

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Highlander HGN-734	BattleMech	4	43	90
Rifleman RFL-8D	BattleMech	4	35	60
Crusader CRD-6T	BattleMech	4	49	65
Panther PNT-13K	BattleMech	4	21	35
Plainsman Medium Hovertank (Standard)	Combat Vehicle	4	25	35
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	5	4	11
8 Units			200	317.5

HGN-734

HIGHLANDER

PV: 43

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

DAMAGE S (+0) M (+2) L (+4)
4 4 1

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○○○○

SPECIAL: CASE, FLK1/1/-



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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)

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)



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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

RFL-8D

RIFLEMAN

PV: 35

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL:



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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) (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

CRD-6T

CRUSADER

PV: 49

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: C3S, ENE, MHQ1



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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)

HEAVY HOVER APC

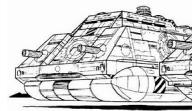
PV: 11

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

PNT-13K

PANTHER

PV: 21

TP: **BM** SZ: 1 TMM: 2 MV: 10"/16"j
ROLE: **Striker** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ○○

SPECIAL: JMPS1



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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

Recon Battalion, 201st Pesht Assault Team

RECON INFANTRY

PV: 4

TP: **CI** SZ: 1 TMM: 2 MV: 10" h
ROLE: **Scout** SKILL: 5

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

A: ○
S: ○

SPECIAL: CAR11



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ALPHA STRIKE STATS

BATTLETECH