

MAD-3L MARAUDER PV: 35

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL:

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

ALPHA STRIKE STATS **BATTLETECH™**

CPLT-C1 CATAPULT PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"/8"j SKILL: 4
ROLE: **MISSILE BOAT**

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: IF1, LRM1/1/1

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

ALPHA STRIKE STATS **BATTLETECH™**

K1 Lance 1: Recon Lance

RVN-1X RAVEN PV: 23

TP: BM SZ: 1 TMM: 2 MV: 10" SKILL: 4
ROLE: **SCOUT**

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○○

SPECIAL: ECM, LPRB, RCN

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

ALPHA STRIKE STATS **BATTLETECH™**

LCT-1V LOCUST PV: 18

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○

SPECIAL:

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

ALPHA STRIKE STATS **BATTLETECH™**

CP-10-Z CYCLOPS PV: 34

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

DAMAGE	S (0)	M (2)	L (4)
	3	3	1
	0-6	6-24	24-42

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: AC1/1/-, IF1

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

ALPHA STRIKE STATS **BATTLETECH™**

VND-1R VINDICATOR PV: 27

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: IF0*

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

ALPHA STRIKE STATS **BATTLETECH™**

Bonus: Recon Lance

76 points - 4 units

OTT-7J OSTSCOUT PV: 21

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○○

SPECIAL: ENE

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

ALPHA STRIKE STATS **BATTLETECH™**

WSP-1L WASP PV: 14

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○

SPECIAL:

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

ALPHA STRIKE STATS **BATTLETECH™**

K1 Lanze 2: Striker Lance

Bonus: Striker/Cavalry Lance

103 points - 4 units

GRF-1N GRIFFIN PV: 31

TP: **BM** SZ: 2 TMM: 2 MV: 10"/10"j
ROLE: **SNIPER** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○○

SPECIAL: IF1

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

ALPHA STRIKE STATS **BATTLETECH™**

VND-1R VINDICATOR PV: 27

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○○

SPECIAL: IF0*

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

ALPHA STRIKE STATS **BATTLETECH™**

PXH-1 PHOENIX HAWK PV: 26

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

SPECIAL:

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

ALPHA STRIKE STATS **BATTLETECH™**

CLNT-1-2R CLINT PV: 19

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○○

SPECIAL: AC1/1/-

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

ALPHA STRIKE STATS **BATTLETECH™**

K1 Lanze 3: Pursuit Lance (Vehicles)

76 points - 4 units

PEGASUS SCOUT HOVER TANK PV: 25

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

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

A: ○○○
S: ○○

SPECIAL: EE, SRCH, SRM1/1, TUR(2/2/-, SRM1/1)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

PEGASUS SCOUT HOVER TANK PV: 25

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

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

A: ○○○
S: ○○

SPECIAL: EE, SRCH, SRM1/1, TUR(2/2/-, SRM1/1)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

GAL-100 GALLEON LIGHT TANK PV: 13

TP: **CV** SZ: 1 TMM: 2t MV: 12"t
ROLE: **SCOUT** SKILL: 4

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

A: ○○
S: ○○

SPECIAL: EE, ENE, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

GAL-100 GALLEON LIGHT TANK PV: 13

TP: **CV** SZ: 1 TMM: 2t MV: 12"t
ROLE: **SCOUT** SKILL: 4

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

A: ○○
S: ○○

SPECIAL: EE, ENE, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

K2 Lanze 1: Battle Lance

ON1-K
ORION

PV: 39

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

DAMAGE	S (0)	M (2)	L (4)
	3	3	1
	0-6	6-24	24-42

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ○○○○○○

SPECIAL: IF1

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



ALPHA STRIKE STATS

BATTLETECH™

WHM-6L
WARHAMMER

PV: 31

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

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL:

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



ALPHA STRIKE STATS

BATTLETECH™

K2 Lanze 2: Heavy Battle Lance

ARC-2R
ARCHER

PV: 39

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

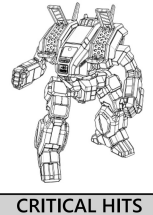
DAMAGE	S (0)	M (2)	L (4)
	2	3	3
	0-6	6-24	24-42

OV: 1 | HEAT SCALE 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 Each
WEAPONS ○○○○ -1 Damage Each



ALPHA STRIKE STATS

BATTLETECH™

WVR-6R
WOLVERINE

PV: 30

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL:

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



ALPHA STRIKE STATS

BATTLETECH™

Bonus: Battle Lance

133 points - 4 units

TDR-5S
THUNDERBOLT

PV: 36

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

DAMAGE	S (0)	M (2)	L (4)
	3	3	1
	0-6	6-24	24-42

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ○○○○○○

SPECIAL: IF1

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



ALPHA STRIKE STATS

BATTLETECH™

VND-1R
VINDICATOR

PV: 27

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

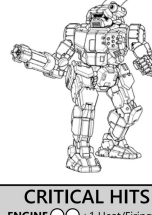
DAMAGE	S (0)	M (2)	L (4)
	2	2	2
	0-6	6-24	24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○

SPECIAL: IF0*

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



ALPHA STRIKE STATS

BATTLETECH™

Bonus: Heavy Battle Lance

127 points - 4 units

CRD-3R
CRUSADER

PV: 32

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

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○○
S: ○○○○○○

SPECIAL: IF1

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



ALPHA STRIKE STATS

BATTLETECH™

RFL-3N
RIFLEMAN

PV: 26

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

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○○○

SPECIAL:

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



ALPHA STRIKE STATS

BATTLETECH™

K2 Lanze 3: Fire Support Lance (Vehicles)

76 points - 4 units

LRM CARRIER PV: 22

TP: CV SZ: 3 TMM: 1t MV: 6"t
ROLE: MISSILE BOAT SKILL: 4

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

A: ○○
S: ○○○

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

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

LRM CARRIER PV: 22

TP: CV SZ: 3 TMM: 1t MV: 6"t
ROLE: MISSILE BOAT SKILL: 4

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

A: ○○
S: ○○○

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

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

(Liao) **VEDETTE MEDIUM TANK** PV: 16

TP: CV SZ: 2 TMM: 2t MV: 10"t
ROLE: STRIKER SKILL: 4

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

A: ○○○
S: ○○○

SPECIAL: EE, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

(Liao) **VEDETTE MEDIUM TANK** PV: 16

TP: CV SZ: 2 TMM: 2t MV: 10"t
ROLE: STRIKER SKILL: 4

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

A: ○○○
S: ○○○

SPECIAL: EE, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS **BATTLETECH™**

K3 Lanze 1: Urban Combat Lance

Bonus: Medium Battle Lance

91 points - 4 units

HBK-4G **HUNCHBACK** PV: 28

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○○

SPECIAL: AC2/2/-

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

ALPHA STRIKE STATS **BATTLETECH™**

VND-1R **VINDICATOR** PV: 27

TP: BM SZ: 2 TMM: 1 MV: 8"/8"j
ROLE: BRAWLER SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○○

SPECIAL: IF0*

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

ALPHA STRIKE STATS **BATTLETECH™**

ENF-4R **ENFORCER** PV: 25

TP: BM SZ: 2 TMM: 1 MV: 8"/8"j
ROLE: SKIRMISHER SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○○

SPECIAL: AC1/1/-

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

ALPHA STRIKE STATS **BATTLETECH™**

UM-R60 **URBANMECH** PV: 11

TP: BM SZ: 1 TMM: 0 MV: 4"/4"j
ROLE: AMBUSER SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ○○○

SPECIAL: AC1/1/-

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

ALPHA STRIKE STATS **BATTLETECH™**

K3 Lanze 2: Assault Lance

Bonus: Assault Lance

135 points - 4 units

STK-3F
STALKER

PV: 42

TP: BM SZ: 4 TMM: 1 MV: 6"

ROLE: JUGGERNAUT SKILL: 4

DAMAGE

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

0-6 6-24 24-42

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: IF1

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

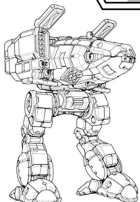
FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™



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AWS-8Q
AWESOME

PV: 39

TP: BM SZ: 4 TMM: 1 MV: 6"

ROLE: SNIPER SKILL: 4

DAMAGE

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

0-6 6-24 24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: ENE

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™



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VTR-9B
VICTOR

PV: 36

TP: BM SZ: 4 TMM: 1 MV: 8"/8"j

ROLE: SKIRMISHER SKILL: 4

DAMAGE

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

0-6 6-24 24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: AC2/2/-

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

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CGR-1A1
CHARGER

PV: 18

TP: BM SZ: 4 TMM: 2 MV: 10"

ROLE: SCOUT SKILL: 4

DAMAGE

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

0-6 6-24 24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: ENE

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

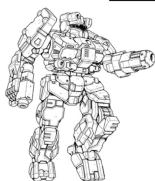
FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™



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K3 Lanze 3: Mechanized Infantry Lance

72 points - 4 units

MAXIM HEAVY HOVER TRANSPORT

PV: 29

TP: CV SZ: 2 TMM: 3h MV: 16"h

ROLE: STRIKER SKILL: 4

DAMAGE

S (0) 3 M (2) 2 L (4) 1

0-6 6-24 24-42

A: ○○○○
S: ○○○○

SPECIAL: EE, IF1, IT3, SRCH, SRM1/1, TUR(2/1/-)

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

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MAXIM HEAVY HOVER TRANSPORT

PV: 29

TP: CV SZ: 2 TMM: 3h MV: 16"h

ROLE: STRIKER SKILL: 4

DAMAGE

S (0) 3 M (2) 2 L (4) 1

0-6 6-24 24-42

A: ○○○○
S: ○○○○

SPECIAL: EE, IF1, IT3, SRCH, SRM1/1, TUR(2/1/-)

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™



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FOOT INFANTRY (PORTABLE MG)

PV: 7

TP: CI SZ: 1 TMM: 0f MV: 2"f

ROLE: AMBUSER SKILL: 4

DAMAGE

S (0) 1 M (2) 0 L (4) 0

0-6 6-24 24-42

A: ○○
S: ○

SPECIAL: AM, CAR3

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™



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FOOT INFANTRY (PORTABLE MG)

PV: 7

TP: CI SZ: 1 TMM: 0f MV: 2"f

ROLE: AMBUSER SKILL: 4

DAMAGE

S (0) 1 M (2) 0 L (4) 0

0-6 6-24 24-42

A: ○○
S: ○

SPECIAL: AM, CAR3

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

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K4 Lanze 1: Stand-Up Lance

TBT-5N
TREBUCHET

PV: 29

TP: BM SZ: 2 TMM: 2 MV: 10"

ROLE: MISSILE BOAT SKILL: 4

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

2 2 2

0-6 6-24 24-42

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○

S: ○○○○

SPECIAL: IF1

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

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Bonus: Medium Battle Lance

110 points - 4 units

CN9-A
CENTURION

PV: 28

TP: BM SZ: 2 TMM: 1 MV: 8"

ROLE: BRAWLER SKILL: 4

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

2 3 1

0-6 6-24 24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ○○○○

SPECIAL: AC1/1/-, IF1, REAR1/1/-

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

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VND-1R
VINDICATOR

PV: 27

TP: BM SZ: 2 TMM: 1 MV: 8"/8"j

ROLE: BRAWLER SKILL: 4

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

2 2 2

0-6 6-24 24-42

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ○○○○

SPECIAL: IF0*

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

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BJ-1
BLACKJACK

PV: 26

TP: BM SZ: 2 TMM: 1 MV: 8"/8"j

ROLE: SNIPER SKILL: 4

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

2 2 0*

0-6 6-24 24-42

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○

S: ○○○○

SPECIAL:

CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

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K4 Lanze 2: Ambush Lance (Vehicles)

52 points - 4 units

HETZER WHEELED ASSAULT GUN

PV: 15

TP: CV SZ: 2 TMM: 1w MV: 8"w

ROLE: AMBUSER SKILL: 4

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

2 2 0

0-6 6-24 24-42

A: ○○○

S: ○○

SPECIAL: AC2/2/-, EE, SRCH

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

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HETZER WHEELED ASSAULT GUN

PV: 15

TP: CV SZ: 2 TMM: 1w MV: 8"w

ROLE: AMBUSER SKILL: 4

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

2 2 0

0-6 6-24 24-42

A: ○○○

S: ○○

SPECIAL: AC2/2/-, EE, SRCH

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™

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SCORPION LIGHT TANK

PV: 11

TP: CV SZ: 1 TMM: 1t MV: 8"t

ROLE: BRAWLER SKILL: 4

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

1 1 1

0-6 6-24 24-42

A: ○○

S: ○○

SPECIAL: EE, SRCH, TUR(1/1/1)

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

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SCORPION LIGHT TANK

PV: 11

TP: CV SZ: 1 TMM: 1t MV: 8"t

ROLE: BRAWLER SKILL: 4

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

1 1 1

0-6 6-24 24-42

A: ○○

S: ○○

SPECIAL: EE, SRCH, TUR(1/1/1)

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™

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SRM FOOT INFANTRY

PV: 7

TP: CI SZ: 1 TMM: 0f MV: 2"f

ROLE: AMBUSER SKILL: 4

DAMAGE

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

1 0 0

0-6 6-24 24-42

A: ○○

S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH™



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SRM FOOT INFANTRY

PV: 7

TP: CI SZ: 1 TMM: 0f MV: 2"f

ROLE: AMBUSER SKILL: 4

DAMAGE

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

1 0 0

0-6 6-24 24-42

A: ○○

S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH™



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HEAVY TRACKED APC

PV: 5

TP: CV SZ: 1 TMM: 2t MV: 10"t

ROLE: SCOUT SKILL: 4

DAMAGE

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

0* 0 0

0-6 6-24 24-42

A: ○○

S: ○

SPECIAL: EE, IT6, SRCH

ALPHA STRIKE STATS

BATTLETECH™



CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

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HEAVY TRACKED APC

PV: 5

TP: CV SZ: 1 TMM: 2t MV: 10"t

ROLE: SCOUT SKILL: 4

DAMAGE

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

0* 0 0

0-6 6-24 24-42

A: ○○

S: ○

SPECIAL: EE, IT6, SRCH

ALPHA STRIKE STATS

BATTLETECH™



CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

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Formation Bonuses and Special Pilot Abilities

Bonus: *Command Lance* - Prior to the beginning of play, half of the units in this formation (round up) receive one of the following Special Pilot Abilities for free (each unit may receive a different SPA): Antagonizer, Blood Stalker, Combat Intuition, Eagle's Eyes, Marksman, or Multi-Tasker (see pp. 92, 93, 93, 95, 97 and 98, respectively). In addition to this, the commander's unit receives the Tactical Genius SPA (see p. 100). If the Special Pilot Abilities rules are in full effect and the commander already has the Tactical Genius SPA, this ability adds a +1 modifier to the force's Initiative roll results instead (including any rerolls made as a result of the Tactical Genius SPA).

Bonus: *Striker/Cavalry Lance* - 75 percent of the units in a standard Striker/ Cavalry Lance receive the Speed Demon Special Pilot Ability (see p. 99).

Bonus: *Heavy 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.

Bonus: *Assault Lance* - At the beginning of play, the Assault Lance's controlling player must choose either the Demoralizer or the Multi-Tasker SPAs (see pp. 93 and 98, respectively). When each turn of game play begins, the player may designate up to half the units in the Assault Lance (rounded down) to receive the chosen ability for the duration of the turn. Destroyed or withdrawn units do not count towards the current number of units in the formation. Note that while the chosen ability can switch its user from turn to turn, it cannot be changed to a different ability during the course of the same scenario.

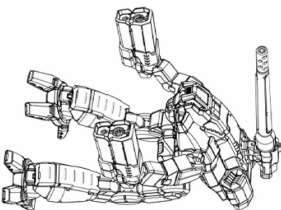
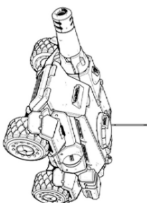
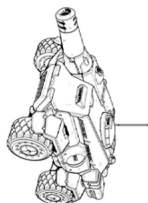
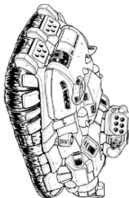
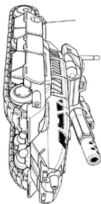
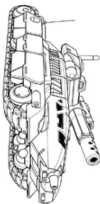
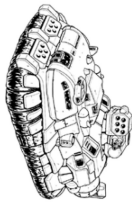
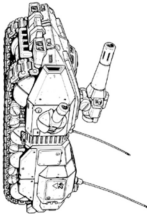
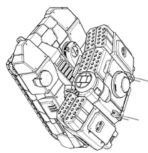
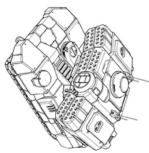
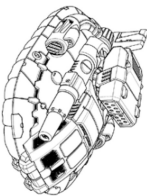
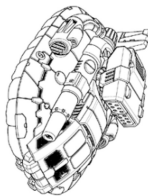
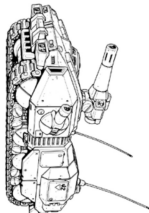
Bonus: *Recon Lance* - At the beginning of play, the Recon Lance's controlling player must choose either the Eagle's Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 95, 96, and 97, respectively). Every unit in this Recon Lance receives the chosen SPA. Note that the abilities chosen at the scenario's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

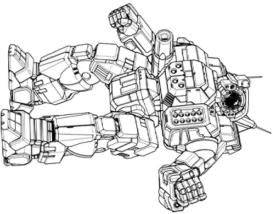
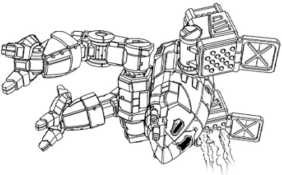
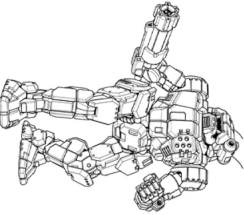
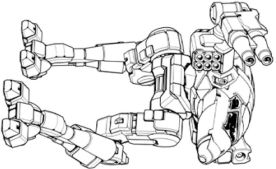
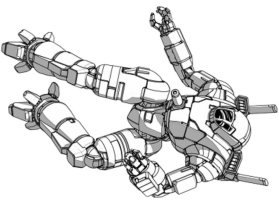
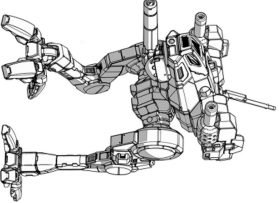
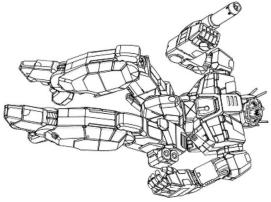
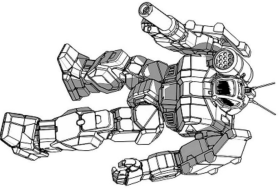
Bonus: *Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit in 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.

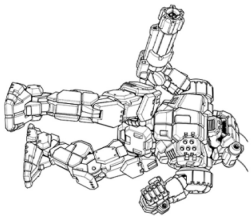
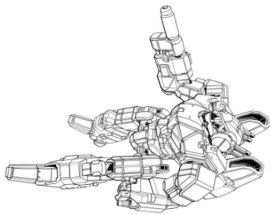
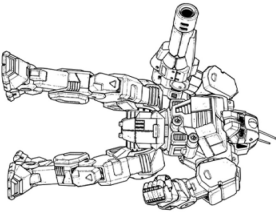
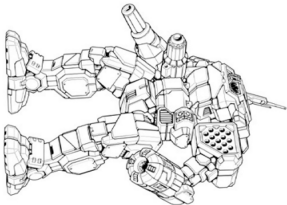
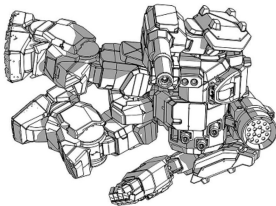
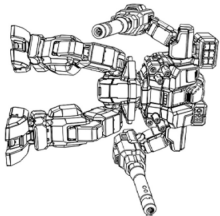
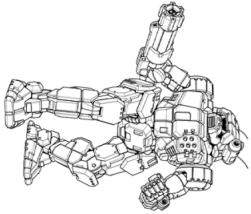
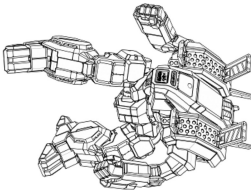
Bonus: *Medium Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any 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.

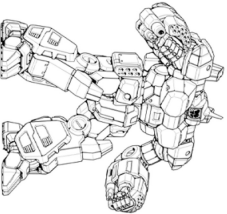
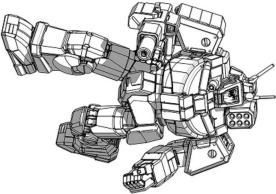
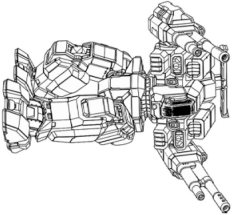
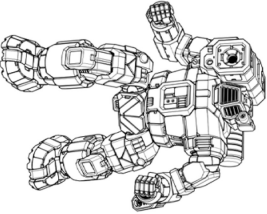
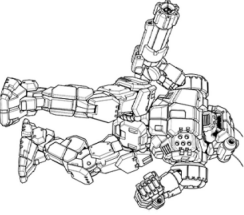
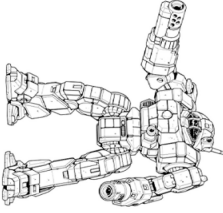
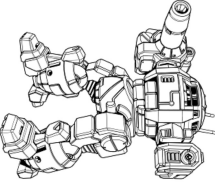
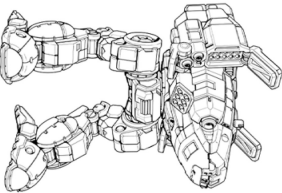
Bonus: *Medium Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any 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.

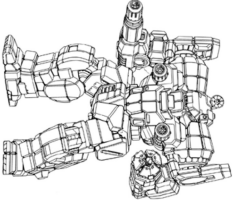
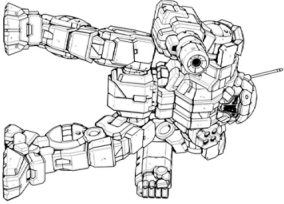
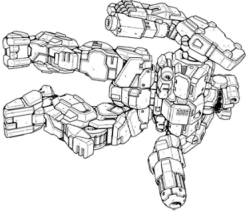
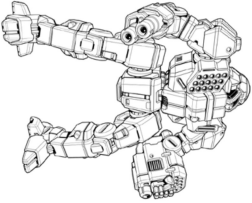
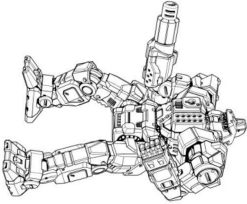
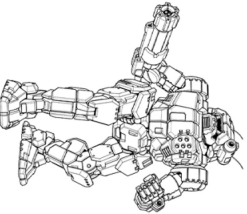
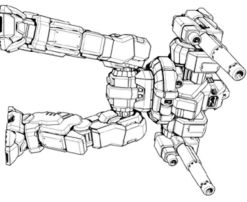
Unit Tokens

					
	Heavy Tracked APC K4 Lance 3: Foot Infantry Lance		Heavy Tracked APC K4 Lance 3: Foot Infantry Lance		
	Scorpion Light Tank K4 Lance 2: Ambush Lance (Vehicles)		SRM Foot Infantry K4 Lance 3: Foot Infantry Lance		
	Hetzer Wheeled Assault Gun K4 Lance 2: Ambush Lance (Vehicles)		Hetzer Wheeled Assault Gun K4 Lance 2: Ambush Lance (Vehicles)		Scorpion Light Tank K4 Lance 2: Ambush Lance (Vehicles)
	Maxim Heavy Hover Transport K3 Lance 3: Mechanized Infantry Lance		Foot Infantry (Portable MG) K3 Lance 3: Mechanized Infantry Lance		Foot Infantry (Portable MG) K3 Lance 3: Mechanized Infantry Lance
	Vedette Medium Tank (Liao) K2 Lance 3: Fire Support Lance (Vehicles)		Vedette Medium Tank (Liao) K2 Lance 3: Fire Support Lance (Vehicles)		Maxim Heavy Hover Transport K3 Lance 3: Mechanized Infantry Lance
	Galleon Light Tank GAL-100 K1 Lance 3: Pursuit Lance (Vehicles)		LRM Carrier K2 Lance 3: Fire Support Lance (Vehicles)		LRM Carrier K2 Lance 3: Fire Support Lance (Vehicles)
	Pegasus Scout Hover Tank K1 Lance 3: Pursuit Lance (Vehicles)		Pegasus Scout Hover Tank K1 Lance 3: Pursuit Lance (Vehicles)		Galleon Light Tank GAL-100 K1 Lance 3: Pursuit Lance (Vehicles)

	Cyclops CP-10-Z Command Lance
	Catapult CPLT-C1 Command Lance
	Vindicator VND-1R Command Lance
	Raven RVN-1X K1 Lance 1: Recon Lance
	Ostscout OTT-7J K1 Lance 1: Recon Lance
	Locust LCT-1V K1 Lance 1: Recon Lance
	Wasp WSP-1L K1 Lance 1: Recon Lance
	Griffin GRF-1N K1 Lance 2: Striker Lance

	Vindicator VND-1R K1 Lance 2: Striker Lance
	Phoenix Hawk PXH-1 K1 Lance 2: Striker Lance
	Clint CLNT-1-2R K1 Lance 2: Striker Lance
	Orion ON1-K K2 Lance 1: Battle Lance
	Thunderbolt TDR- 5S K2 Lance 1: Battle Lance
	Warhammer WHM-6L K2 Lance 1: Battle Lance
	Vindicator VND-1R K2 Lance 1: Battle Lance
	Archer ARC-2R K2 Lance 2: Heavy Battle Lance

	Crusader CRD-3R K2 Lanze 2: Heavy Battle Lance
	Wolverine WVR-6R K2 Lanze 2: Heavy Battle Lance
	Rifleman RFL-3N K2 Lanze 2: Heavy Battle Lance
	Hunchback HBK-4G K3 Lanze 1: Urban Combat Lance
	Vindicator VND-1R K3 Lanze 1: Urban Combat Lance
	Enforcer ENF-4R K3 Lanze 1: Urban Combat Lance
	UrbanMech UM-R60 K3 Lanze 1: Urban Combat Lance
	Stalker STK-3F K3 Lanze 2: Assault Lance

	Awesome AWS-8Q K3 Lanze 2: Assault Lance
	Victor VTR-9B K3 Lanze 2: Assault Lance
	Charger CGR-1A1 K3 Lanze 2: Assault Lance
	Trebuchet TBT-5N K4 Lanze 1: Stand-Up Lance
	Centurion CN9-A K4 Lanze 1: Stand-Up Lance
	Vindicator VND-1R K4 Lanze 1: Stand-Up Lance
	Blackjack BJ-1 K4 Lanze 1: Stand-Up Lance