

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
BattleMaster BLR-1Gd	BattleMech	4	46	85
Griffin GRF-5L	BattleMech	4	44	55
Wolverine WVR-7K	BattleMech	4	37	55
Commando COM-7S	BattleMech	4	20	25
Plainsman Medium Hovertank (Standard)	Combat Vehicle	4	25	35
Plainsman Medium Hovertank (Standard)	Combat Vehicle	4	25	35
Fenrir II Assault Battle Armor [AI] (Sqd4)	Infantry	3	13	2
Fenrir II Assault Battle Armor [AI] (Sqd4)	Infantry	3	13	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			348	453

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

(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)

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

GRF-5L

GRIFFIN

PV: 44

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

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

(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)

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

WVR-7K

WOLVERINE

PV: 37

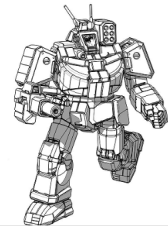
TP: **BM** SZ: 2 TMM: 2 MV: 10"
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

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

[A] (Sqd4)

FENRIR II ASSAULT BATTLE ARMOR

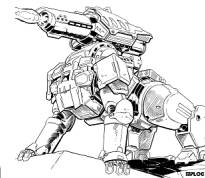
PV: 13

TP: **BA** SZ: 1 TMM: 1 MV: 6" f
ROLE: **Juggernaut** SKILL: 3

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

A: ○○
S: ○○

SPECIAL: CAR4



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ALPHA STRIKE STATS

BATTLETECH

COM-7S

COMMANDO

PV: 20

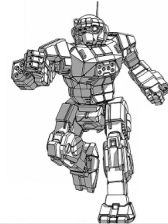
TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Striker** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○

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

[A] (Sqd4)

FENRIR II ASSAULT BATTLE ARMOR

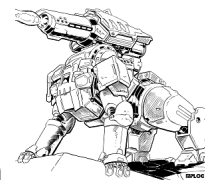
PV: 13

TP: **BA** SZ: 1 TMM: 1 MV: 6" f
ROLE: **Juggernaut** SKILL: 3

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



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

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/-)



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

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

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



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

ALPHA STRIKE STATS **BATTLETECH**