

BATTLETECH



BATTLEFORCE

FACTION COUNTERS

MISCELLANEOUS

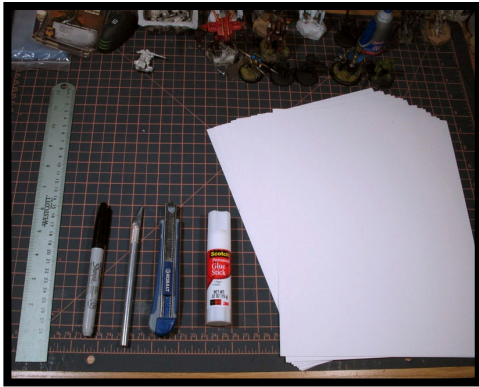


INSTRUCTIONS

These *Battleforce* counters are meant to be printed on thick cardstock, cut out, and folded together so that they create a firm playing piece you may use over and over again. While these instructions are simple and will give you good results; those who don't have all the materials may feel free to ignore them and cut out or use the counters however they wish.

The materials you'll need:

Inkjet or laser Printer
110lb "cardstock"
Printer paper
Self healing mat
Hobby knife
Metal ruler
Glue-stick
Fine tipped felt marker

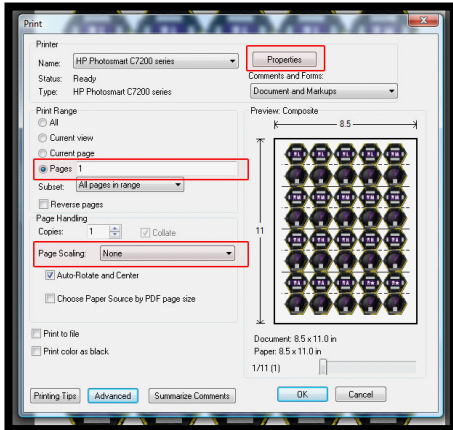


Caution:

Obviously be careful with knives. Do not let children play with them and make cuts parallel or away from you.

Step 1:

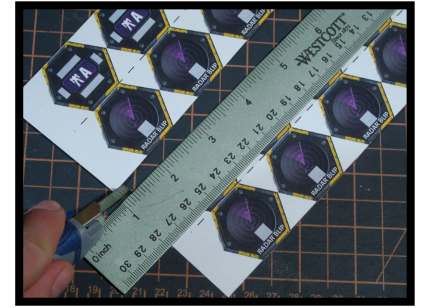
Open the file in Adobe Acrobat and set the document up for printing. When you reach the print dialogue, make sure Page Scaling is set to *None*. On your print properties, choose the highest quality setting. This will use a lot of ink, but will give you the best result. If you're short on ink, you may wish to select only the sheets you want to use.



Step 2:

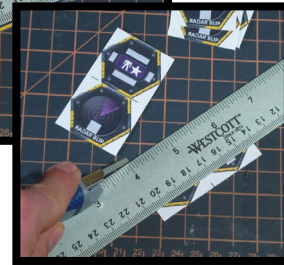
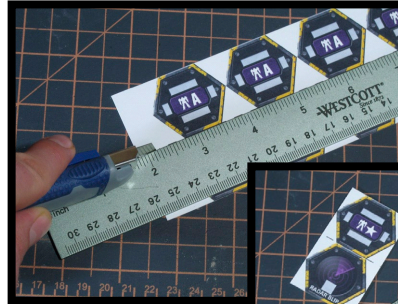
Place the printed cardstock on your self healing mat and place your ruler on top so that it matches up with the solid printed line between each strip of counters. Press firmly on the ruler and your hobby knife. Draw the knife along the ruler so that

you get a clean, straight cut. Do the same for the other strips. Make sure to cut away the top and bottom edges of the paper.

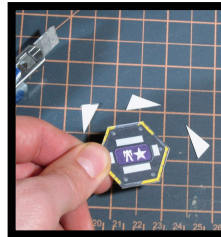


Step 3:

Along the dotted line, similarly draw the knife along your ruler but do *not* press down. Drawing it lightly along the paper will score it for easy folding later. Then cut apart each counter but do not trim away all of the white space yet.



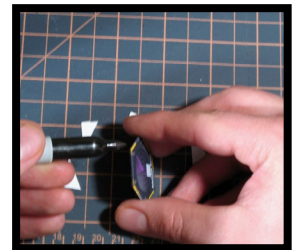
Step 4:



Glue the reverse side of the counter and fold the two sides together, making sure that the edges match up. Give the counters a minute or so to dry and then trim away the rest of the white edges.

Step 5:

Use your marker and draw it quickly along the edges of your counter, removing any evidence of a white edge. Your counter is now ready for play.



Optional:

A set of numbers are available on the last page of each Mech and vehicle counter sheet. If you wish, you may cut them out and glue the numbers to the reverse "radar" side of your counters so that you can keep track of the unit number without letting your opponent know which unit is which.



LIGHT
L1

LIGHT
L1

LIGHT
L1

LIGHT
L1

LIGHT
L2

LIGHT
L2

LIGHT
L2

LIGHT
L2

LIGHT
L3

LIGHT
L3

LIGHT
L3

LIGHT
L3

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1

MEDIUM
L1













1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64