

POINTS	BATTLETECH MECH	TONS	JUMP JETS	CATEGORY	STATE	TRANSFORMER MODEL	WEIGHT IN GRAMS*
125	Commando	25	No	Striker	Fed Com	Bumblebee	21
150	Spider	30	Yes	Scout	Free Worlds	Hot Rod	21
175	Jenner	35	Yes	Striker	Draconis	Bumblebee	21
175	Panther	35	Yes	Sniper	Draconis	Sideswipe	25
200	Assassin	40	Yes	Scout	Fed Com	Sideswipe	25
200	Cicada	40	No	Scout	Free Worlds	Ironhide	23
200	Clint	40	Yes	Scout	Capellan	Ironhide	23
200	Hermes II	40	No	Skirmisher	Free Worlds	Cliffjumper	24
200	Whitworth	40	Yes	Missile Boat	Draconis	Wheeljack	25
225	Vindicator	45	Yes	Sniper	Capellan	Thundercracker	28
250	Enforcer	50	Yes	Brawler	Fed Com	Prowl	27
250	Hunchback	50	No	Juggernaut	Free Worlds	Soundwave	27
250	Trebuchet	50	No	Missile Boat	Free Worlds	Starscream	28
275	Dervish	55	Yes	Missile Boat	Fed Com	Starscream	28
300	Dragon	60	No	Brawler	Draconis	Jazz	27
300	Quickdraw	60	Yes	Skirmisher	Draconis	Skywarp	28
325	Catapult	65	Yes	Missile Boat	Capellan	Skywarp	28
325	Jagermech	65	No	Sniper	Capellan	Sunstreaker	25
350	Grasshopper	70	Yes	Skirmisher	Capellan	Shockwave	32
400	Awesome	80	No	Sniper	Free Worlds	Optimus Prime	41
400	Zeus	80	No	Sniper	Fed Com	Optimus Prime	41
450	Cyclops	90	No	Juggernaut	Fed Com	Ultra Magnus	48
475	Banshee	95	No	Sniper	Fed Com	Megatron	42
500	Atlas	100	No	Juggernaut	Draconis	Ultra Magnus	48

Transformers with grey backgrounds represent a single mech type.

Transformers with white backgrounds represent 2 different mech types.

Each Battle Tech Mech was assigned a Transformer model by comparing a Mech's tons in the game and the model's actual weight in grams.