
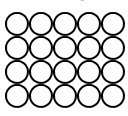
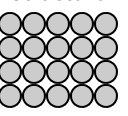


BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV _____ 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

Armor Structure  

Heat Scale

1	2	3	S
---	---	---	---

Special Abilities _____ Critical Damage _____

Engine Hit OV 1 Destroyed


Fire Control +2 +4 +6 +8 +10

MP Hit ○○○○○○ 1/2 MV Each Hit

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

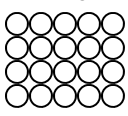
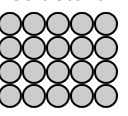
#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV _____ 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

Armor Structure  

Heat Scale

1	2	3	S
---	---	---	---

Special Abilities _____ Critical Damage _____

Engine Hit OV 1 Destroyed


Fire Control +2 +4 +6 +8 +10

MP Hit ○○○○○○ 1/2 MV Each Hit

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

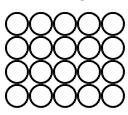
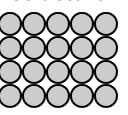
#	MV	OV	Target Element
7			
8			
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11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV _____ 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

Armor Structure  

Heat Scale

1	2	3	S
---	---	---	---

Special Abilities _____ Critical Damage _____

Engine Hit OV 1 Destroyed


Fire Control +2 +4 +6 +8 +10

MP Hit ○○○○○○ 1/2 MV Each Hit

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

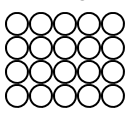
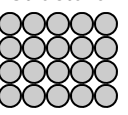
#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV _____ 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

Armor Structure  

Heat Scale

1	2	3	S
---	---	---	---

Special Abilities _____ Critical Damage _____

Engine Hit OV 1 Destroyed


Fire Control +2 +4 +6 +8 +10

MP Hit ○○○○○○ 1/2 MV Each Hit

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size Skill PV _____ 

S (+0) M (+2) L (+4) E (+6) Weapon Hit _____

Primary _____ ○○○○○○ Motive Damage
 _____ ○○○○○○ ○ -1 MV ○ -1/2 MV
 _____ ○○○○○○
 _____ ○○○○○○

Armor Structure
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Special Abilities _____ Critical Damage _____

_____ Crew Hit ○ +1 ○ +3 ○ +5 ○ Dead
 _____ Engine ○ 1/2 MV & 1/2 Dmg ○ Destroyed
 _____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10


#	MV	Target Element
1		
2		
3		
4		
5		
6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

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BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size Skill PV _____ 

S (+0) M (+2) L (+4) E (+6) Weapon Hit _____

Primary _____ ○○○○○○ Motive Damage
 _____ ○○○○○○ ○ -1 MV ○ -1/2 MV
 _____ ○○○○○○
 _____ ○○○○○○

Armor Structure
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Special Abilities _____ Critical Damage _____

_____ Crew Hit ○ +1 ○ +3 ○ +5 ○ Dead
 _____ Engine ○ 1/2 MV & 1/2 Dmg ○ Destroyed
 _____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10


#	MV	Target Element
1		
2		
3		
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#	MV	Target Element
7		
8		
9		
10		
11		
12		

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BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size Skill PV _____ 

S (+0) M (+2) L (+4) E (+6) Weapon Hit _____

Primary _____ ○○○○○○ Motive Damage
 _____ ○○○○○○ ○ -1 MV ○ -1/2 MV
 _____ ○○○○○○
 _____ ○○○○○○

Armor Structure
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Special Abilities _____ Critical Damage _____

_____ Crew Hit ○ +1 ○ +3 ○ +5 ○ Dead
 _____ Engine ○ 1/2 MV & 1/2 Dmg ○ Destroyed
 _____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10


#	MV	Target Element
1		
2		
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4		
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#	MV	Target Element
7		
8		
9		
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11		
12		

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BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size Skill PV _____ 

S (+0) M (+2) L (+4) E (+6) Weapon Hit _____

Primary _____ ○○○○○○ Motive Damage
 _____ ○○○○○○ ○ -1 MV ○ -1/2 MV
 _____ ○○○○○○
 _____ ○○○○○○

Armor Structure
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○
 ○○○○○○ ○○○○○○

Special Abilities _____ Critical Damage _____

_____ Crew Hit ○ +1 ○ +3 ○ +5 ○ Dead
 _____ Engine ○ 1/2 MV & 1/2 Dmg ○ Destroyed
 _____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

#	MV	Target Element
1		
2		
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6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

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BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV



S (+0) M (+2) L (+4) E (+6) Weapon Hit

Primary _____ ○○○○○
 _____ ○○○○○

Armor Structure
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Special Abilities

Critical Damage

Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

MP Hit ○○○○○ 1/2 MV Each Hit

#	MV	Target Element
1		
2		
3		
4		
5		
6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV



S (+0) M (+2) L (+4) E (+6) Weapon Hit

Primary _____ ○○○○○
 _____ ○○○○○

Armor Structure
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Special Abilities

Critical Damage

Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

MP Hit ○○○○○ 1/2 MV Each Hit

#	MV	Target Element
1		
2		
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4		
5		
6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV



S (+0) M (+2) L (+4) E (+6) Weapon Hit

Primary _____ ○○○○○
 _____ ○○○○○

Armor Structure
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Special Abilities

Critical Damage

Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

MP Hit ○○○○○ 1/2 MV Each Hit

#	MV	Target Element
1		
2		
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4		
5		
6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

BATTLETECH QUICKSTRIKE

Unit Name: _____ MV Size OV Skill PV



S (+0) M (+2) L (+4) E (+6) Weapon Hit

Primary _____ ○○○○○
 _____ ○○○○○

Armor Structure
 ○○○○○ ○○○○○
 ○○○○○ ○○○○○

Special Abilities

Critical Damage


Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

MP Hit ○○○○○ 1/2 MV Each Hit

#	MV	Target Element
1		
2		
3		
4		
5		
6		

#	MV	Target Element
7		
8		
9		
10		
11		
12		

BATTLETECH QUICKSTRIKE

Unit Name: _____ TP Size OV Skill PV 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

Bombs _____

1 2 3 4

Armor Structure

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Special Abilities _____ Threshold _____

_____ Critical Damage _____

_____ Engine Hit ○ 1/2 TP ○ 0 TP


_____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

Heat Scale **1 2 3 S**

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ TP Size OV Skill PV 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

Bombs _____

1 2 3 4

Armor Structure

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Special Abilities _____ Threshold _____

_____ Critical Damage _____

_____ Engine Hit ○ 1/2 TP ○ 0 TP


_____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

Heat Scale **1 2 3 S**

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ TP Size OV Skill PV 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

Bombs _____

1 2 3 4

Armor Structure

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Special Abilities _____ Threshold _____

_____ Critical Damage _____

_____ Engine Hit ○ 1/2 TP ○ 0 TP


_____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

Heat Scale **1 2 3 S**

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____ TP Size OV Skill PV 

S(+0) M(+2) L(+4) E(+6) Weapon Hit _____

Primary _____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

_____ ○○○○○○

Bombs _____

1 2 3 4

Armor Structure

○○○○○○ ○○○○○○

○○○○○○ ○○○○○○

Special Abilities _____ Threshold _____

_____ Critical Damage _____

_____ Engine Hit ○ 1/2 TP ○ 0 TP

_____ Fire Control ○ +2 ○ +4 ○ +6 ○ +8 ○ +10

Heat Scale **1 2 3 S**

#	MV	OV	Target Element
1			
2			
3			
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5			
6			

#	MV	OV	Target Element
7			
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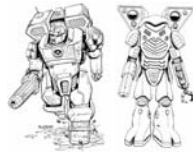
BATTLETECH QUICKSTRIKE

Unit Name: _____

S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities



MV Size Skill PV
1

Armor ○○○○○

Structure ○○

#	MV	OV	Target Element
1			
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#	MV	OV	Target Element
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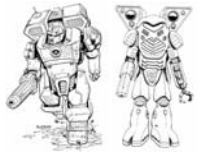
BATTLETECH QUICKSTRIKE

Unit Name: _____

S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities



MV Size Skill PV
1

Armor ○○○○○

Structure ○○

#	MV	OV	Target Element
1			
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#	MV	OV	Target Element
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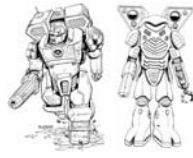
BATTLETECH QUICKSTRIKE

Unit Name: _____

S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities



MV Size Skill PV
1

Armor ○○○○○

Structure ○○

#	MV	OV	Target Element
1			
2			
3			
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#	MV	OV	Target Element
7			
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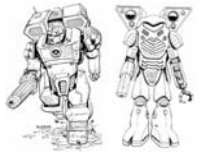
BATTLETECH QUICKSTRIKE

Unit Name: _____

S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities



MV Size Skill PV
1

Armor ○○○○○

Structure ○○

#	MV	OV	Target Element
1			
2			
3			
4			
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6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____



S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities

MV Size Skill PV

1

Armor ○○○

Structure ●

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____



S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities

MV Size Skill PV

1

Armor ○○○

Structure ●

#	MV	OV	Target Element
1			
2			
3			
4			
5			
6			

#	MV	OV	Target Element
7			
8			
9			
10			
11			
12			

BATTLETECH QUICKSTRIKE

Unit Name: _____



S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities

MV Size Skill PV

1

Armor ○○○

Structure ●

#	MV	OV	Target Element
1			
2			
3			
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#	MV	OV	Target Element
7			
8			
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12			

BATTLETECH QUICKSTRIKE

Unit Name: _____



S (+0) M (+2) L (+4) E (+6)

Primary _____

Special Abilities

MV Size Skill PV

1

Armor ○○○

Structure ●

#	MV	OV	Target Element
1			
2			
3			
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5			
6			

#	MV	OV	Target Element
7			
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