

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
Fenrir II Assault Battle Armor [AI] (Sqd4)	Infantry	4	11	2
Heavy Hover APC (Standard)	Combat Vehicle	4	11	20
Recon Infantry Recon Battalion, 201st Pesht Assault Team, 3rd Proserpina Hussars	Infantry	3	6	11
8 Units			200	288

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

[AI] (Sqd4)

FENRIR II ASSAULT BATTLE ARMOR

PV: 11

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

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

A: ○○
S: ○○

SPECIAL: CAR4



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ALPHA STRIKE STATS

BATTLETECH

WVR-7K

WOLVERINE

PV: 37

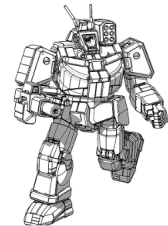
TP: **BM** SZ: 2 TMM: 2 MV: 10"
ROLE: **Skirmisher** SKILL: 4

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

(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

COM-7S

COMMANDO

PV: 20

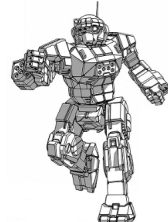
TP: **BM** SZ: 1 TMM: 2 MV: 12"
ROLE: **Striker** SKILL: 4

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

Recon Battalion, 201st Pesht Assault Team,

RECON INFANTRY

PV: 6

TP: **CI** SZ: 1 TMM: 2 MV: 10"
h ROLE: **Scout** SKILL: 3

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

A: ○
S: ○

SPECIAL: CAR11



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ALPHA STRIKE STATS

BATTLETECH