

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	0-6	3	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™**

MAD-3R MARAUDER PV: 35

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

DAMAGE	S (0)	M (2)	L (4)
2	0-6	3	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™**

K1 Lanze 1: Medium Battle Lance

GRF-1N GRIFFIN PV: 31

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

DAMAGE	S (0)	M (2)	L (4)
1	0-6	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™**

SHD-2H SHADOW HAWK PV: 30

TP: BM SZ: 2 TMM: 2/1j MV: 10"/6"
ROLE: SKIRMISHER SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: IF0*, JMPW1

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™**

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	0-6	3	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-6R WARHAMMER PV: 32

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

DAMAGE	S (0)	M (2)	L (4)
3	0-6	3	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™**

Bonus: Medium Battle Lance

116 points - 4 units

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	0-6	2	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™**

ENF-4R ENFORCER PV: 25

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

DAMAGE	S (0)	M (2)	L (4)
3	0-6	2	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 2: Striker Lance

Bonus: Striker/Cavalry Lance

94 points - 4 units

PXH-1K
PHOENIX HAWK PV: 29

TP: BM SZ: 2 TMM: 2 MV: 12"
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: 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™**

JR7-D
JENNER PV: 26

TP: BM SZ: 1 TMM: 3/2j MV: 14"/10"j
ROLE: STRIKER 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: JMPW1

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™**

ASN-21
ASSASSIN PV: 22

TP: BM SZ: 2 TMM: 3 MV: 14"/14"j
ROLE: SCOUT SKILL: 4

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: 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™**

COM-2D
COMMANDO PV: 17

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

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: SRM1/1

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: Fire Support Lance

Bonus: Fire Support Lance

110 points - 4 units

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 **BATTLETECH™**

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 **BATTLETECH™**

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™**

WTH-1
WHITWORTH PV: 25

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

K2 Lanze 1: Assault Lance (Fahrzeuge)

106 points - 4 units

Mk. II **DEMOLISHER HEAVY TANK** PV: 27

TP: CV SZ: 4 TMM: 1t MV: 6"t
ROLE: JUGGERNAUT SKILL: 4

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

A: ○○○○
S: ○○○○

SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)

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™**

Mk. II **DEMOLISHER HEAVY TANK** PV: 27

TP: CV SZ: 4 TMM: 1t MV: 6"t
ROLE: JUGGERNAUT SKILL: 4

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

A: ○○○○
S: ○○○○

SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)

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™**

SRM CARRIER PV: 26

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

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

A: ○○
S: ○○○

SPECIAL: EE, SRCH, SRM6/6

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™**

SRM CARRIER PV: 26

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

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

A: ○○
S: ○○○

SPECIAL: EE, SRCH, SRM6/6

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 2: Pursuit Lance (Hovercrafts)

Bonus: Pursuit Lance

80 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)
2 2 0
0-6 6-24 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)
2 2 0
0-6 6-24 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™**

SAVANNAH MASTER HOVERCRAFT PV: 15

TP: CV SZ: 1 TMM: 4h MV: 26"h
ROLE: SCOUT SKILL: 4

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

A: ○
S: ○

SPECIAL: ENE, 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™**

SAVANNAH MASTER HOVERCRAFT PV: 15

TP: CV SZ: 1 TMM: 4h MV: 26"h
ROLE: SCOUT SKILL: 4

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

A: ○
S: ○

SPECIAL: ENE, 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™**

K2 Lanze 3: Cavalry Lance

Bonus: Striker/Cavalry Lance

109 points - 4 units

KTO-18 KINTARO PV: 36

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: IF0*, SRM1/1

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™**

DV-6M DERVISH PV: 30

TP: BM SZ: 2 TMM: 2 MV: 10"/10"j
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 **BATTLETECH™**

CDA-2A CICADA PV: 22

TP: BM SZ: 2 TMM: 3 MV: 16"
ROLE: SCOUT 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: 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™**

CLNT-2-3T CLINT PV: 21

TP: BM SZ: 2 TMM: 2 MV: 12"/12"j
ROLE: STRIKER 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™**

K3 Lanze 1: Mechanized Infantry Lance

76 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) M (2) L (4)
3 2 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™**

MAXIM HEAVY HOVER TRANSPORT PV: 29

TP: CV SZ: 2 TMM: 3h MV: 16"h
ROLE: STRIKER SKILL: 4

DAMAGE S (0) M (2) L (4)
3 2 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™**

(Rifle, Energy) FOOT PLATOON PV: 9

TP: CI SZ: 1 TMM: 0f MV: 2"f
ROLE: AMBUSER SKILL: 4

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

A: ○○
S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH™**

(Rifle, Energy) FOOT PLATOON PV: 9

TP: CI SZ: 1 TMM: 0f MV: 2"f
ROLE: AMBUSER SKILL: 4

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

A: ○○
S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH™**

K3 Lanze 2: Air Assault Lance

44 points - 4 units

KARNOV UR TRANSPORT PV: 11

TP: CV SZ: 1 TMM: 4v THR: 22"v
ROLE: SCOUT SKILL: 4

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

A: ○
S: ○○

SPECIAL: ATMO, CT6, EE, ENE, 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™**

KARNOV UR TRANSPORT PV: 11

TP: CV SZ: 1 TMM: 4v THR: 22"v
ROLE: SCOUT SKILL: 4

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

A: ○
S: ○○

SPECIAL: ATMO, CT6, EE, ENE, 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™**

ANTI-'MECH JUMP INFANTRY PV: 11

TP: CI SZ: 1 TMM: 1 MV: 6"/6"j
ROLE: AMBUSER SKILL: 4

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

A: ○○
S: ○

SPECIAL: AM, CAR4

ALPHA STRIKE STATS **BATTLETECH™**

ANTI-'MECH JUMP INFANTRY PV: 11

TP: CI SZ: 1 TMM: 1 MV: 6"/6"j
ROLE: AMBUSER SKILL: 4

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

A: ○○
S: ○

SPECIAL: AM, CAR4

ALPHA STRIKE STATS **BATTLETECH™**

K3 Lanze 3: Stand-Up Fight Lance

Bonus: Battle Lance

110 points - 4 units

CPLT-C1
CATAPULT PV: 32

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

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™**

QKD-4G
QUICKDRAW PV: 32

TP: BM SZ: 3 TMM: 2 MV: 10"/10"j
ROLE: SKIRMISHER 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: 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 **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™**

PNT-9R
PANTHER PV: 19

TP: BM SZ: 1 TMM: 1 MV: 8"/8"j
ROLE: BRAWLER 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™**

K4 Lanze 1: Recon Lance

Bonus: Recon Lance

80 points - 4 units

SDR-5V SPIDER PV: 21

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

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™**

FS9-H FIRESTARTER PV: 20

TP: BM SZ: 1 TMM: 2 MV: 12"/12"j
ROLE: SCOUT 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: HT1/-/-, REAR0*-/--

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™**

OTT-7J OSTSCOUT PV: 21

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

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™**

LCT-1V LOCUST PV: 18

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

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™**

K4 Lanze 2: Fire Support Lance (Vehicles)

62 points - 4 units

HUNTER LIGHT SUPPORT TANK PV: 20

TP: CV SZ: 1 TMM: 2t MV: 10"t
ROLE: MISSILE BOAT SKILL: 4

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

A: ○○○
S: ○○

SPECIAL: IF1, LRM1/1/1, REAR0*-/--, 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™**

HUNTER LIGHT SUPPORT TANK PV: 20

TP: CV SZ: 1 TMM: 2t MV: 10"t
ROLE: MISSILE BOAT SKILL: 4

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

A: ○○○
S: ○○

SPECIAL: IF1, LRM1/1/1, REAR0*-/--, 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™**

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™**

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™**

VELETTE MEDIUM TANK

PV: 16

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

ROLE: BRAWLER SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 1 6-24

L (4) 1 24-42

A: ○○○

S: ○○○

SPECIAL: EE, SRCH, TUR(0*/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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VELETTE MEDIUM TANK

PV: 16

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

ROLE: BRAWLER SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 1 6-24

L (4) 1 24-42

A: ○○○

S: ○○○

SPECIAL: EE, SRCH, TUR(0*/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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WSP-1A
WASP

PV: 14

TP: BM SZ: 1 TMM: 2 MV: 12"/12"j

ROLE: SCOUT SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 1 6-24

L (4) 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™



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STG-3R
STINGER

PV: 14

TP: BM SZ: 1 TMM: 2 MV: 12"/12"j

ROLE: SCOUT SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 1 6-24

L (4) 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™



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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: Pursuit Lance - 75 percent of the units in this formation (round normally) receive the Blood Stalker Special Pilot Ability (see p. 93). The Pursuit Lance may choose an enemy Formation rather than a single unit as the target for the Blood Stalker SPA. If this option is used, all members of the Pursuit Lance must choose the same enemy Formation for the Blood Stalker SPA granted by this ability, and the destruction of the chosen Formation is the only time the Pursuit Lance may change the target of the Blood Stalker SPA, by choosing a new enemy Formation.

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.

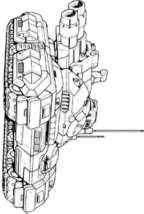
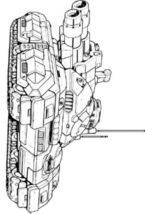
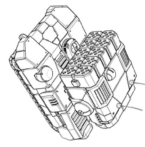
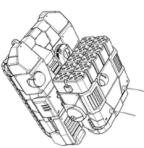
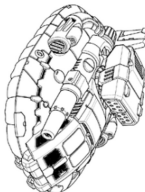
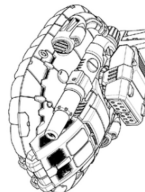
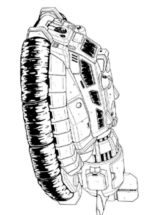
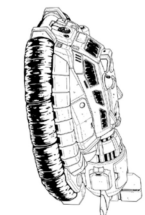
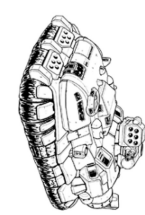
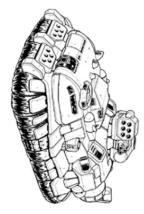
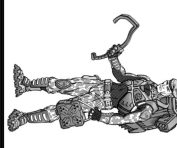
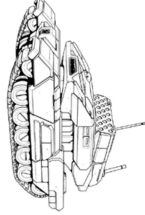
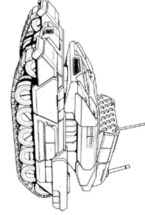
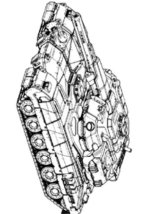
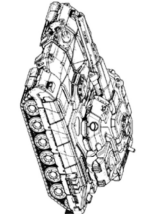
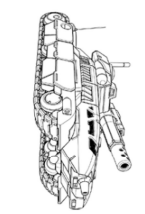
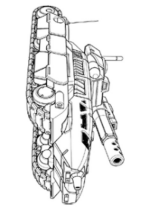
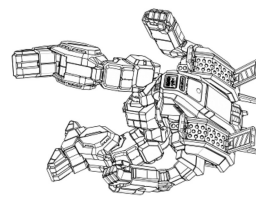
Bonus: Medium Battle Lance - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit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

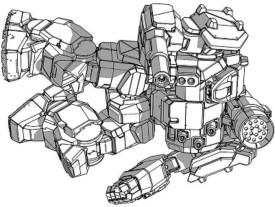
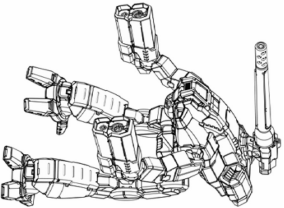
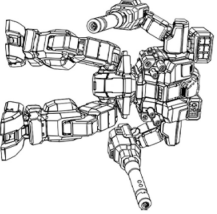
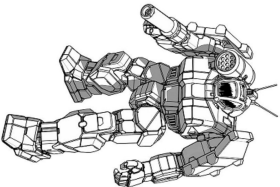
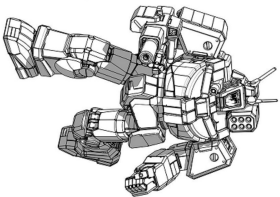
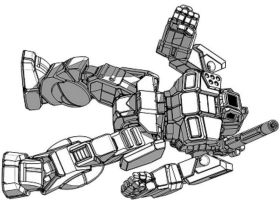
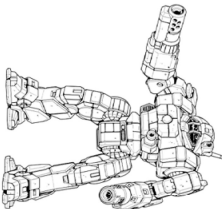
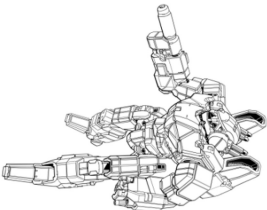
Bonus: Fire Support Lance - At the beginning of each turn, up to half the Fire Support Lance units (rounded down) may receive the Oblique Attacker Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current number of units in the formation.

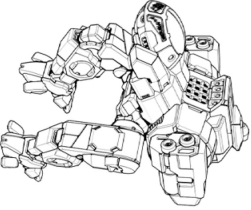
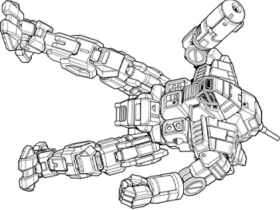
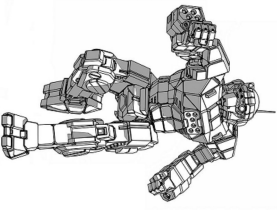
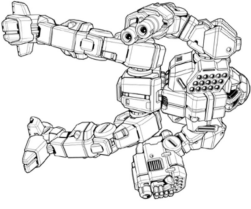
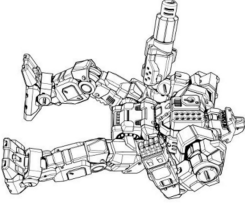
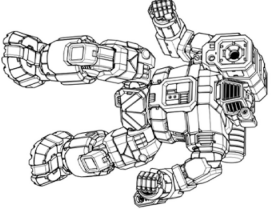
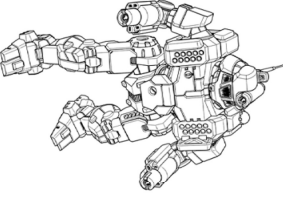
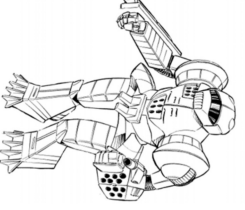
Bonus: Striker/Cavalry Lance - 75 percent of the units in a standard Striker/ Cavalry Lance receive the Speed Demon Special Pilot Ability (see p. 99).

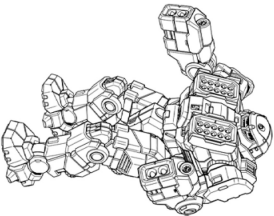
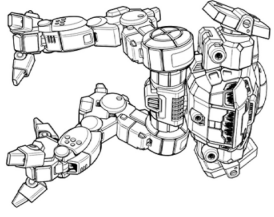
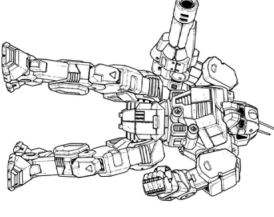
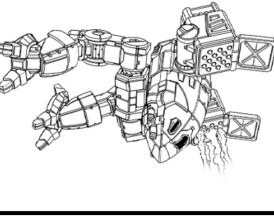
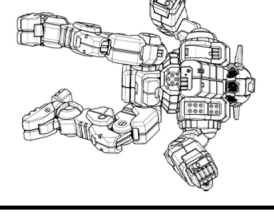
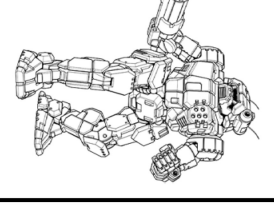
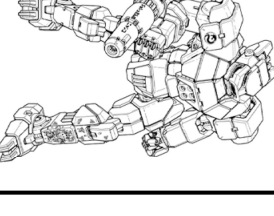
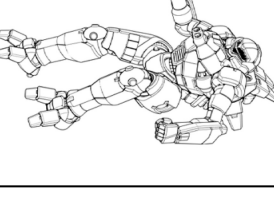
Bonus: Recon Lance - At the beginning of play, the Recon Lance's controlling player must choose either the Eagle's Eyes, Forward Observer, or Maneuvering Ace SPAs (see pp. 95, 96, and 97, respectively). Every unit in this Recon Lance receives the chosen SPA. Note that the abilities chosen at the scenario's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

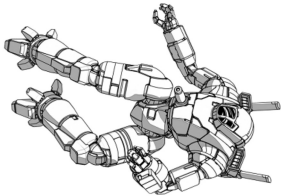
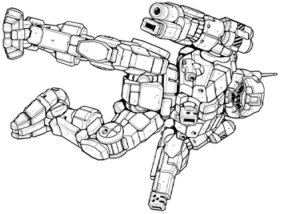
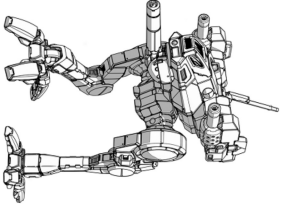
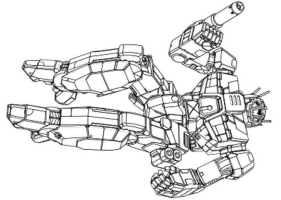
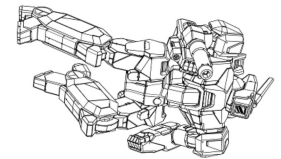
Unit Tokens

	Demolisher Heavy Tank Mk. II K2 Lance 1: Assault Lance (Fahrzeuge)		Demolisher Heavy Tank Mk. II K2 Lance 1: Assault Lance (Fahrzeuge)		SRM Carrier K2 Lance 1: Assault Lance (Fahrzeuge)
	SRM Carrier K2 Lance 1: Assault Lance (Fahrzeuge)		Pegasus Scout Hover Tank K2 Lance 2: Pursuit Lance (Hovercrafts)		Pegasus Scout Hover Tank K2 Lance 2: Pursuit Lance (Hovercrafts)
	Savannah Master Hovercraft K2 Lance 2: Pursuit Lance (Hovercrafts)		Savannah Master Hovercraft K2 Lance 2: Pursuit Lance (Hovercrafts)		Maxim Heavy Hover Transport K3 Lance 1: Mechanized Infantry Lance
	Maxim Heavy Hover Transport K3 Lance 1: Mechanized Infantry Lance		Foot Platoon (Rifle, Energy) K3 Lance 1: Mechanized Infantry Lance		Foot Platoon (Rifle, Energy) K3 Lance 1: Mechanized Infantry Lance
	Karnov UR Transport K3 Lance 2: Air Assault Lance		Karnov UR Transport K3 Lance 2: Air Assault Lance		Anti-Mech Jump Infantry K3 Lance 2: Air Assault Lance
	Anti-Mech Jump Infantry K3 Lance 2: Air Assault Lance		Hunter Light Support Tank K4 Lance 2: Fire Support Lance (Vehicles)		Hunter Light Support Tank K4 Lance 2: Fire Support Lance (Vehicles)
	Scorpion Light Tank K4 Lance 2: Fire Support Lance (Vehicles)		Scorpion Light Tank K4 Lance 2: Fire Support Lance (Vehicles)		Vedette Medium Tank K4 Lance 3: Security Lance
	Vedette Medium Tank K4 Lance 3: Security Lance		Archer ARC-2R Command Lance		

	Thunderbolt TDR-5S Command Lance
	Marauder MAD-3R Command Lance
	Warhammer WHM-6R Command Lance
	Griffin GRF-1N K1 Lance 1: Medium Battle Lance
	Wolverine WVR-6R K1 Lance 1: Medium Battle Lance
	Shadow Hawk SHD-2H K1 Lance 1: Medium Battle Lance
	Enforcer ENF-4R K1 Lance 1: Medium Battle Lance
	Phoenix Hawk PXH-1K K1 Lance 2: Striker Lance

	Jenner JR7-D K1 Lanze 2: Striker Lance
	Assassin ASN-21 K1 Lanze 2: Striker Lance
	Commando COM-2D K1 Lanze 2: Striker Lance
	Trebuchet TBT-5N K1 Lanze 3: Fire Support Lance
	Centurion CN9-A K1 Lanze 3: Fire Support Lance
	Hunchback HBK-4G K1 Lanze 3: Fire Support Lance
	Whitworth WTH-1 K1 Lanze 3: Fire Support Lance
	Kintaro KTO-18 K2 Lanze 3: Cavalry Lance

	Dervish DV-6M K2 Lanze 3: Cavalry Lance
	Cicada CDA-2A K2 Lanze 3: Cavalry Lance
	Clint CLNT-2-3T K2 Lanze 3: Cavalry Lance
	Catapult CPLT-C1 K3 Lanze 3: Stand-Up Fight Lance
	Quickdraw QKD-4G K3 Lanze 3: Stand-Up Fight Lance
	Vindicator VND-1R K3 Lanze 3: Stand-Up Fight Lance
	Panther PNT-9R K3 Lanze 3: Stand-Up Fight Lance
	Spider SDR-5V K4 Lanze 1: Recon Lance

	Ostscout OTT-7J K4 Lanze 1: Recon Lance
	Firestarter FS9-H K4 Lanze 1: Recon Lance
	Locust LCT-1V K4 Lanze 1: Recon Lance
	Wasp WSP-1A K4 Lanze 3: Security Lance
	Stinger STG-3R K4 Lanze 3: Security Lance