

## Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Annihilator ANH-1A	BattleMech	4	31	100
Archer ARC-7C	BattleMech	4	50	70
Rifleman RFL-8D	BattleMech	3	42	60
Blackjack BJ-2r	BattleMech	4	27	45
Plainsman Medium Hovertank (Standard)	Combat Vehicle	4	25	35
Marauder Battle Armor (Standard) (Sqd4)	Infantry	4	12	1.5
Heavy Hover APC (Standard)	Combat Vehicle	4	11	20
Recon Infantry Recon Battalion, 201st Pesht Assault Team, 3rd Proserpina Hussars	Infantry	7	2	11
<b>8 Units</b>			200	342.5

ANH-1A  
**ANNIHILATOR**

PV: 31

TP: **BM** SZ: 4 TMM: 0 MV: 4"  
ROLE: **Juggernaut** SKILL: 4

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

SPECIAL: AC3/3-



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**CRITICAL HITS**

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

ALPHA STRIKE STATS

**BATTLETECH**

(Standard)  
**PLAINSMAN MEDIUM HOVERTANK**

PV: 25

TP: **CV** SZ: 1 TMM: 3 MV: 18" h  
ROLE: **Striker** SKILL: 4

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

A: ○○○  
S: ○○

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2)-, SRM2/2)



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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**

ARC-7C  
**ARCHER**

PV: 50

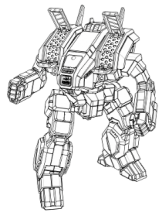
TP: **BM** SZ: 3 TMM: 2 MV: 10"  
ROLE: **Missile Boat** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○

SPECIAL: CASEII, IF3, REAR2/2-



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**CRITICAL HITS**

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

ALPHA STRIKE STATS

**BATTLETECH**

(Standard) (Sqd4)  
**MARAUDER BATTLE ARMOR**

PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 2' f  
ROLE: **Ambusher** SKILL: 4

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

A: ○  
S: ○○

SPECIAL: CAR4, LTAG, XMEC



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ALPHA STRIKE STATS

**BATTLETECH**

RFL-8D  
**RIFLEMAN**

PV: 42

TP: **BM** SZ: 3 TMM: 1 MV: 8" j  
ROLE: **Skirmisher** SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○



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**CRITICAL HITS**

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

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**

BJ-2r  
**BLACKJACK**

PV: 27

TP: **BM** SZ: 2 TMM: 1 MV: 8" j  
ROLE: **Brawler** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○

SPECIAL: ENE, REL



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**CRITICAL HITS**

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

ALPHA STRIKE STATS

**BATTLETECH**

Recon Battalion, 201st Pesht Assault Team,  
**RECON INFANTRY**

PV: 2

TP: **CI** SZ: 1 TMM: 2 MV: 10" h  
ROLE: **Scout** SKILL: 7

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

A: ○  
S: ○

SPECIAL: CAR11



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ALPHA STRIKE STATS

**BATTLETECH**