

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Annihilator ANH-1A	BattleMech	4	31	100
Mad Cat (Timber Wolf) W	BattleMech	4	55	75
Rifleman RFL-8D	BattleMech	4	35	60
Blackjack BJ-2r	BattleMech	4	27	45
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	347.5

ANH-1A
ANNIHILATOR

PV: 31

TP: **BM** SZ: 4 TMM: 0 MV: 4"
ROLE: **Juggernaut** SKILL: 4

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: AC3/3-



© 2018 The Topps Company. All rights reserved.

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)



© 2018 The Topps Company. All rights reserved.

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

W
MAD CAT (TIMBER WOLF)

PV: 55

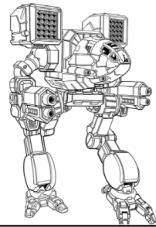
TP: **BM** SZ: 3 TMM: 2 MV: 12"
ROLE: **Juggernaut** SKILL: 4

DAMAGE S (+0) M (+2) L (+4)
7 7 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: CASE, OMNI



© 2018 The Topps Company. All rights reserved.

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



© 2018 The Topps Company. All rights reserved.

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:



© 2018 The Topps Company. All rights reserved.

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



© 2018 The Topps Company. All rights reserved.

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

BJ-2r
BLACKJACK

PV: 27

TP: **BM** SZ: 2 TMM: 1 MV: 8" j
ROLE: **Brawler** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: ENE, REL



© 2018 The Topps Company. All rights reserved.

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



© 2018 The Topps Company. All rights reserved.

ALPHA STRIKE STATS

BATTLETECH