

## 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      |
| Plainsman Medium Hovertank (Standard)   | Combat Vehicle | 4     | 25  | 35      |
| Marauder Battle Armor (Standard) (Sqd4)   | Infantry       | 4     | 12  | 1.5     |
| Marauder Battle Armor (Standard) (Sqd4)   | Infantry       | 4     | 12  | 1.5     |
| 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<br>Assault Team, 3rd Proserpina Hussars | Infantry       | 4     | 5   | 11      |
| <b>15 Units</b>   |                |       | 349 | 507     |

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/-



© 2018 The Topps Company. All rights reserved.

**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)



© 2018 The Topps Company. All rights reserved.

**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

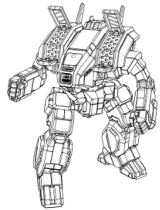
TP: **BM** SZ: 3 TMM: 2 MV: 10"  
ROLE: **Missile Boat** SKILL: 4

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/-



© 2018 The Topps Company. All rights reserved.

**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)



© 2018 The Topps Company. All rights reserved.

**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**

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: ○○○

SPECIAL:



© 2018 The Topps Company. All rights reserved.

**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**

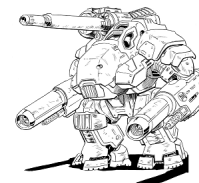
PV: 12

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



© 2018 The Topps Company. All rights reserved.

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



© 2018 The Topps Company. All rights reserved.

**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**

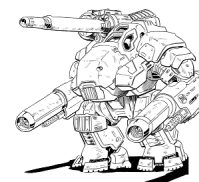
PV: 12

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



© 2018 The Topps Company. All rights reserved.

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/-)



© 2018 The Topps Company. All rights reserved.

**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**

(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/-)



© 2018 The Topps Company. All rights reserved.

**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

© 2018 The Topps Company. All rights reserved.

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

© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS **BATTLETECH**

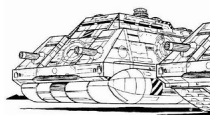
(Standard) **HEAVY HOVER APC** PV: 11

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



© 2018 The Topps Company. All rights reserved.

**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



© 2018 The Topps Company. All rights reserved.

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



© 2018 The Topps Company. All rights reserved.

**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**