

**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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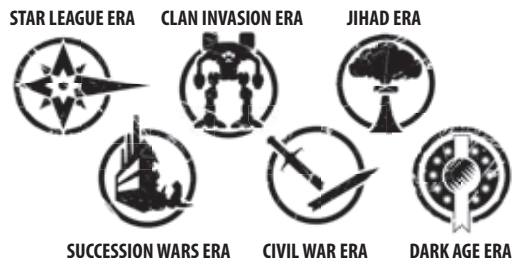
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# VEHICLES

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>AC/2 CARRIER</b> <span style="float: right;">4 Points</span></p> <p>SIZE: 3 MOVE: 3t (6t)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: ●●●</p> <p>SPECIAL: AC: 1/1/1, SRCH, EE</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 0 | 0 | 0 | <p><b>AC/2 CARRIER</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 0   | 0      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>APC (HOVER)</b> <span style="float: right;">1 Points</span></p> <p>SIZE: 1 MOVE: 10h (20h)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 0<br/>S: ●</p> <p>SPECIAL: TUR (1/0/0), IT1, SRCH, EE</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 0 | 0 | 0 | <p><b>APC (HOVER)</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 0  | 0      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>APC (TRACKED)</b> <span style="float: right;">2 Points</span></p> <p>SIZE: 1 MOVE: 6t (12t)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 0<br/>S: ●</p> <p>SPECIAL: TUR (1/0/0), IT1, SRCH, EE</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 0 | 0 | 0 | <p><b>APC (TRACKED)</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 0   | 0      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### APC (WHEELED)

1 Points

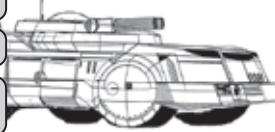
SIZE: 1 MOVE: 6w (12w)

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

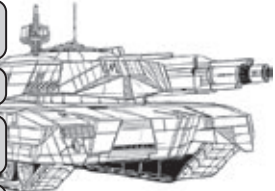
SIZE: 3 MOVE: 3t (6t)

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: 000  
S: 000

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: 000  
S: 000

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: 00000  
S: 000

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

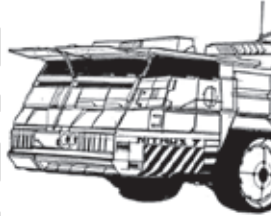
SIZE: 1 MOVE: 4w (8w)

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

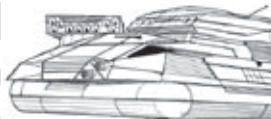
SIZE: 2 MOVE: 9h (18h)

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: O  
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: O  
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: O  
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: 000  
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

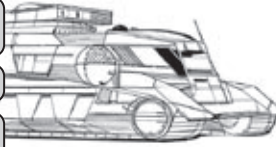
SIZE: 3 MOVE: 4t (8t)

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

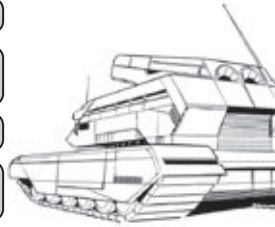
SIZE: 1 MOVE: 5t (10t)

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: 000  
S: 00

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: 000  
S: 00

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: 0  
S: 0

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: ●●●

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: ●

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

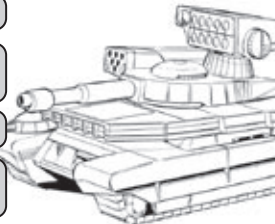
SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000000  
S: ●●●

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: 000  
S: 000

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: 000  
S: 000

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: 000  
S: 000

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: 000  
S: 00

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: 000  
S: 00

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: 000  
S: 00

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 **+** 15 Points ARTILLERY LT-MOB-25 **+**

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: ●●●●

SPECIAL: ARTLT1, SRCH, EE



QUICK-STRIKE STATS **+** BATTLETECH

# MOBILE LONG TOM **+** ID: ARTILLERY LT-MOB-25 **+**

NOTES

QUICK-STRIKE STATS **+** BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# ONTOS **+** 12 Points HEAVY TANK (LRM) **+**

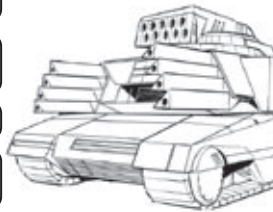
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: ●●●●●

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



QUICK-STRIKE STATS **+** BATTLETECH

# ONTOS **+** ID: HEAVY TANK (LRM) **+**

NOTES

QUICK-STRIKE STATS **+** BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# ONTOS **+** 10 Points HEAVY TANK **+**

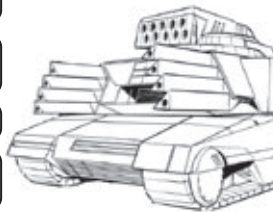
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: ●●●●●

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



QUICK-STRIKE STATS **+** BATTLETECH

# ONTOS **+** ID: HEAVY TANK **+**

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: ●

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: ●

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: ●

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

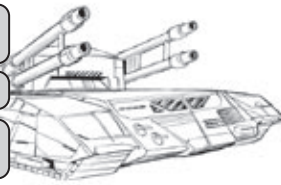
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
S: ●●●●

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: ●●●●

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

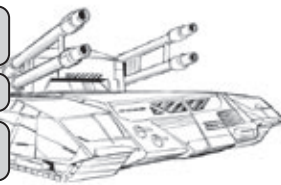
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
S: ●●●●

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

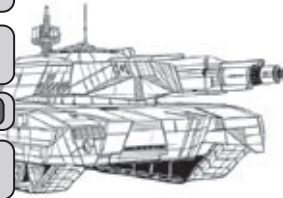
SIZE: 3 MOVE: 4t (8t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●●

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

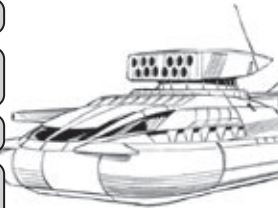
SIZE: 1 MOVE: 8h (16h)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO  
S: ●●

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: ●●●

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

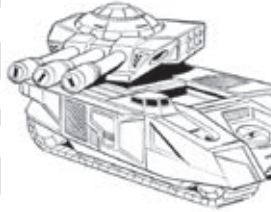
SIZE: 4 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO  
S: ●●●●

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: ●●

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: ●●

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: 00  
S: 00

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: 00  
S: 00

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: 00  
S: 00

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: ●

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: ●

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

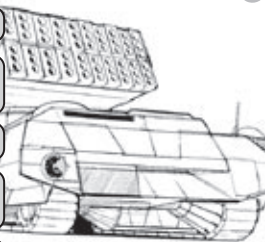
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: ●●●

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: 000  
S: 00

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: 000  
S: 00

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: 000  
S: 00

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: 0000000000  
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: 0000000000  
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

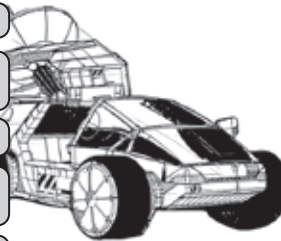
SIZE: 1 MOVE: 10w (20w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0  
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

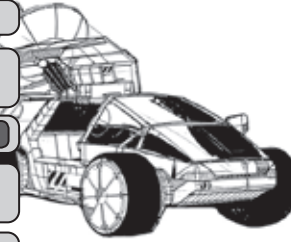
SIZE: 1 MOVE: 10w (20w)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0  
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

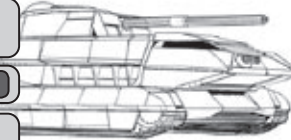
SIZE: 2 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
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

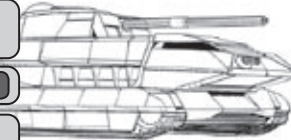
SIZE: 2 MOVE: 5t (10t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
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

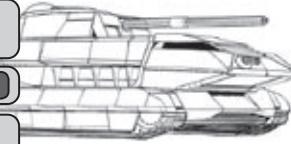
SIZE: 2 MOVE: 5t (10t)

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

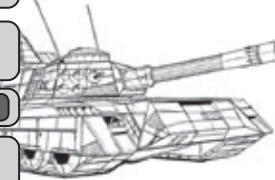
SIZE: 3 MOVE: 3t (6t)

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

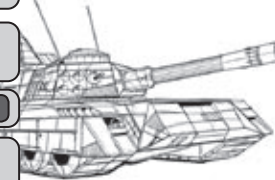
SIZE: 3 MOVE: 3t (6t)

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

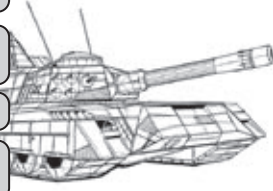
SIZE: 3 MOVE: 3t (6t)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●●

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: ●

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: ●

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

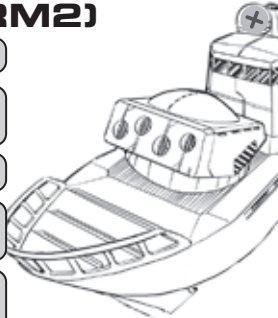
SIZE: 1 MOVE: 12n (24n)

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

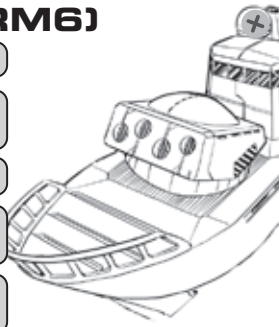
SIZE: 1 MOVE: 12n (24n)

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

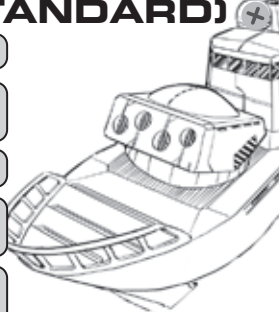
SIZE: 1 MOVE: 12n (24n)

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)

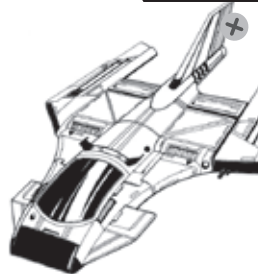
S (+0) M (+2) L (+4)  
2 1 0

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



ID:

# CHEETAH F-11

NOTES

QUICK-STRIKE STATS

BATTLETECH

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

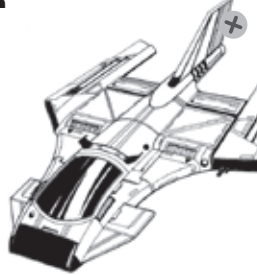
A: 00

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2, PNT1



ID:

# CHEETAH F-11-R

NOTES

QUICK-STRIKE STATS

BATTLETECH

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

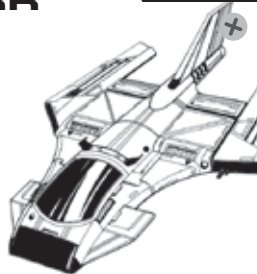
A: 00

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2, PNT1



ID:

# CHEETAH F-11-RR

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### CHEETAH F-12-S

3 Points

SIZE: 1 MOVE: 12a (24a)

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

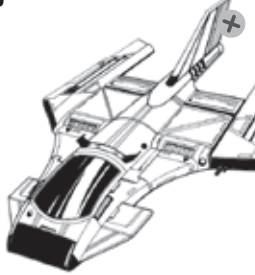
OV: 0 | HEAT SCALE 1 2 3 S

A: 00

S: ●●●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2,  
PNT1



QUICK-STRIKE STATS

BATTLETECH

### CHEETAH F-12-S

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### CHEETAH F-13

10 Points

SIZE: 1 MOVE: 12a (24a)

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

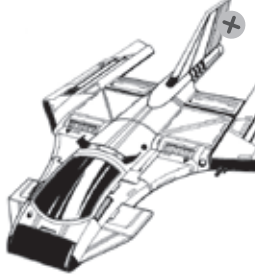
OV: 0 | HEAT SCALE 1 2 3 S

A: 000

S: ●●●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2,  
PNT1



QUICK-STRIKE STATS

BATTLETECH

### CHEETAH F-13

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### CHEETAH F-14-S

4 Points

SIZE: 1 MOVE: 12a (24a)

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

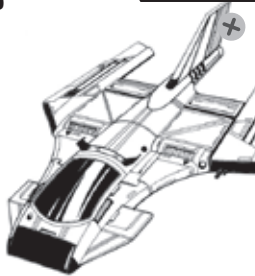
OV: 0 | HEAT SCALE 1 2 3 S

A: 000

S: ●●●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

### CHEETAH F-14-S

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CHIPPEWA CHP-W10

18 Points

SIZE: 4 MOVE: 5a (10a)

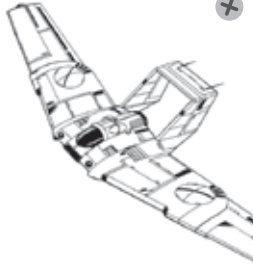
S (+0) M (+2) L (+4)  
4 5 2

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)

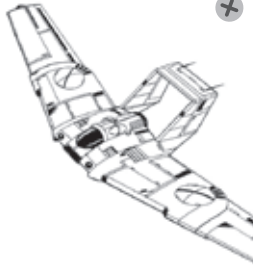
S (+0) M (+2) L (+4)  
4 4 1

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)

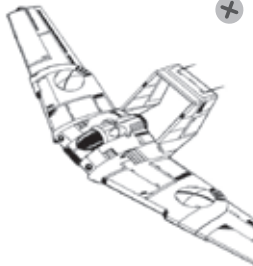
S (+0) M (+2) L (+4)  
6 7 2

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

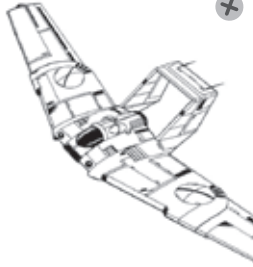
A: OOOO

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

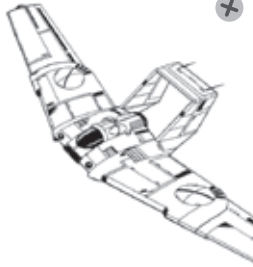
A: OOOOOOO

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: OOOOOOO  
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: O  
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: O  
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

SIZE: 1 MOVE: 7a (14a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O  
S: ●●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB2, EE



QUICK-STRIKE STATS

BATTLETECH

### GUARDIAN C

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### GUARDIAN D

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: O  
S: ●●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB2, EE



QUICK-STRIKE STATS

BATTLETECH

### GUARDIAN D

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### HEAVY STRIKE FIGHTER BAT HAWK

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: O  
S: ●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB3, EE



QUICK-STRIKE STATS

BATTLETECH

### HEAVY STRIKE FIGHTER BAT HAWK

ID:

NOTES

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: O

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: O

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: O

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

SIZE: 3 MOVE: 5a (10a)

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

### LUCIFER LCF-R20

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### LUCIFER II LCF-R 16K

14 Points

SIZE: 3 MOVE: 6a (12a)

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

### LUCIFER II LCF-R 16K

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

### LUCIFER II LCF-R 16KR

15 Points

SIZE: 3 MOVE: 6a (12a)

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

### LUCIFER II LCF-R 16KR

ID:

NOTES

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: ●●●

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: ●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB3, EE, FLK1/1/0



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: ●●●

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

SIZE: 2 MOVE: 5a (10a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO  
S: ●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB3,  
EE



ID:

# MECHBUSTER

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# MEDIUM STRIKE FIGHTER CRANE

3 Points

SIZE: 1 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O  
S: ●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB2,  
EE



ID:

# MEDIUM STRIKE FIGHTER CRANE

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# MEDIUM STRIKE FIGHTER DEFENDER

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: O  
S: ●●●

THRESHOLD  
1

SPECIAL: ATMO, VSTOL, BOMB2,  
EE



ID:

# MEDIUM STRIKE FIGHTER DEFENDER

NOTES

QUICK-STRIKE STATS

BATTLETECH

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: O  
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: O  
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: OO  
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 THRESHOLD 1  
S: ●●●

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

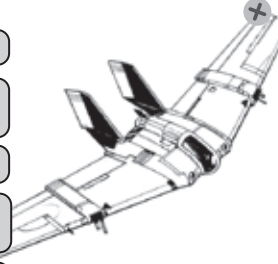
SIZE: 4 MOVE: 5a (10a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ THRESHOLD 1  
S: ●●●●●

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

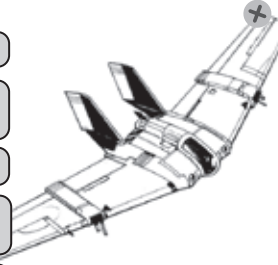
SIZE: 4 MOVE: 5a (10a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ THRESHOLD 1  
S: ●●●●●

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

|  |           |        |        |   |   |   |             |           |           |   |   |
|--|-----------|--------|--------|---|---|---|-------------|-----------|-----------|---|---|
| <p><b>RIEVER F-100B</b> <span style="float: right;">13 Points</span></p> <p>SIZE: 4 MOVE: 5a (10a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>4</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <table border="1"> <tr> <td>A: ○○○○○○○○</td> <td>THRESHOLD</td> </tr> <tr> <td>S: ●●●●●●</td> <td>1</td> </tr> </table> <p>SPECIAL: VSTOL, SPC, BOMB4</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)    | M (+2) | L (+4) | 4 | 4 | 2 | A: ○○○○○○○○ | THRESHOLD | S: ●●●●●● | 1 | <p><b>RIEVER F-100B</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2)    | L (+4) |        |   |   |   |             |           |           |   |   |
| 4  | 4         | 2      |        |   |   |   |             |           |           |   |   |
| A: ○○○○○○○○  | THRESHOLD |        |        |   |   |   |             |           |           |   |   |
| S: ●●●●●●  | 1         |        |        |   |   |   |             |           |           |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |           |        |        |   |   |   |             |           |           |   |  |
|---|-----------|--------|--------|---|---|---|-------------|-----------|-----------|---|--|
| <p><b>RIEVER F-700</b> <span style="float: right;">16 Points</span></p> <p>SIZE: 4 MOVE: 6a (12a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>6</td> <td>6</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <table border="1"> <tr> <td>A: ○○○○○○○○</td> <td>THRESHOLD</td> </tr> <tr> <td>S: ●●●●●●</td> <td>1</td> </tr> </table> <p>SPECIAL: VSTOL, SPC, BOMB4</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)    | M (+2) | L (+4) | 6 | 6 | 1 | A: ○○○○○○○○ | THRESHOLD | S: ●●●●●● | 1 | <p><b>RIEVER F-700</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2)    | L (+4) |        |   |   |   |             |           |           |   |  |
| 6   | 6         | 1      |        |   |   |   |             |           |           |   |  |
| A: ○○○○○○○○   | THRESHOLD |        |        |   |   |   |             |           |           |   |  |
| S: ●●●●●●   | 1         |        |        |   |   |   |             |           |           |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |           |        |        |   |   |   |               |           |           |   |   |
|--|-----------|--------|--------|---|---|---|---------------|-----------|-----------|---|---|
| <p><b>RIEVER F-700A</b> <span style="float: right;">20 Points</span></p> <p>SIZE: 4 MOVE: 5a (10a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>8</td> <td>8</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <table border="1"> <tr> <td>A: ○○○○○○○○○○</td> <td>THRESHOLD</td> </tr> <tr> <td>S: ●●●●●●</td> <td>1</td> </tr> </table> <p>SPECIAL: VSTOL, SPC, BOMB4, FLK1/1/1</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)    | M (+2) | L (+4) | 8 | 8 | 2 | A: ○○○○○○○○○○ | THRESHOLD | S: ●●●●●● | 1 | <p><b>RIEVER F-700A</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2)    | L (+4) |        |   |   |   |               |           |           |   |   |
| 8  | 8         | 2      |        |   |   |   |               |           |           |   |   |
| A: ○○○○○○○○○○  | THRESHOLD |        |        |   |   |   |               |           |           |   |   |
| S: ●●●●●●  | 1         |        |        |   |   |   |               |           |           |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |    |    |   |   |
|--|--------|--------|--------|----|----|---|---|
| <p><b>RIEVER F-700B</b> <span style="float: right;">25 Points</span></p> <p>SIZE: 4 MOVE: 5a (10a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>10</td> <td>10</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○○○ THRESHOLD 1<br/>S: ●●●●●</p> <p>SPECIAL: VSTOL, SPC, BOMB4</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 10 | 10 | 1 | <p><b>RIEVER F-700B</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; margin: 10px 0;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |    |    |   |   |
| 10   | 10     | 1      |        |    |    |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>SAI S-3</b> <span style="float: right;">10 Points</span></p> <p>SIZE: 2 MOVE: 8a (16a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ THRESHOLD 1<br/>S: ●●●●</p> <p>SPECIAL: VSTOL, SPC, BOMB2</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 0 | <p><b>SAI S-3</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; margin: 10px 0;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>SAI S-4</b> <span style="float: right;">10 Points</span></p> <p>SIZE: 2 MOVE: 8a (16a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ THRESHOLD 1<br/>S: ●●●●</p> <p>SPECIAL: VSTOL, SPC, BOMB2</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>SAI S-4</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; margin: 10px 0;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SAI S-4C

18 Points

SIZE: 2 MOVE: 8a (16a)

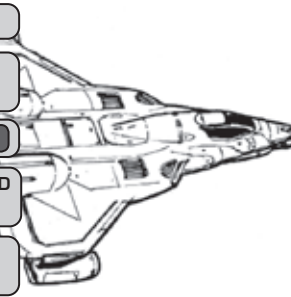
S (+0) M (+2) L (+4)  
5 5 2

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)

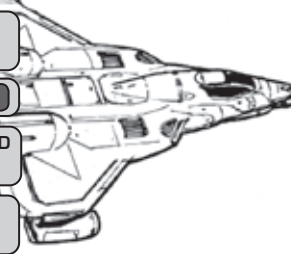
S (+0) M (+2) L (+4)  
3 3 1

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)

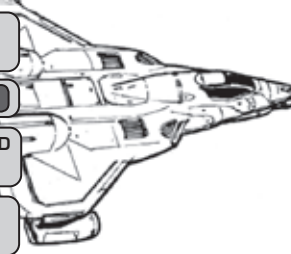
S (+0) M (+2) L (+4)  
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO  
S: ●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

# SAI S-7

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SAI S-8

13 Points

SIZE: 2 MOVE: 8a (16a)

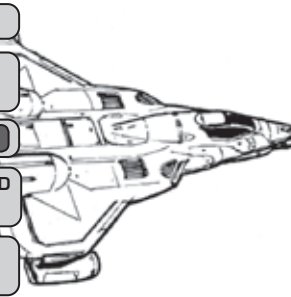
S (+0) M (+2) L (+4)  
3 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

# SAI S-8

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SAMURAI SL-25

10 Points

SIZE: 2 MOVE: 7a (14a)

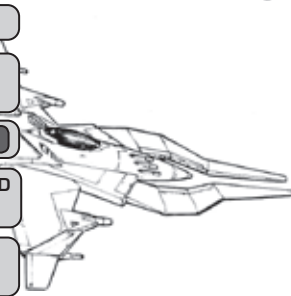
S (+0) M (+2) L (+4)  
4 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3,  
PNT2



QUICK-STRIKE STATS

BATTLETECH

# SAMURAI SL-25

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SAMURAI SL-26

14 Points

SIZE: 2 MOVE: 7a (14a)

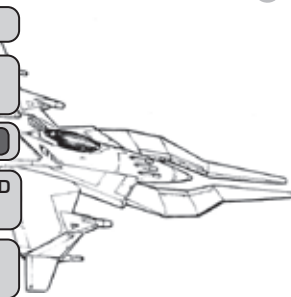
S (+0) M (+2) L (+4)  
4 4 2

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3,  
PNT2



QUICK-STRIKE STATS

BATTLETECH

# SAMURAI SL-26

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SAMURAI SL-27

16 Points

SIZE: 2 MOVE: 7a (14a)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3,  
PNT1



QUICK-STRIKE STATS

BATTLETECH

# SAMURAI SL-27

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SEYDLITZ SYD-21

4 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O  
S: OOOOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

# SEYDLITZ SYD-21

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SEYDLITZ SYD-Z1

4 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O  
S: OOOOOO

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB2



QUICK-STRIKE STATS

BATTLETECH

# SEYDLITZ SYD-Z1

ID:

NOTES

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

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



ID:

# SEYDLITZ SYD-Z3

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SEYDLITZ SYD-Z3A

5 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



ID:

# SEYDLITZ SYD-Z3A

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SEYDLITZ SYD-Z4

5 Points

SIZE: 1 MOVE: 11a (22a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0

S: ●●●●●●

THRESHOLD

1

SPECIAL: VSTOL, SPC, BOMB2



ID:

# SEYDLITZ SYD-Z4

NOTES

QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SHILONE SL-17

12 Points

SIZE: 3 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# SHILONE SL-17

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SHILONE SL-17AC

10 Points

SIZE: 3 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# SHILONE SL-17AC

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SHILONE SL-17R

12 Points

SIZE: 3 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# SHILONE SL-17R

ID:

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)

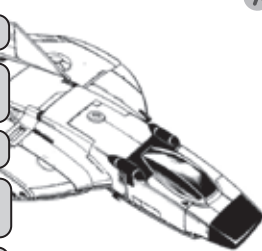
S (+0) M (+2) L (+4)  
2 2 0

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)

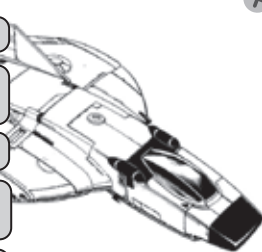
S (+0) M (+2) L (+4)  
2 2 0

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)

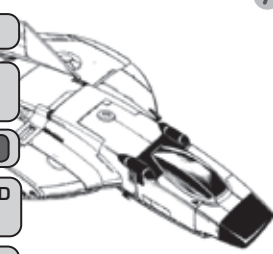
S (+0) M (+2) L (+4)  
4 3 2

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

SIZE: 4 MOVE: 6a (12a)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

# SLAYER SL-15B

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SLAYER SL-15C

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: ○○○○○○○○  
S: ●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

# SLAYER SL-15C

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SLAYER SL-15K

15 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-15K

ID:

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: OOOOOOOO  
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: OOOOO  
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: OOOOO  
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)

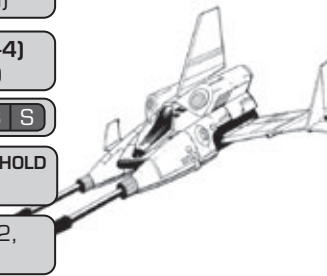
S (+0) M (+2) L (+4)  
1 1 0

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)

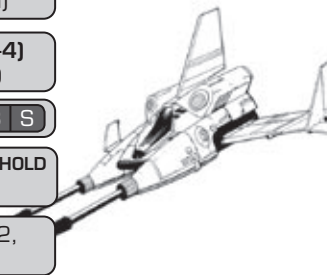
S (+0) M (+2) L (+4)  
2 1 0

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)

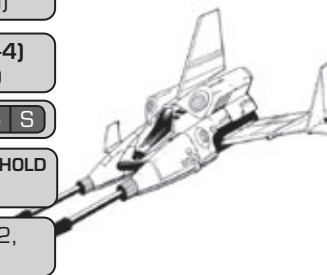
S (+0) M (+2) L (+4)  
2 0 0

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

SIZE: 3 MOVE: 6a (12a)

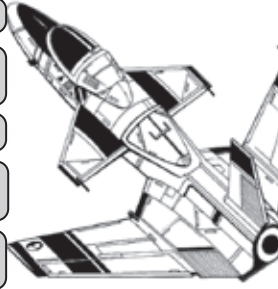
S (+0) M (+2) L (+4)  
3 3 1

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# STINGRAY F-90

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STINGRAY F-90S

11 Points

SIZE: 3 MOVE: 6a (12a)

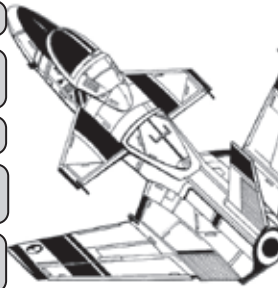
S (+0) M (+2) L (+4)  
3 4 1

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# STINGRAY F-90S

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STINGRAY F-92

15 Points

SIZE: 3 MOVE: 6a (12a)

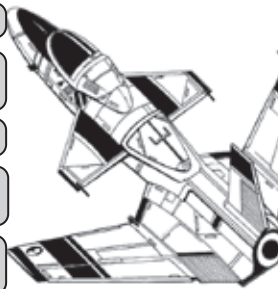
S (+0) M (+2) L (+4)  
4 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# STINGRAY F-92

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STINGRAY F-94

13 Points

SIZE: 3 MOVE: 6a (12a)

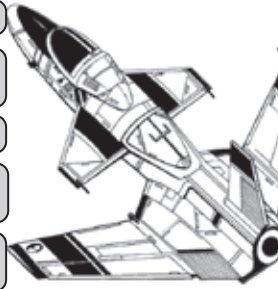
S (+0) M (+2) L (+4)  
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# STINGRAY F-94

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STINGRAY F-95

16 Points

SIZE: 3 MOVE: 6a (12a)

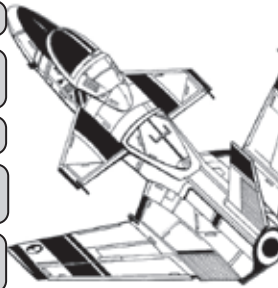
S (+0) M (+2) L (+4)  
3 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO  
S: ●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB3



QUICK-STRIKE STATS

BATTLETECH

# STINGRAY F-95

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STUKA STU-D6

23 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO  
S: ●●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

# STUKA STU-D6

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STUKA STU-D7

26 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 3 | HEAT SCALE 1 2 3 S

A: OOOOOOOO  
S: ●●●●●●

THRESHOLD  
1



SPECIAL: VSTOL, SPC, BOMB4

QUICK-STRIKE STATS

BATTLETECH

# STUKA STU-D7

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STUKA STU-K10

18 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO  
S: ●●●●●●

THRESHOLD  
1



SPECIAL: VSTOL, SPC, BOMB4,  
PNT2

QUICK-STRIKE STATS

BATTLETECH

# STUKA STU-K10

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STUKA STU-K15

17 Points

SIZE: 4 MOVE: 5a (10a)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: ●●●●●●

THRESHOLD  
1



SPECIAL: VSTOL, SPC, BOMB4,  
PNT2

QUICK-STRIKE STATS

BATTLETECH

# STUKA STU-K15

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STUKA STU-K5

18 Points

SIZE: 4 MOVE: 5a (10a)

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

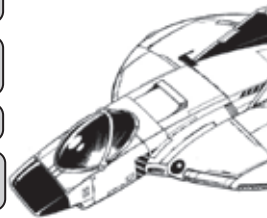
SIZE: 1 MOVE: 12a (24a)

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

# THRUSH TR-7

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# THRUSH TR-7P

4 Points

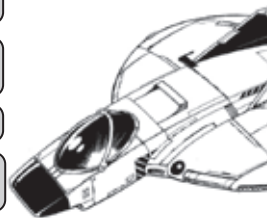
SIZE: 1 MOVE: 12a (24a)

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

# THRUSH TR-7P

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>THRUSH TR-8</b> <span style="float: right;">6 Points</span></p> <p>SIZE: 1 MOVE: 12a (24a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○<br/>S: ●●●●●●</p> <p>THRESHOLD 1</p> <p>SPECIAL: VSTOL, SPC, BOMB2</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>THRUSH TR-8</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 2      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>TRANSGRESSOR TR-13</b> <span style="float: right;">15 Points</span></p> <p>SIZE: 3 MOVE: 6a (12a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>4</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●</p> <p>THRESHOLD 1</p> <p>SPECIAL: VSTOL, SPC, BOMB4</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 4 | 4 | 0 | <p><b>TRANSGRESSOR TR-13</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 4   | 4      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>TRANSGRESSOR TR-13A</b> <span style="float: right;">17 Points</span></p> <p>SIZE: 3 MOVE: 6a (12a)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>4</td> <td>3</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●</p> <p>THRESHOLD 1</p> <p>SPECIAL: VSTOL, SPC, BOMB4</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 4 | 4 | 3 | <p><b>TRANSGRESSOR TR-13A</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 4  | 4      | 3      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# TRANSGRESSOR TR-14 "AC"

12 Points

SIZE: 3 MOVE: 6a (12a)

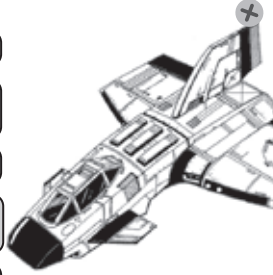
S (+0) M (+2) L (+4)  
4 4 0

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)

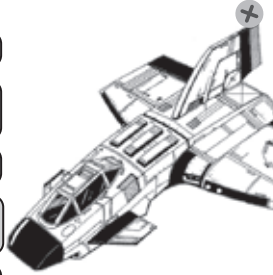
S (+0) M (+2) L (+4)  
5 5 4

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)

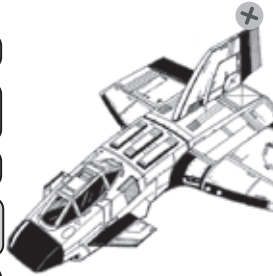
S (+0) M (+2) L (+4)  
4 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●

THRESHOLD  
1

SPECIAL: VSTOL, SPC, BOMB4



QUICK-STRIKE STATS

BATTLETECH

# TRANSGRESSOR TR-16

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |             |             |             |   |
|---|-------------|-------------|-------------|---|
| <p><b>TRANSIT TR-10</b> <span style="float: right;">11 Points</span></p> <p>SIZE: 2 MOVE: 6a (12a)</p> <table border="1"> <tr> <td>S (+0)<br/>4</td> <td>M (+2)<br/>4</td> <td>L (+4)<br/>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●</p> <p>THRESHOLD<br/>1</p> <p>SPECIAL: VSTOL, SPC, BOMB3</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)<br>4 | M (+2)<br>4 | L (+4)<br>0 | <p><b>TRANSIT TR-10</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)<br>4   | M (+2)<br>4 | L (+4)<br>0 |             |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |             |             |             |   |
|---|-------------|-------------|-------------|---|
| <p><b>TRANSIT TR-11</b> <span style="float: right;">8 Points</span></p> <p>SIZE: 2 MOVE: 6a (12a)</p> <table border="1"> <tr> <td>S (+0)<br/>2</td> <td>M (+2)<br/>2</td> <td>L (+4)<br/>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●</p> <p>THRESHOLD<br/>1</p> <p>SPECIAL: RCN, VSTOL, SPC, BOMB3</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)<br>2 | M (+2)<br>2 | L (+4)<br>0 | <p><b>TRANSIT TR-11</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)<br>2   | M (+2)<br>2 | L (+4)<br>0 |             |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |             |             |             |   |
|--|-------------|-------------|-------------|---|
| <p><b>TRANSIT TR-12</b> <span style="float: right;">16 Points</span></p> <p>SIZE: 2 MOVE: 7a (14a)</p> <table border="1"> <tr> <td>S (+0)<br/>4</td> <td>M (+2)<br/>4</td> <td>L (+4)<br/>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●</p> <p>THRESHOLD<br/>1</p> <p>SPECIAL: VSTOL, SPC, BOMB3, FLK1/1/0</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0)<br>4 | M (+2)<br>4 | L (+4)<br>0 | <p><b>TRANSIT TR-12</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)<br>4  | M (+2)<br>4 | L (+4)<br>0 |             |   |



# 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

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# AWS-8Q AWESOME

16 Points

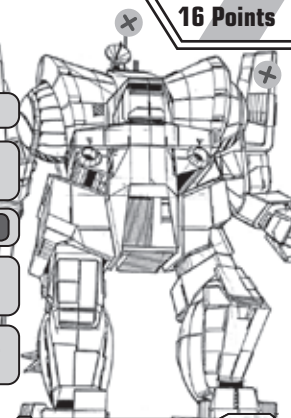
SIZE: 4 MOVE: 3 (6)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●○○○○○

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# AWS-8Q AWESOME

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# AWS-8R AWESOME

15 Points

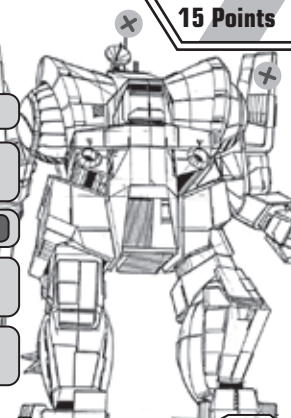
SIZE: 4 MOVE: 3 (6)

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

# AWS-8R AWESOME

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# AWS-8T AWESOME

16 Points

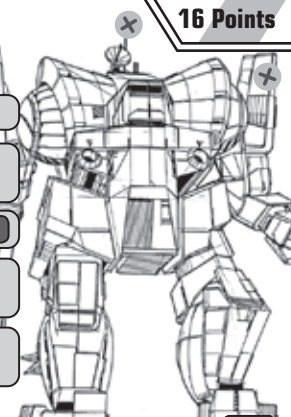
SIZE: 4 MOVE: 3 (6)

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

# AWS-8T AWESOME

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>AWS-8V</b><br/><b>AWESOME</b></p> <p>SIZE: 4 MOVE: 3 (6)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>AWS-8V</b> ID:<br/><b>AWESOME</b></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>BNC-3E</b><br/><b>BANSHEE</b></p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 2 | <p><b>BNC-3E</b> ID:<br/><b>BANSHEE</b></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 2      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>BNC-3M</b><br/><b>BANSHEE</b></p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 2 | <p><b>BNC-3M</b> ID:<br/><b>BANSHEE</b></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# BNC-3Q BANSHEE

14 Points

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



QUICK-STRIKE STATS

BATTLETECH

# BNC-3Q BANSHEE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# BNC-3S BANSHEE

18 Points

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



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

14 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: ENE, SRCH, SOA, SEAL,  
ES



QUICK-STRIKE STATS

BATTLETECH

# BL-7-KNT BLACK KNIGHT


ID:

NOTES

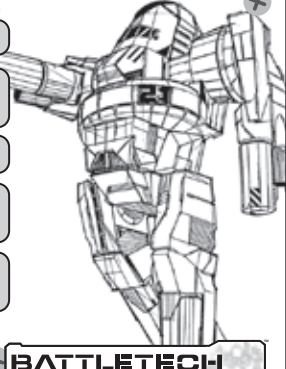
QUICK-STRIKE STATS

BATTLETECH

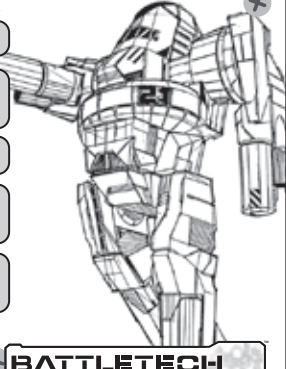
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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


CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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


CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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


CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |   |                                   |                   |  |
|---|---|-----------------------------------|-------------------|--|
| <b>BJ-1DC</b><br><b>BLACKJACK</b>               | <b>9 Points</b>   | <b>BJ-1DC</b><br><b>BLACKJACK</b> | <b>ID:</b>        |  |
| <b>SIZE: 2 MOVE: 4 (8)</b>                      |  | <b>NOTES</b>                      |                   |  |
| <b>S (+0)</b> 3 <b>M (+2)</b> 3 <b>L (+4)</b> 1 |   |                                   |                   |  |
| <b>OV: 0   HEAT SCALE</b> 1 2 3 S               |   |                                   |                   |  |
| <b>A:</b> ○○○○○○<br><b>S:</b> ●●●●              |   |                                   |                   |  |
| <b>SPECIAL:</b> SRCH, SOA, SEAL, ES             |   |                                   |                   |  |
| <b>QUICK-STRIKE STATS</b>                       | <b>BATTLETECH</b>   | <b>QUICK-STRIKE STATS</b>         | <b>BATTLETECH</b> |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |  |                                 |                   |  |
|---|--|---------------------------------|-------------------|--|
| <b>BJ-3</b><br><b>BLACKJACK</b>                 | <b>13 Points</b>   | <b>BJ-3</b><br><b>BLACKJACK</b> | <b>ID:</b>        |  |
| <b>SIZE: 2 MOVE: 4j (8j)</b>                    |  | <b>NOTES</b>                    |                   |  |
| <b>S (+0)</b> 3 <b>M (+2)</b> 3 <b>L (+4)</b> 2 |  |                                 |                   |  |
| <b>OV: 1   HEAT SCALE</b> 1 2 3 S               |  |                                 |                   |  |
| <b>A:</b> ○○○○○○<br><b>S:</b> ●●●●              |  |                                 |                   |  |
| <b>SPECIAL:</b> ENE, SRCH, SOA, SEAL, ES        |  |                                 |                   |  |
| <b>QUICK-STRIKE STATS</b>                       | <b>BATTLETECH</b>  | <b>QUICK-STRIKE STATS</b>       | <b>BATTLETECH</b> |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |  |
|---|--|
| <p><b>CTF-2X</b><br/><b>CATAPHRACT</b></p> <p>SIZE: 3 MOVE: 4 (8)</p> <p>S (+0) M (+2) L (+4)<br/>3 3 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●○○○○○</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | <p>13 Points</p> <p><b>CTF-2X</b><br/><b>CATAPHRACT</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
|---|--|

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

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

SIZE: 2 MOVE: 4 (8)

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

# CN9-A CENTURION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CN9-AH CENTURION

9 Points

SIZE: 2 MOVE: 4 (8)

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

# CN9-AH CENTURION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CN9-AL CENTURION

11 Points

SIZE: 2 MOVE: 4 (8)

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

# CN9-AL CENTURION

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>CN9-YLW "YEN LO WANG"</b> <span style="float: right;">10 Points</span></p> <h1>CENTURION</h1> <p>SIZE: 2 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: AC: 2/2/0, MEL, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>CN9-YLW "YEN LO WANG"</b> <span style="float: right;">ID:</span></p> <h1>CENTURION</h1> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 1      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>CHP-2N</b> <span style="float: right;">11 Points</span></p> <h1>CHAMPION</h1> <p>SIZE: 3 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 0 | <p><b>CHP-2N</b> <span style="float: right;">ID:</span></p> <h1>CHAMPION</h1> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>CGR-1A1</b> <span style="float: right;">10 Points</span></p> <h1>CHARGER</h1> <p>SIZE: 4 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>0</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 2 | 0 | 0 | <p><b>CGR-1A1</b> <span style="float: right;">ID:</span></p> <h1>CHARGER</h1> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 0      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CGR-1A5 CHARGER

15 Points

SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOOO  
S: OOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

# CGR-1A5 CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CGR-1A9 CHARGER

14 Points

SIZE: 4 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOOOO

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



QUICK-STRIKE STATS

BATTLETECH

# CGR-1A9 CHARGER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CGR-1L CHARGER

10 Points

SIZE: 4 MOVE: 5 (10)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO  
S: OOOOOO

SPECIAL: ENE, SRCH, SOA, SEAL,  
ES



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

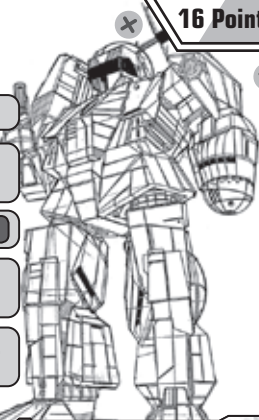
SIZE: 4 MOVE: 3 (6)

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

SIZE: 2 MOVE: 7 (14)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# CDA-3C CICADA

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CLNT-1-2R CLINT

7 Points

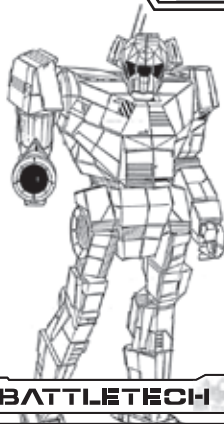
SIZE: 2 MOVE: 6 (12)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: ●●●

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



QUICK-STRIKE STATS

BATTLETECH

# CLNT-1-2R CLINT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CLNT-2-3T CLINT

8 Points

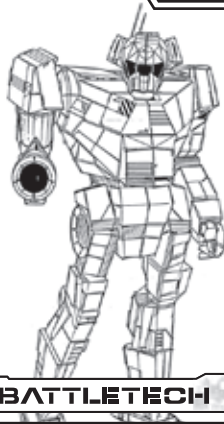
SIZE: 2 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# CLNT-2-3T CLINT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# CLNT-2-4T CLINT

6 Points

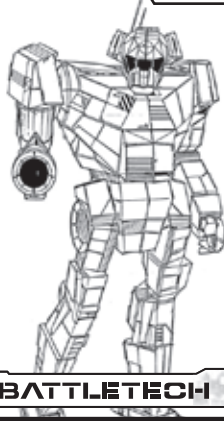
SIZE: 2 MOVE: 6 (12)

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

# CLNT-2-4T CLINT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# COM-1D COMMANDO

6 Points

SIZE: 1 MOVE: 6 (12)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: 00

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# COM-1D COMMANDO

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# COM-2D 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: 00  
S: 00

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



QUICK-STRIKE STATS

BATTLETECH

# COM-2D COMMANDO

ID:

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: 00  
S: 00

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: 00000  
S: 00000

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: 000000000  
S: 000000000

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

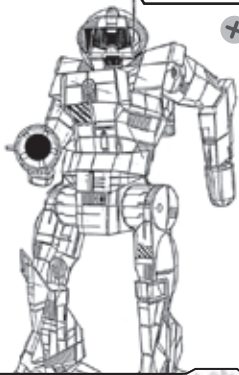
SIZE: 2 MOVE: 4j (8j)

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

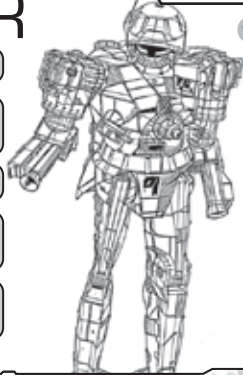
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
S: 000

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

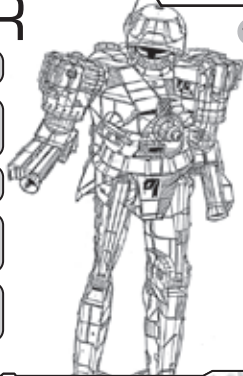
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
S: 000

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

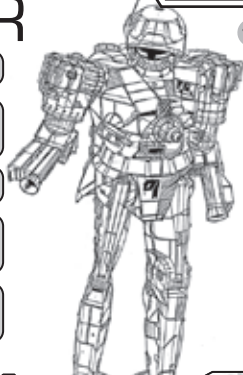
SIZE: 1 MOVE: 6j (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# FS9-M "MIRAGE" FIRESTARTER

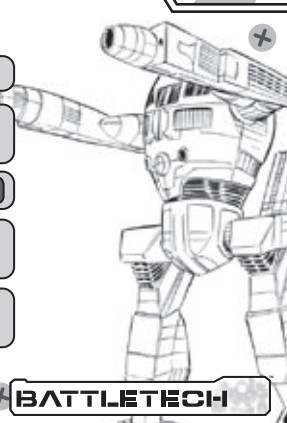
ID:

NOTES

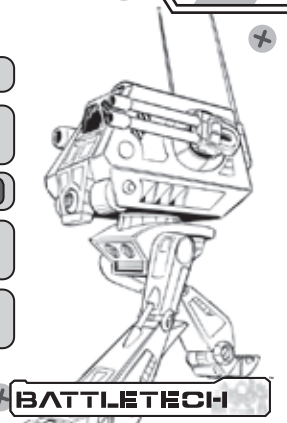
QUICK-STRIKE STATS

BATTLETECH

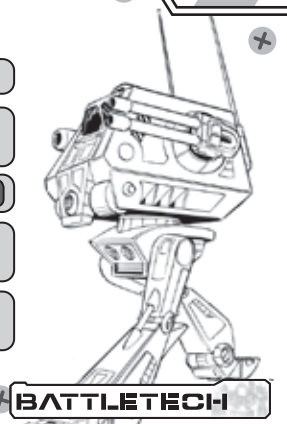
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>DRG-1G</b><br/><b>GRAND DRAGON</b> <span style="float: right;">13 Points</span></p> <p>SIZE: 3 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 2 | <p><b>DRG-1G</b><br/><b>GRAND DRAGON</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 2      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>GHR-5H</b><br/><b>GRASSHOPPER</b> <span style="float: right;">14 Points</span></p> <p>SIZE: 3 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>4</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> | S (+0) | M (+2) | L (+4) | 3 | 4 | 1 | <p><b>GHR-5H</b><br/><b>GRASSHOPPER</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 3   | 4      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>GLT-4L</b><br/><b>GUILLOTINE</b> <span style="float: right;">14 Points</span></p> <p>SIZE: 3 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>4</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> | S (+0) | M (+2) | L (+4) | 4 | 4 | 0 | <p><b>GLT-4L</b><br/><b>GUILLOTINE</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;"><b>BATTLETECH</b></span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 4  | 4      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HTM-26T HATAMOTO-CHI

15 Points

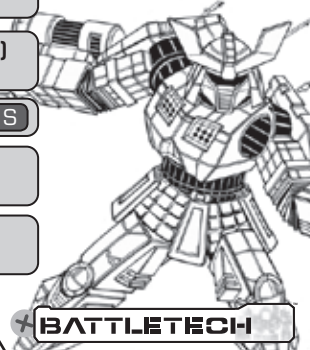
SIZE: 4 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOOO  
S: OOOOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# HTM-26T HATAMOTO-CHI

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HCT-3F HATCHETMAN

9 Points

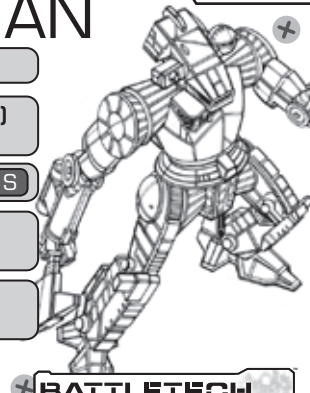
SIZE: 2 MOVE: 4j (8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO  
S: OOOO

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



QUICK-STRIKE STATS

BATTLETECH

# HCT-3F HATCHETMAN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HER-1A HERMES

6 Points

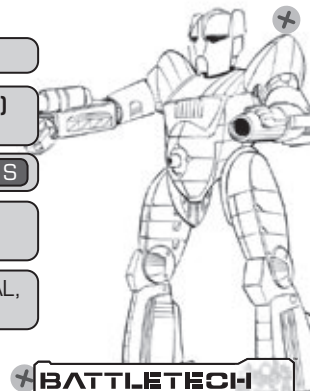
SIZE: 1 MOVE: 9 (18)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO  
S: OOO

SPECIAL: ENE, SRCH, SOA, SEAL,  
ES



QUICK-STRIKE STATS

BATTLETECH

# HER-1A HERMES

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>HER-2M "MERCURY"</b><br/><b>HERMES II</b></p> <p>SIZE: 2 MOVE: 7 (14)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: OOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 2 | 0 | <p><b>HER-2M "MERCURY"</b><br/><b>HERMES II</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 3   | 2      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>HER-2S</b><br/><b>HERMES II</b></p> <p>SIZE: 2 MOVE: 6 (12)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: OOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 1 | 1 | <p><b>HER-2S</b><br/><b>HERMES II</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 1      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>HER-4K "HERMES III"</b><br/><b>HERMES II</b></p> <p>SIZE: 2 MOVE: 6 (12)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: OOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>HER-4K "HERMES III"</b><br/><b>HERMES II</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 2      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>HGN-733</b><br/><b>HIGHLANDER</b></p> <p>18 Points</p> <p>SIZE: 4 MOVE: 3j (6j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>HGN-733</b><br/><b>HIGHLANDER</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>HNT-151</b><br/><b>HORNET</b></p> <p>5 Points</p> <p>SIZE: 1 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 1 | <p><b>HNT-151</b><br/><b>HORNET</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 1      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>HNT-152</b><br/><b>HORNET</b></p> <p>5 Points</p> <p>SIZE: 1 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>HNT-152</b><br/><b>HORNET</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 2      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4G HUNCHBACK

10 Points

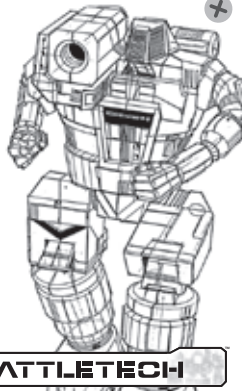
SIZE: 2 MOVE: 4 (8)

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

# HBK-4G HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4H HUNCHBACK

11 Points

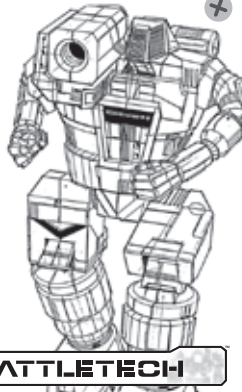
SIZE: 2 MOVE: 4 (8)

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

# HBK-4H HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4J HUNCHBACK

11 Points

SIZE: 2 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

SPECIAL: IF1, SRCH, SOA, SEAL,  
ES



QUICK-STRIKE STATS

BATTLETECH

# HBK-4J HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4N HUNCHBACK

11 Points

SIZE: 2 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# HBK-4N HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4P HUNCHBACK

11 Points

SIZE: 2 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# HBK-4P HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HBK-4SP HUNCHBACK

10 Points

SIZE: 2 MOVE: 4 (8)

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

# HBK-4SP HUNCHBACK

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HSR-300-D HUSSAR

5 Points

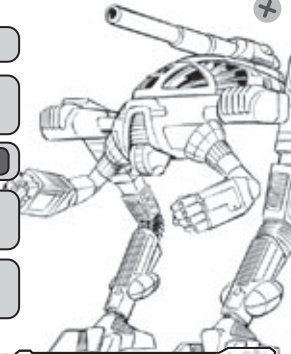
SIZE: 1 MOVE: 9 (18)

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

# HSR-300-D HUSSAR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# HSR-350-D HUSSAR

7 Points

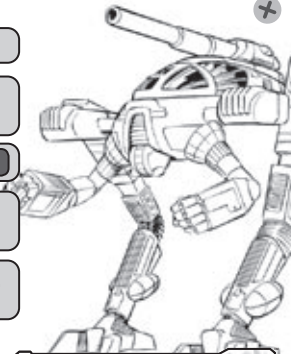
SIZE: 1 MOVE: 8 (16)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O  
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# HSR-350-D HUSSAR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# JM6-A JAGERMECH

11 Points

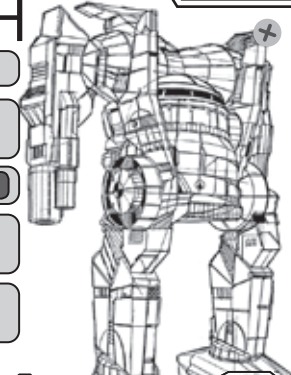
SIZE: 3 MOVE: 4 (8)

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

# JM6-A JAGERMECH

ID:

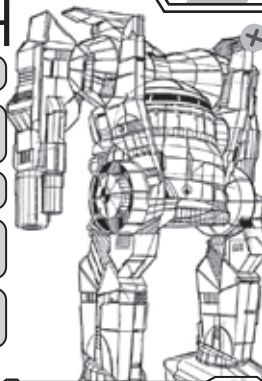
NOTES

QUICK-STRIKE STATS

BATTLETECH

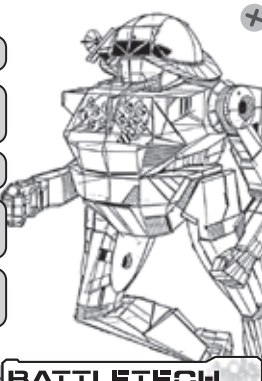
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |  |
|---|--|
| <p><b>JM6-S</b><br/><b>JAGERMECH</b></p> <p>SIZE: 3 MOVE: 4 (8)</p> <p>S (+0) M (+2) L (+4)<br/>1 1 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 000<br/>S: ●●●●●</p> <p>SPECIAL: AC: 1/1/1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | <p><b>JM6-S</b><br/><b>JAGERMECH</b></p> <p>ID: _____</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
|---|--|



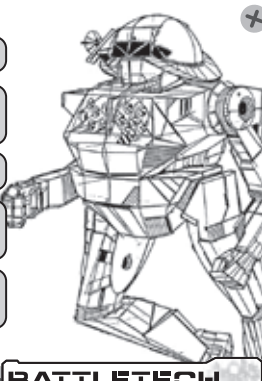
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |   |
|---|---|
| <p><b>JVN-10F "FIRE JAVELIN"</b><br/><b>JAVELIN</b></p> <p>SIZE: 1 MOVE: 6j (12j)</p> <p>S (+0) M (+2) L (+4)<br/>2 2 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 000<br/>S: ●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | <p><b>JVN-10F "FIRE JAVELIN"</b><br/><b>JAVELIN</b></p> <p>ID: _____</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
|---|---|



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# JR7-D JENNER

9 Points

SIZE: 1 MOVE: 7/3j (14/6j)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: 00  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# JR7-D JENNER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# JR7-F JENNER

10 Points

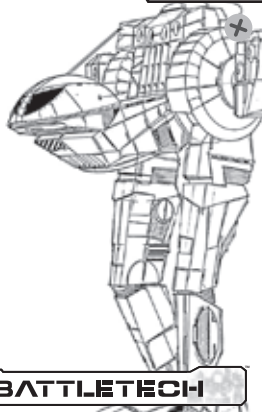
SIZE: 1 MOVE: 7/3j (14/6j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000  
S: 000

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# JR7-F JENNER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# KGC-0000 KING CRAB

18 Points

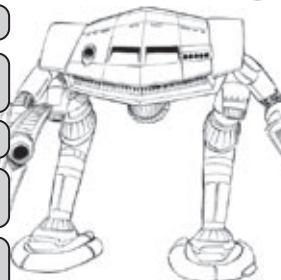
SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: 00000000  
S: 00000000

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



QUICK-STRIKE STATS

BATTLETECH

# KGC-0000 KING CRAB

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# KGC-010 KING CRAB

22 Points

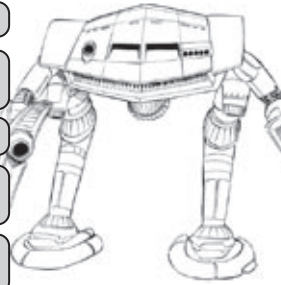
SIZE: 4 MOVE: 3 (6)

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

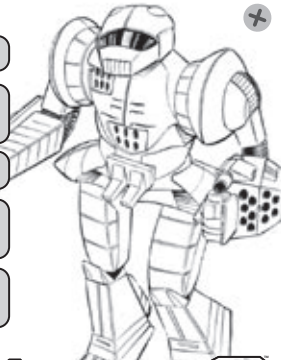
SIZE: 2 MOVE: 5 (10)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: OOOOOO

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

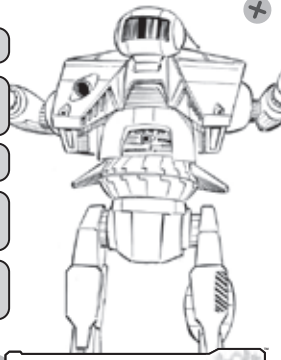
SIZE: 3 MOVE: 4j (8j)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOOOO

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

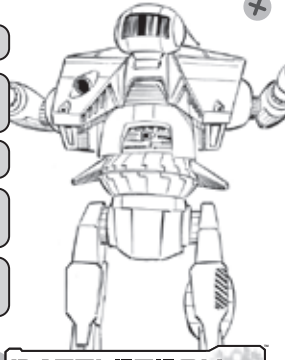
SIZE: 3 MOVE: 4 (8)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOOO

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# LNC25-02 LANCELOT

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# MCY-98 MERCURY

6 Points

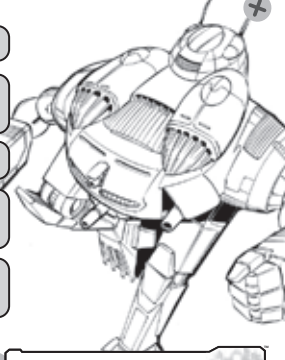
SIZE: 1 MOVE: 8 (16)

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

# MCY-98 MERCURY

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# MON-67 MONGOOSE

7 Points

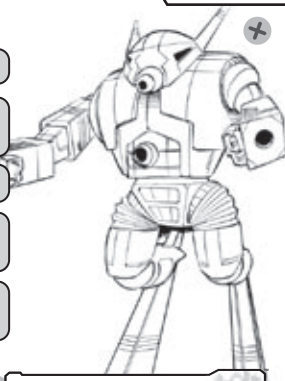
SIZE: 1 MOVE: 8 (16)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOO  
S: OO

SPECIAL: ENE, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# MON-67 MONGOOSE

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# MON-68 MONGOOSE

7 Points

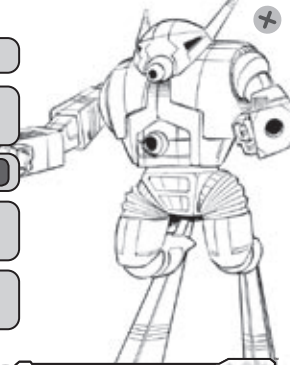
SIZE: 1 MOVE: 8 (16)

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: OOOOOOOO  
S: OOOOOO

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: OOOO  
S: OOO

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: OOO  
S: OOO

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

SIZE: 3 MOVE: 5j (10j)

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

# QKD-4G QUICKDRAW

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# QKD-4H QUICKDRAW

12 Points

SIZE: 3 MOVE: 5j (10j)

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

# QKD-4H QUICKDRAW

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# QKD-5A QUICKDRAW

12 Points

SIZE: 3 MOVE: 5j (10j)

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

# QKD-5A QUICKDRAW

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# RVN-1X RAVEN

6 Points

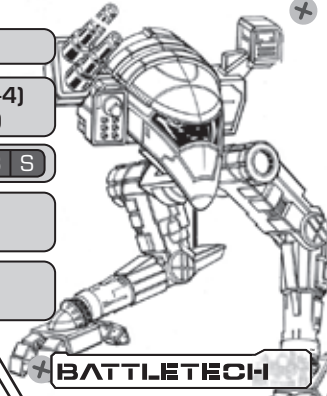
SIZE: 1 MOVE: 5 (10)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: 000

SPECIAL: ECM, SRCH, SOA,  
SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# RVN-1X RAVEN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# RVN-2X RAVEN

9 Points

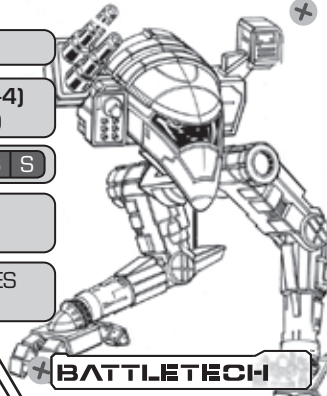
SIZE: 1 MOVE: 5 (10)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: 000  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# RVN-2X RAVEN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# RVN-4X RAVEN

8 Points

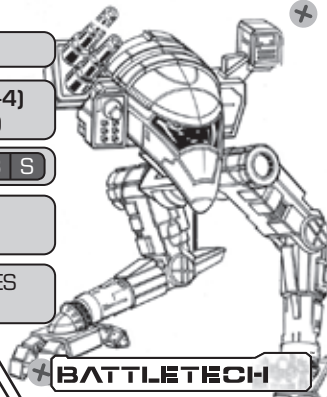
SIZE: 1 MOVE: 5j (10j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0000  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# RVN-4X RAVEN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STN-3K SENTINEL

7 Points

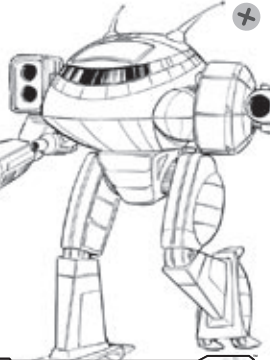
SIZE: 2 MOVE: 6 (12j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# STN-3K SENTINEL

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SDR-5D SPIDER

5 Points

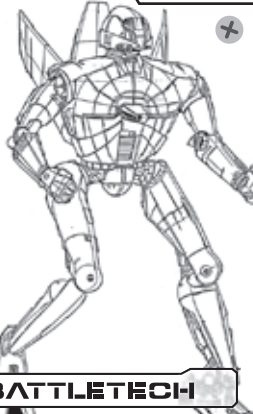
SIZE: 1 MOVE: 8j (16j)

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



QUICK-STRIKE STATS

BATTLETECH

# SDR-5D SPIDER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SDR-5K SPIDER

5 Points

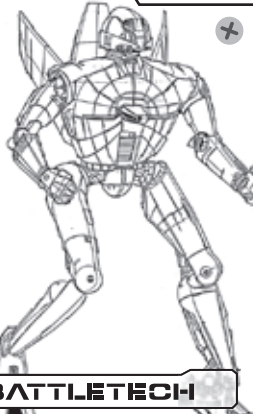
SIZE: 1 MOVE: 8/4j (16/8j)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00  
S: 000

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# SDR-5K SPIDER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# SDR-5V SPIDER

6 Points

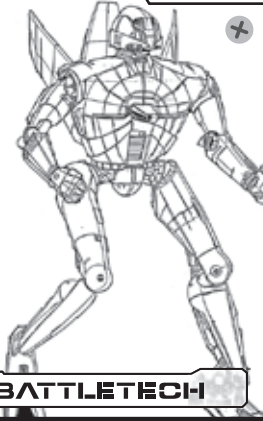
SIZE: 1 MOVE: 8j (16j)

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



QUICK-STRIKE STATS

BATTLETECH

# SDR-5V SPIDER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STK-3F STALKER

16 Points

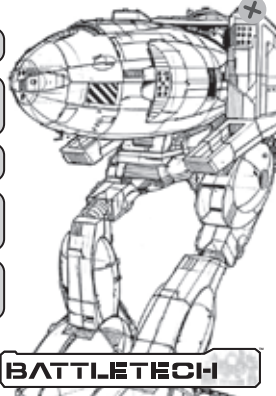
SIZE: 4 MOVE: 3 (6)

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

OV: 3 | HEAT SCALE 1 2 3 S

A: 0000000  
S: 00000000

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# STK-3F STALKER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STK-3H STALKER

16 Points

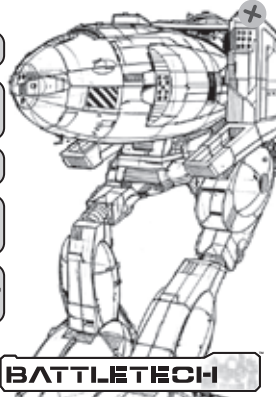
SIZE: 4 MOVE: 3 (6)

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

OV: 2 | HEAT SCALE 1 2 3 S

A: 0000000  
S: 00000000

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



QUICK-STRIKE STATS

BATTLETECH

# STK-3H STALKER

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# STK-4N STALKER

16 Points

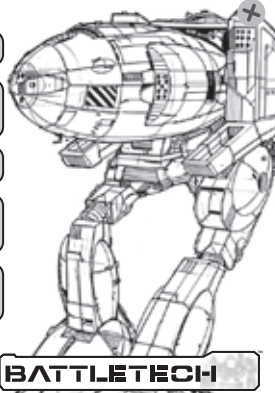
SIZE: 4 MOVE: 3 (6)

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

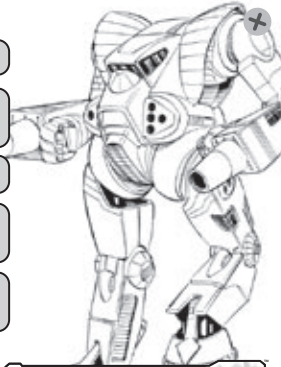
SIZE: 4 MOVE: 4 (8)

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

10 Points

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



QUICK-STRIKE STATS

BATTLETECH

# TBT-5S TREBUCHET

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# UM-R60 URBANMECH

5 Points

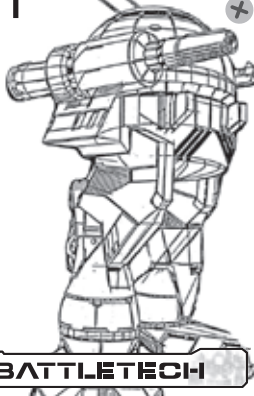
SIZE: 1 MOVE: 2j (4j)

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



QUICK-STRIKE STATS

BATTLETECH

# UM-R60 URBANMECH

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# UM-R60L URBANMECH

5 Points

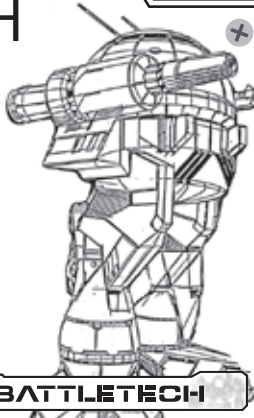
SIZE: 1 MOVE: 2j (4j)

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



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

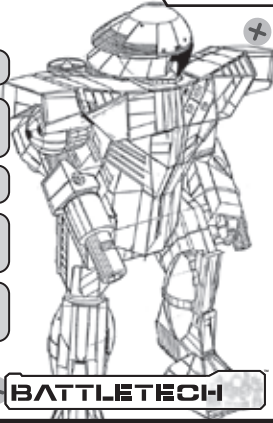
SIZE: 4 MOVE: 4j (8j)

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

# VTR-9A VICTOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# VTR-9A1 VICTOR

13 Points

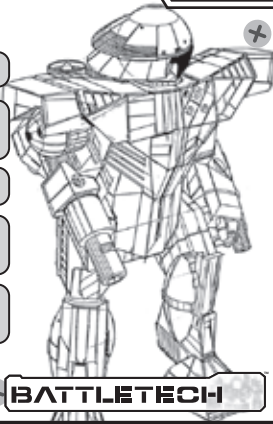
SIZE: 4 MOVE: 4j (8j)

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

# VTR-9A1 VICTOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# VTR-9B VICTOR

14 Points

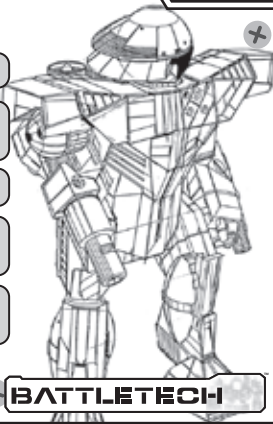
SIZE: 4 MOVE: 4j (8j)

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-9B VICTOR

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# VTR-9S VICTOR

14 Points

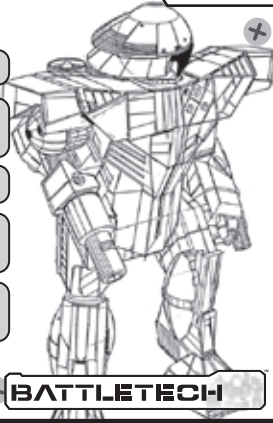
SIZE: 4 MOVE: 4j (8j)

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

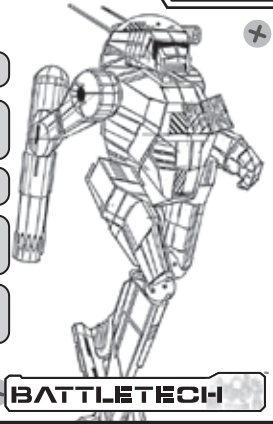
SIZE: 2 MOVE: 5j (10j)

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

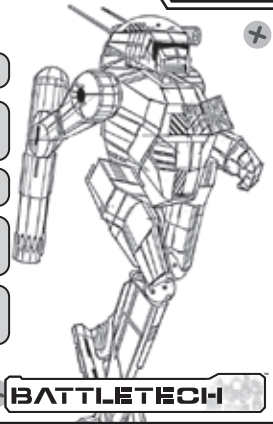
SIZE: 2 MOVE: 4j (8j)

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

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>VL-2T</b><br/><b>VULCAN</b></p> <p>6 Points</p> <p>SIZE: 2 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○<br/>S: ○○○</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p>  | S (+0) | M (+2) | L (+4) | 2 | 1 | 1 | <p><b>VL-2T</b><br/><b>VULCAN</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 1      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>VL-5T</b><br/><b>VULCAN</b></p> <p>9 Points</p> <p>SIZE: 2 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○<br/>S: ○○○</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p>  | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>VL-5T</b><br/><b>VULCAN</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 2   | 2      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>WTH-0</b><br/><b>WHITWORTH</b></p> <p>9 Points</p> <p>SIZE: 2 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○<br/>S: ○○○</p> <p>SPECIAL: SRM 1/1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p>  | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>WTH-0</b><br/><b>WHITWORTH</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 1   | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>WTH-1</b><br/><b>WHITWORTH</b></p> <p>SIZE: 2 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: ●●●</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p>10 Points</p> <p><b>WTH-1</b><br/><b>WHITWORTH</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 2  | 2      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>WTH-1S</b><br/><b>WHITWORTH</b></p> <p>SIZE: 2 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: ●●●</p> <p>SPECIAL: SRM 1/1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p>9 Points</p> <p><b>WTH-1S</b><br/><b>WHITWORTH</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 2      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>WLF-1</b><br/><b>WOLF HOUND</b></p> <p>SIZE: 1 MOVE: 6 (12)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: ●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p>9 Points</p> <p><b>WLF-1</b><br/><b>WOLF HOUND</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 2  | 2      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# WVE-6N WYVERN

10 Points

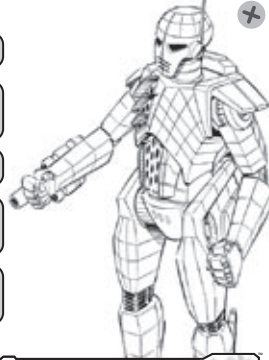
SIZE: 2 MOVE: 4j (8j)

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOO  
S: OOOO

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# WVE-6N WYVERN

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# ZEU-6S ZEUS

13 Points

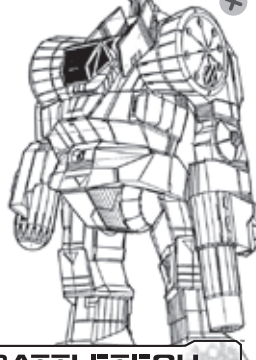
SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: OOOOOO

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# ZEU-6S ZEUS

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

# ZEU-6T ZEUS

14 Points

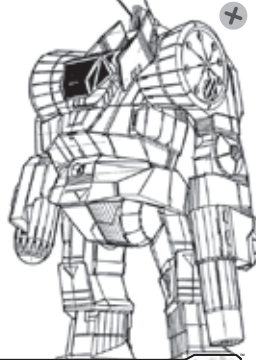
SIZE: 4 MOVE: 4 (8)

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO  
S: OOOOOO

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

# ZEU-6T ZEUS

ID:

NOTES

QUICK-STRIKE STATS

BATTLETECH



# PROJECT PHOENIX

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>ARCHER</b><br/><b>ARC-2K</b></p> <p>14 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●○○○○○</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p><b>ARCHER</b><br/><b>ARC-2K</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>ARCHER</b><br/><b>ARC-2R</b></p> <p>15 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●○○○○○</p> <p>SPECIAL: LRM: 1/2/2, IF2, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>ARCHER</b><br/><b>ARC-2R</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 1  | 1      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>ARCHER</b><br/><b>ARC-2S</b></p> <p>14 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ●○○○○○</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p><b>ARCHER</b><br/><b>ARC-2S</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>ARCHER</b><br/><b>ARC-2W</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 3   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: OOOOOO</p> <p>SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>ARCHER</b><br/><b>ARC-2W</b></p> <p>ID:</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 1      | 0      |        |   |   |   |   |


CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>BATTLEMASTER</b><br/><b>BLR-1D</b></p> <p>15 Points</p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOOOO<br/>S: OOOOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 4 | 3 | 1 | <p><b>BATTLEMASTER</b><br/><b>BLR-1D</b></p> <p>ID:</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 4   | 3      | 1      |        |   |   |   |   |

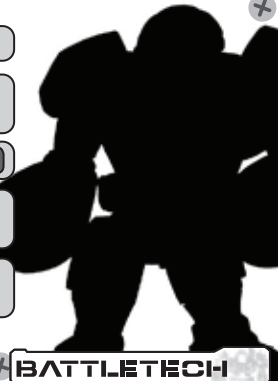
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>BATTLEMASTER</b><br/><b>BLR-1G</b></p> <p>15 Points</p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOOOO<br/>S: OOOOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>BATTLEMASTER</b><br/><b>BLR-1G</b></p> <p>ID:</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 1      |        |   |   |   |   |

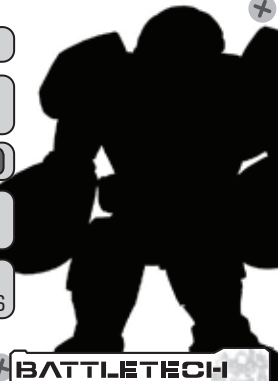
CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>CRUSADER</b><br/><b>CRD-3L</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 2 | 3 | 1 | <p><b>CRUSADER</b><br/><b>CRD-3L</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 3      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>CRUSADER</b><br/><b>CRD-3R</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p><b>CRUSADER</b><br/><b>CRD-3R</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 2      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>GOLIATH</b><br/><b>GOL-1H</b></p> <p>14 Points</p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 2 | 1 | 1 | <p><b>GOLIATH</b><br/><b>GOL-1H</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 1      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>GRIFFIN</b><br/><b>GRF-1N</b></p> <p>SIZE: 2 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: ●●●●●</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 2 | 2 | <p>13 Points</p> <p><b>GRIFFIN</b><br/><b>GRF-1N</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 2      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>GRIFFIN</b><br/><b>GRF-1S</b></p> <p>SIZE: 2 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p>13 Points</p> <p><b>GRIFFIN</b><br/><b>GRF-1S</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>LOCUST</b><br/><b>LCT-1E</b></p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OO<br/>S: ●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 1 | 0 | <p>6 Points</p> <p><b>LOCUST</b><br/><b>LCT-1E</b></p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 1      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>LOCUST</b><br/><b>LCT-1L</b></p> <p>5 Points</p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: 00</p> <p>SPECIAL: TSM, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>LOCUST</b><br/><b>LCT-1L</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 1   | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>LOCUST</b><br/><b>LCT-1M</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 0<br/>S: 00</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 1 | 2 | 1 | <p><b>LOCUST</b><br/><b>LCT-1M</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 2      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>LOCUST</b><br/><b>LCT-1S</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: 00</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>LOCUST</b><br/><b>LCT-1S</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>LOCUST</b><br/><b>LCT-1V</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: 00</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>LOCUST</b><br/><b>LCT-1V</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>LOCUST</b><br/><b>LCT-3V</b></p> <p>5 Points</p> <p>SIZE: 1 MOVE: 8 (16)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: 00</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 2 | 1 | 0 | <p><b>LOCUST</b><br/><b>LCT-3V</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 2  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>Longbow</b><br/><b>LGB-OW</b></p> <p>13 Points</p> <p>SIZE: 4 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00000<br/>S: 00000000</p> <p>SPECIAL: LRM: 1/3/3, IF3, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 1 | 0 | 0 | <p><b>Longbow</b><br/><b>LGB-OW</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS</p> <p>BATTLETECH</p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 0      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>MARAUDER MAD-3D</b> <span style="float: right;">15 Points</span></p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>MARAUDER MAD-3D</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>MARAUDER MAD-3L</b> <span style="float: right;">14 Points</span></p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>MARAUDER MAD-3L</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>MARAUDER MAD-3M</b> <span style="float: right;">13 Points</span></p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOO<br/>S: OOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>MARAUDER MAD-3M</b> <span style="float: right;">ID:</span></p> <div style="border: 1px solid gray; height: 100px; padding: 5px;">NOTES</div> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |  |
|---|--|
| <p><b>MARAUDER</b><br/><b>MAD-3R</b></p> <p>14 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <p>S (+0) M (+2) L (+4)<br/>2 3 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | <p><b>MARAUDER</b><br/><b>MAD-3R</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
|---|--|

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |   |
|---|---|
| <p><b>MARAUDER II</b><br/><b>MAD-4A</b></p> <p>21 Points</p> <p>SIZE: 4 MOVE: 3j (6j)</p> <p>S (+0) M (+2) L (+4)<br/>3 4 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○○○<br/>S: ●●●●●●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | <p><b>MARAUDER II</b><br/><b>MAD-4A</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
|---|---|

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |  |
|--|--|
| <p><b>OSTROC</b><br/><b>OSR-2C</b></p> <p>12 Points</p> <p>SIZE: 3 MOVE: 5 (10)</p> <p>S (+0) M (+2) L (+4)<br/>3 3 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | <p><b>OSTROC</b><br/><b>OSR-2C</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
|--|--|

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>OSTROC</b><br/><b>OSR-2M</b></p> <p>12 Points</p> <p>SIZE: 3 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>OSTROC</b><br/><b>OSR-2M</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 2  | 2      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>OSTROC</b><br/><b>OSR-4C</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>OSTROC</b><br/><b>OSR-4C</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 3   | 3      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>OSTSCOUT</b><br/><b>OTT-7J</b></p> <p>6 Points</p> <p>SIZE: 1 MOVE: 8j (16j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>OSTSCOUT</b><br/><b>OTT-7J</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>OSTSOL<br/>OTL-4D</b> <span style="float: right;">13 Points</span></p> <p>SIZE: 3 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>0</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: OOOOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 0 | <p><b>OSTSOL<br/>OTL-4D</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 3  | 3      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>OSTSOL<br/>OTL-4F</b> <span style="float: right;">13 Points</span></p> <p>SIZE: 3 MOVE: 5 (10)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: OOOOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 2 | <p><b>OSTSOL<br/>OTL-4F</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 2  | 2      | 2      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>PHOENIX HAWK<br/>PXH-1</b> <span style="float: right;">10 Points</span></p> <p>SIZE: 2 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOO<br/>S: OOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 0 | <p><b>PHOENIX HAWK<br/>PXH-1</b> <span style="float: right;">ID:</span></p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <span style="float: right;">BATTLETECH</span></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 0      |        |   |   |   |   |



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>SHADOW HAWK</b><br/><b>SHD-2D</b></p> <p>9 Points</p> <p>SIZE: 2 MOVE: 5/2j (10/4j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: 00<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 3 | 1 | <p><b>SHADOW HAWK</b><br/><b>SHD-2D</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 3      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>SHADOW HAWK</b><br/><b>SHD-2H</b></p> <p>11 Points</p> <p>SIZE: 2 MOVE: 5/2j (10/4j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 2 | 1 | <p><b>SHADOW HAWK</b><br/><b>SHD-2H</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 2  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>SHADOW HAWK</b><br/><b>SHD-2K</b></p> <p>11 Points</p> <p>SIZE: 2 MOVE: 5/2j (10/4j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 2 | 2 | <p><b>SHADOW HAWK</b><br/><b>SHD-2K</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 1  | 2      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <h2>STINGER<br/>STG-3G</h2> <p>5 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <h2>STINGER<br/>STG-3G</h2> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 1  | 1      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <h2>STINGER<br/>STG-3R</h2> <p>4 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <h2>STINGER<br/>STG-3R</h2> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 1   | 1      | 0      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <h2>THUNDERBOLT<br/>TDR-5S</h2> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ●●●●●</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <h2>THUNDERBOLT<br/>TDR-5S</h2> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>THUNDERBOLT</b><br/><b>TDR-5SE</b></p> <p>SIZE: 3 MOVE: 4j (8j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOOO<br/>S: OOOOO</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>THUNDERBOLT</b><br/><b>TDR-5SE</b></p> <p>14 Points</p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 3   | 3      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>THUNDERBOLT</b><br/><b>TDR-5SS</b></p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>1</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOOOO<br/>S: OOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 1 | <p><b>THUNDERBOLT</b><br/><b>TDR-5SS</b></p> <p>13 Points</p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 3  | 3      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>VALKYRIE</b><br/><b>VLK-QA</b></p> <p>SIZE: 1 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OOO<br/>S: OOO</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 2 | 1 | <p><b>VALKYRIE</b><br/><b>VLK-QA</b></p> <p>7 Points</p> <p>ID:</p> <p>NOTES</p> <p><b>QUICK-STRIKE STATS</b> <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 1  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>VALKYRIE</b><br/><b>VLK-QF</b></p> <p>7 Points</p> <p>SIZE: 1 MOVE: 5j (10j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○<br/>S: ○○○</p> <p>SPECIAL: IF1, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 1 | <p><b>VALKYRIE</b><br/><b>VLK-QF</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 1   | 1      | 1      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>WARHAMMER</b><br/><b>WHM-6D</b></p> <p>15 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○<br/>S: ○○○○○○○○</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>WARHAMMER</b><br/><b>WHM-6D</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |   |
|---|--------|--------|--------|---|---|---|---|
| <p><b>WARHAMMER</b><br/><b>WHM-6K</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○<br/>S: ○○○○○○○○</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>WARHAMMER</b><br/><b>WHM-6K</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |   |
| 3   | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>WARHAMMER</b><br/><b>WHM-6L</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: OOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 2 | 1 | <p><b>WARHAMMER</b><br/><b>WHM-6L</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 2      | 1      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |   |
|--|--------|--------|--------|---|---|---|---|
| <p><b>WARHAMMER</b><br/><b>WHM-6R</b></p> <p>13 Points</p> <p>SIZE: 3 MOVE: 4 (8)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: OOOOO<br/>S: OOOOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 3 | 3 | 2 | <p><b>WARHAMMER</b><br/><b>WHM-6R</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |   |
| 3  | 3      | 2      |        |   |   |   |   |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>WASP</b><br/><b>WSP-1A</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: OO<br/>S: OO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>WASP</b><br/><b>WSP-1A</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|   |        |        |        |   |   |   |  |
|---|--------|--------|--------|---|---|---|--|
| <p><b>WASP</b><br/><b>WSP-1D</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 2 | 1 | 0 | <p><b>WASP</b><br/><b>WSP-1D</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)  | M (+2) | L (+4) |        |   |   |   |  |
| 2   | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>WASP</b><br/><b>WSP-1K</b></p> <p>4 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>WASP</b><br/><b>WSP-1K</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

|  |        |        |        |   |   |   |  |
|--|--------|--------|--------|---|---|---|--|
| <p><b>WASP</b><br/><b>WSP-1L</b></p> <p>3 Points</p> <p>SIZE: 1 MOVE: 6j (12j)</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○<br/>S: ●●</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> | S (+0) | M (+2) | L (+4) | 1 | 1 | 0 | <p><b>WASP</b><br/><b>WSP-1L</b></p> <p>ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS <b>BATTLETECH</b></p> |
| S (+0)   | M (+2) | L (+4) |        |   |   |   |  |
| 1  | 1      | 0      |        |   |   |   |  |



CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

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