

# Lance #1: Battle Lance

156 points - 4 units

**Bonus:** *Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit in the Battle Lance, rather than limited to any single unit. This bonus ability may be stacked with a Lucky SPA assigned to one or more of the Battle Lance's member units. But if this is done, the maximum number of rerolls a Battle Lance unit may attempt for the duration of the scenario— between both the pilot's ability and that provided by this formation bonus—is 4.

ATLAS AS7-D
PV: 52

TP: BM SZ: 4 TMM: 1  
 ROLE: JUGGERNAUT

MV: 6"  
 Sprint: 9"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	5	5	2
	0-6"	6"-24"	24"-42"

CRITICAL HITS  
 ENGINE ○○  
+1 Head/Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
½ Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○○○○○  
 S: ○○○○○○○○

SPECIAL: AC2/2/-, IF1, LRM1/1/1, REAR1/1/-

ALPHA STRIKE
BATTLETECH™

GRASSHOPPER GHR-5H
PV: 37

TP: BM SZ: 3 TMM: 1  
 ROLE: SKIRMISHER

MV: 8"  
 Sprint: 12"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	3	4	0*
	0-6"	6"-24"	24"-42"

CRITICAL HITS  
 ENGINE ○○  
+1 Head/Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
½ Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○○○○○  
 S: ○○○○○○○○

SPECIAL: IF0\*

ALPHA STRIKE
BATTLETECH™

ZEUS ZEU-6S
PV: 35

TP: BM SZ: 4 TMM: 1  
 ROLE: SNIPER

MV: 8"  
 Sprint: 12"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	3	3	2
	0-6"	6"-24"	24"-42"

CRITICAL HITS  
 ENGINE ○○  
+1 Head/Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
½ Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○○○○○  
 S: ○○○○○○○○

SPECIAL: IF1, REAR1/1/-

ALPHA STRIKE
BATTLETECH™

WARHAMMER WHM-6R
PV: 32

TP: BM SZ: 3 TMM: 1  
 ROLE: BRAWLER

MV: 8"  
 Sprint: 12"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	3	3	2
	0-6"	6"-24"	24"-42"

CRITICAL HITS  
 ENGINE ○○  
+1 Head/Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
½ Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 1 HEAT SCALE 0 1 2 3 S

A: ○○○○○○  
 S: ○○○○○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

# Lance #2: Fire Lance

136 points - 4 units

**Bonus:** *Fire Lance* - At the beginning of each turn, up to half the Fire Lance units (rounded down) may receive the Sniper Special Pilot Ability (see p. 99), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

ARCHER ARC-2R
PV: 39

TP: BM SZ: 3 TMM: 1 MV: 8"  
Sprint: 12"  
ROLE: MISSILE BOAT SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	3	3
	0-6"	6"-24"	24"-42"

OV: 1 HEAT SCALE 0 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

SPECIAL: IF2, LRM1/2/2, REAR1/1/-

CRITICAL HITS

ENGINE ○○  
+1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
+2 To Hit Each

MP ○○○○  
½ Move & TMM Each

WEAPONS ○○○○  
-1 Damage Each

ALPHA STRIKE
BATTLETECH™

LONGBOW LGB-0W
PV: 36

TP: BM SZ: 4 TMM: 1 MV: 8"  
Sprint: 12"  
ROLE: MISSILE BOAT SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	3	3
	0-6"	6"-24"	24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○○○  
S: ○○○○○○○○

SPECIAL: IF3, LRM1/3/3

CRITICAL HITS

ENGINE ○○  
+1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
+2 To Hit Each

MP ○○○○  
½ Move & TMM Each

WEAPONS ○○○○  
-1 Damage Each

ALPHA STRIKE
BATTLETECH™

CRUSADER CRD-3R
PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"  
Sprint: 12"  
ROLE: MISSILE BOAT SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	2	2
	0-6"	6"-24"	24"-42"

OV: 2 HEAT SCALE 0 1 2 3 S

A: ○○○○○○  
S: ○○○○○○

SPECIAL: IF1

CRITICAL HITS

ENGINE ○○  
+1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
+2 To Hit Each

MP ○○○○  
½ Move & TMM Each

WEAPONS ○○○○  
-1 Damage Each

ALPHA STRIKE
BATTLETECH™

TREBUCHET TBT-5N
PV: 29

TP: BM SZ: 2 TMM: 2 MV: 10"  
Sprint: 15"  
ROLE: MISSILE BOAT SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	2	2
	0-6"	6"-24"	24"-42"

OV: 1 HEAT SCALE 0 1 2 3 S

A: ○○○○  
S: ○○○○

SPECIAL: IF1

CRITICAL HITS

ENGINE ○○  
+1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
+2 To Hit Each

MP ○○○○  
½ Move & TMM Each

WEAPONS ○○○○  
-1 Damage Each

ALPHA STRIKE
BATTLETECH™

# Lance #3: Recon Lance

73 points - 4 units

**Bonus:** *Recon Lance* - At the beginning of play, the Recon Lance's controlling player must choose either the Eagle's Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 95, 96, and 97, respectively). Every unit in this Recon Lance receives the chosen SPA. Note that the abilities chosen at the scenario's start cannot be exchanged for a different ability during the course of the same scenario.

PHOENIX HAWK PXH-1
PV: 26

TP: BM SZ: 2 TMM: 2 MV: 12"  
 ROLE: SKIRMISHER SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2 0-6"	2 6"-24"	0 24"-42"

CRITICAL HITS  
 ENGINE ○○  
 FIRE CONTROL ○○○○  
 MP ○○○○  
 WEAPONS ○○○○

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○  
 S: ○○○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

LOCUST LCT-3V
PV: 19

TP: BM SZ: 1 TMM: 3 MV: 16"  
 ROLE: SCOUT SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2 0-6"	1 6"-24"	0 24"-42"

CRITICAL HITS  
 ENGINE ○○  
 FIRE CONTROL ○○○○  
 MP ○○○○  
 WEAPONS ○○○○

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

WASP WSP-1A
PV: 14

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

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	1 0-6"	1 6"-24"	0 24"-42"

CRITICAL HITS  
 ENGINE ○○  
 FIRE CONTROL ○○○○  
 MP ○○○○  
 WEAPONS ○○○○

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

WASP WSP-1A
PV: 14

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

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	1 0-6"	1 6"-24"	0 24"-42"

CRITICAL HITS  
 ENGINE ○○  
 FIRE CONTROL ○○○○  
 MP ○○○○  
 WEAPONS ○○○○

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

# Lance #4: Support Lance

109 points - 4 units

**Bonus: Support Lance** - Before the start of play, each Support Lance must designate one other formation type in its army to support. Half of the units in the Support Lance (round down) receive the same SPAs as the supported formation. The Support Lance's number of SPAs received of each type may not exceed the number the supported formation receives, as determined at start of play. If a bonus ability from the supported formation is assigned at the beginning of each turn, the Support Lance must assign them at start of play and may not switch them to another unit during game play. This bonus ability is retained as long as the Support Lance still has three or more active units on the field; they are not lost if the supported lance is reduced below its own ability to retain the bonus ability. If the Support Lance is supporting a Command Lance, it receives the two SPAs assigned to the Command Lance's non-commander units, assigning one SPA each to any appropriate Support Lance unit. However, the Support Lance does not receive the commander's Tactical Genius Special Pilot Ability.

**AWESOME AWS-8Q**
**PV: 39**

TP: BM SZ: 4 TMM: 1  
 ROLE: SNIPER

MV: 6"  
 Sprint: 9"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	3	3	3
	0-6"	6"-24"	24"-42"

**CRITICAL HITS**  
 ENGINE ○○  
+1 Heat-Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
1/2 Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○○○○○○○  
 S: ○○○○○○

SPECIAL: ENE

ALPHA STRIKE
BATTLETECH™

**RIFLEMAN RFL-3N**
**PV: 26**

TP: BM SZ: 3 TMM: 1  
 ROLE: SNIPER

MV: 6"  
 Sprint: 12"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	2	1
	0-6"	6"-24"	24"-42"

**CRITICAL HITS**  
 ENGINE ○○  
+1 Heat-Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 MP ○○○○  
1/2 Move & TMM Each  
 WEAPONS ○○○○  
-1 Damage Each

OV: 2 HEAT SCALE 0 1 2 3 S

A: ○○○○  
 S: ○○○○○○

SPECIAL:

ALPHA STRIKE
BATTLETECH™

**LRM CARRIER**
**PV: 22**

TP: CV SZ: 3 TMM: 1  
 ROLE: MISSILE BOAT

MV: 6"  
 Sprint: 9"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	3	3
	0-6"	6"-24"	24"-42"

**CRITICAL HITS**  
 ENGINE ○○  
+1 Heat-Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 WEAPONS ○○○○  
-1 Damage Each  
 MOTIVE ○○○○  
-20% (1/2 Move & TMM Each) (10%)

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○○○

SPECIAL: EE, IF3, LRM1/3/3, SRCH

ALPHA STRIKE
BATTLETECH™

**LRM CARRIER**
**PV: 22**

TP: CV SZ: 3 TMM: 1  
 ROLE: MISSILE BOAT

MV: 6"  
 Sprint: 9"  
 SKILL: 4

DAMAGE	S (0   4+)	M (+2   6+)	L (+4   8+)
	2	3	3
	0-6"	6"-24"	24"-42"

**CRITICAL HITS**  
 ENGINE ○○  
+1 Heat-Firing Weapons  
 FIRE CONTROL ○○○○  
+2 To Hit Each  
 WEAPONS ○○○○  
-1 Damage Each  
 MOTIVE ○○○○  
-20% (1/2 Move & TMM Each) (10%)

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○○○

SPECIAL: EE, IF3, LRM1/3/3, SRCH

ALPHA STRIKE
BATTLETECH™

# Lance #5: Combined Infantry 1

30 points - 4 units

**HEAVY WHEELED APC** PV: 8

TP: CV SZ: 1 TMM: 2 MV: 12" <sup>w</sup> SKILL: 4  
 ROLE: SCOUT Sprint: 18"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 0\* 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: EE, IT6, SRCH

**CRITICAL HITS**

ENGINE ○○  
 +1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
 +2 To Hit Each

WEAPONS ○○○○  
 -1 Damage Each

MOTIVE ○○○○  
 -2 MV, -1 Move & Turn Each, -100%

**ALPHA STRIKE** **BATTLETECH**

**HEAVY WHEELED APC** PV: 8

TP: CV SZ: 1 TMM: 2 MV: 12" <sup>w</sup> SKILL: 4  
 ROLE: SCOUT Sprint: 18"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 0\* 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: EE, IT6, SRCH

**CRITICAL HITS**

ENGINE ○○  
 +1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
 +2 To Hit Each

WEAPONS ○○○○  
 -1 Damage Each

MOTIVE ○○○○  
 -2 MV, -1 Move & Turn Each, -100%

**ALPHA STRIKE** **BATTLETECH**

**FOOT BALLISTIC RIFLE INFANTRY** PV: 7

TP: CI SZ: 1 TMM: 0 MV: 2" <sup>f</sup> SKILL: 4  
 ROLE: AMBUSER Sprint: 3"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 1 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: AM, CAR3

**ALPHA STRIKE** **BATTLETECH**

**FOOT BALLISTIC RIFLE INFANTRY** PV: 7

TP: CI SZ: 1 TMM: 0 MV: 2" <sup>f</sup> SKILL: 4  
 ROLE: AMBUSER Sprint: 3"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 1 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: AM, CAR3

**ALPHA STRIKE** **BATTLETECH**

# Lance #6: Combined Infantry 2

30 points - 4 units

**HEAVY WHEELED APC** PV: 8

TP: CV SZ: 1 TMM: 2 MV: 12" <sup>w</sup> SKILL: 4  
 ROLE: SCOUT Sprint: 18"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 0\* 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: EE, IT6, SRCH

**CRITICAL HITS**

ENGINE ○○  
 +1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
 +2 To Hit Each

WEAPONS ○○○○  
 -1 Damage Each

MOTIVE ○○○○  
 -2 MV, -1 Move & Turn Each, -100%

**ALPHA STRIKE** **BATTLETECH**

**HEAVY WHEELED APC** PV: 8

TP: CV SZ: 1 TMM: 2 MV: 12" <sup>w</sup> SKILL: 4  
 ROLE: SCOUT Sprint: 18"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 0\* 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: EE, IT6, SRCH

**CRITICAL HITS**

ENGINE ○○  
 +1 Heat/Firing Weapons

FIRE CONTROL ○○○○  
 +2 To Hit Each

WEAPONS ○○○○  
 -1 Damage Each

MOTIVE ○○○○  
 -2 MV, -1 Move & Turn Each, -100%

**ALPHA STRIKE** **BATTLETECH**

**FOOT INFANTRY (PORTABLE MG)** PV: 7

TP: CI SZ: 1 TMM: 0 MV: 2" <sup>f</sup> SKILL: 4  
 ROLE: AMBUSER Sprint: 3"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 1 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: AM, CAR3

**ALPHA STRIKE** **BATTLETECH**

**FOOT INFANTRY (PORTABLE MG)** PV: 7

TP: CI SZ: 1 TMM: 0 MV: 2" <sup>f</sup> SKILL: 4  
 ROLE: AMBUSER Sprint: 3"

DAMAGE S (0 | 4+) M (+2 | 6+) L (+4 | 8+)  
 1 0 0  
 0-6" 6"-24" 24"-42"

OV: 0 HEAT SCALE 0 1 2 3 S

A: ○○  
 S: ○

SPECIAL: AM, CAR3

**ALPHA STRIKE** **BATTLETECH**