
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		
THRUSH TR-7		ID:		
NOTES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THRUSH TR-7P		4 Points	ID:	
SIZE: 1 MOVE: 12a {24a}				
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		
THRUSH TR-7P		ID:		
NOTES				
QUICK-STRIKE STATS		BATTLETECH		

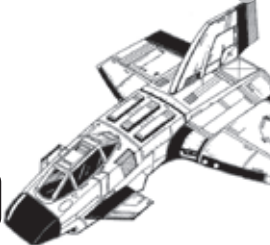
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THRUSH TR-8		6 Points	ID:	
SIZE: 1 MOVE: 12a (24a)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: 0 S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB2				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSGRESSOR TR-13		15 Points	ID:	
SIZE: 3 MOVE: 6a (12a)			NOTES	
S (+0) 4	M (+2) 4			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSGRESSOR TR-13A		17 Points	ID:	
SIZE: 3 MOVE: 6a (12a)			NOTES	
S (+0) 4	M (+2) 4			L (+4) 3
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB4				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSGRESSOR TR-14 "AC"

12 Points

SIZE: 3 MOVE: 6a {12a}

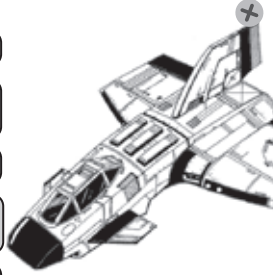
S (+0) M (+2) L (+4)
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

TRANSGRESSOR TR-14 "AC"

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSGRESSOR TR-15

22 Points

SIZE: 3 MOVE: 6a {12a}

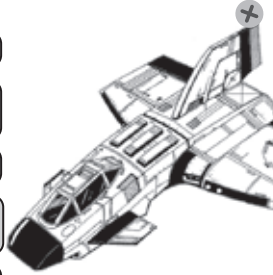
S (+0) M (+2) L (+4)
5 5 4

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

TRANSGRESSOR TR-15

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSGRESSOR TR-16

20 Points

SIZE: 3 MOVE: 6a {12a}

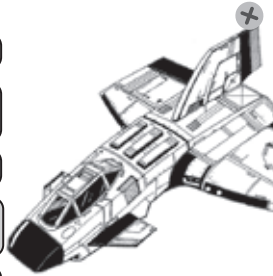
S (+0) M (+2) L (+4)
4 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

THRESHOLD
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

TRANSGRESSOR TR-16

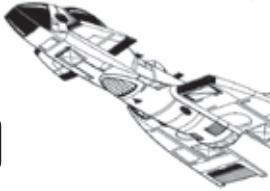
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NOTES

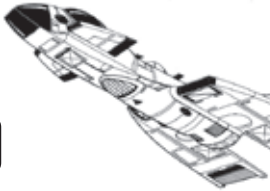
QUICK-STRIKE STATS

BATTLETECH

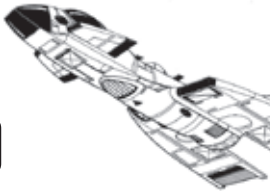
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSIT TR-10		11 Points	ID:	
SIZE: 2 MOVE: 6a {12a}			NOTES	
S (+0) 4	M (+2) 4			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB3				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSIT TR-11		8 Points	ID:	
SIZE: 2 MOVE: 6a {12a}			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●●				THRESHOLD 1
SPECIAL: RCN, VSTOL, SPC, BOMB3				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TRANSIT TR-12		16 Points	ID:	
SIZE: 2 MOVE: 7a {14a}			NOTES	
S (+0) 4	M (+2) 4			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: ●●●●				THRESHOLD 1
SPECIAL: VSTOL, SPC, BOMB3, FLK1/1/0				
QUICK-STRIKE STATS		BATTLETECH		



BATTLEMECHS

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASN-101 ASSASSIN

8 Points

SIZE: 2 MOVE: 7/3j (14/6j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ASN-101 ASSASSIN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASN-21 ASSASSIN

7 Points

SIZE: 2 MOVE: 7j (14j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ASN-21 ASSASSIN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AS7-D ATLAS

19 Points

SIZE: 4 MOVE: 3 (6)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000000000
S: 0000000000

SPECIAL: LRM: 1/1/1, IF1,
AC: 2/2/0, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

AS7-D ATLAS

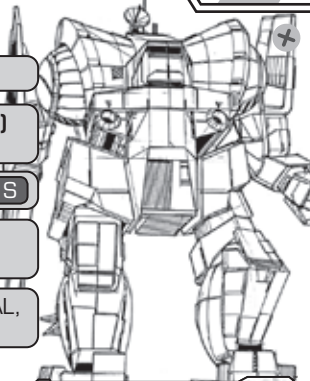
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NOTES

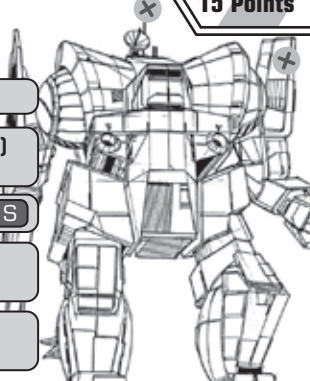
QUICK-STRIKE STATS

BATTLETECH

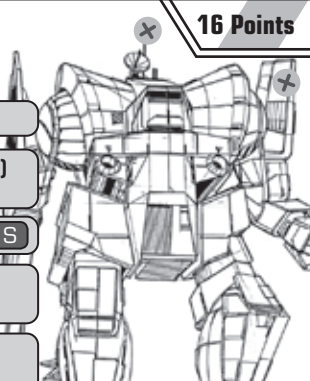
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AWS-8Q AWESOME		16 Points	ID:	
SIZE: 4 MOVE: 3 (6)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 3
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	+	

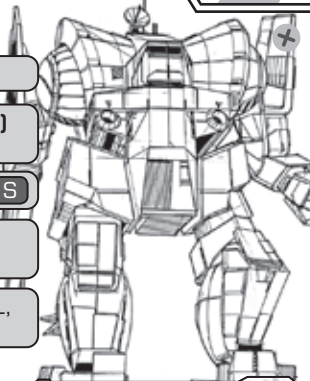
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AWS-8R AWESOME		15 Points	ID:	
SIZE: 4 MOVE: 3 (6)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	+	

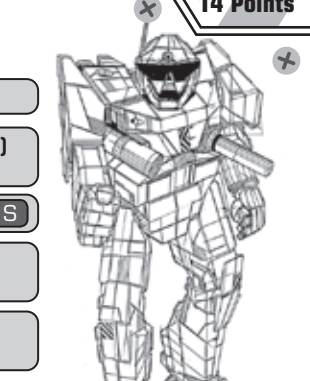
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AWS-8T AWESOME		16 Points	ID:	
SIZE: 4 MOVE: 3 (6)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○ S: ●●●●●●●●				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	+	

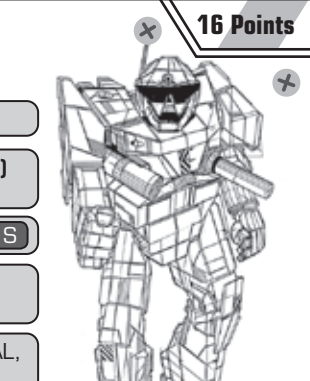
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BNC-3E BANSHEE		14 Points	BNC-3E BANSHEE		ID:	
SIZE: 4 MOVE: 4 (8)			NOTES			
S (+0) 2	M (+2) 2					L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S						
A: ○○○○○○○○ S: ●●●●●●●●						
SPECIAL: SRCH, SOA, SEAL, ES						
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BNC-3M BANSHEE		16 Points	BNC-3M BANSHEE		ID:	
SIZE: 4 MOVE: 4 (8)			NOTES			
S (+0) 2	M (+2) 2					L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S						
A: ○○○○○○○○ S: ●●●●●●●●						
SPECIAL: ENE, SRCH, SOA, SEAL, ES						
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BNC-3Q BANSHEE

SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●○○○○○○○

SPECIAL: AC: 2/2/0, SRCH,
SOA, SEAL, ES



14 Points

QUICK-STRIKE STATS

BATTLETECH

BNC-3Q BANSHEE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BNC-3S BANSHEE

SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●○○○○○○○

SPECIAL: SRCH, SOA, SEAL, ES



18 Points

QUICK-STRIKE STATS

BATTLETECH

BNC-3S BANSHEE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BL-7-KNT BLACK KNIGHT

SIZE: 3 MOVE: 4 (8)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●○○○○○

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



14 Points

QUICK-STRIKE STATS

BATTLETECH

BL-7-KNT BLACK KNIGHT

ID:

NOTES

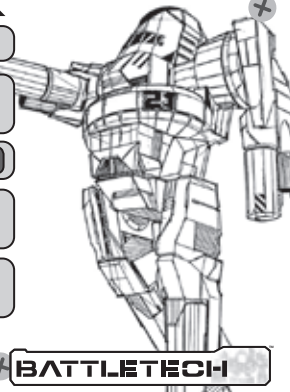
QUICK-STRIKE STATS

BATTLETECH

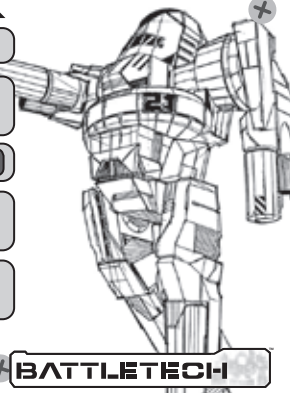
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BL-7-KNT-L BLACK KNIGHT		14 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 0
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

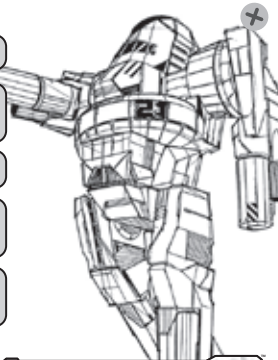
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BJ-1 BLACKJACK		9 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

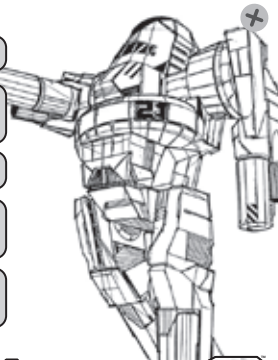
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BJ-1DB BLACKJACK		10 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: OOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

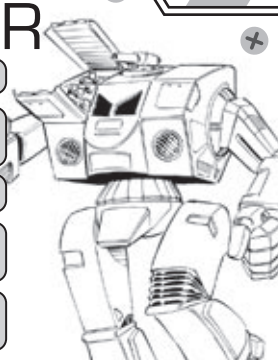
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BJ-1DC BLACKJACK		9 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

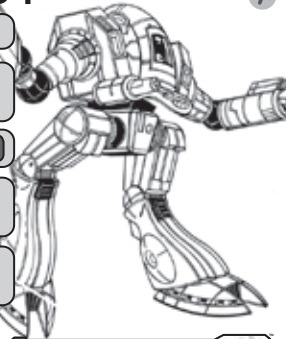
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BJ-3 BLACKJACK		13 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

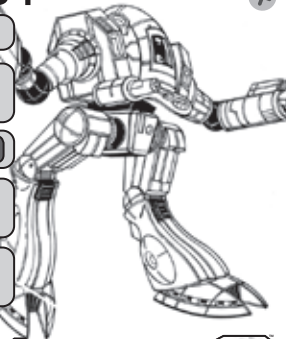
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BMB-10D BOMBARDIER		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOOO				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

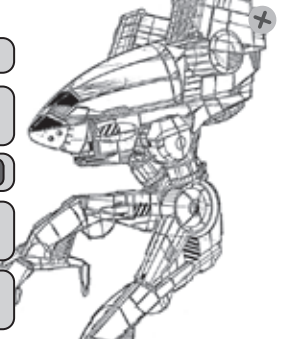
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CTF-1X CATAPHRACT		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: AC: 1/1/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CTF-2X CATAPHRACT		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
3	3			0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CPLT-A1 CATAPULT		13 Points	ID:	
SIZE: 3 MOVE: 4j (8j)			NOTES	
S (+0)	M (+2)			L (+4)
0	0			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOO				
SPECIAL: LRM: 1/2/2, IF2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CPLT-C1 CATAPULT

14 Points

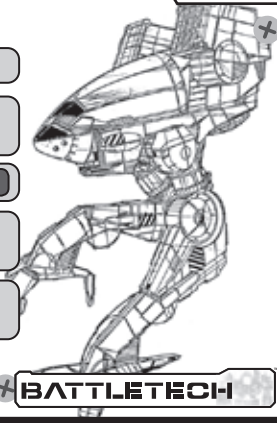
SIZE: 3 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

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



QUICK-STRIKE STATS

BATTLETECH

CPLT-C1 CATAPULT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CPLT-C4 CATAPULT

14 Points

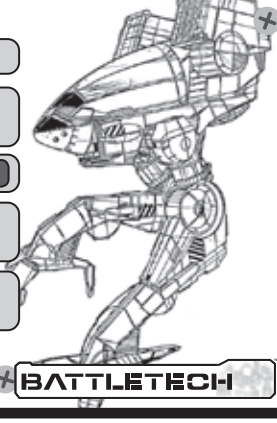
SIZE: 3 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

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



QUICK-STRIKE STATS

BATTLETECH

CPLT-C4 CATAPULT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CPLT-K2 CATAPULT

13 Points

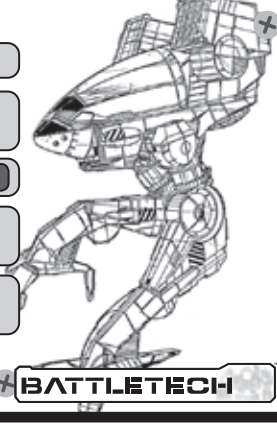
SIZE: 3 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CPLT-K2 CATAPULT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CN9-A CENTURION		9 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
1	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: AC: 1/1/D, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CN9-AH CENTURION		9 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: AC: 2/2/D, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CN9-AL CENTURION		11 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CN9-YLW "YEN LO WANG"		10 Points	ID:
CENTURION			
SIZE: 2 MOVE: 4 (8)			
S (+0)	M (+2)	L (+4)	
1	1	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOOO			
S: OOOO			
SPECIAL: AC: 2/2/0, MEL, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CHP-2N		11 Points	ID:
CHAMPION			
SIZE: 3 MOVE: 5 (10)			
S (+0)	M (+2)	L (+4)	
3	3	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOO			
S: OOOOO			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CGR-1A1		10 Points	ID:
CHARGER			
SIZE: 4 MOVE: 5 (10)			
S (+0)	M (+2)	L (+4)	
2	0	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: OOOOO			
S: OOOOOO			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CGR-1A5 CHARGER

SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: SRM 1/1, AC: 2/2/0,
SRCH, SOA, SEAL, ES



15 Points

QUICK-STRIKE STATS

BATTLETECH

CGR-1A5 CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CGR-1A9 CHARGER

SIZE: 4 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●●●

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



14 Points

QUICK-STRIKE STATS

BATTLETECH

CGR-1A9 CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CGR-1L CHARGER

SIZE: 4 MOVE: 5 (10)

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



10 Points

QUICK-STRIKE STATS

BATTLETECH

CGR-1L CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CGR-SB CHARGER

16 Points

SIZE: 4 MOVE: 3 (6)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



CGR-SB CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CDA-2A CICADA

7 Points

SIZE: 2 MOVE: 8 (16)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



CDA-2A CICADA

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CDA-2B CICADA

6 Points

SIZE: 2 MOVE: 8 (16)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES

QUICK-STRIKE STATS

BATTLETECH



CDA-2B CICADA

ID:

NOTES

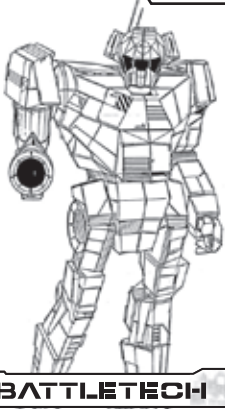
QUICK-STRIKE STATS

BATTLETECH

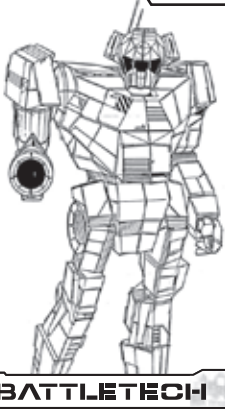
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CDA-3C CICADA		8 Points	ID:	
SIZE: 2 MOVE: 7 {14}			NOTES	
S (+0) 2	M (+2) 1			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: 00 S: 000				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

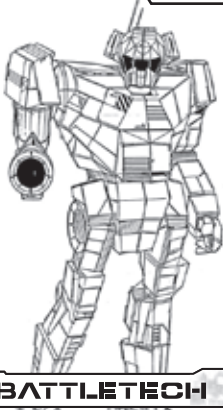
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLNT-1-2R CLINT		7 Points	ID:	
SIZE: 2 MOVE: 6 {12}			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: 00 S: 000				
SPECIAL: AC: 1/1/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLNT-2-3T CLINT		8 Points	ID:	
SIZE: 2 MOVE: 6j {12j}			NOTES	
S (+0) 2	M (+2) 2			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: 00 S: 000				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLNT-2-4T CLINT		6 Points	ID:
			
SIZE: 2 MOVE: 6 {12}			
S (+0) 1	M (+2) 1	L (+4) 1	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COM-1D COMMANDO		6 Points	ID:
			
SIZE: 1 MOVE: 6 {12}			
S (+0) 2	M (+2) 2	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COM-2D COMMANDO		5 Points	ID:
			
SIZE: 1 MOVE: 6 {12}			
S (+0) 1	M (+2) 1	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: SRM 1/1, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COM-3A COMMANDO

5 Points

SIZE: 1 MOVE: 6 {12}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

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



QUICK-STRIKE STATS

BATTLETECH

COM-3A COMMANDO

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRB-20 CRAB

11 Points

SIZE: 2 MOVE: 5 {10}

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

CRB-20 CRAB

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRK-5003-0 CROCKETT

17 Points

SIZE: 4 MOVE: 3j {6j}

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○
S: ●●●●●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CRK-5003-0 CROCKETT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CP-10-Q CYCLOPS

16 Points

SIZE: 4 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

CP-10-Q CYCLOPS

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CP-10-Z CYCLOPS

13 Points

SIZE: 4 MOVE: 4 (8)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOOOOO

SPECIAL: AC: 1/1/D, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

CP-10-Z CYCLOPS

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DCMS-MX90-D DABOKU

13 Points

SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

DCMS-MX90-D DABOKU

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DV-6M DERVISH

11 Points

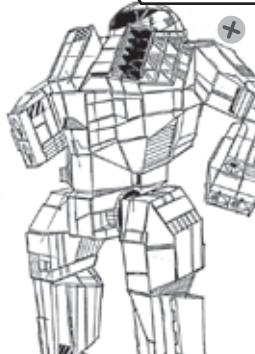
SIZE: 2 MOVE: 5j (10j)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

DV-6M DERVISH

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRG-1C DRAGON

12 Points

SIZE: 3 MOVE: 5 (10)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

DRG-1C DRAGON

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRG-1N DRAGON

11 Points

SIZE: 3 MOVE: 5 (10)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

DRG-1N DRAGON

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENF-4R ENFORCER

10 Points

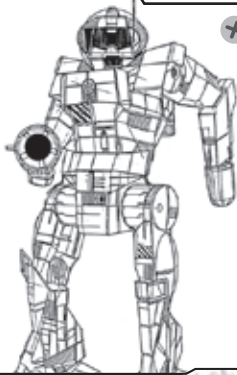
SIZE: 2 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: AC: 1/1/0, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ENF-4R ENFORCER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EXT-4A EXTERMINATOR

13 Points

SIZE: 3 MOVE: 5j (10j)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

EXT-4A EXTERMINATOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLC-4N FALCON

6 Points

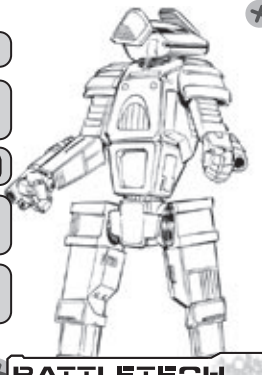
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FLC-4N FALCON

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FS9-H FIRESTARTER

7 Points

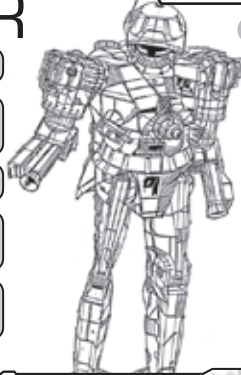
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: HT1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

FS9-H FIRESTARTER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FS9-K FIRESTARTER

7 Points

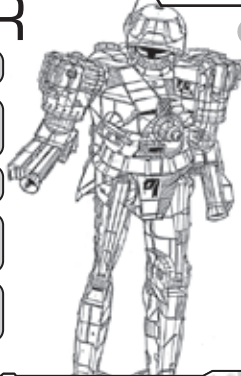
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

FS9-K FIRESTARTER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FS9-M "MIRAGE" FIRESTARTER

8 Points

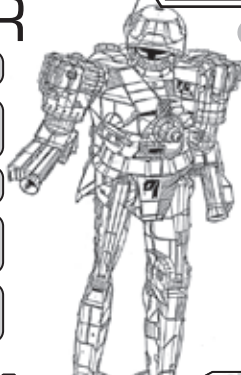
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

FS9-M "MIRAGE" FIRESTARTER

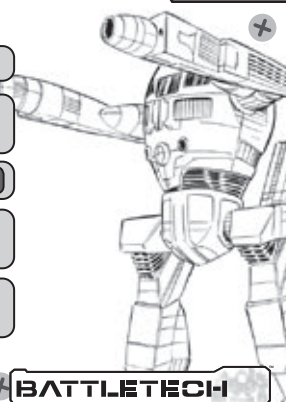
ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLS-7K FLASHMAN		15 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 4	M (+2) 3			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○○○○○ S: ●●●●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

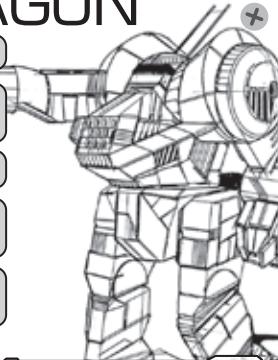
FLE-15 FLEA		4 Points	ID:	
SIZE: 1 MOVE: 6 (12)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

FLE-4 FLEA		4 Points	ID:	
SIZE: 1 MOVE: 6 (12)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○ S: ●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

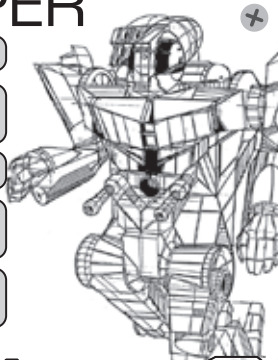
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRG-1G		13 Points	ID:
GRAND DRAGON			
SIZE: 3 MOVE: 5 {10}			
S (+0)	M (+2)	L (+4)	
2	2	2	
OV: 1 HEAT SCALE		1 2 3 S	
A: ○○○○○○			
S: ●●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	



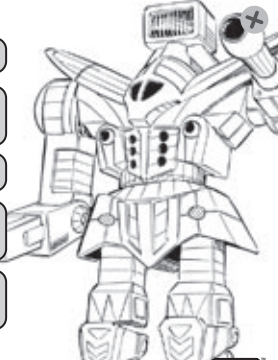
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GHR-5H		14 Points	ID:
GRASSHOPPER			
SIZE: 3 MOVE: 4j {8j}			
S (+0)	M (+2)	L (+4)	
3	4	1	
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

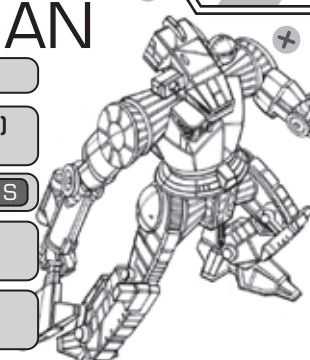
GLT-4L		14 Points	ID:
GUILLotine			
SIZE: 3 MOVE: 4j {8j}			
S (+0)	M (+2)	L (+4)	
4	4	0	
OV: 0 HEAT SCALE		1 2 3 S	
A: ○○○○○○			
S: ●●●●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	



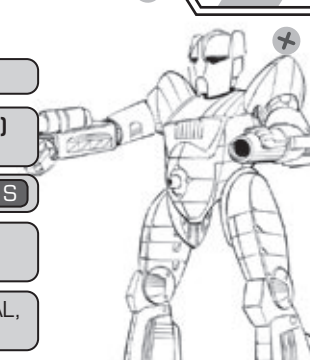
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HTM-26T HATAMOTO-CHI		15 Points	ID:	
SIZE: 4 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 3			L (+4) 2
OV: 1 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

HCT-3F HATCHETMAN		9 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ●●●●●				
SPECIAL: AC: 1/1/D, MEL, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HER-1A HERMES		6 Points	ID:	
SIZE: 1 MOVE: 9 (18)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HER-2M "MERCURY"	9 Points	ID:
HERMES II		
SIZE: 2 MOVE: 7 {14}		
S (+0) 3	M (+2) 2	L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S		
A: OOOO S: OOO		
SPECIAL: SRCH, SOA, SEAL, ES		
		
QUICK-STRIKE STATS	BATTLETECH	
NOTES		
QUICK-STRIKE STATS	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HER-2S	8 Points	ID:
HERMES II		
SIZE: 2 MOVE: 6 {12}		
S (+0) 2	M (+2) 1	L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S		
A: OOOO S: OOO		
SPECIAL: SRCH, SOA, SEAL, ES		
		
QUICK-STRIKE STATS	BATTLETECH	
NOTES		
QUICK-STRIKE STATS	BATTLETECH	

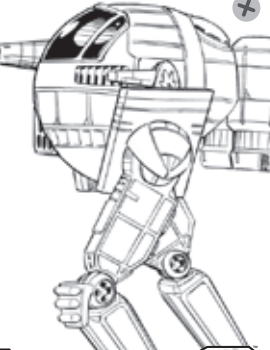
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HER-4K "HERMES III"	10 Points	ID:
HERMES II		
SIZE: 2 MOVE: 6 {12}		
S (+0) 2	M (+2) 2	L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S		
A: OOOO S: OOO		
SPECIAL: ENE, SRCH, SOA, SEAL, ES		
		
QUICK-STRIKE STATS	BATTLETECH	
NOTES		
QUICK-STRIKE STATS	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HGN-733 HIGHLANDER	18 Points	ID:	
SIZE: 4 MOVE: 3j (6j)		NOTES	
S (+0) 3 M (+2) 3 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○○○ S: ○○○○○○○○			
SPECIAL: IF1, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

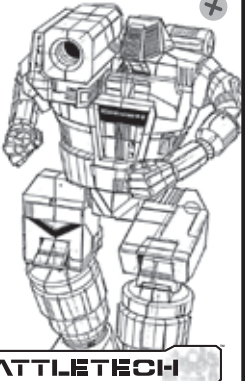
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HNT-151 HORNET	5 Points	ID:	
SIZE: 1 MOVE: 5j (10j)		NOTES	
S (+0) 1 M (+2) 1 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ○○			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HNT-152 HORNET	5 Points	ID:	
SIZE: 1 MOVE: 5j (10j)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ○○			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

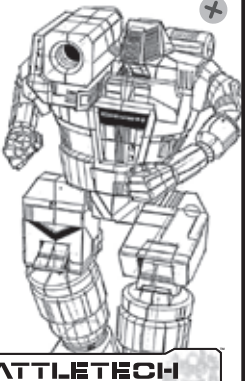
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4G HUNCHBACK		10 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: AC: 2/2/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4H HUNCHBACK		11 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: AC: 1/1/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4J HUNCHBACK		11 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4N HUNCHBACK		11 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4P HUNCHBACK		11 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 5	M (+2) 4			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

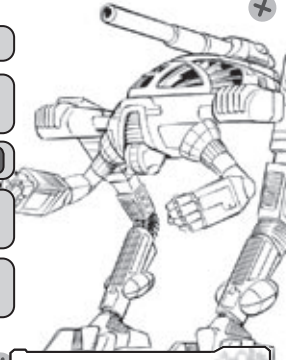
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4SP HUNCHBACK		10 Points	ID:	
SIZE: 2 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: SRM 2/2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

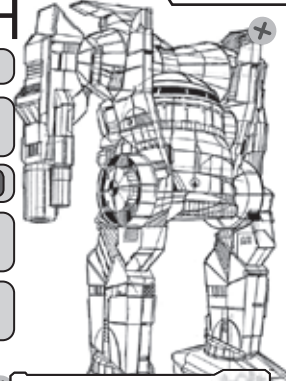
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HSR-300-D HUSSAR		5 Points	ID:	
SIZE: 1 MOVE: 9 (18)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: O S: ●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

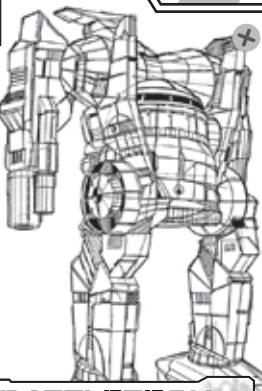
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HSR-350-D HUSSAR		7 Points	ID:	
SIZE: 1 MOVE: 8 (16)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: O S: ●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JM6-A JAGERMECH		11 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JM6-S JAGERMECH		9 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 000 S: 00000				
SPECIAL: AC: 1/1/1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS	BATTLETECH		QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JVN-10F "FIRE JAVELIN" JAVELIN		8 Points	ID:	
SIZE: 1 MOVE: 6j (12j)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 000 S: 000				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS	BATTLETECH		QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JVN-10N JAVELIN		6 Points	ID:	
SIZE: 1 MOVE: 6j (12j)			NOTES	
S (+0)	M (+2)			L (+4)
0	0			0
OV: 0 HEAT SCALE 1 2 3 S				
A: 00 S: 000				
SPECIAL: SRM 2/2, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS	BATTLETECH		QUICK-STRIKE STATS	BATTLETECH

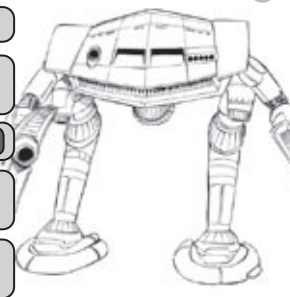
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JR7-D JENNER		9 Points	ID:	
SIZE: 1 MOVE: 7/3j (14/6j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: ○○ S: ●●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JR7-F JENNER		10 Points	ID:	
SIZE: 1 MOVE: 7/3j (14/6j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○○ S: ●●●				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KGC-0000 KING CRAB		18 Points	ID:	
SIZE: 4 MOVE: 3 (6)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 1
OV: 2 HEAT SCALE 1 2 3 S				
A: ○○○○○○○○○○ S: ●●●●●●●●●●				
SPECIAL: AC: 2/2/D, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KGC-010 KING CRAB

22 Points

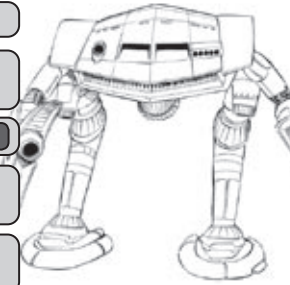
SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOOOOOO
S: OOOOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

KGC-010 KING CRAB

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

KTO-18 KINTARO

12 Points

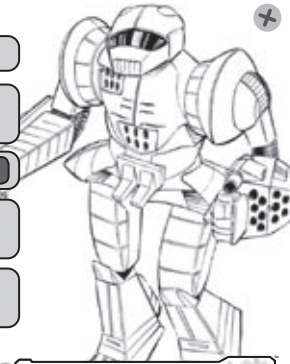
SIZE: 2 MOVE: 5 (10)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

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



QUICK-STRIKE STATS

BATTLETECH

KTO-18 KINTARO

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LNC25-01X LANCELOT

17 Points

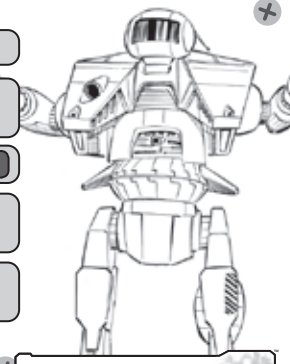
SIZE: 3 MOVE: 4j (8j)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

LNC25-01X LANCELOT

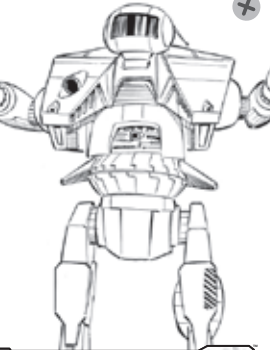
ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LNC25-02 LANCELOT	12 Points	ID:	
SIZE: 3 MOVE: 4 (8)		NOTES	
S (+0) 3 M (+2) 3 L (+4) 1			
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○○ S: ●●●●●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MCY-98 MERCURY	6 Points	ID:	
SIZE: 1 MOVE: 8 (16)		NOTES	
S (+0) 2 M (+2) 1 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MON-67 MONGOOSE	7 Points	ID:	
SIZE: 1 MOVE: 8 (16)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○ S: ●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MON-68 MONGOOSE

7 Points

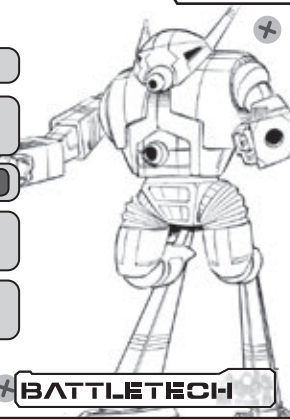
SIZE: 1 MOVE: 8 (16)

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

MON-68 MONGOOSE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ON1-K ORION

14 Points

SIZE: 3 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ON1-K ORION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ON1-V ORION

13 Points

SIZE: 3 MOVE: 4 (8)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ON1-V ORION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ON1-VA ORION

13 Points

SIZE: 3 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: SRM 1/1, AC: 1/1/D,
SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

ON1-VA ORION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PNT-8Z PANTHER

7 Points

SIZE: 1 MOVE: 4j (8j)

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

PNT-8Z PANTHER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PNT-9R PANTHER

8 Points

SIZE: 1 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

PNT-9R PANTHER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

QKD-4G QUICKDRAW		12 Points	ID:	
SIZE: 3 MOVE: 5j (10j)			NOTES	
S (+0)	M (+2)			L (+4)
2	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

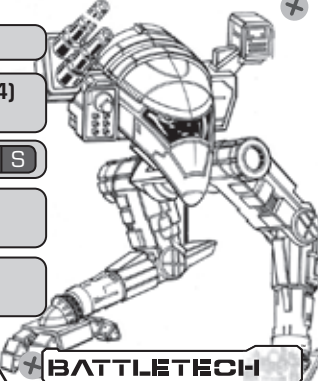
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

QKD-4H QUICKDRAW		12 Points	ID:	
SIZE: 3 MOVE: 5j (10j)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●●●				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

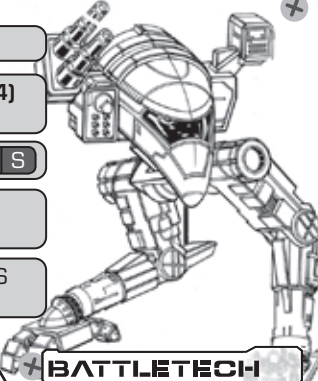
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

QKD-5A QUICKDRAW		12 Points	ID:	
SIZE: 3 MOVE: 5j (10j)			NOTES	
S (+0)	M (+2)			L (+4)
3	3			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: ●●●●●				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

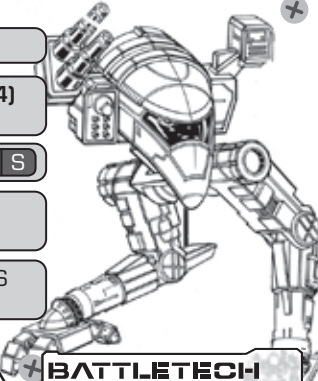
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RVN-1X RAVEN	6 Points	ID:
		
SIZE: 1 MOVE: 5 {10}		
S (+0) 2 M (+2) 2 L (+4) 0		
OV: 0 HEAT SCALE 1 2 3 S		
A: 00 S: 000		
SPECIAL: ECM, SRCH, SOA, SEAL, ES		
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

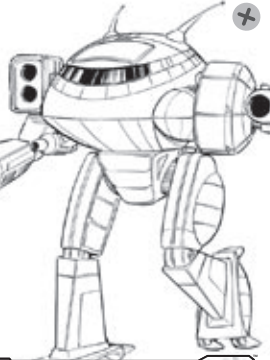
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RVN-2X RAVEN	9 Points	ID:
		
SIZE: 1 MOVE: 5 {10}		
S (+0) 2 M (+2) 2 L (+4) 0		
OV: 1 HEAT SCALE 1 2 3 S		
A: 000 S: 000		
SPECIAL: SRCH, SOA, SEAL, ES		
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

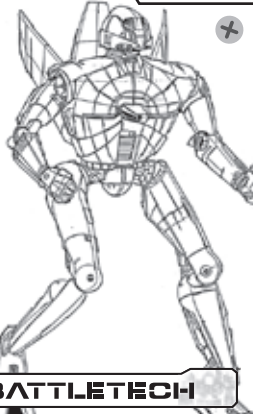
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RVN-4X RAVEN	8 Points	ID:
		
SIZE: 1 MOVE: 5j {10j}		
S (+0) 3 M (+2) 2 L (+4) 0		
OV: 0 HEAT SCALE 1 2 3 S		
A: 0000 S: 000		
SPECIAL: SRCH, SOA, SEAL, ES		
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

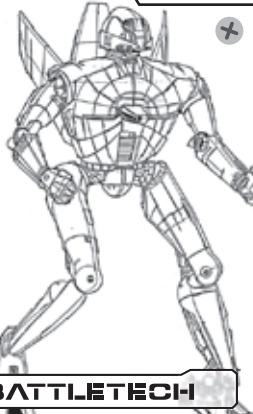
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STN-3K SENTINEL		7 Points	ID:	
SIZE: 2 MOVE: 6 (12j)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			1
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○○ S: ○○○				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SDR-5D SPIDER		5 Points	ID:	
SIZE: 1 MOVE: 8j (16j)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ○○○				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SDR-5K SPIDER		5 Points	ID:	
SIZE: 1 MOVE: 8/4j (16/8j)			NOTES	
S (+0)	M (+2)			L (+4)
1	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: ○○ S: ○○○				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SDR-5V SPIDER

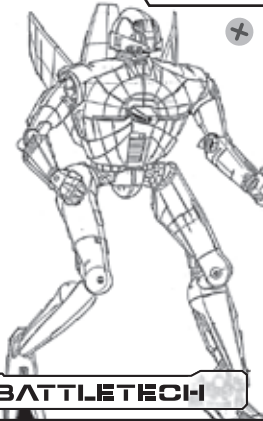
SIZE: 1 MOVE: 8j (16j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 000

SPECIAL: ENE, SRCH, SOA, SEAL,
ES



6 Points

ID:

SDR-5V SPIDER

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STK-3F STALKER

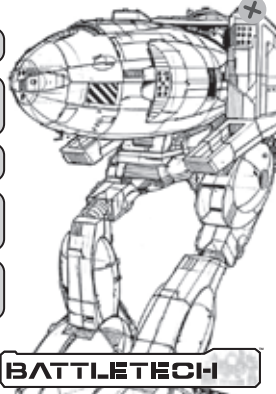
SIZE: 4 MOVE: 3 (6)

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

OV: 3 | HEAT SCALE 1 2 3 S

A: 0000000
S: 0000000

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



16 Points

ID:

STK-3F STALKER

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STK-3H STALKER

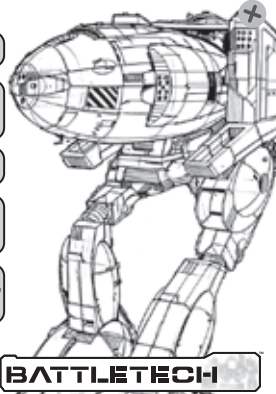
SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: 0000000
S: 0000000

SPECIAL: SRM 1/1, LRM: 1/1/1,
IF1, SRCH, SOA, SEAL, ES



16 Points

ID:

STK-3H STALKER

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

STK-4N STALKER

16 Points

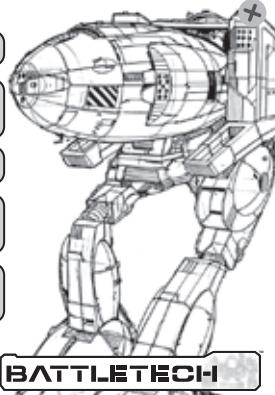
SIZE: 4 MOVE: 3 (6)

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

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: SRM 1/1, IF1, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

STK-4N STALKER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THE-S THORN

5 Points

SIZE: 1 MOVE: 6 (12)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

THE-S THORN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THE-T THORN

5 Points

SIZE: 1 MOVE: 6 (12)

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

THE-T THORN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THG-10E THUG

15 Points

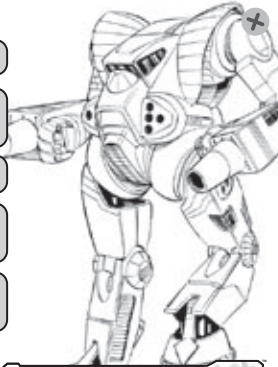
SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO
S: OOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

THG-10E THUG

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TBT-5J TREBUCHET

12 Points

SIZE: 2 MOVE: 5j (10j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

TBT-5J TREBUCHET

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TBT-5N TREBUCHET

12 Points

SIZE: 2 MOVE: 5 (10)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: IF1, SRCH, SOA, SEAL,
ES



QUICK-STRIKE STATS

BATTLETECH

TBT-5N TREBUCHET

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TBT-5S TREBUCHET

SIZE: 2 MOVE: 5 {10}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOO

SPECIAL: SRM 2/2, SRCH, SOA,
SEAL, ES



10 Points

QUICK-STRIKE STATS

BATTLETECH

TBT-5S TREBUCHET

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

UM-R60 URBANMECH

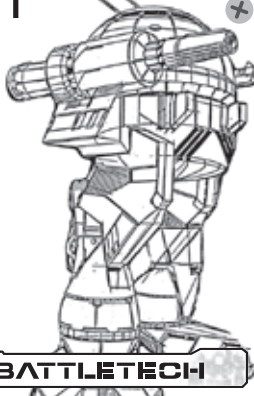
SIZE: 1 MOVE: 2j {4j}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO
S: OOO

SPECIAL: AC: 1/1/0, SRCH,
SOA, SEAL, ES



5 Points

QUICK-STRIKE STATS

BATTLETECH

UM-R60 URBANMECH

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

UM-R60L URBANMECH

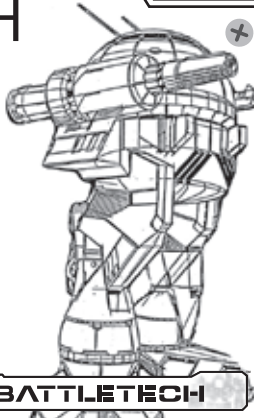
SIZE: 1 MOVE: 2j {4j}

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OOO

SPECIAL: AC: 2/2/0, SRCH,
SOA, SEAL, ES



5 Points

QUICK-STRIKE STATS

BATTLETECH

UM-R60L URBANMECH

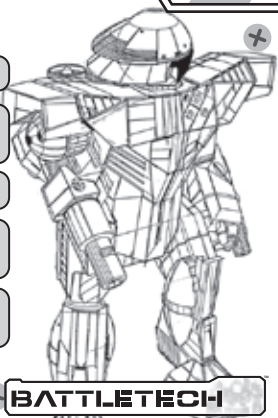
ID:

NOTES

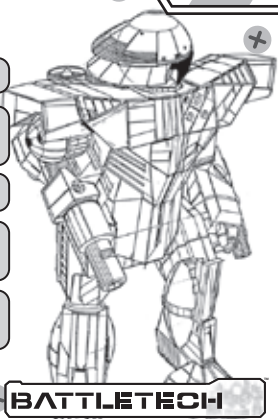
QUICK-STRIKE STATS

BATTLETECH

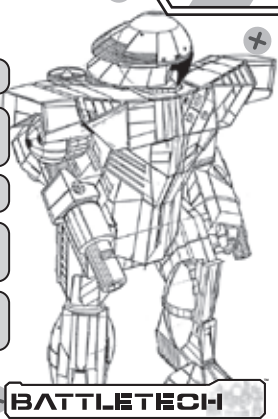
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VTR-9A VICTOR		12 Points	ID:	
SIZE: 4 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOOO				
SPECIAL: AC: 1/1/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VTR-9A1 VICTOR		13 Points	ID:	
SIZE: 4 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOOO				
SPECIAL: AC: 2/2/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VTR-9B VICTOR		14 Points	ID:	
SIZE: 4 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: AC: 2/2/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VTR-9S VICTOR

14 Points

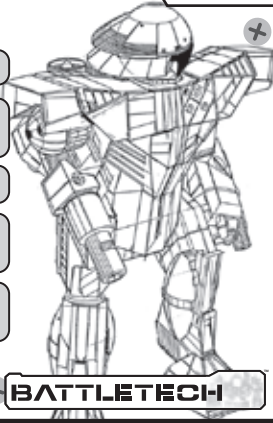
SIZE: 4 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOOO

SPECIAL: AC: 2/2/0, SRCH,
SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

VTR-9S VICTOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VND-1AA "AVENGING ANGEL" VINDICATOR

10 Points

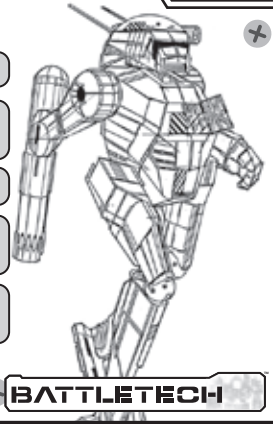
SIZE: 2 MOVE: 5j (10j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

VND-1AA "AVENGING ANGEL" VINDICATOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VND-1R VINDICATOR

10 Points

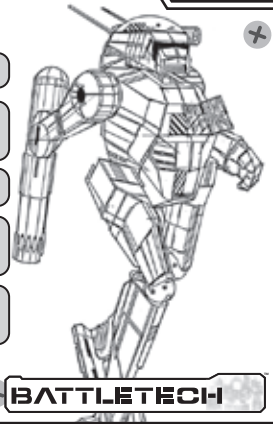
SIZE: 2 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

VND-1R VINDICATOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VL-5T VULCAN	9 Points	ID:	
SIZE: 2 MOVE: 6j (12j)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 0			
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○ S: ●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WTH-O WHITWORTH	9 Points	ID:	
SIZE: 2 MOVE: 4j (8j)		NOTES	
S (+0) 1 M (+2) 1 L (+4) 0			
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○ S: ●●●			
SPECIAL: SRM 1/1, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

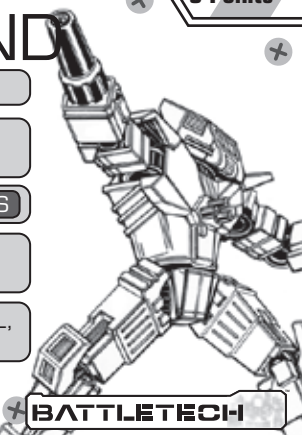
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WTH-1 WHITWORTH		10 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOO S: OOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WTH-1S WHITWORTH		9 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOO S: OOO				
SPECIAL: SRM 1/1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

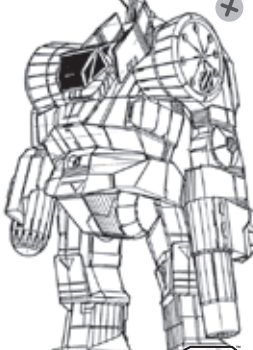
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WLF-1 WOLFHOUND		9 Points	ID:	
SIZE: 1 MOVE: 6 (12)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOO S: OOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

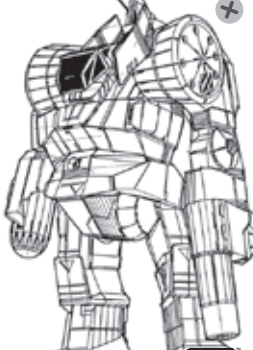
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WVE-6N WYVERN		10 Points	ID:	
SIZE: 2 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZEU-6S ZEUS		13 Points	ID:	
SIZE: 4 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZEU-6T ZEUS		14 Points	ID:	
SIZE: 4 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 3			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH



PROJECT PHOENIX

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCHER ARC-2K	14 Points	ID:
SIZE: 3 MOVE: 4 (8) S (+0) M (+2) L (+4) 2 2 1 OV: 2 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ○○○○○○ SPECIAL: IF1, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

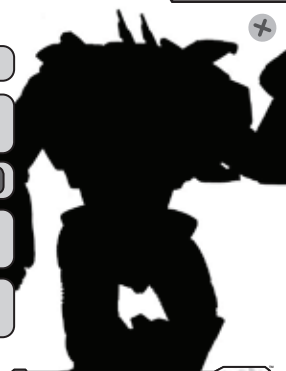
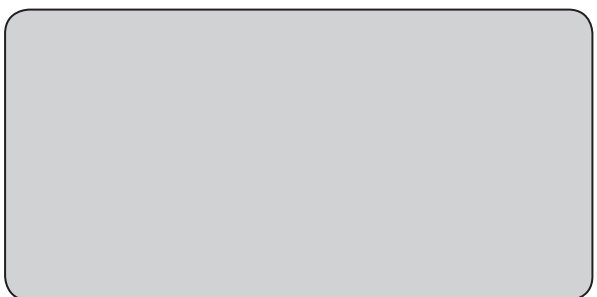
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCHER ARC-2R	15 Points	ID:
SIZE: 3 MOVE: 4 (8) S (+0) M (+2) L (+4) 1 1 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○○○ S: ○○○○○○ SPECIAL: LRM: 1/2/2, IF2, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

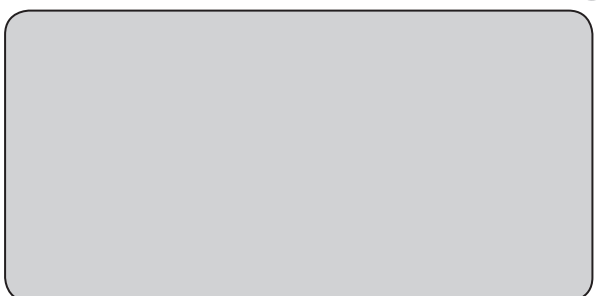
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCHER ARC-2S	14 Points	ID:
SIZE: 3 MOVE: 4 (8) S (+0) M (+2) L (+4) 2 2 1 OV: 2 HEAT SCALE 1 2 3 S A: ○○○○○○○○ S: ○○○○○○ SPECIAL: IF1, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

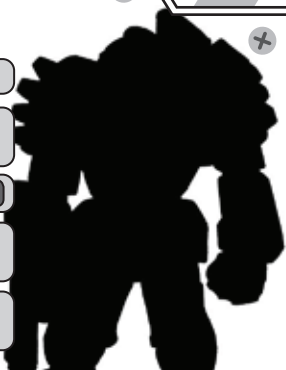
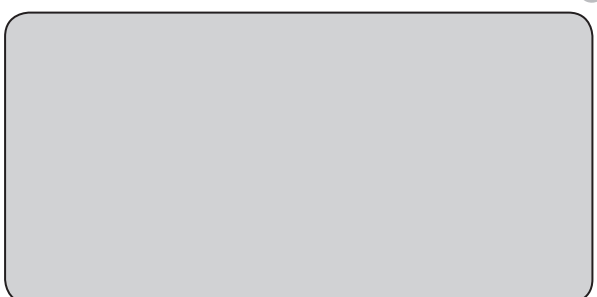
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ARCHER ARC-2W		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)				
S (+0)	M (+2)			L (+4)
1	1			0
OV: 3 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLEMASTER BLR-1D		15 Points	ID:	
SIZE: 4 MOVE: 4 (8)				
S (+0)	M (+2)			L (+4)
4	3			1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLEMASTER BLR-1G		15 Points	ID:	
SIZE: 4 MOVE: 4 (8)				
S (+0)	M (+2)			L (+4)
3	3			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BATTLEMASTER BLR-1S		15 Points	ID:	
SIZE: 4 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOOOOOO				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

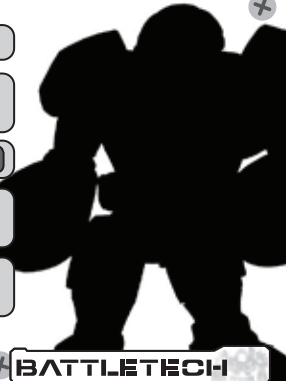
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRUSADER CRD-3D		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRUSADER CRD-3K		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: SRM: 1/1, LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRUSADER CRD-3L		13 Points	ID:	
SIZE: 3 MOVE: 4j (8j)			NOTES	
S (+0) 2	M (+2) 3			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CRUSADER CRD-3R		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 1
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GOLIATH GOL-1H		14 Points	ID:	
SIZE: 4 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 1			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOO S: OOOOOOOO				
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRIFFIN GRF-1N		13 Points	ID:	
SIZE: 2 MOVE: 5j (10j)			NOTES	
S (+0)	M (+2)			L (+4)
1	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

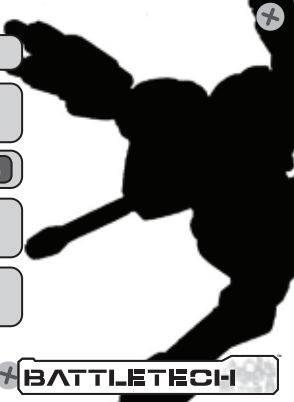
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GRIFFIN GRF-1S		13 Points	ID:	
SIZE: 2 MOVE: 5j (10j)			NOTES	
S (+0)	M (+2)			L (+4)
2	2			1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-1E		6 Points	ID:	
SIZE: 1 MOVE: 8 (16)			NOTES	
S (+0)	M (+2)			L (+4)
2	1			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OO S: OO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	BATTLETECH	

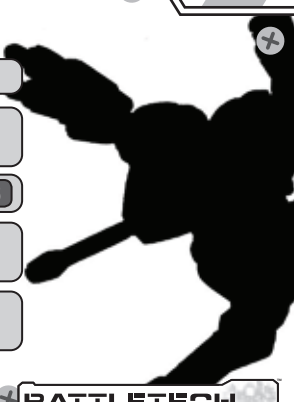
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-1L	5 Points	ID:
SIZE: 1 MOVE: 8 (16) S (+0) M (+2) L (+4) 1 1 0 OV: 0 HEAT SCALE 1 2 3 S A: 00 S: 00 SPECIAL: TSM, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

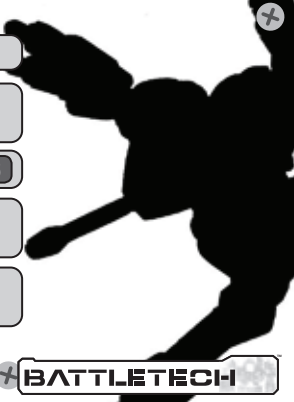
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-1M	4 Points	ID:
SIZE: 1 MOVE: 8 (16) S (+0) M (+2) L (+4) 1 2 1 OV: 0 HEAT SCALE 1 2 3 S A: 0 S: 00 SPECIAL: IF1, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

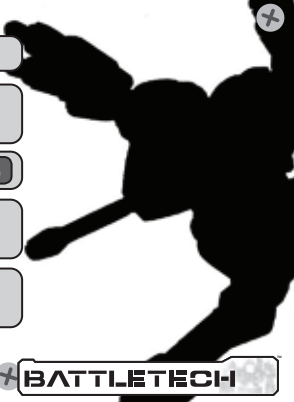
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-1S	4 Points	ID:
SIZE: 1 MOVE: 8 (16) S (+0) M (+2) L (+4) 1 1 0 OV: 0 HEAT SCALE 1 2 3 S A: 00 S: 00 SPECIAL: SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

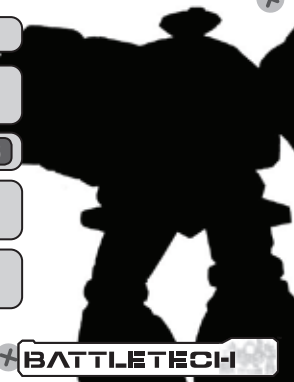
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-1V	4 Points	ID:
SIZE: 1 MOVE: 8 (16) S (+0) M (+2) L (+4) 1 1 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○ S: ●● SPECIAL: SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

LOCUST LCT-3V	5 Points	ID:
SIZE: 1 MOVE: 8 (16) S (+0) M (+2) L (+4) 2 1 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○ S: ●● SPECIAL: SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

Longbow LGB-OW	13 Points	ID:
SIZE: 4 MOVE: 4 (8) S (+0) M (+2) L (+4) 1 0 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●●●● SPECIAL: LRM: 1/3/3, IF3, SRCH, SOA, SEAL, ES		NOTES
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARAUDER MAD-3D		15 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARAUDER MAD-3L		14 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARAUDER MAD-3M		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARAUDER MAD-3R		14 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 2	M (+2) 3			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MARAUDER II MAD-4A		21 Points	ID:	
SIZE: 4 MOVE: 3j (6j)			NOTES	
S (+0) 3	M (+2) 4			L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOOOOO S: OOOOOOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTROC OSR-2C		12 Points	ID:	
SIZE: 3 MOVE: 5 (10)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

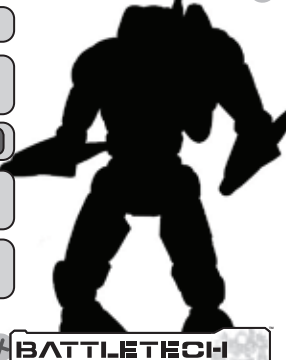
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTROC OSR-2M		12 Points	ID:
		NOTES	
SIZE: 3 MOVE: 5j (10j)			
S (+0) 2	M (+2) 2	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO S: OOOOO			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

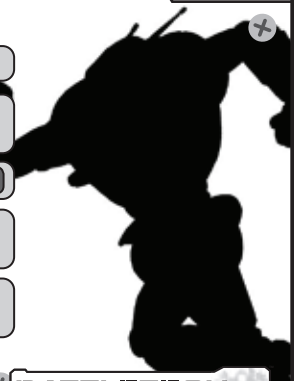
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTROC OSR-4C		13 Points	ID:
		NOTES	
SIZE: 3 MOVE: 5 (10)			
S (+0) 3	M (+2) 3	L (+4) 1	
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOOO S: OOOOO			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

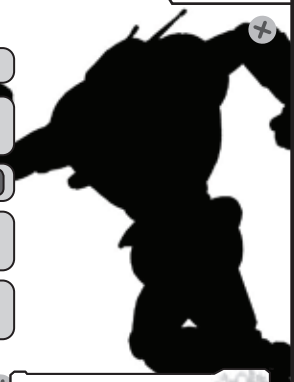
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTSCOUT OTT-7J		6 Points	ID:
		NOTES	
SIZE: 1 MOVE: 8j (16j)			
S (+0) 1	M (+2) 1	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: OO S: OOO			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

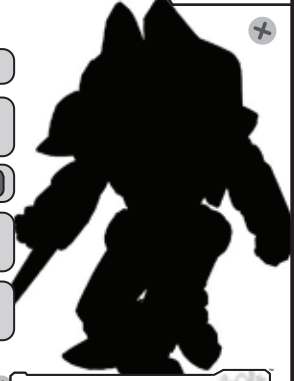
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTSOL OTL-4D		13 Points	ID:	
SIZE: 3 MOVE: 5 {10}			NOTES	
S (+0)	M (+2)			L (+4)
3	3			0
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

OSTSOL OTL-4F		13 Points	ID:	
SIZE: 3 MOVE: 5 {10}			NOTES	
S (+0)	M (+2)			L (+4)
2	2			2
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHOENIX HAWK PXH-1		10 Points	ID:	
SIZE: 2 MOVE: 6j {12j}			NOTES	
S (+0)	M (+2)			L (+4)
2	2			0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: OOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH		

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHOENIX HAWK PXH-1D		11 Points	ID:	
SIZE: 2 MOVE: 6j (12j)			NOTES	
S (+0) 2	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOO S: OOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PHOENIX HAWK PXH-1K		11 Points	ID:	
SIZE: 2 MOVE: 6 (12)			NOTES	
S (+0) 3	M (+2) 2			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOO				
SPECIAL: ENE, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIFLEMAN RFL-3C		11 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOO				
SPECIAL: AC: 2/2/0, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIFLEMAN RFL-3N	10 Points	ID:	
SIZE: 3 MOVE: 4 (8)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 1			
OV: 2 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

RIFLEMAN RFL-4D	12 Points	ID:	
SIZE: 3 MOVE: 4 (8)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 1			
OV: 2 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●●●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SCORPION SCP-1N	10 Points	ID:	
SIZE: 2 MOVE: 6 (12)		NOTES	
S (+0) 2 M (+2) 2 L (+4) 1			
OV: 0 HEAT SCALE 1 2 3 S			
A: OOOO S: ●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHADOW HAWK SHD-2D		9 Points	ID:
SIZE: 2 MOVE: 5/2j {10/4j} S (+0) 2 M (+2) 3 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: 00 S: 00000 SPECIAL: SRCH, SOA, SEAL, ES			NOTES
QUICK-STRIKE STATS			
BATTLETECH		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHADOW HAWK SHD-2H		11 Points	ID:
SIZE: 2 MOVE: 5/2j {10/4j} S (+0) 2 M (+2) 2 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: 00000 S: 00000 SPECIAL: SRCH, SOA, SEAL, ES			NOTES
QUICK-STRIKE STATS			
BATTLETECH		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SHADOW HAWK SHD-2K		11 Points	ID:
SIZE: 2 MOVE: 5/2j {10/4j} S (+0) 1 M (+2) 2 L (+4) 2 OV: 0 HEAT SCALE 1 2 3 S A: 00000 S: 00000 SPECIAL: SRCH, SOA, SEAL, ES			NOTES
QUICK-STRIKE STATS			
BATTLETECH		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

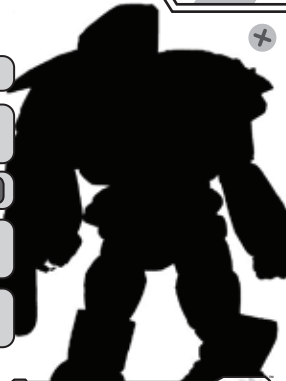
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

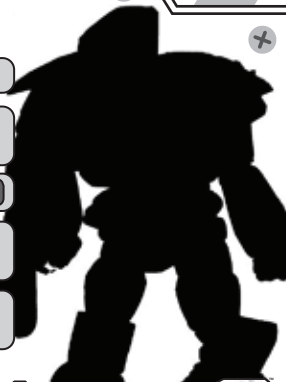
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDERBOLT TDR-5S		13 Points	ID:
			
SIZE: 3 MOVE: 4 (8)			
S (+0) 3	M (+2) 3	L (+4) 1	
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○ S: ●●●●●●			
SPECIAL: IF1, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

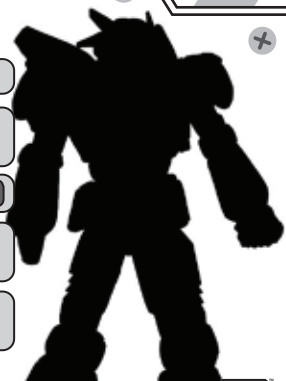
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDERBOLT TDR-5SE		14 Points	ID:	
SIZE: 3 MOVE: 4j (8j)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

THUNDERBOLT TDR-5SS		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 1
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOOOO S: OOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VALKYRIE VLK-QA		7 Points	ID:	
SIZE: 1 MOVE: 5j (10j)			NOTES	
S (+0) 1	M (+2) 2			L (+4) 1
OV: 0 HEAT SCALE 1 2 3 S				
A: OOO S: OOO				
SPECIAL: IF1, SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VALKYRIE		7 Points	ID:
VLK-QF			
SIZE: 1 MOVE: 5j (10j)			NOTES
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	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARHAMMER		15 Points	ID:
WHM-6D			
SIZE: 3 MOVE: 4 (8)			NOTES
S (+0)	M (+2)	L (+4)	
3	3	2	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○○○○○ S: ○○○○○○○			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARHAMMER		13 Points	ID:
WHM-6K			
SIZE: 3 MOVE: 4 (8)			NOTES
S (+0)	M (+2)	L (+4)	
3	3	2	
OV: 1 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

WARHAMMER WHM-6L		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 2			L (+4) 1
OV: 2 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WARHAMMER WHM-6R		13 Points	ID:	
SIZE: 3 MOVE: 4 (8)			NOTES	
S (+0) 3	M (+2) 3			L (+4) 2
OV: 1 HEAT SCALE 1 2 3 S				
A: OOOOO S: OOOOOO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WASP WSP-1A		4 Points	ID:	
SIZE: 1 MOVE: 6j (12j)			NOTES	
S (+0) 1	M (+2) 1			L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S				
A: OO S: OO				
SPECIAL: SRCH, SOA, SEAL, ES				
QUICK-STRIKE STATS		BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WASP WSP-1D		4 Points	ID:
			
SIZE: 1 MOVE: 6j {12j}			
S (+0) 2	M (+2) 1	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WASP WSP-1K		4 Points	ID:
			
SIZE: 1 MOVE: 6j {12j}			
S (+0) 1	M (+2) 1	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WASP WSP-1L		3 Points	ID:
			
SIZE: 1 MOVE: 6j {12j}			
S (+0) 1	M (+2) 1	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS		BATTLETECH	
NOTES			
QUICK-STRIKE STATS		BATTLETECH	

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WASP WSP-1W		4 Points	ID:
			
SIZE: 1 MOVE: 6j (12j)		NOTES	
S (+0) 2	M (+2) 0	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○ S: ●●			
SPECIAL: ENE, SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WOLVERINE WVR-6K		12 Points	ID:
			
SIZE: 2 MOVE: 5 (10)		NOTES	
S (+0) 3	M (+2) 3	L (+4) 0	
OV: 0 HEAT SCALE 1 2 3 S			
A: ○○○○○○ S: ●●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WOLVERINE WVR-6M		13 Points	ID:
			
SIZE: 2 MOVE: 5j (10j)		NOTES	
S (+0) 2	M (+2) 2	L (+4) 0	
OV: 1 HEAT SCALE 1 2 3 S			
A: ○○○○○○ S: ●●●●●●			
SPECIAL: SRCH, SOA, SEAL, ES			
QUICK-STRIKE STATS	BATTLETECH	QUICK-STRIKE STATS	BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WOLVERINE WVR-6R

11 Points

SIZE: 2 MOVE: 5j (10j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

WOLVERINE WVR-6R

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH