

**BATTLETECH
TECHNICAL READOUT 2750
QUICKSTRIKE CARDS**



BATTLETECH

5 PV | BATTLEFORCE

Mercury MCY-99



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
10	4	2	1				1	

Armor/Structure



Special Abilities: ENE

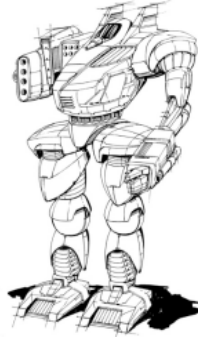
Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

5 PV | BATTLEFORCE

Thorn THE-N



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
6	2	2	2	1			1	

Armor/Structure



Special Abilities: CASE

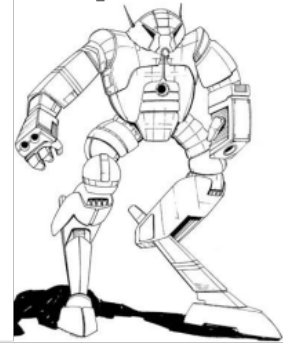
Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

8 PV | BATTLEFORCE

Mongoose MON-66



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
8	3	2	2				1	

Armor/Structure



Special Abilities: ENE, PRB, RCN

Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

7 PV | BATTLEFORCE

Hermes HER-1S



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
9	3	2	1				1	

Armor/Structure



Special Abilities: ENE

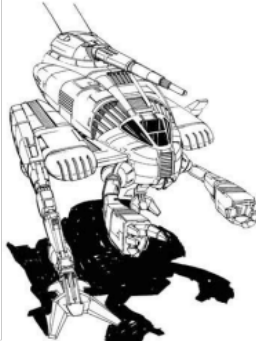
Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

6 PV | BATTLEFORCE

Hussar HSR 200-D



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
9	3	1	1	1			1	

Armor/Structure



Special Abilities: ENE

Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

7 PV | BATTLEFORCE

Sentinel STN-3L



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
6	2	2	2	1			2	

Armor/Structure



Special Abilities:

Heat Scale:

1 | 2 | 3 | 9

BATTLETECH

11 PV | BATTLEFORCE

Wyvern WVE-5N



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
4	2	2	2	1		2	1	

Armor/Structure



Heat Scale:

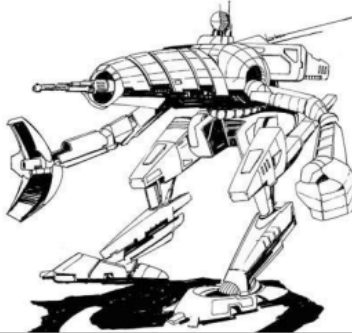


Special Abilities: CASE

BATTLETECH

12 PV | BATTLEFORCE

Crab CRB-27



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
5	2	3	2			2	1	

Armor/Structure



Heat Scale:

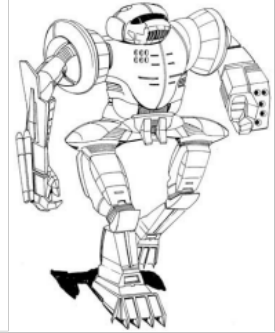


Special Abilities: ENE

BATTLETECH

12 PV | BATTLEFORCE

Kintaro KTO-19



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
5	2	1	1	1		2	2	

Armor/Structure



Heat Scale:



Special Abilities: SRM 1/1, SNARC

BATTLETECH

12 PV | BATTLEFORCE

Champion CHP-1N



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
5	2	3	3	1		3		

Armor/Structure



Heat Scale:

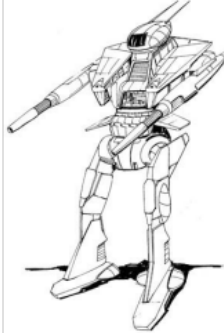


Special Abilities: FLK 1/1/1

BATTLETECH

14 PV | BATTLEFORCE

Lancelot LNC 25-01



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
6	2	3	3	1		3	1	

Armor/Structure



Heat Scale:



Special Abilities: ENE

BATTLETECH

15 PV | BATTLEFORCE

Exterminator EXT-4D-SL



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
6	3	2	2	1		3	1	

Armor/Structure



Heat Scale:



Special Abilities: IF1, AMS, STL

BATTLETECH

15 PV **BATTLEFORCE**

Exterminator EXT-4D



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
6J	3	3	3	1		3		

Armor/Structure

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Special Abilities: IF1, AMS

Heat Scale:

1 2 3 9

BATTLETECH

15 PV **BATTLEFORCE**

Bombardier BMB-12D



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
5	2	1	1			3		

Armor/Structure

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Special Abilities: LRM 1/2/2, IF2, AMS

CASE

Heat Scale:

1 2 3 9

BATTLETECH

14 PV **BATTLEFORCE**

Gullotine GLT-3N



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
4J	2	4	4			3		

Armor/Structure

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Special Abilities: CASE

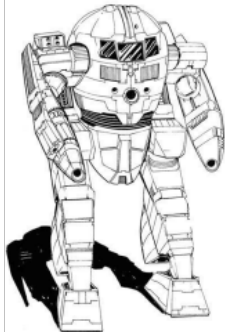
Heat Scale:

1 2 3 9

BATTLETECH

18 PV **BATTLEFORCE**

Flashman FLS-8K



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
5	2	4	4			3	1	

Armor/Structure

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Special Abilities: AMS

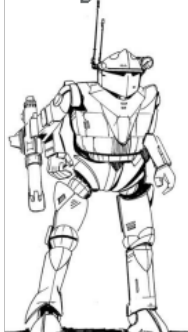
Heat Scale:

1 2 3 9

BATTLETECH

16 PV **BATTLEFORCE**

Black Knight BL6-KNT



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
4	1	3	3	1		3	2	

Armor/Structure

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Special Abilities: ENE, PRB, RCN

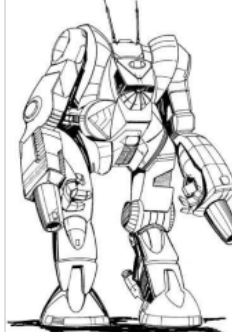
Heat Scale:

1 2 3 9

BATTLETECH

16 PV **BATTLEFORCE**

Thug THG-11E



MV	DV	S (+0)	M (+2)	L (+4)	E (+6)	Wt.	DV	Skill
4	1	2	2	2		4		

Armor/Structure

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Special Abilities: SRM 2/2, CASE

Heat Scale:

1 2 3 9

BATTLETECH

19 PV **BATTLEFORCE**

Crockett CRK 5003-1



MV DV S (+0) M (+2) L (+4) E (+6) Wt. DV Skill

3J 2 3 2 2 4 2

Armor/Structure

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Special Abilities: SRM 1/1, FLK 1/1/1/0

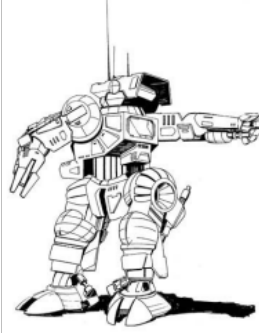
Heat Scale:

1 2 3 9

BATTLETECH

22 PV **BATTLEFORCE**

Highlander HGN-732



MV DV S (+0) M (+2) L (+4) E (+6) Wt. DV Skill

3J 2 3 4 3 4 1

Armor/Structure

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Special Abilities: IF1, CASE

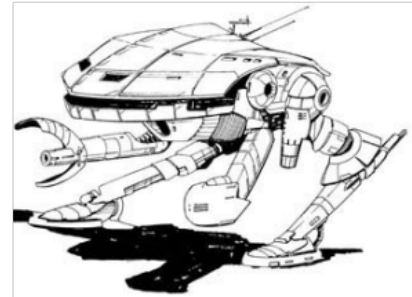
Heat Scale:

1 2 3 9

BATTLETECH

19 PV **BATTLEFORCE**

King Crab KGC-000



MV DV S (+0) M (+2) L (+4) E (+6) Wt. DV Skill

3 1 1 1 1 4 2

Armor/Structure

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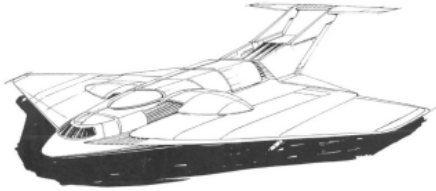
Special Abilities: AC 2/2/0, IF1, CASE

Heat Scale:

1 2 3 9

BATTLETECH6 PV **BATTLEFORCE**

Trident TRN-3T



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

12A 2 2 1

Armor/Structure Threshold: 1



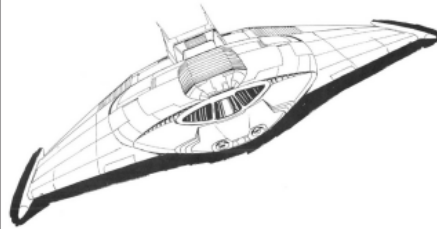
Heat Scale:



Special Abilities: PNT1, BOMB2

BATTLETECH4 PV **BATTLEFORCE**

Swift SWF-606



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

13A 1 1 1

Armor/Structure Threshold: 1



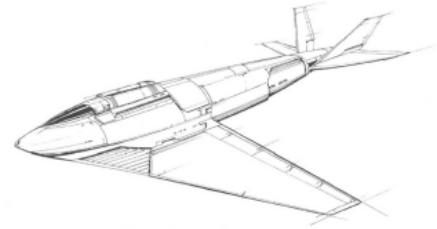
Heat Scale:



Special Abilities: PNT1, BOMB2

BATTLETECH7 PV **BATTLEFORCE**

Spad SPD-502



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

7A 2 2 1 1

Armor/Structure Threshold: 1



Heat Scale:



Special Abilities: PNT1, BOMB2

BATTLETECH7 PV **BATTLEFORCE**

Zero ZRO-114



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

6A 2 2 1 1

Armor/Structure Threshold: 1



Heat Scale:



Special Abilities: BOMB2

BATTLETECH8 PV **BATTLEFORCE**

Rogue RGU-133E



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

7A 1 1 2

Armor/Structure Threshold: 1



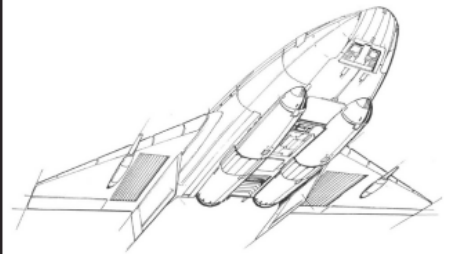
Heat Scale:



Special Abilities: LRM 1/1/1, BOMB2

BATTLETECH10 PV **BATTLEFORCE**

Tomahawk THK-63



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

8A 2 2 2

Armor/Structure Threshold: 1



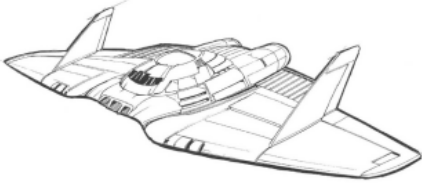
Heat Scale:



Special Abilities: PNT1, BOMB2

BATTLETECH11 PV **BATTLEFORCE**

Hellcat II HCT-213B

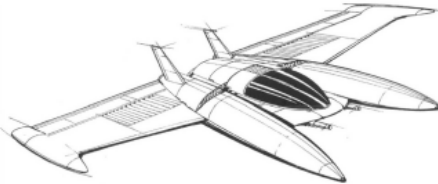


TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

7A 2 2 2 2

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○ 1 2 3 9
 ○○○○
 Special Abilities: PRB, RCN, BOMB3
BATTLETECH12 PV **BATTLEFORCE**

Gotha GTHA-500



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

5A 2 1 1 3 2

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○○○ LRM 1/1/1 1 2 3 9
 ○○○○
 Special Abilities: PNT1, BOMB3
BATTLETECH13 PV **BATTLEFORCE**

Ironslides IRN-SD1



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

6A 2 2 1 3 3

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○ 1 2 3 9
 ○○○○
 Special Abilities: SRM 1/1, BOMB3
BATTLETECH10 PV **BATTLEFORCE**

Hammerhead HMR-HD

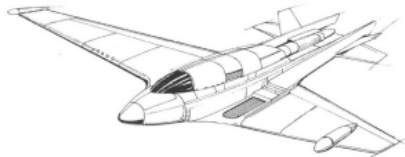


TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

7A 3

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○ 1 2 3 9
 ○○○○
 Special Abilities: AC 2/2, BOMB4
BATTLETECH14 PV **BATTLEFORCE**

Rapler RPR-100

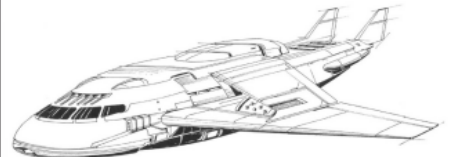


TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

6A 3 3 3 4

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○○○ LRM 1/1/1 1 2 3 9
 ○○○○
 Special Abilities: AC 2/2, BOMB4
BATTLETECH12 PV **BATTLEFORCE**

Ahab AHB-443



TV S (+0) M (+2) L (+4) E (+6) Wt. OV Skill

5A 2 2 4 2

 Armor/Structure Threshold: 1 Heat Scale:
 ○○○○○○○○ LRM 1/1/1 1 2 3 9
 ○○○○
 Special Abilities: BOMB4, SNARC

BATTLETECH2 PV **BATTLEFORCE**

Gabriel



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

15H 4 _____ 1

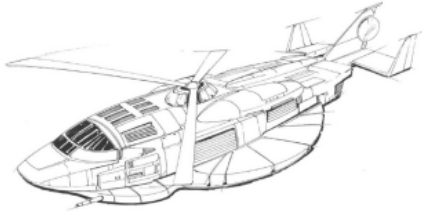
Armor/Structure



Special Abilities: TUR(1/1), ENE

BATTLETECH3 PV **BATTLEFORCE**

Ripper



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

12V 5 1 1 _____ 1

Armor/Structure



Special Abilities: ENE, IT1, ATMO

BATTLETECH3 PV **BATTLEFORCE**

Beagle



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

12H 4 1 _____ 1

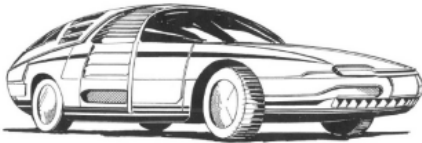
Armor/Structure



Special Abilities: TUR(1/1), ENE, PRB, RCN

BATTLETECH4 PV **BATTLEFORCE**

Rotunda



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

9W 3 1 1 _____ 1

Armor/Structure



Special Abilities:

BATTLETECH3 PV **BATTLEFORCE**

Nightshade (2750)



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

12V 5 1 1 _____ 1

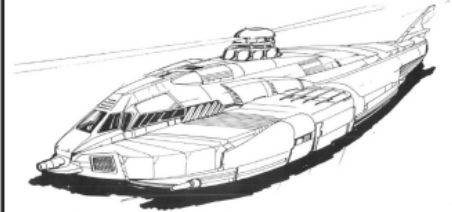
Armor/Structure



Special Abilities: ENE, ECM, ATMO

BATTLETECH4 PV **BATTLEFORCE**

Cyrano



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

12V 5 1 1 _____ 1

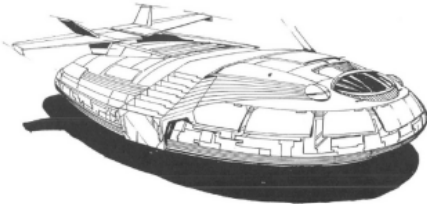
Armor/Structure



Special Abilities: ENE, PRB, RCN, ATMO

BATTLETECH5 PV **BATTLEFORCE**

Lightning



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

11H 4 2 2 1

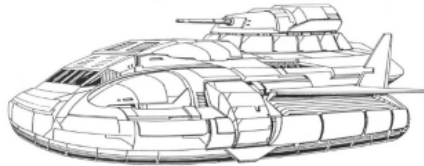
Armor/Structure



Special Abilities: ENE

BATTLETECH9 PV **BATTLEFORCE**

Zephyr



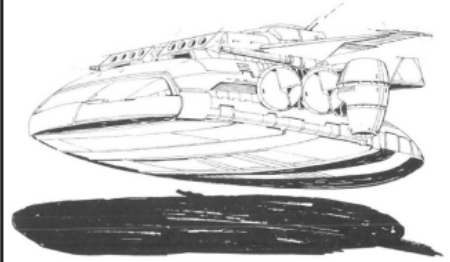
MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

9H 3 2

Armor/Structure

Special Abilities: SRM 1/1, TUR(2/2)
ECM, TAG**BATTLETECH**8 PV **BATTLEFORCE**

Kanga



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

8H/4J 3 2 2 2 2

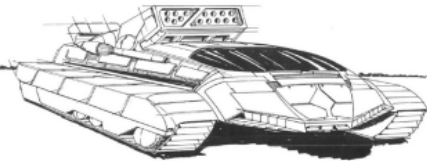
Armor/Structure



Special Abilities: IF1

BATTLETECH8 PV **BATTLEFORCE**

Chaparral



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

4T 1 1 1 2

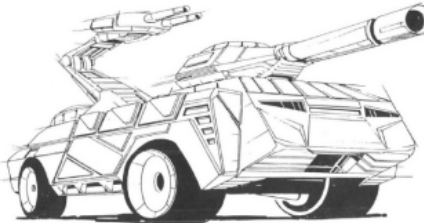
Armor/Structure



Special Abilities: ARTAIS1

BATTLETECH6 PV **BATTLEFORCE**

Thor



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

5W 2 2

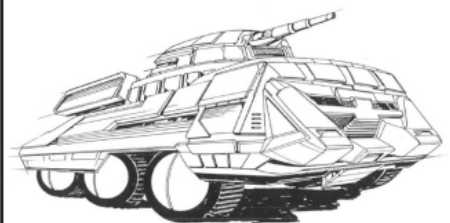
Armor/Structure



Special Abilities: TUR(1/1), ARTT1, CASE

BATTLETECH11 PV **BATTLEFORCE**

Demon



MV DV S (+0) M (+2) L (+4) E (+6) Wt. Skill

4W 1 1 1 3

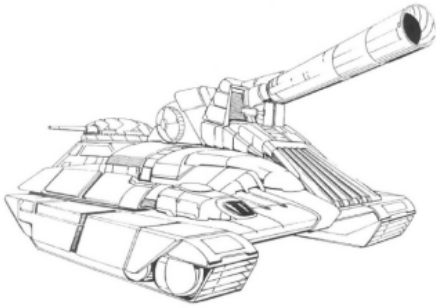
Armor/Structure

Special Abilities: TUR(2/2/2)
SRM 1/1, CASE

BATTLETECH

7 PV **BATTLEFORCE**

Marksman



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

4T 1 _____ 3

Armor/Structure

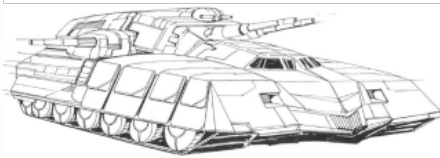
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Special Abilities: ARTS3, TUR(1/1)

BATTLETECH

8 PV **BATTLEFORCE**

MagI



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

5T 2 2 2 _____ 3

Armor/Structure

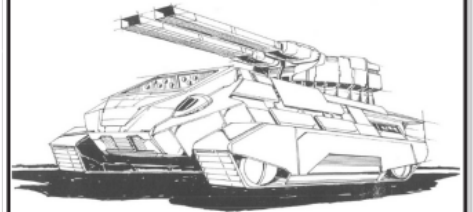
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Special Abilities: CASE

BATTLETECH

8 PV **BATTLEFORCE**

Burke



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

2T 0 1 1 1 _____ 3

Armor/Structure

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Special Abilities: TUR(3/3/3), IF1

BATTLETECH

12 PV **BATTLEFORCE**

Fury



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

4T 1 _____ 4

Armor/Structure

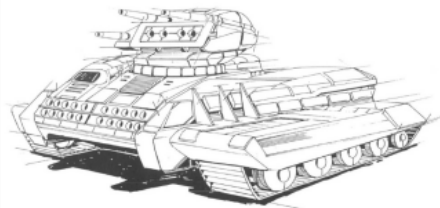
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Special Abilities: TUR(2/2/2), IT1

BATTLETECH

15 PV **BATTLEFORCE**

Rhino



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

3T 1 1 1 1 _____ 3

Armor/Structure

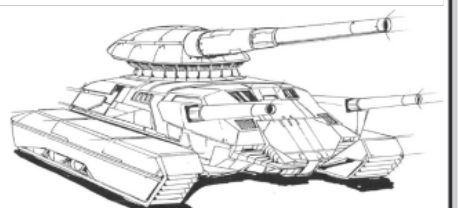
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Special Abilities: IF1, TUR(1/1, LRM 1/2/2, IF2)

BATTLETECH

14 PV **BATTLEFORCE**

Puma PMA-005



MV DV S(+0) M(+2) L(+4) E(+6) Wt. Skill

3T 1 2 2 _____ 4

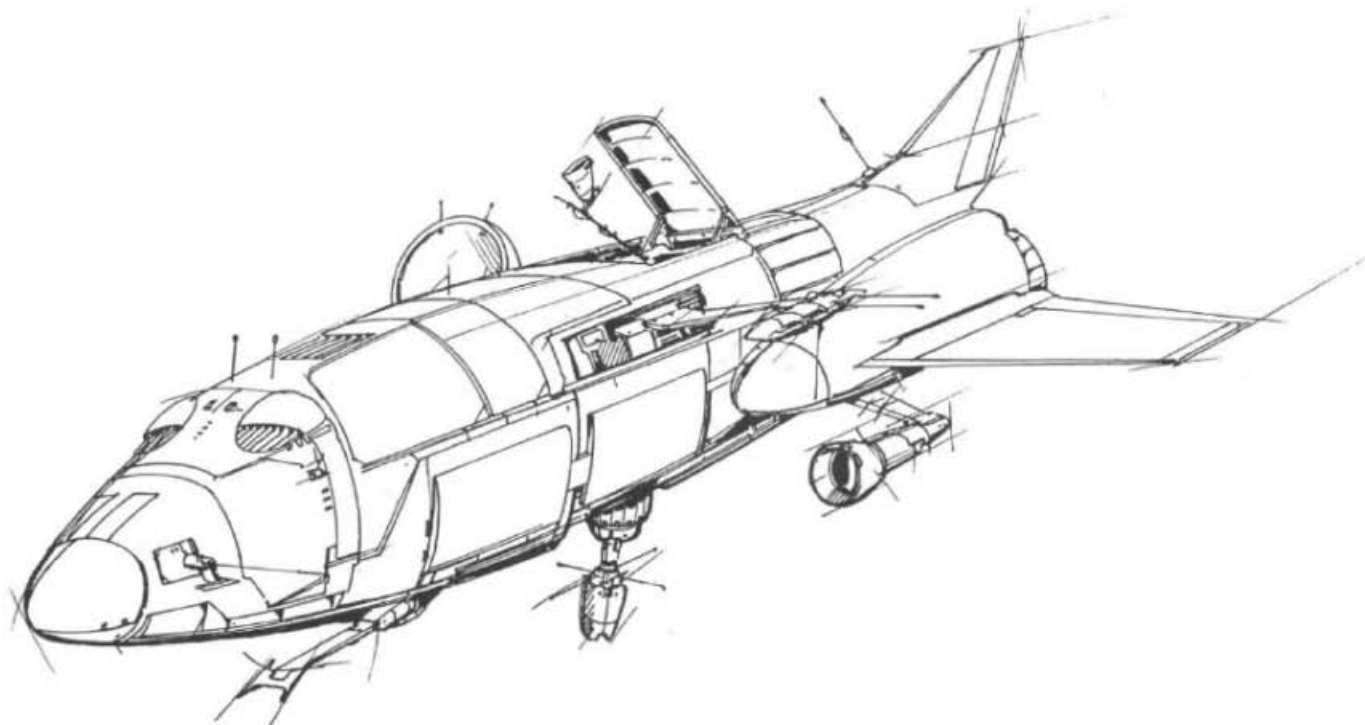
Armor/Structure

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Special Abilities: TUR(1/1/1), LRM 1/2/2, IF2

Unit Class: Bug-Eye Surveillance Vessel

Size Class: Small TP: 5 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>1</u>	<u>1</u>	<u>1</u>	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	<u>1</u>	<u>1</u>	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	<u>2</u>	<u>2</u>	_____	_____

Armor: 55 Threshold: 6

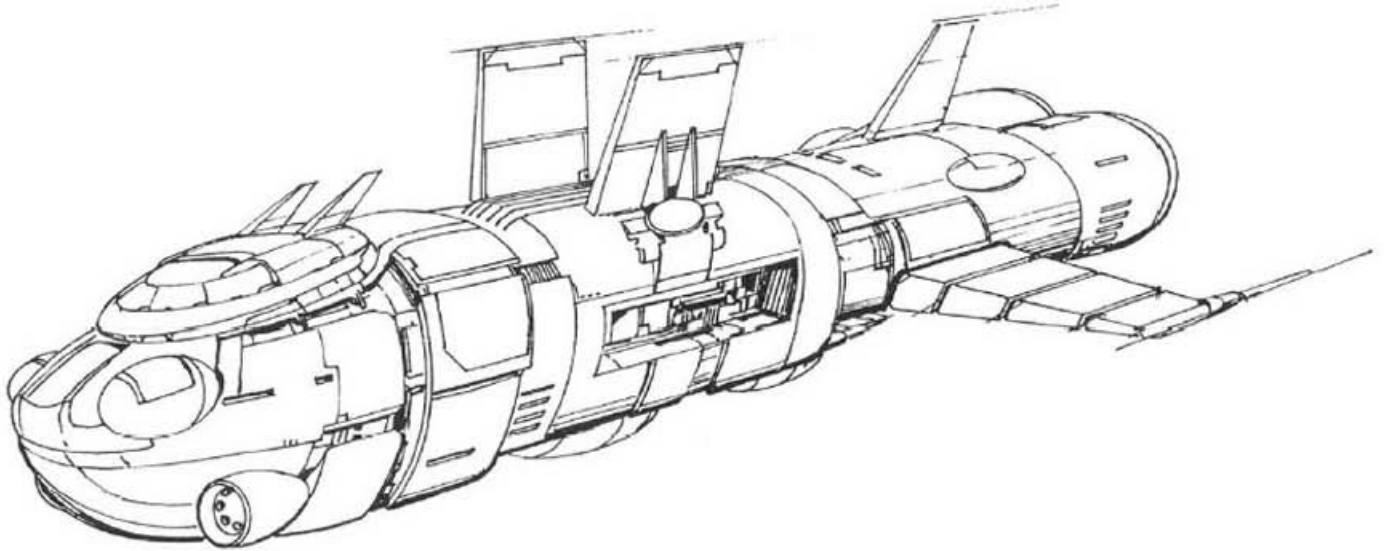
Structure: 14

Special Abilities: Surveillance Gear, KF

Notes: _____

Unit Class: Vincent MK 39 Corvette (2750)

Size Class: Small TP: 4 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:				
FL/FR:	10	10	10	
LBS/RBS:	10	10	10	
AL/AR:				
Aft:				

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	4	4	4	4
FL/FR:				
LBS/RBS:				
AL/AR:				
Aft:				

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:				
FL/FR:				
LBS/RBS:				
AL/AR:				
Aft:				

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:				
FL/FR:	2	2		
LBS/RBS:	2	2		
AL/AR:				
Aft:				

Armor: 36 Threshold: 4

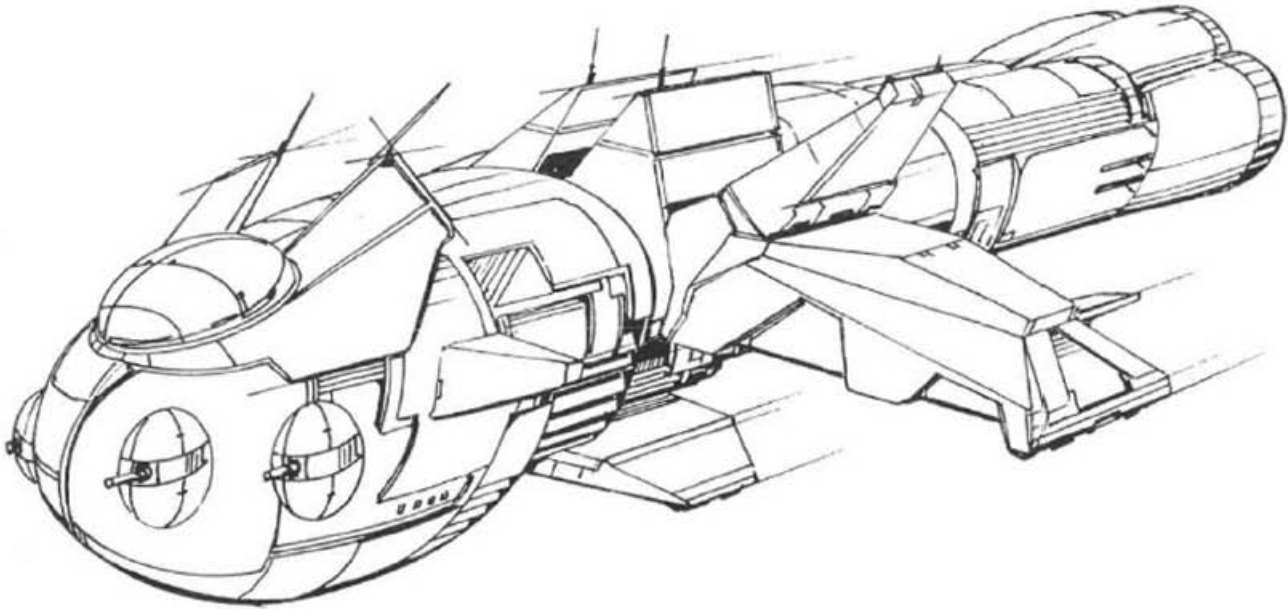
Structure: 27

Special Abilities: AT6D1, ST4D1, CK95, GRAV, KF

Notes:

Unit Class: Essex Destroyer (2750)

Size Class: Medium TP: 3 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>27</u>	<u>27</u>	<u>27</u>	<u> </u>
FL/FR:	<u>40</u>	<u>40</u>	<u>40</u>	<u> </u>
LBS/RBS:	<u>17</u>	<u>17</u>	<u>17</u>	<u>12</u>
AL/AR:	<u>17</u>	<u>17</u>	<u>17</u>	<u>12</u>
Aft:	<u>54</u>	<u>54</u>	<u>54</u>	<u> </u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 73 Threshold: 8

Structure: 40

Special Abilities: AT6D2, ST4D2, CK130, GRAV, KF

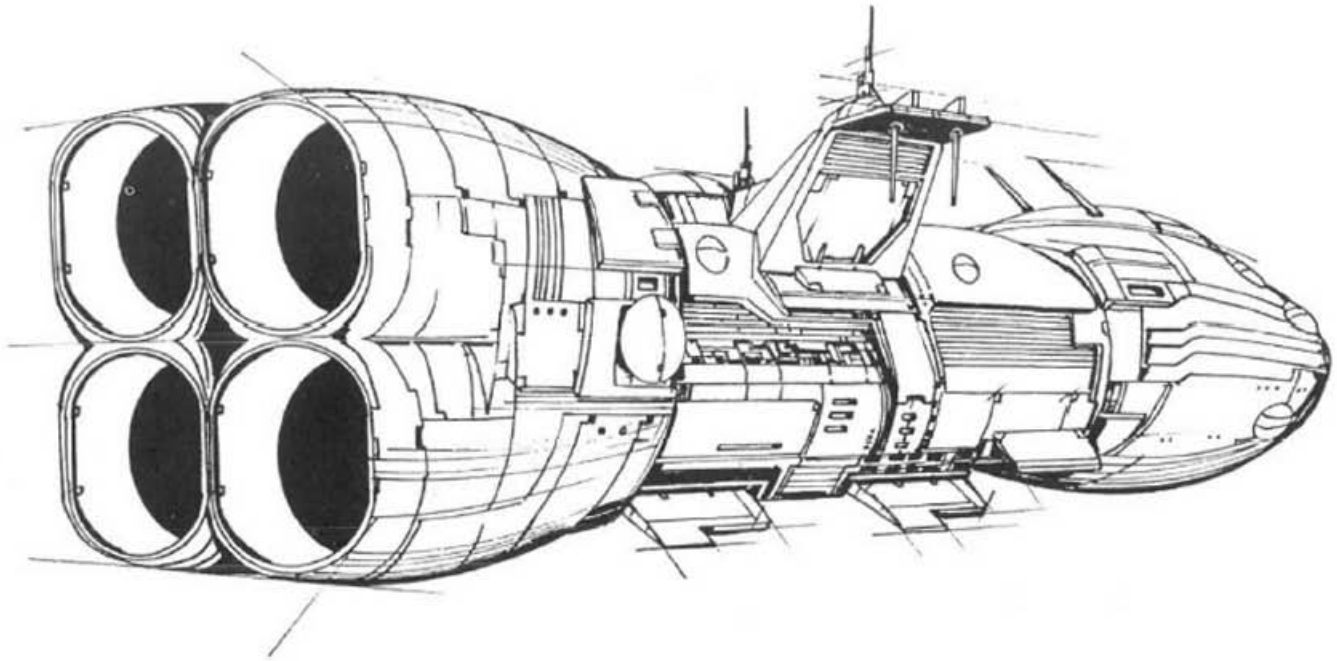
Notes:

BATTLETECH

595 PV **BATTLEFORCE**

Unit Class: Lola III Destroyer (2750)

Size Class: Medium TP: 4 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>9</u>	<u>9</u>	<u>9</u>	<u>9</u>
FL/FR:	<u>14</u>	<u>14</u>	<u>14</u>	<u>14</u>
LBS/RBS:	<u>36</u>	<u>36</u>	<u>36</u>	<u>4</u>
AL/AR:	<u>36</u>	<u>36</u>	<u>36</u>	<u>4</u>
Aft:	<u>18</u>	<u>18</u>	<u>18</u>	<u>18</u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
LBS/RBS:	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 95 Threshold: 10

Structure: 33

Special Abilities: AT6D1, ST4D1, CK116, KF

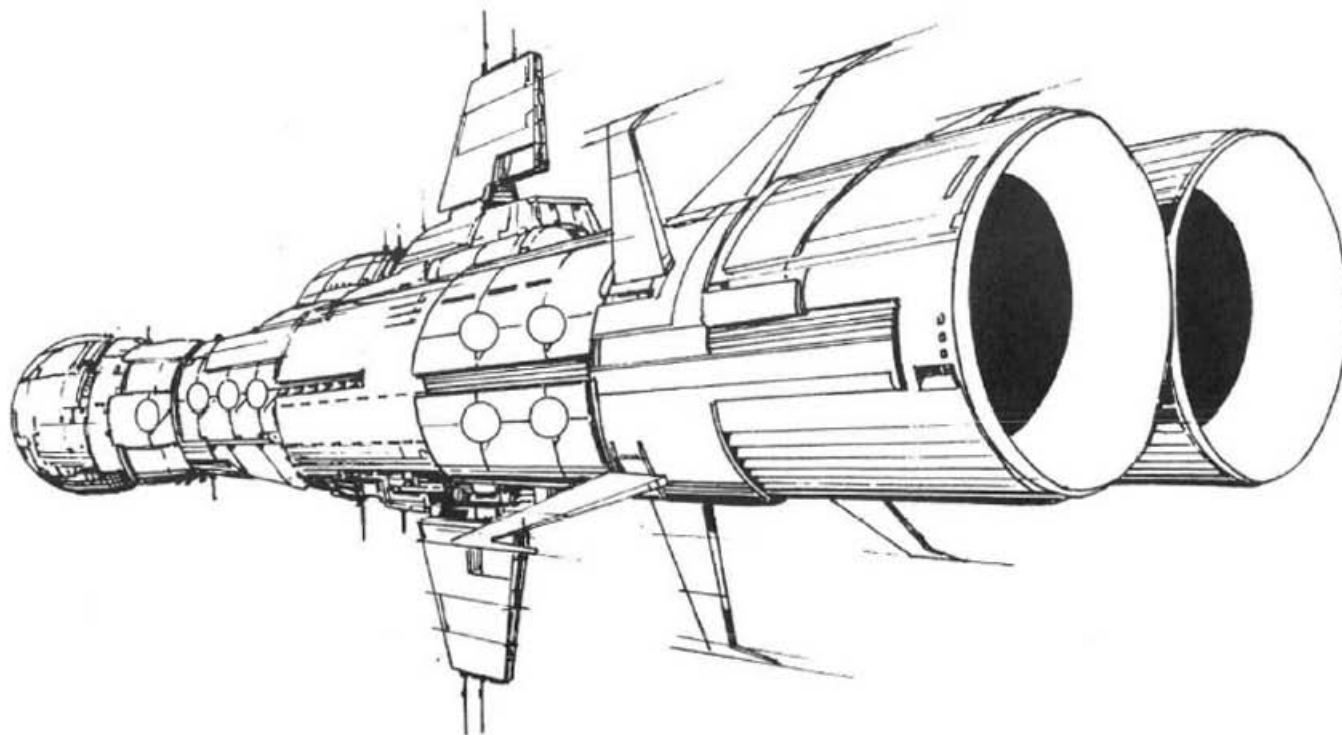
Notes:

BATTLETECH

1678 PV **BATTLEFORCE**

Unit Class: Aegls Heavy Cruiser (2750)

Size Class: Medium TP: 2 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>57</u>	<u>57</u>	<u> </u>	<u> </u>
FL/FR:	<u>57</u>	<u>57</u>	<u> </u>	<u> </u>
LBS/RBS:	<u>225</u>	<u>225</u>	<u>111</u>	<u>14</u>
AL/AR:	<u>111</u>	<u>111</u>	<u>111</u>	<u>14</u>
Aft:	<u>128</u>	<u>128</u>	<u>15</u>	<u>15</u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>8</u>	<u>8</u>	<u>8</u>	<u>8</u>
LBS/RBS:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
AL/AR:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
Aft:	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 193 Threshold: 20

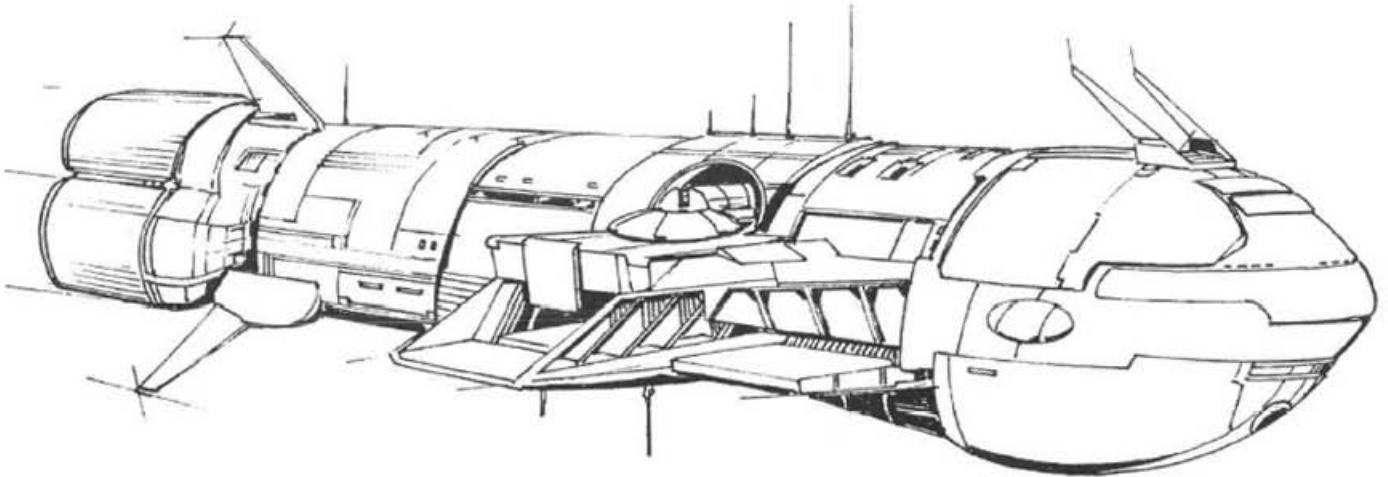
Structure: 50

Special Abilities: AT18D4, ST10D2, DT4, CK85, GRAV, KF, LF

Notes:

Unit Class: Congress Frigate (2750)

Size Class: Medium TP: 3 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	<u>60</u>	<u>60</u>	<u>60</u>	_____
LBS/RBS:	<u>20</u>	<u>20</u>	<u>20</u>	_____
AL/AR:	<u>50</u>	<u>50</u>	<u>50</u>	_____
Aft:	<u>60</u>	<u>60</u>	<u>60</u>	_____

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
FL/FR:	_____	_____	_____	_____
LBS/RBS:	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	<u>2</u>	<u>2</u>	_____	_____
AL/AR:	<u>2</u>	<u>2</u>	_____	_____
Aft:	_____	_____	_____	_____

Armor: 145 Threshold: 15

Structure: 50

Special Abilities: AT6D1, ST4D1, DT2, CK166, GRAV, KF

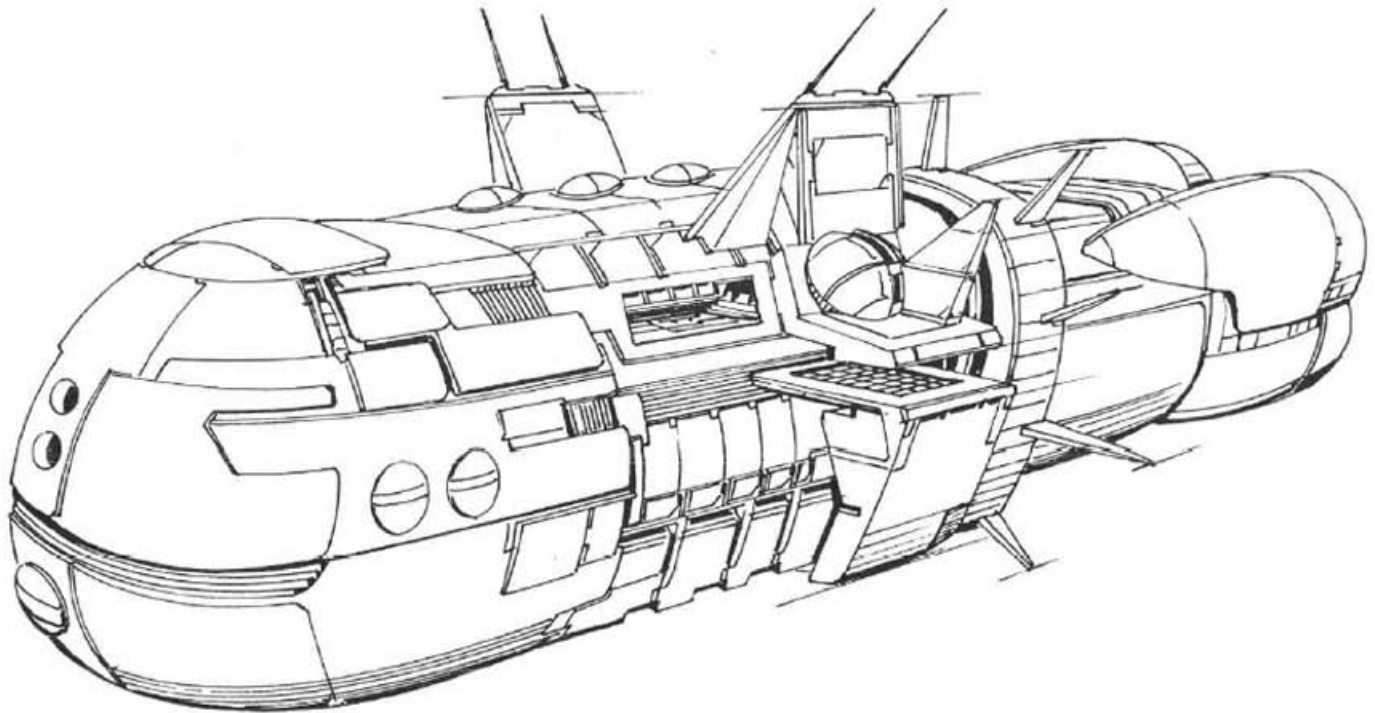
Notes: _____

BATTLETECH

2476 PV **BATTLEFORCE**

Unit Class: Black Lion Battlecruiser (2750)

Size Class: Large TP: 3 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>114</u>	<u>114</u>	<u>114</u>	<u> </u>
FL/FR:	<u>114</u>	<u>114</u>	<u>114</u>	<u> </u>
LBS/RBS:	<u>151</u>	<u>151</u>	<u>151</u>	<u> </u>
AL/AR:	<u>151</u>	<u>151</u>	<u>151</u>	<u> </u>
Aft:	<u>170</u>	<u>170</u>	<u>170</u>	<u> </u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>14</u>	<u>14</u>	<u>14</u>	<u>14</u>
LBS/RBS:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
AL/AR:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 321 Threshold: 33

Structure: 50

Special Abilities: AT18D4, ST10D2, DT4, CK69, GRAV, KF

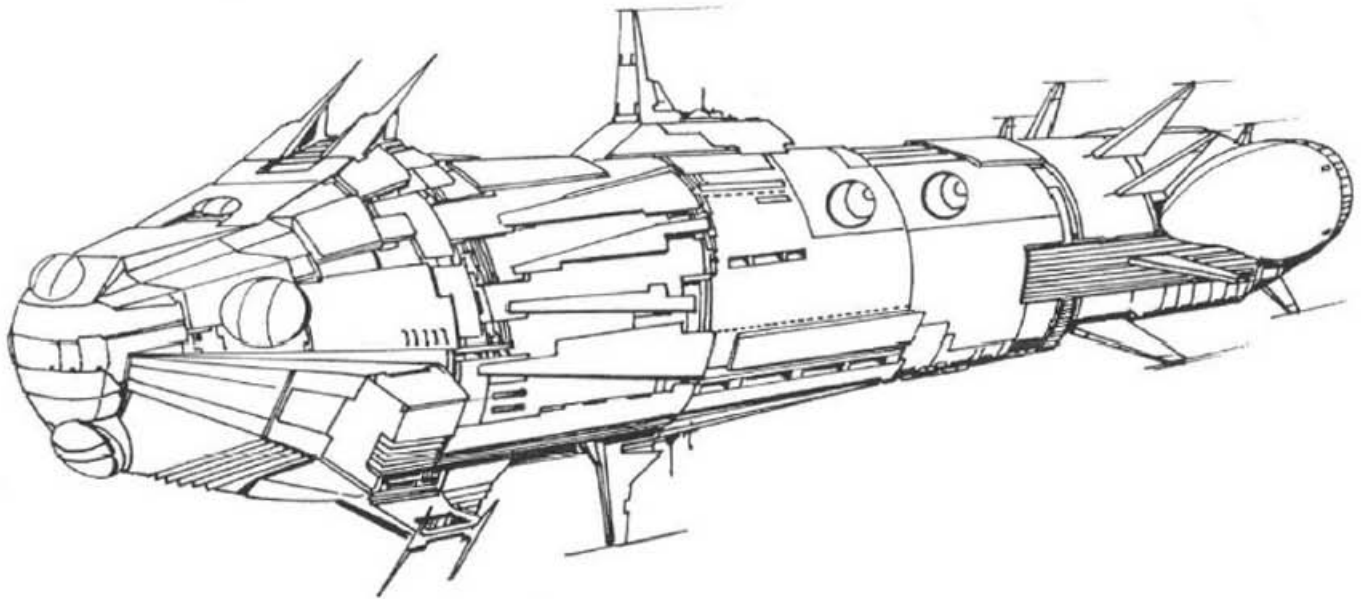
Notes:

BATTLETECH

803 PV **BATTLEFORCE**

Unit Class: SovetskiI Soyuz Heavy Cruiser (2750)

Size Class: Large TP: 2 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	<u>14</u>	<u>14</u>	<u>14</u>	<u>14</u>
LBS/RBS:	<u>73</u>	<u>73</u>	<u>73</u>	<u>17</u>
AL/AR:	<u>73</u>	<u>73</u>	<u>73</u>	<u>17</u>
Aft:	_____	_____	_____	_____

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>8</u>	<u>8</u>	<u>8</u>	<u>8</u>
FL/FR:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
LBS/RBS:	_____	_____	_____	_____
AL/AR:	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
Aft:	_____	_____	_____	_____

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

Armor: 163 Threshold: 17

Structure: 53

Special Abilities: AT18D4, ST8D2, DT4, CK218, GRAV, KF

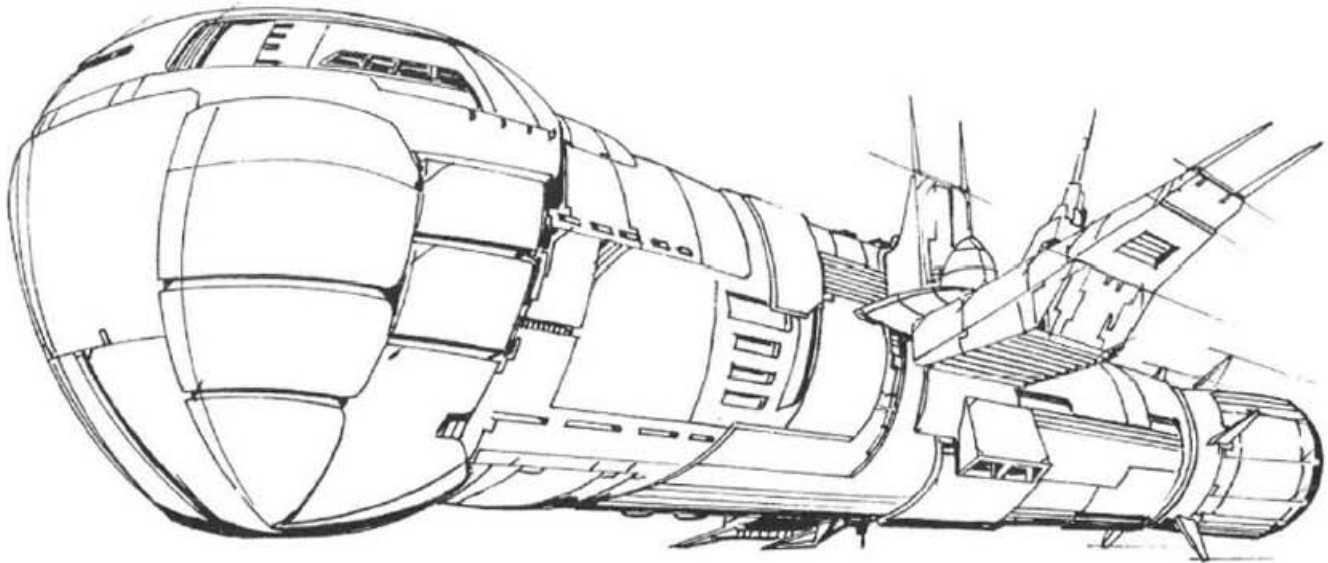
Notes: _____

BATTLETECH

1342 PV **BATTLEFORCE**

Unit Class: Cameron Battlecruiser (2750)

Size Class: Large TP: 2 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>29</u>	<u>29</u>	<u>29</u>	<u>29</u>
FL/FR:	<u>29</u>	<u>29</u>	<u>29</u>	<u>29</u>
LBS/RBS:	<u>113</u>	<u>113</u>	<u>113</u>	<u>17</u>
AL/AR:	<u>136</u>	<u>136</u>	<u>136</u>	<u>40</u>
Aft:	<u>29</u>	<u>29</u>	<u>29</u>	<u>29</u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 248 Threshold: 25

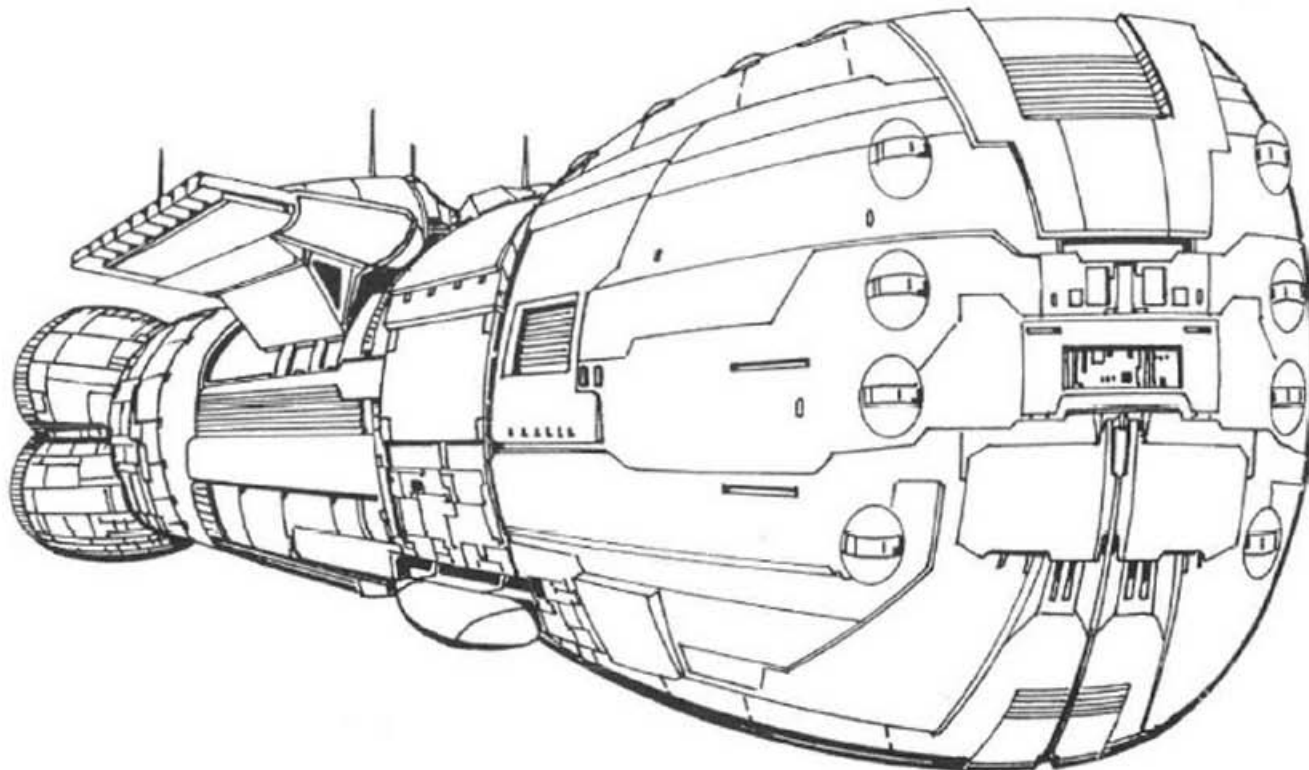
Structure: 53

Special Abilities: AT16D4, ST2D2, DT2, CK185, GRAV, KF

Notes:

Unit Class: Potemkin Troop Cruiser (2750)

Size Class: Very Large TP: 2 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>9</u>	<u>9</u>	<u>9</u>	<u>9</u>
FL/FR:	<u>14</u>	<u>14</u>	<u>14</u>	<u>14</u>
LBS/RBS:	<u>90</u>	<u>90</u>	<u>90</u>	<u>90</u>
AL/AR:	<u>108</u>	<u>108</u>	<u>108</u>	<u>108</u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u>8</u>	<u>8</u>	<u>8</u>	<u>8</u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 376 Threshold: 38

Structure: 53

Special Abilities: ST10D2, DT25, CK387, GRAV, KF

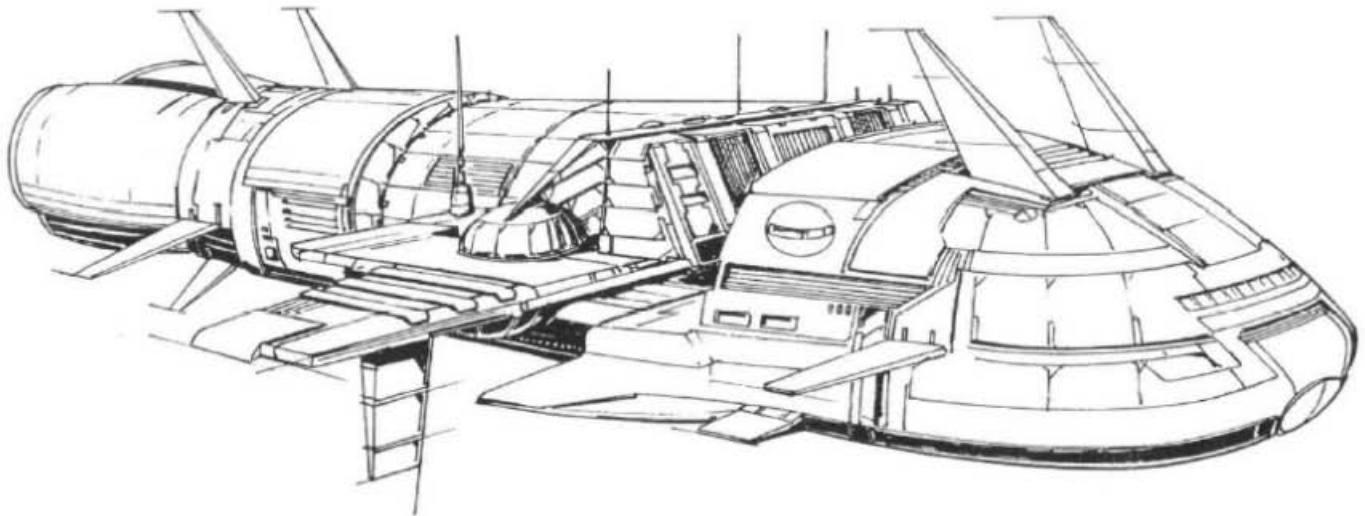
Notes:

BATTLETECH

1363PV **BATTLEFORCE**

Unit Class: Texas Battleship (2750)

Size Class: Very Large TP: 3 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	<u>100</u>	<u>100</u>	<u>60</u>	<u>60</u>
LBS/RBS:	<u>54</u>	<u>54</u>	<u>54</u>	<u>54</u>
AL/AR:	<u>114</u>	<u>114</u>	<u>114</u>	<u>114</u>
Aft:	_____	_____	_____	_____

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	<u>8</u>	<u>8</u>	<u>8</u>	<u>8</u>
LBS/RBS:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
AL/AR:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
Aft:	_____	_____	_____	_____

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

Armor: 606 Threshold: 61

Structure: 57

Special Abilities: AT40D10, ST16D2, DT6, CK300, GRAV, KF

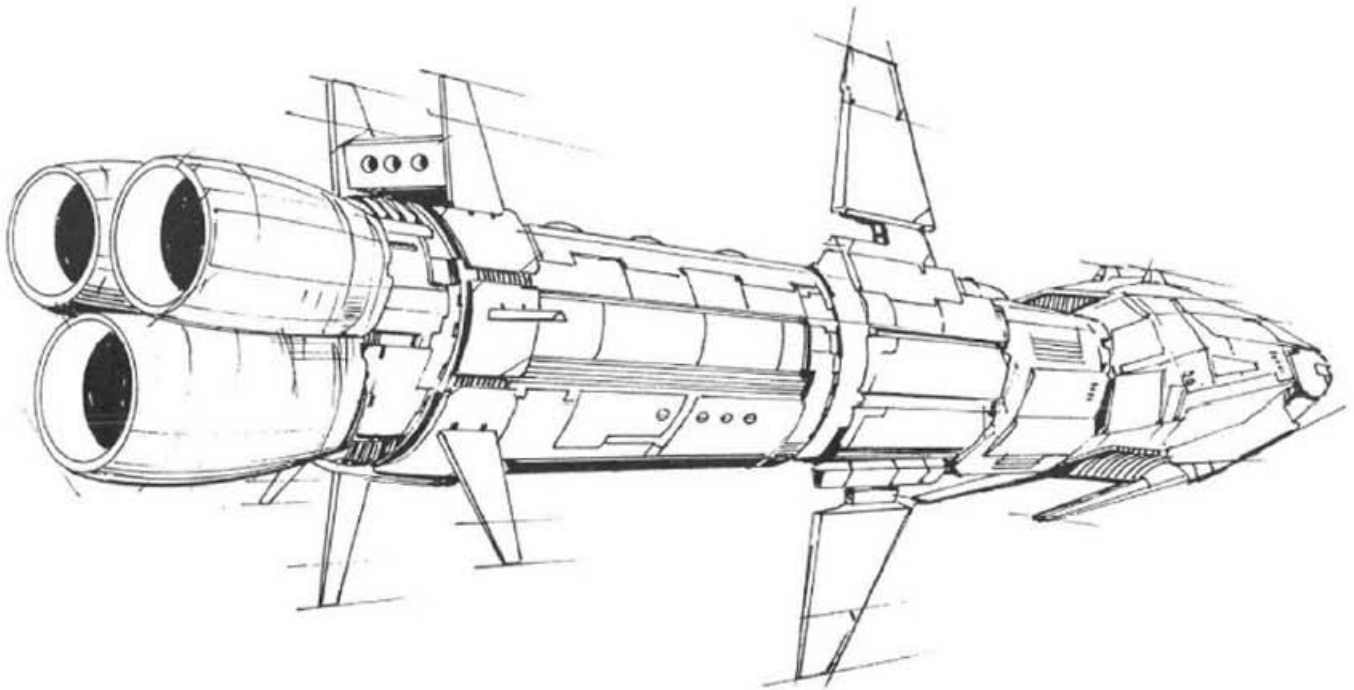
Notes: _____

BATTLETECH

2144PV **BATTLEFORCE**

Unit Class: McKenna Battleship (2750)

Size Class: Very Large TP: 3 Skill:



CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u>85</u>	<u>85</u>	<u>11</u>	<u>11</u>
FL/FR:	<u>128</u>	<u>128</u>	<u>16</u>	<u>16</u>
LBS/RBS:	<u>168</u>	<u>168</u>	<u>168</u>	<u>168</u>
AL/AR:	<u>168</u>	<u>168</u>	<u>168</u>	<u>168</u>
Aft:	<u>170</u>	<u>170</u>	<u>21</u>	<u>21</u>

CAPITAL MISSILE WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u>6</u>	<u>6</u>	<u>6</u>	<u>6</u>

SUB-CAPITAL WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

STANDARD WEAPONS

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
FL/FR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
LBS/RBS:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
AL/AR:	<u> </u>	<u> </u>	<u> </u>	<u> </u>
Aft:	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Armor: 443 Threshold: 45

Structure: 63

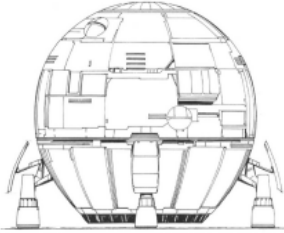
Special Abilities: AT50D10, ST16D2, DT6, CK255, GRAV, KF, LF

Notes:

BATTLETECH

30 PV **BATTLEFORCE**

Confederate (2750)



Skill: TP: 4P Standard S (+0) M (+2) L (+4) E (+6)

Size: Small Fore: 3 3

MT4D4 Left: 3 3

AT2D2 Right: 3 3

CT21 Aft: 3 3

Special Abilities:

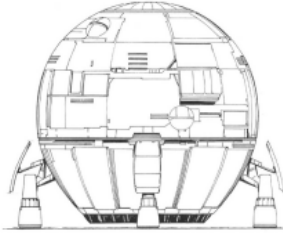
Armor/Structure Threshold: 3



BATTLETECH

30 PV **BATTLEFORCE**

Confederate (2750)



Skill: TP: 4P Standard S (+0) M (+2) L (+4) E (+6)

Size: Small Fore: 3 3

MT4D4 Left: 3 3

AT2D2 Right: 3 3

CT21 Aft: 3 3

Special Abilities:

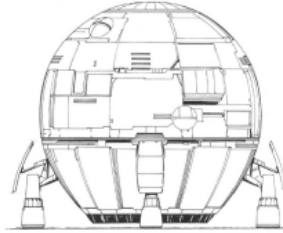
Armor/Structure Threshold: 3



BATTLETECH

30 PV **BATTLEFORCE**

Confederate (2750)



Skill: TP: 4P Standard S (+0) M (+2) L (+4) E (+6)

Size: Small Fore: 3 3

MT4D4 Left: 3 3

AT2D2 Right: 3 3

CT21 Aft: 3 3

Special Abilities:

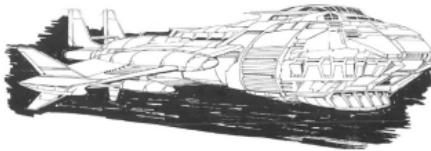
Armor/Structure Threshold: 3



BATTLETECH

69 PV **BATTLEFORCE**

Titan (2750)



Skill: TP: 5A Standard S (+0) M (+2) L (+4) E (+6)

Size: Large Fore: 13 13 3

AT18D6 Left: 8 8 1

CK3 Right: 8 8 1

Special Abilities: Aft: 4 4 1

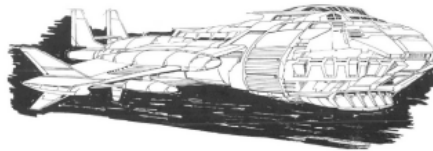
Armor/Structure Threshold: 4



BATTLETECH

69 PV **BATTLEFORCE**

Titan (2750)



Skill: TP: 5A Standard S (+0) M (+2) L (+4) E (+6)

Size: Large Fore: 13 13 3

AT18D6 Left: 8 8 1

CK3 Right: 8 8 1

Special Abilities: Aft: 4 4 1

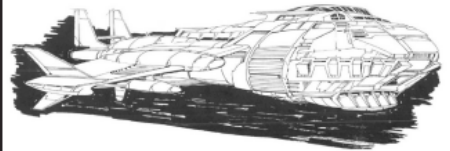
Armor/Structure Threshold: 4



BATTLETECH

69 PV **BATTLEFORCE**

Titan (2750)



Skill: TP: 5A Standard S (+0) M (+2) L (+4) E (+6)

Size: Large Fore: 13 13 3

AT18D6 Left: 8 8 1

CK3 Right: 8 8 1

Special Abilities: Aft: 4 4 1

Armor/Structure Threshold: 4

