

## Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
BattleMaster BLR-1Gd	BattleMech	4	46	85
Thunderbolt TDR-9NAIS	BattleMech	4	47	65
Shadow Hawk SHD-2Ht	BattleMech	4	37	55
Commando COM-7S	BattleMech	4	20	25
Pegasus Scout Hover Tank (Standard)	Combat Vehicle	4	25	35
Pegasus Scout Hover Tank (Standard)	Combat Vehicle	4	25	35
Grenadier Battle Armor [SRM/Flamer] (Sqd4)	Infantry	4	12	2
Grenadier Battle Armor [SRM/Flamer] (Sqd4)	Infantry	4	12	2
Maxim Heavy Hover Transport (Clan)	Combat Vehicle	4	38	50
Maxim Heavy Hover Transport (Clan)	Combat Vehicle	4	38	50
Heavy Hover APC (Standard)	Combat Vehicle	4	11	20
Heavy Hover APC (Standard)	Combat Vehicle	4	11	20
Jump Platoon (Laser)	Infantry	4	11	4
Jump Platoon (Laser)	Infantry	4	11	4
Recon Infantry Recon Battalion, 201st Pesht Assault Team, 3rd Proserpina Hussars	Infantry	4	5	11
<b>15 Units</b>			349	463

BLR-1Gd

# BATTLEMASTER

PV: 46

TP: **BM** SZ: 4 TMM: 1 MV: 8"  
ROLE: **Brawler** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
5 5 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



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ALPHA STRIKE STATS

## BATTLETECH

(Standard)

# PEGASUS SCOUT HOVER TANK

PV: 25

TP: **CV** SZ: 1 TMM: 3 MV: 16" h  
ROLE: **Striker** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
2 2 0

A: ○○○  
S: ○○

SPECIAL: EE, SRCH, SRM1/1, TUR(2/2/-, SRM1/1)

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV



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ALPHA STRIKE STATS

## BATTLETECH

TDR-9NAIS

# THUNDERBOLT

PV: 47

TP: **BM** SZ: 3 TMM: 2 MV: 10"  
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○

SPECIAL: CASE, ECM

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



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ALPHA STRIKE STATS

## BATTLETECH

(Standard)

# PEGASUS SCOUT HOVER TANK

PV: 25

TP: **CV** SZ: 1 TMM: 3 MV: 16" h  
ROLE: **Striker** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
2 2 0

A: ○○○  
S: ○○

SPECIAL: EE, SRCH, SRM1/1, TUR(2/2/-, SRM1/1)

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV



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ALPHA STRIKE STATS

## BATTLETECH

SHD-2Ht

# SHADOW HAWK

PV: 37

TP: **BM** SZ: 2 TMM: 2 MV: 10" j  
ROLE: **Skirmisher** SKILL: 4

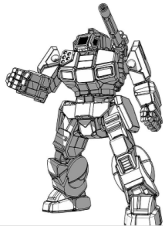
DAMAGE S (+0) M (+2) L (+4)  
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○  
S: ○○○○○

SPECIAL: CASE

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



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ALPHA STRIKE STATS

## BATTLETECH

[SRM/Flamer] [Sqd4]

# GRENADIER BATTLE ARMOR

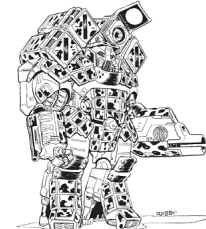
PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 4" f  
ROLE: **Ambusher** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
3 2 0

A: ○  
S: ○○

SPECIAL: CAR4, HT1/-, STL



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ALPHA STRIKE STATS

## BATTLETECH

COM-7S

# COMMANDO

PV: 20

TP: **BM** SZ: 1 TMM: 2 MV: 12"  
ROLE: **Striker** SKILL: 4

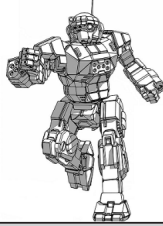
DAMAGE S (+0) M (+2) L (+4)  
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○  
S: ○

SPECIAL: CASE

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



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ALPHA STRIKE STATS

## BATTLETECH

[SRM/Flamer] [Sqd4]

# GRENADIER BATTLE ARMOR

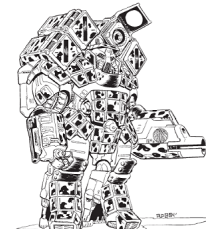
PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 4" f  
ROLE: **Ambusher** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
3 2 0

A: ○  
S: ○○

SPECIAL: CAR4, HT1/-, STL



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ALPHA STRIKE STATS

## BATTLETECH

(Clan) **MAXIM HEAVY HOVER TRANSPORT** PV: 38

TP: CV SZ: 2 TMM: 3 MV: 16" h  
ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	1

A: ○○○○  
S: ●●●

SPECIAL: CASE, ECM, EE, IF1, IT6, SRCH, TUR(2/2/-)



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

(Laser) **JUMP PLATOON** PV: 11

TP: CI SZ: 1 TMM: 1 MV: 6" j  
ROLE: Ambusher SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

A: ○○  
S: ●

SPECIAL: AM, CAR4

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ALPHA STRIKE STATS **BATTLETECH**

(Clan) **MAXIM HEAVY HOVER TRANSPORT** PV: 38

TP: CV SZ: 2 TMM: 3 MV: 16" h  
ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	1

A: ○○○○  
S: ●●●

SPECIAL: CASE, ECM, EE, IF1, IT6, SRCH, TUR(2/2/-)



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

(Laser) **JUMP PLATOON** PV: 11

TP: CI SZ: 1 TMM: 1 MV: 6" j  
ROLE: Ambusher SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

A: ○○  
S: ●

SPECIAL: AM, CAR4

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ALPHA STRIKE STATS **BATTLETECH**

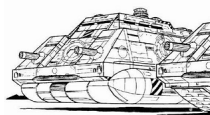
(Standard) **HEAVY HOVER APC** PV: 11

TP: CV SZ: 1 TMM: 3 MV: 16" h  
ROLE: Scout SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A: ○○  
S: ●

SPECIAL: EE, IT6, SRCH



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

Recon Battalion, 201st Pesht Assault Team, **RECON INFANTRY** PV: 5

TP: CI SZ: 1 TMM: 2 MV: 10" h  
ROLE: Scout SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A: ○  
S: ●

SPECIAL: CAR11



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ALPHA STRIKE STATS **BATTLETECH**

(Standard) **HEAVY HOVER APC** PV: 11

TP: CV SZ: 1 TMM: 3 MV: 16" h  
ROLE: Scout SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A: ○○  
S: ●

SPECIAL: EE, IT6, SRCH



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**