

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Awesome AWS-11H	BattleMech	4	46	80
Thunderbolt TDR-7SE	BattleMech	4	42	65
Shadow Hawk SHD-2Ht	BattleMech	4	37	55
Locust LCT-5M2	BattleMech	4	25	20
Harasser Missile Platform (Standard)	Combat Vehicle	4	22	25
Phalanx Battle Armor D (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	4	5	11
8 Units			200	277.5

AWS-11H
AWESOME

PV: 46

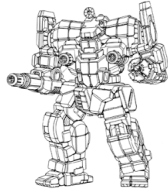
TP: **BM** SZ: 4 TMM: 1 MV: 6"
ROLE: **Sniper** SKILL: 4

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

TDR-7SE
THUNDERBOLT

PV: 42

TP: **BM** SZ: 3 TMM: 1 MV: 8"
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: ECM



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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

SHD-2Ht
SHADOW HAWK

PV: 37

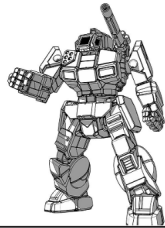
TP: **BM** SZ: 2 TMM: 2 MV: 10"
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

SPECIAL: 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

LCT-5M2
LOCUST

PV: 25

TP: **BM** SZ: 1 TMM: 4 MV: 22"
ROLE: **Scout** SKILL: 4

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

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

(Standard)
HARASSER MISSILE PLATFORM

PV: 22

TP: **CV** SZ: 1 TMM: 4 MV: 20"
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

□ (Sqd4)
PHALANX BATTLE ARMOR

PV: 12

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

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

A: ○
S: ●●

SPECIAL: CAR4, MEC, STL



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ALPHA STRIKE STATS

BATTLETECH

(Standard)
HEAVY HOVER APC

PV: 11

TP: **CV** SZ: 1 TMM: 3 MV: 16"
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"
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