

# Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
BattleMaster BLR-1Gd	BattleMech	4	46	85
Thunderbolt TDR-9NAIS	BattleMech	4	47	65
Shadow Hawk SHD-2Ht	BattleMech	4	37	55
Commando COM-7S	BattleMech	4	20	25
Pegasus Scout Hover Tank (Standard)	Combat Vehicle	4	25	35
Grenadier Battle Armor [SRM/Flamer] (Sqd4)	Infantry	4	12	2
Heavy Hover APC (Standard)	Combat Vehicle	4	11	20
Recon Infantry Recon Battalion, 201st Pesht Assault Team, 3rd Proserpina Hussars	Infantry	7	2	11
<b>8 Units</b>			200	298

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



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

TDR-9NAIS

# THUNDERBOLT

PV: 47

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○

SPECIAL: CASE, ECM

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

(Standard)

# PEGASUS SCOUT HOVER TANK

PV: 25

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, SRM1/1, TUR(2/2/-, SRM1/1)

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

TDR-9NAIS

# THUNDERBOLT

PV: 47

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○

SPECIAL: CASE, ECM

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

[SRM/Flamer] [Sqd4]

# GRENADEIER BATTLE ARMOR

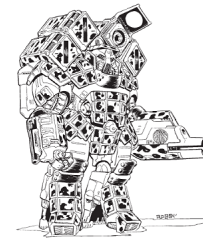
PV: 12

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

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

A: ○  
S: ○○

SPECIAL: CAR4, HT1/-, STL



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

SHD-2Ht

# SHADOW HAWK

PV: 37

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

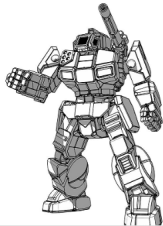
DAMAGE S (+0) M (+2) L (+4)  
4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○  
S: ○○○○

SPECIAL: CASE

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



© 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

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

COM-7S

# COMMANDO

PV: 20

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

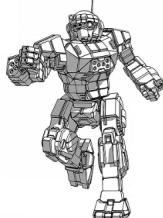
DAMAGE S (+0) M (+2) L (+4)  
3 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○  
S: ○

SPECIAL: CASE

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

## BATTLETECH

Recon Battalion, 201st Pesht Assault Team,

# RECON INFANTRY

PV: 2

TP: **CI** SZ: 1 TMM: 2 MV: 10" h  
ROLE: **Scout** SKILL: 7

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