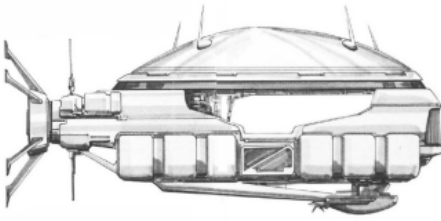



**BATTLETECH**  
**111PV BATTLEFORCE**  
 Olympus (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Large CAP \_\_\_\_\_  
 AT6D2, ST6D2 MISSILE \_\_\_\_\_  
 CK138, PNT11 SUB-CAP \_\_\_\_\_  
 DHP4, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 6 5 3

Armor/Structure Threshold: 2 PASS126  
 Armor: 20 PREPAIR  
 Structure: 1

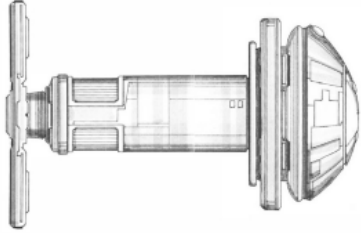
**BATTLETECH**  
**91PV BATTLEFORCE**  
 Bastion (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Medium CAP \_\_\_\_\_  
 ST48D8 MISSILE \_\_\_\_\_  
 CK124, PNT24 SUB-CAP \_\_\_\_\_  
 DHP1, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 18 15 7

Armor/Structure Threshold: 4 PASS25  
 Armor: 40 PREPAIR  
 Structure: 1

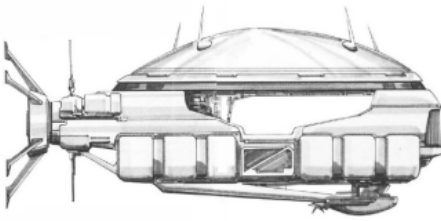
**BATTLETECH**  
**121PV BATTLEFORCE**  
 Alliance (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Medium CAP \_\_\_\_\_  
 ST8D4 MISSILE \_\_\_\_\_  
 CK73 SUB-CAP \_\_\_\_\_  
 DHP2, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 8 8 4

Armor/Structure Threshold: 3 PASS200  
 Armor: 26 PREPAIR  
 Structure: 1


**BATTLETECH**  
**111PV BATTLEFORCE**  
 Olympus (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Large CAP \_\_\_\_\_  
 AT6D2, ST6D2 MISSILE \_\_\_\_\_  
 CK138, PNT11 SUB-CAP \_\_\_\_\_  
 DHP4, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 6 5 3

Armor/Structure Threshold: 2 PASS126  
 Armor: 20 PREPAIR  
 Structure: 1

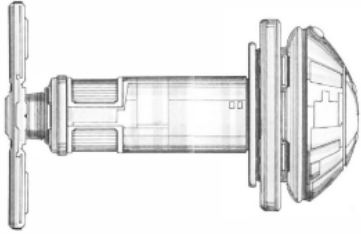
**BATTLETECH**  
**91PV BATTLEFORCE**  
 Bastion (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Medium CAP \_\_\_\_\_  
 ST48D8 MISSILE \_\_\_\_\_  
 CK124, PNT24 SUB-CAP \_\_\_\_\_  
 DHP1, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 18 15 7

Armor/Structure Threshold: 4 PASS25  
 Armor: 40 PREPAIR  
 Structure: 1

**BATTLETECH**  
**121PV BATTLEFORCE**  
 Alliance (DS and JS)



Skill: TP: .2K S (+0) M (+2) L (+4) E (+6)  
 Size: Medium CAP \_\_\_\_\_  
 ST8D4 MISSILE \_\_\_\_\_  
 CK73 SUB-CAP \_\_\_\_\_  
 DHP2, GRAV \_\_\_\_\_  
 Special Abilities: STANDARD 8 8 4

Armor/Structure Threshold: 3 PASS200  
 Armor: 26 PREPAIR  
 Structure: 1