

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
Plainsman Medium Hovertank (Standard)	Combat Vehicle	4	25	35
Marauder Battle Armor (Standard) (Sqd4)	Infantry	4	12	1.5
Marauder Battle Armor (Standard) (Sqd4)	Infantry	4	12	1.5
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			347	512

ANH-1A
ANNIHILATOR

PV: 31

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



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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: AC3/3/-

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

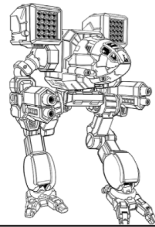
ALPHA STRIKE STATS

BATTLETECH

W
MAD CAT (TIMBER WOLF)

PV: 55

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



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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: CASE, OMNI

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

RFL-8D
RIFLEMAN

PV: 35

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



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

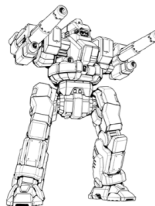
ALPHA STRIKE STATS

BATTLETECH

BJ-2r
BLACKJACK

PV: 27

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



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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: ENE, REL

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"
ROLE: **Striker** SKILL: 4



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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

ALPHA STRIKE STATS

BATTLETECH

(Standard)
PLAINSMAN MEDIUM HOVERTANK

PV: 25

TP: **CV** SZ: 1 TMM: 3 MV: 18"
ROLE: **Striker** SKILL: 4



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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

ALPHA STRIKE STATS

BATTLETECH

(Standard) (Sqd4)
MARAUDER BATTLE ARMOR

PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 2"
ROLE: **Ambusher** SKILL: 4



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

A: ○
S: ○○○○

SPECIAL: CAR4, LTAG, XMEC

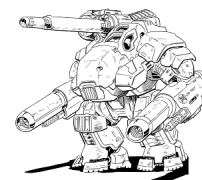
ALPHA STRIKE STATS

BATTLETECH

(Standard) (Sqd4)
MARAUDER BATTLE ARMOR

PV: 12

TP: **BA** SZ: 1 TMM: 0 MV: 2"
ROLE: **Ambusher** SKILL: 4



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

A: ○
S: ○○○○

SPECIAL: CAR4, LTAG, XMEC

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/-)



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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**

(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

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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/-)



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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**

(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

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ALPHA STRIKE STATS **BATTLETECH**

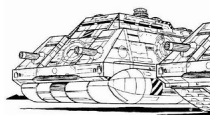
(Standard) **HEAVY HOVER APC** PV: 11

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



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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**

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



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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



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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**