

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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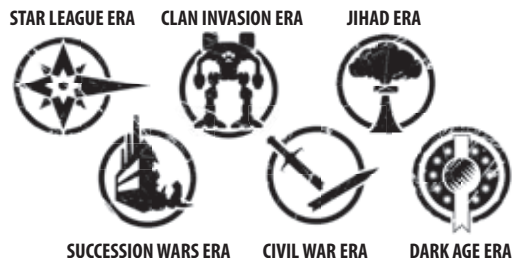
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CAT35661

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

PATTON TANK

9 Points

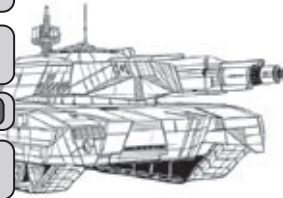
SIZE: 3 MOVE: 4t (8t)

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

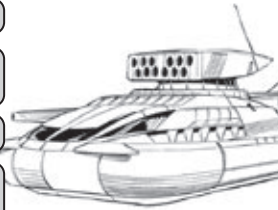
SIZE: 1 MOVE: 8h (16h)

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

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 THRESHOLD
S: ●●● 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 THRESHOLD
S: ●●● 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 THRESHOLD
S: ●●● 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

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)

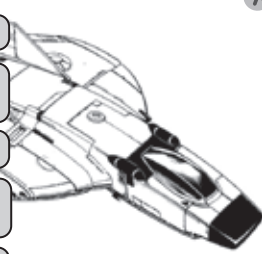
S (+0) M (+2) L (+4)
2 2 0

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)

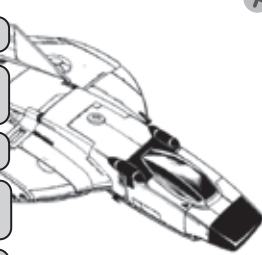
S (+0) M (+2) L (+4)
2 2 0

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

AWS-8Q AWESOME

16 Points

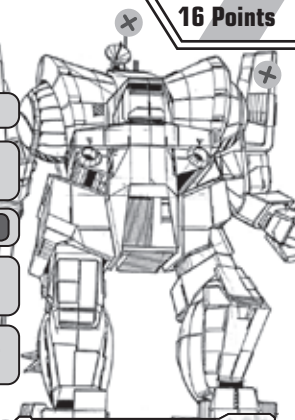
SIZE: 4 MOVE: 3 (6)

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

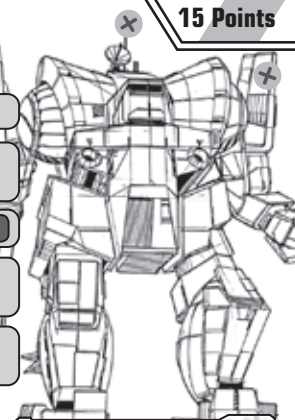
SIZE: 4 MOVE: 3 (6)

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

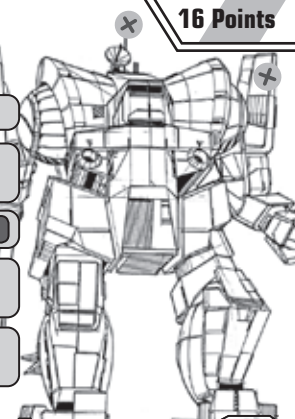
SIZE: 4 MOVE: 3 (6)

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

<p>OSTSOL OTL-4D 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>0</td> </tr> </table> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: OOOOO S: OOOOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>	S (+0)	M (+2)	L (+4)	3	3	0	<p>OSTSOL OTL-4D ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>
S (+0)	M (+2)	L (+4)					
3	3	0					

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

<p>OSTSOL OTL-4F 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>2</td> <td>2</td> <td>2</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: OOOOO S: OOOOO</p> <p>SPECIAL: ENE, SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>	S (+0)	M (+2)	L (+4)	2	2	2	<p>OSTSOL OTL-4F ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>
S (+0)	M (+2)	L (+4)					
2	2	2					

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

<p>PHOENIX HAWK PXH-1 10 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: OOOO S: OOOO</p> <p>SPECIAL: SRCH, SOA, SEAL, ES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>	S (+0)	M (+2)	L (+4)	2	2	0	<p>PHOENIX HAWK PXH-1 ID:</p> <p>NOTES</p> <p>QUICK-STRIKE STATS BATTLETECH</p>
S (+0)	M (+2)	L (+4)					
2	2	0					

CUT ALONG DOTTED LINE AND FOLD IN MIDDLE

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

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

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