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 inches on hex-less terrain.
**PNT-9R PANTHER**

**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

**ASN-21 ASSASSIN**

**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

**CDA-2A CICADA**

**Mass:** 40 tons  
**Cruising Speed:** 96 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
**Clint**

**Mass:** 40 tons  
**Cruising Speed:** 64 kph  
**Maximum Speed:** 97 kph  
**Jump Jets:** Andoran Model JJIII  
**Jump Capacity:** 180 meters

**Armor:** Duralex Medium

**Armament:**  
1 Armstrong Autocannon/5  
2 Martell Medium Lasers  
Manufacturer: Andoran Industries, Ltd.

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**Hermes II**

**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

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**Whitworth**

**Mass:** 40 tons  
**Cruising Speed:** 43 kph  
**Maximum Speed:** 64 kph  
**Jump Jets:** Whitworth Jetlift  
**Jump Capacity:** 120 meters

**Armor:** Duralex Light

**Armament:**  
2 Longbow-10 LRM Launchers  
3 Intek Medium Lasers  
Manufacturer: Whitworth Company
**TBT-5N TREBUCHET**

- **Size:** 2
- **Move:** 10
- **Skill:**
  - S (+0)
  - M (+2)
  - L (+4)
- **OV:** 1
- **Heat Scale:** 1:2:3:5
- **A:** OOOO
- **S:** 0000
- **Special:** IF1, SRCH, SOA, SEAL, ES

**12 Points**

**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

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**DV-6M DERVISH**

- **Size:** 2
- **Move:** 10
- **Skill:**
  - S (+0)
  - M (+2)
  - L (+4)
- **OV:** 1
- **Heat Scale:** 1:2:3:5
- **A:** OOOO
- **S:** 0000
- **Special:** IF1, SRCH, SOA, SEAL, ES

**11 Points**

**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

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**DRG-1N DRAGON**

- **Size:** 3
- **Move:** 10
- **Skill:**
  - S (+0)
  - M (+2)
  - L (+4)
- **OV:** 0
- **Heat Scale:** 1:2:3:5
- **A:** OOOOO
- **S:** 0000
- **Special:** IF1, SRCH, SOA, SEAL, ES

**11 Points**

**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
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 3
A: 0000
S: 0000
SPECIAL: IF1, SRCH, SOA, SEAL, ES

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

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 3
A: 0000
S: 0000
SPECIAL: LRM: 1/1/1, IF1, SRCH, SOA, SEAL, ES

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

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 3
A: 0000
S: 0000
SPECIAL: AC: 1/1/1, SRCH, SOA, SEAL, ES

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**

**CP-10-Z CYCLOPS**

- **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

**BNC-3E BANSHEE**

- **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

**AS7-D ATLAS**

- **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