

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Awesome AWS-11H	BattleMech	4	46	80
Shadow Hawk SHD-5D	BattleMech	4	39	55
Wolverine WVR-7K	BattleMech	4	37	55
Commando COM-7S	BattleMech	4	20	25
Saracen Medium Hover Tank (MRM)	Combat Vehicle	4	28	35
Saracen Medium Hover Tank (MRM)	Combat Vehicle	4	28	35
Kanazuchi Assault Battle Armor (Upgrade) [Battle Claw] (Sqd4)	Infantry	4	12	2
Kanazuchi Assault Battle Armor (Upgrade) [Battle Claw] (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
15 Units			347	448

AWS-11H
AWESOME

PV: 46

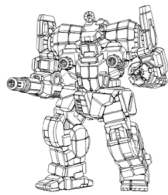
TP: **BM** SZ: 4 TMM: 1 MV: 6"
ROLE: **Sniper** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: ENE



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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

(MRM)

SARACEN MEDIUM HOVER TANK

PV: 28

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, 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

SHD-5D
SHADOW HAWK

PV: 39

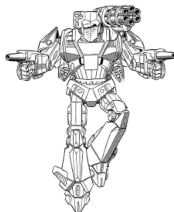
TP: **BM** SZ: 2 TMM: 2 MV: 10"
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: CASE



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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

(MRM)

SARACEN MEDIUM HOVER TANK

PV: 28

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, 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

WVR-7K
WOLVERINE

PV: 37

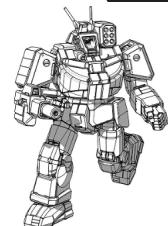
TP: **BM** SZ: 2 TMM: 2 MV: 10"
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: SRM2/2



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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

(Upgrade) [Battle Claw] (Sqd4)
KANAZUCHI ASSAULT BATTLE ARMOR

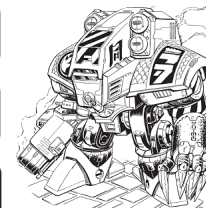
PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 2" f
ROLE: **Juggernaut** SKILL: 4

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

A: ○○
S: ○○

SPECIAL: CAR4



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ALPHA STRIKE STATS

BATTLETECH

COM-7S
COMMANDO

PV: 20

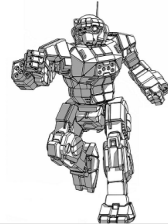
TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Striker** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○

SPECIAL: CASE



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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

(Upgrade) [Battle Claw] (Sqd4)
KANAZUCHI ASSAULT BATTLE ARMOR

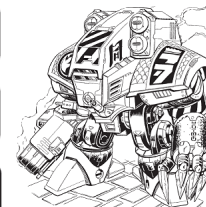
PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 2" f
ROLE: **Juggernaut** SKILL: 4

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

A: ○○
S: ○○

SPECIAL: 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**

(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**

(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**

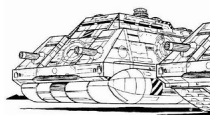
(Standard) **HEAVY HOVER APC** PV: 11

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**