

## Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Awesome AWS-11H	BattleMech	4	46	80
Shadow Hawk SHD-5D	BattleMech	4	39	55
Wolverine WVR-7K	BattleMech	4	37	55
Commando COM-7S	BattleMech	4	20	25
Saracen Medium Hover Tank (MRM)	Combat Vehicle	4	28	35
Kanazuchi Assault Battle Armor (Upgrade) [Battle Claw] (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	2	7	11
<b>8 Units</b>			200	283

AWS-11H  
**AWESOME**

PV: 46

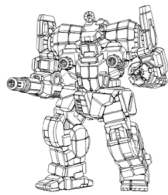
TP: **BM** SZ: 4 TMM: 1 MV: 6"  
ROLE: **Sniper** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

SPECIAL: ENE



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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**

SHD-5D  
**SHADOW HAWK**

PV: 39

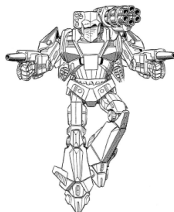
TP: **BM** SZ: 2 TMM: 2 MV: 10"  
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

SPECIAL: CASE



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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**

WVR-7K  
**WOLVERINE**

PV: 37

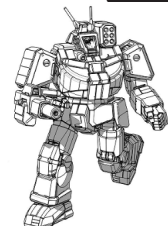
TP: **BM** SZ: 2 TMM: 2 MV: 10"  
ROLE: **Skirmisher** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ○○○○

SPECIAL: SRM2/2



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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**

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



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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**

(MRM)  
**SARACEN MEDIUM HOVER TANK**

PV: 28

TP: **CV** SZ: 1 TMM: 3 MV: 16"  
ROLE: **Striker** SKILL: 4

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

A: ○○○○  
S: ○○

SPECIAL: EE, 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**

(Upgrade) [Battle Claw] (Sqd4)  
**KANAZUCHI ASSAULT BATTLE ARMOR**

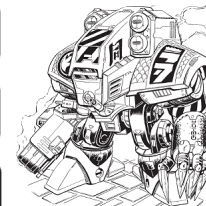
PV: 12

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

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

A: ○○  
S: ○○

SPECIAL: CAR4



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ALPHA STRIKE STATS

**BATTLETECH**

(Standard)  
**HEAVY HOVER APC**

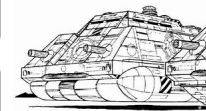
PV: 11

TP: **CV** SZ: 1 TMM: 3 MV: 16"  
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: 7

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

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

A: ○  
S: ○

SPECIAL: CAR11



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ALPHA STRIKE STATS

**BATTLETECH**