BATTLETECH™

QUICK-STRIKE™

INTRODUCTORY 'MECH CARDS™

CATALYST game labs™

QUICK-STRIKE RULES GAME AID

Timothy Ingledue (order #30509058)

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 24 of the most iconic and classic BattleMechs used in *BattleTech* today, converted for use in *BattleTech* games played using the *Quick-Strike Rules* system. These 24 units are based on those that appeared under the same names and designations in the *BattleTech Introductory Box Set* (CAT #35000) published by Catalyst Game Labs. 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 name and in-universe manufacturing data for the unit on one side, and the *Quick-Strike Rules* gameplay data 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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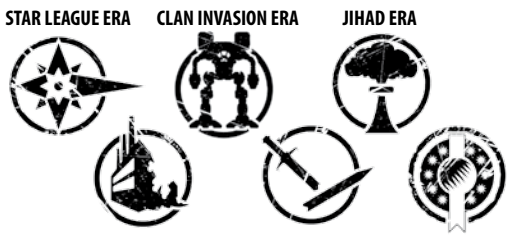

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CAT35660

Timothy Ingledue (order #30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

COM-2D
COMMANDO

5 Points

SIZE: 1 **MOVE:** 12 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○
S: ●●

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

QUICK-STRIKE STATS BATTLETECH

COM-2D
COMMANDO

ID:

Mass: 25 tons
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None **Jump Capacity**: None
Armor: Lexington Limited
Armament:
1 Shannon Six-shooter Missile Pack
1 Coventry 4-Tube Missile System
1 Defiance B3M Medium Laser
Manufacturer: Coventry Metal Works

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

SDR-5V
SPIDER

6 Points

SIZE: 1 **MOVE:** 16j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○
S: ●●●

SPECIAL: ENE, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS BATTLETECH

SDR-5V
SPIDER

ID:

Mass: 30 tons
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Pitban LFT-10 **Jump Capacity**: 240 meters
Armor: Durallex Light
Armament:
2 Aberdovey Mk III Medium Lasers
Manufacturer: Nimakachi Fusion Products, Ltd.

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JR7-D
JENNER

9 Points

SIZE: 1 **MOVE:** 14/6j **SKILL:**

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

OV: 1 | **HEAT SCALE** 1 2 3 S

A: ○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS BATTLETECH

JR7-D
JENNER

ID:

Mass: 35 tons
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Smithson Lifters **Jump Capacity**: 150 meters
Armor: Starshield
Armament:
4 Argra 3L Medium Lasers
1 Thunderstroke SRM 4
Manufacturer: Luthien Armor Works

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PNT-9R
PANTHER

8 Points

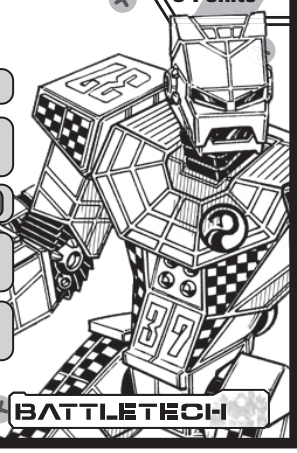
SIZE: 1 **MOVE:** 8j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

PNT-9R
PANTHER

ID:

Mass: 35 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Lexington Lifters **Jump Capacity**: 120 meters
Armor: Maximillian 42
Armament:
1 Telos-4 Short Range Missile Delivery System
1 Lord's Light PPC
Manufacturer: Alshain Weapons

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ASN-21
ASSASSIN

7 Points

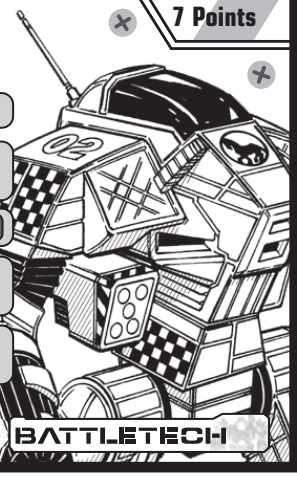
SIZE: 2 **MOVE:** 14j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

ASN-21
ASSASSIN

ID:

Mass: 40 tons
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Lox Lift Series 1 **Jump Capacity**: 210 meters
Armor: 100 AFVTA
Armament:
1 Martell Medium Laser
1 Holly-5 LRM Launcher
1 Holly-2 SRM Launcher
Manufacturer: Maltex Corporation

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CDA-2A
CICADA

7 Points

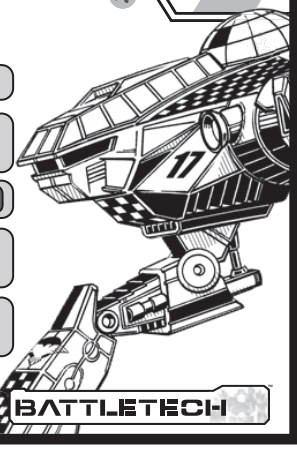
SIZE: 2 **MOVE:** 16 **SKILL:**

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:

Mass: 40 tons
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None **Jump Capacity**: None
Armor: StarSlab/3
Armament:
2 Magna Medium Lasers
1 Magna 200 Small Laser
Manufacturer: Free Worlds Defense Industries

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CLNT-2-3T
CLINT

8 Points

SIZE: 2 **MOVE:** 12j **SKILL:**

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

CLNT-2-3T
CLINT

ID:

Mass: 40 tons
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Andoran Model JJIII **Jump Capacity**: 180 meters
Armor: Durallex Medium
Armament:
1 Armstrong Autocannon/5
2 Martell Medium Lasers
Manufacturer: Andoran Industries, Ltd.

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HER-2S
HERMES II

8 Points

SIZE: 2 **MOVE:** 12 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○
S: ●●●

SPECIAL: SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

HER-2S
HERMES II

ID:

Mass: 40 tons
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None **Jump Capacity**: None
Armor: Riese 456
Armament:
1 Oriente Autocannon
1 I.W.W. Medium Laser
1 Olympian Flamer
Manufacturer: Irian BattleMechs Unlimited

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

WTH-1
WHITWORTH

10 Points

SIZE: 2 **MOVE:** 8j **SKILL:**

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

OV: 1 | **HEAT SCALE** 1 2 3 S

A: ○○○○
S: ●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS

BATTLETECH

WTH-1
WHITWORTH

ID:

Mass: 40 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Whitworth Jetlift **Jump Capacity**: 120 meters
Armor: Durallex Light
Armament:
2 Longbow-10 LRM Launchers
3 Intek Medium Lasers
Manufacturer: Whitworth Company

QUICK-STRIKE STATS

BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

VND-1R
VINDICATOR

10 Points

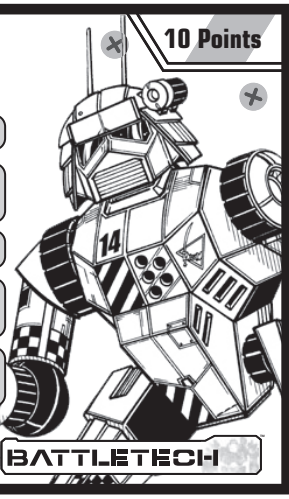
SIZE: 2 **MOVE:** 8j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

VND-1R
VINDICATOR

ID:

Mass: 45 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Anderson Propulsion 30 **Jump Capacity**: 120 meters
Armor: Starshield
Armament:
1 CeresArms Smashers PPC
1 Sian/Ceres Jaguar LRM Missile System
1 CeresArms Medium Laser
1 Hessen Small Laser
Manufacturer: Ceres Metals Industries

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ENF-4R
ENFORCER

10 Points

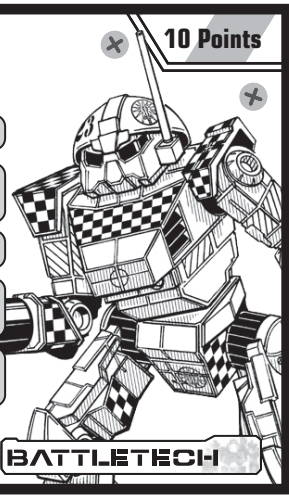
SIZE: 2 **MOVE:** 8j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●

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



QUICK-STRIKE STATS BATTLETECH

ENF-4R
ENFORCER

ID:

Mass: 50 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: McCloud Specials **Jump Capacity**: 120 meters
Armor: Starshield
Armament:
1 Federated Autocannon
1 ChisComp 43 Special Large Laser
1 ChisComp 32 Small Laser
Manufacturer: Achernar BattleMechs

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

HBK-4G
HUNCHBACK

10 Points

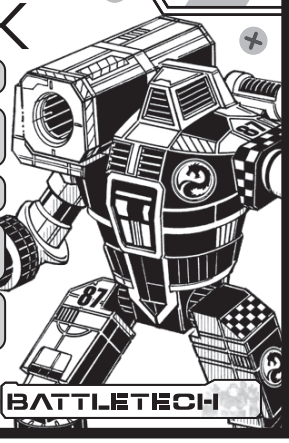
SIZE: 2 **MOVE:** 8 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●

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



QUICK-STRIKE STATS BATTLETECH

HBK-4G
HUNCHBACK

ID:

Mass: 50 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None **Jump Capacity**: None
Armor: Starshield
Armament:
1 KaliYama Big Bore Autocannon/20
2 Hellion-V Medium Lasers
1 Diverse Optics Type 10 Small Laser
Manufacturer: KaliYama Weapons Industries

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

TBT-5N
TREBUCHET

12 Points

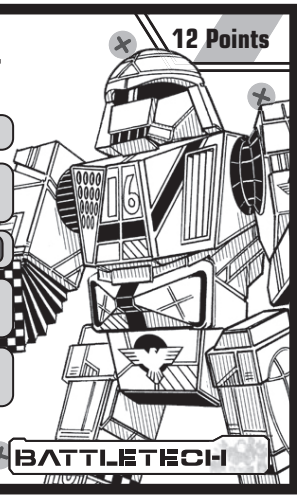
SIZE: 2 **MOVE:** 10 **SKILL:**

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

OV: 1 | **HEAT SCALE** 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

TBT-5N
TREBUCHET

ID:

Mass: 50 tons
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None **Jump Capacity**: None
Armor: Starshield
Armament:
2 Zeus LRM 15s
3 Magna Mark II Medium Lasers
Manufacturer: Corean Enterprises, KaliYama Weapons Industries

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DV-6M
DERVISH

11 Points

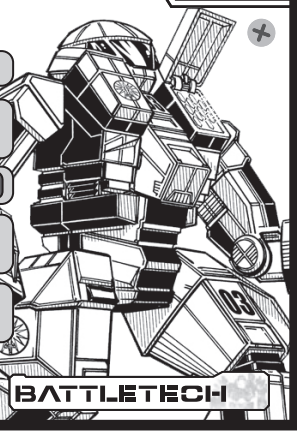
SIZE: 2 **MOVE:** 10j **SKILL:**

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

OV: 1 | **HEAT SCALE** 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

DV-6M
DERVISH

ID:

Mass: 55 tons
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Swingline X-100 **Jump Capacity**: 150 meters
Armor: Maximillian 105
Armament:
2 Federated 10-Shot LRM Missile Systems
2 ChisComp 39 Medium Lasers
2 Federated 2-Shot SRM Missile Systems
Manufacturer: Achernar BattleMechs

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

DRG-1N
DRAGON

11 Points

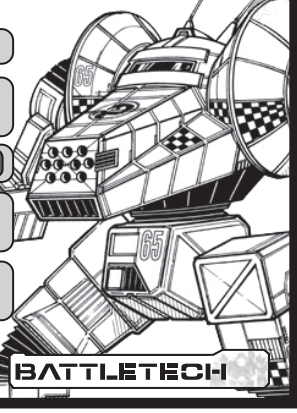
SIZE: 3 **MOVE:** 10 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

DRG-1N
DRAGON

ID:

Mass: 60 tons
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None **Jump Capacity**: None
Armor: Starshield
Armament:
1 Telos DecaCluster LRM Missile System
1 Imperator-A Autocannon
2 Victory 23R Medium Lasers
Manufacturer: Luthien Armor Works

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

QKD-4G
QUICKDRAW

12 Points

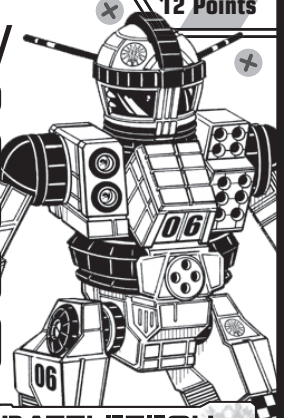
SIZE: 3 **MOVE:** 10j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS BATTLETECH

QKD-4G
QUICKDRAW

ID:

Mass: 60 tons
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Chilton 460 **Jump Capacity**: 150 meters
Armor: Riese 475
Armament:
4 Omicron 4000 Medium Lasers
1 Delta Dart Long Range Missile 10 Rack
1 Hovertec Short Range Missile Quad
Manufacturer: Technicron Manufacturing, Luthien Armor Works

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CPLT-C1
CATAPULT

14 Points

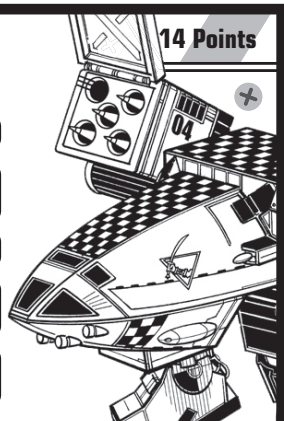
SIZE: 3 **MOVE:** 8j **SKILL:**

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

OV: 1 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●●

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



QUICK-STRIKE STATS BATTLETECH

CPLT-C1
CATAPULT

ID:

Mass: 65 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Anderson Model 21 **Jump Capacity**: 120 meters
Armor: Durallex Heavy
Armament:
2 Holly Long Range Missile Packs (15)
4 Martell Medium Lasers
Manufacturer: Hollis Incorporated

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

JM6-S
JAGERMECH

9 Points

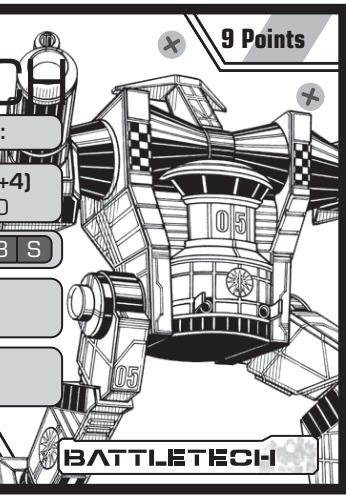
SIZE: 3 **MOVE:** 8 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○
S: ●●●●●

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



QUICK-STRIKE STATS BATTLETECH

JM6-S
JAGERMECH

ID:

Mass: 65 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None **Jump Capacity**: None
Armor: Kallon Royalstar
Armament:
2 Mydron Model C Medium Autocannons
2 Mydron Model D Light Autocannons
2 Magna Mk. II Medium Lasers
Manufacturer: Kallon Industries

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509053)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

GHR-5H
GRASSHOPPER

14 Points

SIZE: 3 **MOVE:** 8j **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○○○
S: ●●●●●●

SPECIAL: SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS BATTLETECH

GHR-5H
GRASSHOPPER

ID:

Mass: 70 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Leviathan Lifters **Jump Capacity**: 120 meters
Armor: Durallex Heavy
Armament:
1 Diplan HD Large Laser
4 Diplan M3 Medium Lasers
1 Conan/S LRM 5
Manufacturer: Lantren Corporation

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AWS-8Q
AWESOME

16 Points

SIZE: 4 **MOVE:** 6 **SKILL:**

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:

Mass: 80 tons
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None **Jump Capacity**: None
Armor: Durallex Heavy Special
Armament:
3 Kreuss Particle Projection Cannons
1 Diverse Optics Type 10 Small Laser
Manufacturer: Technicron Manufacturing

QUICK-STRIKE STATS BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

ZEU-6S
ZEUS

13 Points

SIZE: 4 **MOVE:** 8 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF1, SRCH, SOA, SEAL, ES

QUICK-STRIKE STATS BATTLETECH

ZEU-6S
ZEUS

ID:

Mass: 80 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None **Jump Capacity**: None
Armor: Valiant Lamellor
Armament:
1 Thunderbolt A5M Large Laser
1 Coventry Star Fire LRM Missile System
1 Defiance Class 5 Autocannon
2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries

QUICK-STRIKE STATS BATTLETECH

Timothy Ingleine (order: 30509058)

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

CP-10-Z
CYCLOPS

13 Points

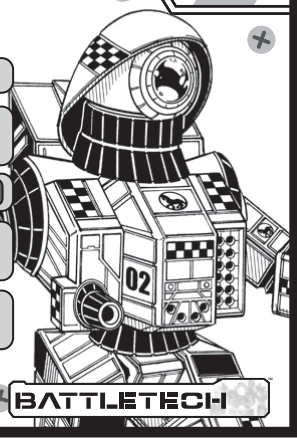
SIZE: 4 **MOVE:** 8 **SKILL:**

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

OV: 2 | **HEAT SCALE** 1 2 3 S

A: ○○○○○
S: ●●●●●●●

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



QUICK-STRIKE STATS

BATTLETECH

CP-10-Z
CYCLOPS

ID:

Mass: 90 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None **Jump Capacity**: None
Armor: Starshield Special
Armament:
- 2 Diverse Optics Type 20 Medium Lasers
- 1 Delta Dart Long Range Missile 10-Rack
- 1 Hovertec Short Range Missile Quad
- 1 Zeus-36 Mark III Autocannon

Manufacturer: Stormvanger Assemblies, Unlimited

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

BNC-3E
BANSHEE

14 Points

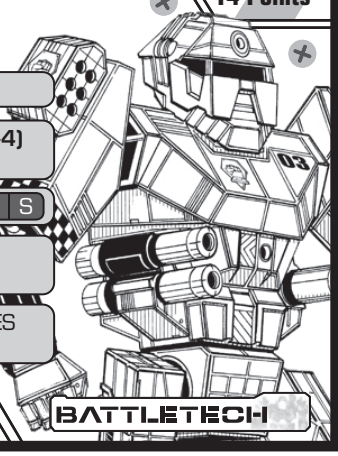
SIZE: 4 **MOVE:** 8 **SKILL:**

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

OV: 0 | **HEAT SCALE** 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

SPECIAL: SRCH, SOA, SEAL, ES



QUICK-STRIKE STATS

BATTLETECH

BNC-3E
BANSHEE

ID:

Mass: 95 tons
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None **Jump Capacity**: None
Armor: Starshield
Armament:
- 1 Magna Hellstar PPC
- 1 Imperator-A Autocannon
- 1 Magna Mark I Small Laser

Manufacturer: Defiance Industries

QUICK-STRIKE STATS

BATTLETECH

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

AS7-D
ATLAS

19 Points

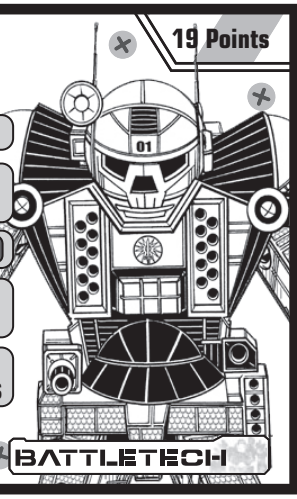
SIZE: 4 **MOVE:** 6 **SKILL:**

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



QUICK-STRIKE STATS

BATTLETECH

AS7-D
ATLAS

ID:

Mass: 100 tons
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None **Jump Capacity**: None
Armor: Durallex Special Heavy
Armament:
- 1 Defiance 'Mech Hunter Autocannon
- 1 FarFire Maxi-Rack LRM 20
- 4 Defiance B3M Medium Lasers
- 1 TharHes Maxi SRM 6

Manufacturer: Defiance Ind., Yorii MechWorks, Ind. Weapons

QUICK-STRIKE STATS

BATTLETECH

Timothy Ingleine (order: 30509058)