

INTRODUCTION

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

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

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.

CREDITS

Project Development

Matt Heerdt

Development Assistance

Herbert A. Beas II

BattleTech Line Developer

Herbert A. Beas II

Writing

Herbert A. Beas II

Production Staff

Cover Illustration

Doug Chaffee

Cover Design and Layout

Matt Heerdt

Illustrations

Doug Chaffee

David R. Deitrick

Brent Evans

Dana Knutson

Chris Lewis

Kevin Long

Duane Loose

Mike Nielson

BattleForce Statistics

Joshua Franklin and Chris Marti

BattleForce Fact Check/Playtesting

Max Prohaska and Johannes Heidler

Proofing & Statistics Project Management

Joel Bancroft-Connors

Project Conception

Ray Arrastia & Matt Heerdt

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



Under License From



©2010 The Topps Company, Inc. All Rights Reserved. *Quick-Strike: Technical Readout 3060 Unit Cards, Classic BattleTech, BattleTech, BattleMech, 'Mech* and Topps logo are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

CAT35QS001

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK A

20 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK A

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK B

13 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK B

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK C

16 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK D

18 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK D

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK E

14 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK E

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

EPONA PURSUIT TANK PRIME

15 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 000
S: 000

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



QUICK-STRIKE STATS

BATTLETECH

EPONA PURSUIT TANK PRIME

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIMAN FIRE SUPPORT TANK (AAA)

14 Points

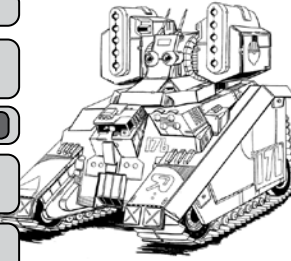
SIZE: 2 MOVE: 4t (8t) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

HACHIMAN FIRE SUPPORT TANK (AAA)

ID:

Empty rectangular box for ID entry.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HACHIMAN FIRE SUPPORT TANK (STANDARD)

15 Points

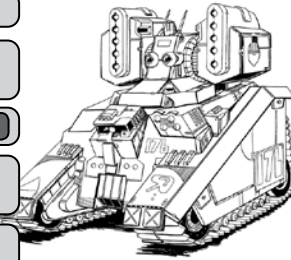
SIZE: 2 MOVE: 4t (8t) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

HACHIMAN FIRE SUPPORT TANK (STANDARD)

ID:

Empty rectangular box for ID entry.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (ARMOR)

5 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: O
S: OO

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (ARMOR)

ID:

Empty rectangular box for ID entry.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (STANDARD)

5 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 00

SPECIAL: SRCH, EE, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HAWK MOTH GUNSHIP (THUNDERBOLT)

7 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 00
S: 00

SPECIAL: IF1, SRCH, ATMO



QUICK-STRIKE STATS

BATTLETECH

HAWK MOTH GUNSHIP (THUNDERBOLT)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HEAVY 'MECH RECOVERY VEHICLE (STANDARD)

2 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: 0
S: 000

SPECIAL: ENE, CT30, SRCH, EE



QUICK-STRIKE STATS

BATTLETECH

HEAVY 'MECH RECOVERY VEHICLE (STANDARD)

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MEN SHEN MS1-OF

16 Points

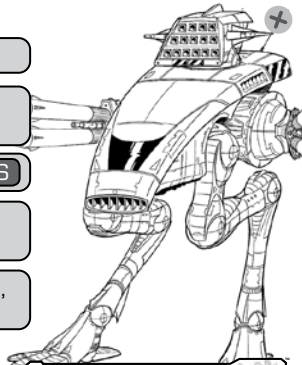
SIZE: 2 MOVE: 8 (16) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

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



QUICK-STRIKE STATS

BATTLETECH

MEN SHEN MS1-OF

ID:

Large empty rectangular box for notes or ID.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT

26 Points

A

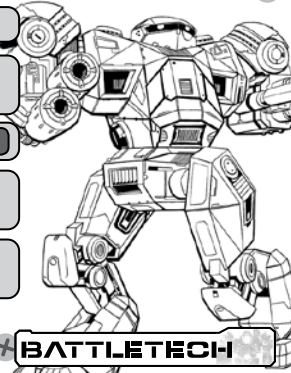
SIZE: 3 MOVE: 4j (8j) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

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



QUICK-STRIKE STATS

BATTLETECH

NOVA CAT

ID:

A

Large empty rectangular box for notes or ID.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

NOVA CAT

25 Points

B

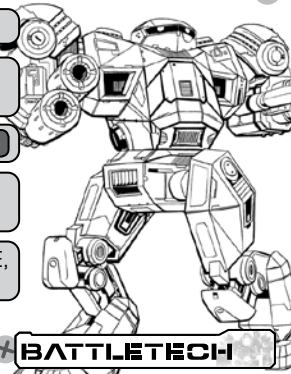
SIZE: 3 MOVE: 4 (8) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

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



QUICK-STRIKE STATS

BATTLETECH

NOVA CAT

ID:

B

Large empty rectangular box for notes or ID.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|--|--------|--------|--------|---|---|---|--|
| <p>NOVA CAT 19 Points</p> <p>C</p> <p>SIZE: 3 MOVE: 4 (8) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>4</td> <td>5</td> <td>5</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 4 | 5 | 5 | <p>NOVA CAT ID:</p> <p>C</p> <div style="border: 1px solid gray; height: 150px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 4 | 5 | 5 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|--|--------|--------|--------|---|---|---|--|
| <p>NOVA CAT 21 Points</p> <p>D</p> <p>SIZE: 3 MOVE: 4 (8) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>5</td> <td>5</td> <td>1</td> </tr> </table> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: FLK1/1/1, CASE, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 5 | 5 | 1 | <p>NOVA CAT ID:</p> <p>D</p> <div style="border: 1px solid gray; height: 150px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 5 | 5 | 1 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|--|--------|--------|--------|---|---|---|--|
| <p>NOVA CAT 22 Points</p> <p>E</p> <p>SIZE: 3 MOVE: 4 (8) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>9</td> <td>7</td> <td>4</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 9 | 7 | 4 | <p>NOVA CAT ID:</p> <p>E</p> <div style="border: 1px solid gray; height: 150px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 9 | 7 | 4 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|---|--------|--------|--------|---|---|---|---|
| <p>NOVA CAT 27 Points</p> <p>F</p> <p>SIZE: 3 MOVE: 4/6j (8/12j) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>5</td> <td>5</td> <td>2</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE, ECM, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 5 | 5 | 2 | <p>NOVA CAT ID:</p> <p>F</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 5 | 5 | 2 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|--|--------|--------|--------|---|---|---|---|
| <p>NOVA CAT 25 Points</p> <p>G</p> <p>SIZE: 3 MOVE: 4 (8) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>7</td> <td>7</td> <td>5</td> </tr> </table> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: IF4, CASE, ECM, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 7 | 7 | 5 | <p>NOVA CAT ID:</p> <p>G</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 7 | 7 | 5 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

| | | | | | | | |
|---|--------|--------|--------|---|---|---|---|
| <p>NOVA CAT 25 Points</p> <p>PRIME</p> <p>SIZE: 3 MOVE: 4 (8) SKILL:</p> <table border="1"> <tr> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td>5</td> <td>5</td> <td>5</td> </tr> </table> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE, OMNI, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p> | S (+0) | M (+2) | L (+4) | 5 | 5 | 5 | <p>NOVA CAT ID:</p> <p>PRIME</p> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <p>QUICK-STRIKE STATS BATTLETECH</p> |
| S (+0) | M (+2) | L (+4) | | | | | |
| 5 | 5 | 5 | | | | | |

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9C

20 Points

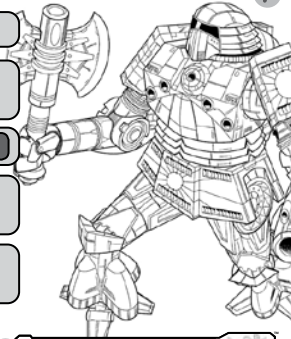
SIZE: 3 MOVE: 6j (12j) SKILL:

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9C

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9H

18 Points

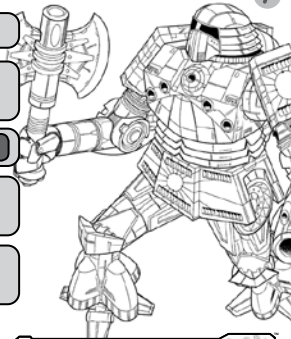
SIZE: 3 MOVE: 6j (12j) SKILL:

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

OV: 1 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9H

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TI TS'ANG TSG-9J

19 Points

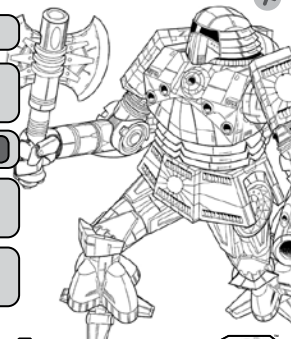
SIZE: 3 MOVE: 6j (12j) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOOO
S: OOO

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



QUICK-STRIKE STATS

BATTLETECH

TI TS'ANG TSG-9J

ID:



QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

MINOTAUR 4

9 Points

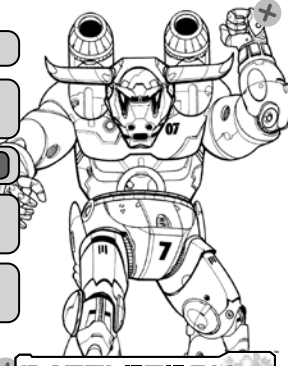
SIZE: 1 MOVE: 5j (10j) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOOO

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

MINOTAUR 4

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC (STANDARD)

17 Points

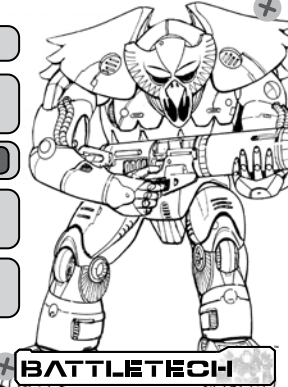
SIZE: 1 MOVE: 5j (10j) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC (STANDARD)

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 2

12 Points

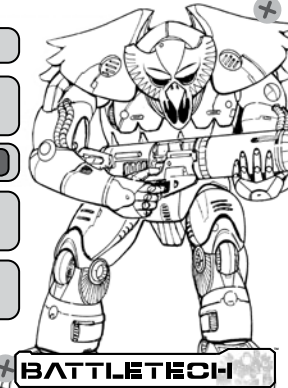
SIZE: 1 MOVE: 5j (10j) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOO
S: OOOOO

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC 2

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 3

14 Points

SIZE: 1 MOVE: 5 (10) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOO
S: OOOOO

SPECIAL:



QUICK-STRIKE STATS

BATTLETECH

ROC 3

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ROC 4

15 Points

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OOOOOO
S: OOOOO

SPECIAL: ECM



QUICK-STRIKE STATS

BATTLETECH

ROC 4

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SATYR (STANDARD)

7 Points

SIZE: 1 MOVE: 7 (14) SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: OO
S: OOOOO

SPECIAL: RCN, LPRB



QUICK-STRIKE STATS

BATTLETECH

SATYR (STANDARD)

ID:

Large empty rectangular box for notes or ID information.

QUICK-STRIKE STATS

BATTLETECH