

# Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
BattleMaster BLR-1Gd	BattleMech	4	46	85
Marauder MAD-5T	BattleMech	4	37	75
Cyclops CP-11-B	BattleMech	4	50	90
Wasp WSP-3K	BattleMech	4	17	20
Blizzard Hover Transport "Black Blizzard"	Combat Vehicle	4	24	25
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	6	3	11
<b>8 Units</b>			200	327.5

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

"Black Blizzard"

# BLIZZARD HOVER TRANSPORT

PV: 24

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

**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

MAD-5T

# MARAUDER

PV: 37

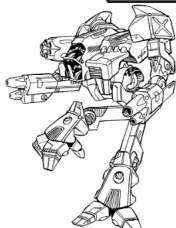
TP: **BM** SZ: 3 TMM: 1 MV: 8"  
ROLE: **Brawler** SKILL: 4

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

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) (Sqd4)

# MARAUDER BATTLE ARMOR

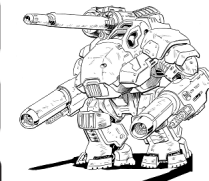
PV: 12

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

CP-11-B

# CYCLOPS

PV: 50

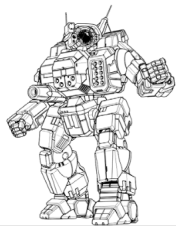
TP: **BM** SZ: 4 TMM: 1 MV: 6"  
ROLE: **Juggernaut** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)  
5 6 4

OV: 0 | 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)

# 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

**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

WSP-3K

# WASP

PV: 17

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

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

OV: 0 | 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

Recon Battalion, 201st Pesht Assault Team

# RECON INFANTRY

PV: 8

TP: **CI** SZ: 1 TMM: 2 MV: 10" h  
ROLE: **Scout** SKILL: 6

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

A: ○  
S: ○

SPECIAL: CAR11



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ALPHA STRIKE STATS

## BATTLETECH