

**AS7-D
ATLAS** PV: 52

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○○○○○○

SPECIAL: AC2/2/-, IF1, LRM1/1/1, 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™**

**ZEU-6S
ZEUS** PV: 35

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

DAMAGE	S (0)	M (2)	L (4)
	3	3	2
	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™**

K1 Lanze 1: Assault Lance

**BNC-3S
BANSHEE** PV: 45

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

DAMAGE	S (0)	M (2)	L (4)
	4	4	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™**

**STK-3F
STALKER** PV: 42

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

DAMAGE	S (0)	M (2)	L (4)
	3	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™**

**BLR-1G
BATTLEMASTER** PV: 40

TP: BM SZ: 4 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: 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™**

**CP-10-Z
CYCLOPS** PV: 34

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

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™**

Bonus: Assault Lance

170 points - 4 units

**HGN-733
HIGHLANDER** PV: 44

TP: BM SZ: 4 TMM: 1 MV: 6"/6"j
ROLE: JUGGERNAUT SKILL: 4

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: 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™**

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

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

DAMAGE	S (0)	M (2)	L (4)
	3	3	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™**

K1 Lanze 2: 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™



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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	3	3
	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™



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K1 Lanze 3: Fire Support Lance

LGB-0W
Longbow

PV: 36

TP: BM SZ: 4 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: 0 | HEAT SCALE

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 Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™



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RFL-3N (Sneede)
HYBRID RIFLEMAN

PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"

ROLE: SNIPER 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: 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™



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Bonus: Battle Lance

142 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™



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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	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™



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Bonus: Fire Support Lance

131 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™



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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)
	1	2	2
	0-6	6-24	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™



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K2 Lanze 1: Heavy Battle Lance

GHR-5H
GRASSHOPPER

PV: 37

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

DAMAGE	S (0)	M (2)	L (4)
	3	4	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™

WVR-6R
WOLVERINE

PV: 30

TP: BM SZ: 2 TMM: 2 MV: 10"/10"j
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™

K2 Lanze 2: Medium Battle Lance

HBK-4G
HUNCHBACK

PV: 28

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

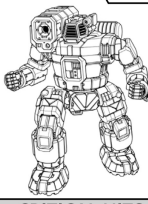
DAMAGE	S (0)	M (2)	L (4)
	4	3	0
	0-6	6-24	24-42

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™

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™

Bonus: Heavy Battle Lance

133 points - 4 units

VTR-9B
VICTOR

PV: 36

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

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

BATTLETECH™

SHD-2H
SHADOW HAWK

PV: 30

TP: BM SZ: 2 TMM: 2/1j MV: 10"/6"j
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: 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™

Bonus: Medium Battle Lance

101 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

BATTLETECH™

HCT-3F
HATCHETMAN

PV: 20

TP: BM SZ: 2 TMM: 1 MV: 8"/8"j
ROLE: BRAWLER 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: AC1/1/-, MEL

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: Mechanized Infantry Lance

28 points - 4 units

(SRM)
FOOT PLATOON

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

PV: **9**

ALPHA STRIKE STATS **BATTLETECH™**

(SRM)
FOOT PLATOON

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

PV: **9**

ALPHA STRIKE STATS **BATTLETECH™**

HEAVY TRACKED APC

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

PV: **5**



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™**

HEAVY TRACKED APC

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

PV: **5**



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: Heavy Recon Lance

Bonus: Striker/Cavalry Lance

102 points - 4 units

DV-6M
DERVISH

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

PV: **30**



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™**

TBT-5N
TREBUCHET

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

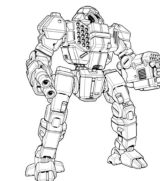
DAMAGE	S (0)	M (2)	L (4)
	2	2	2
	0-6	6-24	24-42

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○
S: ○○○○

SPECIAL: IF1

PV: **29**



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

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

PV: **26**



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

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

PV: **17**



CRITICAL HITS

ENGINE ○○ +1 Heat/Firing Weapons

FIRE CONTROL ○○○○ +2 To Hit Each

MP ○○○○ ½ Move Each

WEAPONS ○○○○ -1 Damage Each

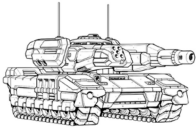
ALPHA STRIKE STATS **BATTLETECH™**

K3 Lanze 2: Armored Cavalry Lance

100 points - 4 units

PATTON TANK

PV: 28



TP: CV SZ: 3 TMM: 1t MV: 8"t

ROLE: **BRAWLER** SKILL: 4

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

2 2 0*

0-6 6-24 24-42

A: ○○○○○○

S: ○○○○

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™

MANTICORE HEAVY TANK

PV: 28



TP: CV SZ: 3 TMM: 1t MV: 8"t

ROLE: **BRAWLER** SKILL: 4

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

3 3 2

0-6 6-24 24-42

A: ○○○○○○

S: ○○○○

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

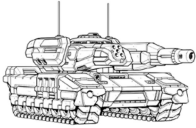
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™

ROMMEL TANK

PV: 27



TP: CV SZ: 3 TMM: 1t MV: 8"t

ROLE: **JUGGERNAUT** SKILL: 4

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

3 3 0*

0-6 6-24 24-42

A: ○○○○○○

S: ○○○○

CRITICAL HITS

ENGINE ○○ ½ MV and Damage

FIRE CONTROL ○○○○ +2 To Hit Each

WEAPONS ○○○○ -1 Damage Each

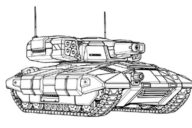
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS

BATTLETECH™

BULLDOG MEDIUM TANK

PV: 17



TP: CV SZ: 3 TMM: 1t MV: 8"t

ROLE: **BRAWLER** SKILL: 4

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

3 2 0

0-6 6-24 24-42

A: ○○○○

S: ○○○○

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 3: Mechanized Infantry Lance

74 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: ○○○○

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: ○○○○

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)

JUMP PLATOON

PV: 8



TP: CI SZ: 1 TMM: 1 MV: 6"/6"j

ROLE: **AMBUSER** SKILL: 4

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

0* 0* 0

0-6 6-24 24-42

A: ○

S: ○

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)

JUMP PLATOON

PV: 8



TP: CI SZ: 1 TMM: 1 MV: 6"/6"j

ROLE: **AMBUSER** SKILL: 4

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

0* 0* 0

0-6 6-24 24-42

A: ○

S: ○

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™

K4 Lanze 1: Direct Fire 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™

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™

K4 Lanze 2: Direct Fire Lance

STURMFUR HEAVY TANK

PV: 36

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

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

A: ○○○○○○○○
S: ○○○○

SPECIAL: EE, IF2, LRM1/2/2, SRCH, TUR(1/1/1, LRM1/1/1, IF1)



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™

SCHREK PPC CARRIER

PV: 25

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

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

A: ○○○○
S: ○○○○

SPECIAL: ENE, SRCH, TUR(3/3/3)



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™

Bonus: Heavy Battle Lance

124 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™

JM6-S
JAGERMECH

PV: 26

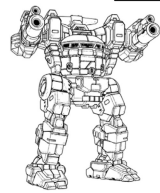
TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **SNIPER** SKILL: **4**

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

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○
S: ○○○○

SPECIAL: AC1/1/1



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™

STURMFUR HEAVY TANK

PV: 36

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

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

A: ○○○○○○○○
S: ○○○○

SPECIAL: EE, IF2, LRM1/2/2, SRCH, TUR(1/1/1, LRM1/1/1, IF1)



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™

SCHREK PPC CARRIER

PV: 25

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

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

A: ○○○○
S: ○○○○

SPECIAL: ENE, SRCH, TUR(3/3/3)



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) 3 0-6

M (2) 2 6-24

L (4) 1 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



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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) 3 0-6

M (2) 2 6-24

L (4) 1 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



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ALPHA STRIKE STATS

BATTLETECH™

(Rifle, Ballistic)

FOOT PLATOON

PV: 7

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

ROLE: AMBUSER SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 0 6-24

L (4) 0 24-42

A: ○○

S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH™

(Rifle, Ballistic)

FOOT PLATOON

PV: 7

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

ROLE: AMBUSER SKILL: 4

DAMAGE

S (0) 1 0-6

M (2) 0 6-24

L (4) 0 24-42

A: ○○

S: ○

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH™

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

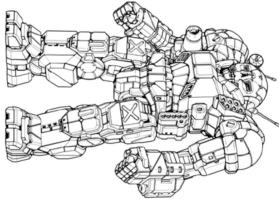
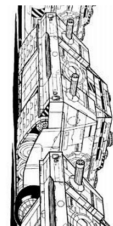
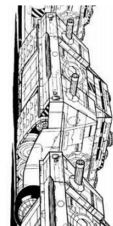
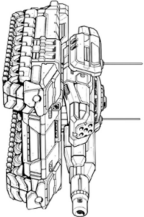
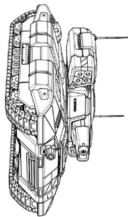
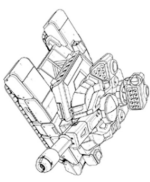
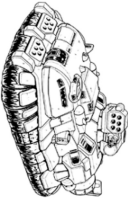
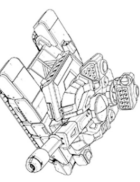
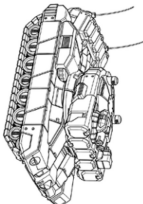
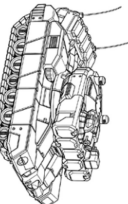
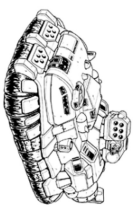
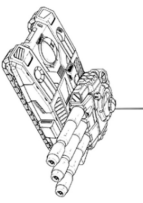
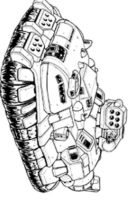
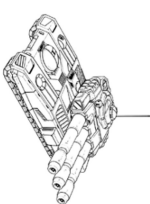
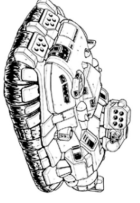
Bonus: *Assault Lance* - At the beginning of play, the Assault Lance's controlling player must choose either the Demoralizer or the Multi-Tasker SPAs (see pp. 93 and 98, respectively). When each turn of game play begins, the player may designate up to half the units in the Assault Lance (rounded down) 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.

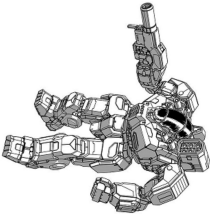
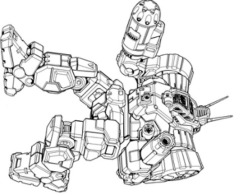
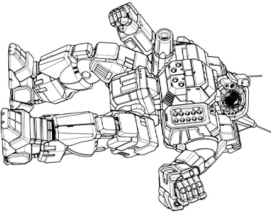
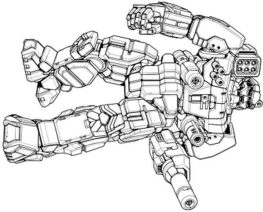
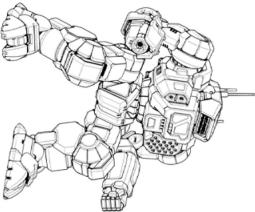
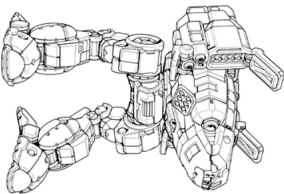
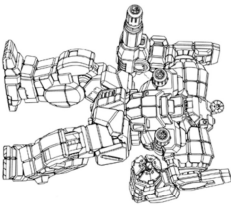
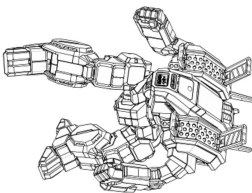
Bonus: *Fire Support Lance* - At the beginning of each turn, up to half the Fire Support Lance units (rounded down) may receive the Oblique Attacker Special Pilot Ability (see p. 98), which will affect their weapon attacks during that turn. Destroyed or withdrawn units do not count towards the current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

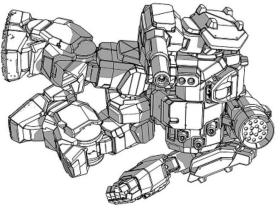
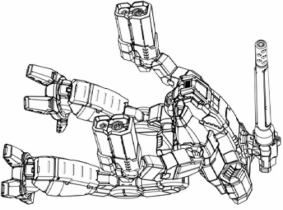
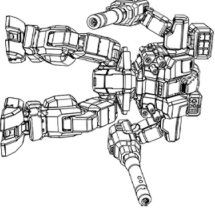
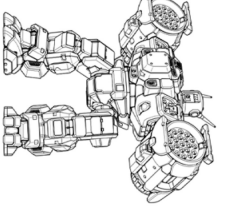
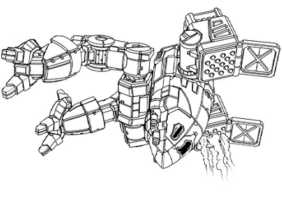
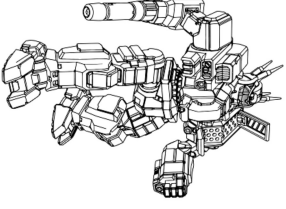
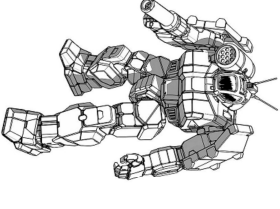
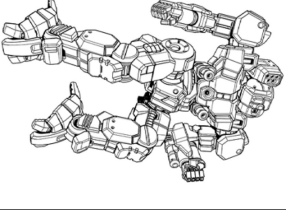
Bonus: *Medium Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any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

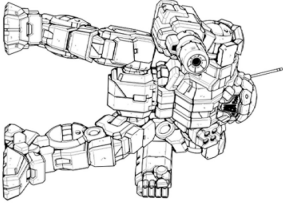
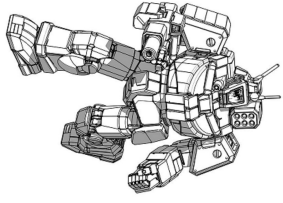
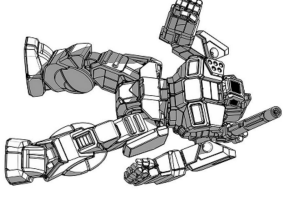
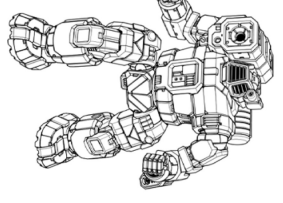
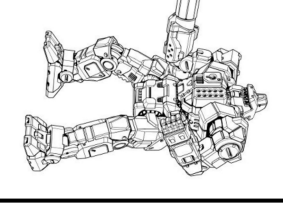
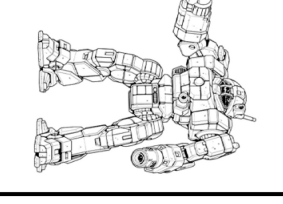
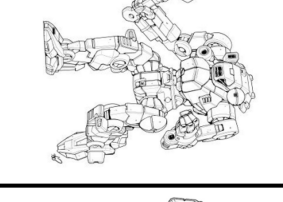
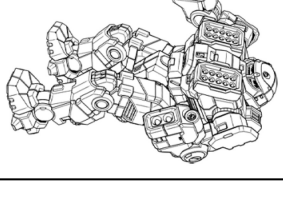
Bonus: *Heavy Battle Lance* - The Battle Lance formation receives the equivalent of a Lucky Special Pilot Ability (see p. 97) as a level of the number of units in the formation at Setup plus two. So a Lance of 4 'Mechs in a Battle Lance receives a 6-point Lucky Special Ability. It is useable by any unit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

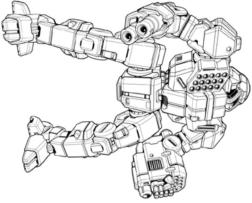
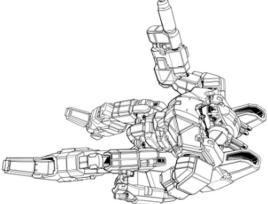
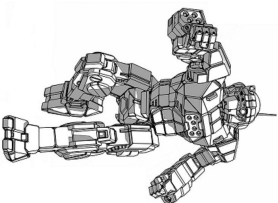
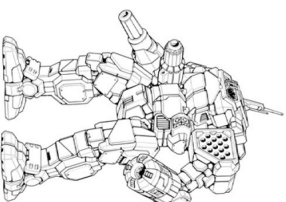
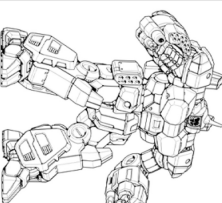
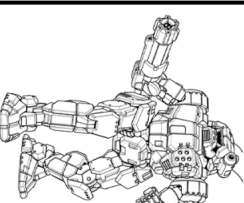
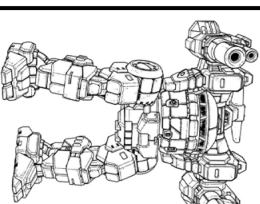
Unit Tokens

	Foot Platoon (Rifle, Ballistic) K4 Lanze 3: Security Lance	Atlas AS7-D Command Lance			Foot Platoon (SRM) K2 Lanze 3: Mechanized Infantry Lance
					Heavy Tracked APC K2 Lanze 3: Mechanized Infantry Lance
	Rommel Tank K3 Lanze 2: Armored Cavalry Lance		Bulldog Medium Tank K3 Lanze 2: Armored Cavalry Lance		Patton Tank K3 Lanze 2: Armored Cavalry Lance
	Maxim Heavy Hover Transport K3 Lanze 3: Mechanized Infantry Lance		Jump Platoon (Rifle, Energy) K3 Lanze 3: Mechanized Infantry Lance		Manticores Heavy Tank K3 Lanze 2: Armored Cavalry Lance
	SturmFur Heavy Tank K4 Lanze 2: Direct Fire Lance		Schrek PPC Carrier K4 Lanze 2: Direct Fire Lance		Maxim Heavy Hover Transport K3 Lanze 3: Mechanized Infantry Lance
	Schrek PPC Carrier K4 Lanze 2: Direct Fire Lance		Maxim Heavy Hover Transport K4 Lanze 3: Security Lance		Schrek PPC Carrier K4 Lanze 2: Direct Fire Lance
	Maxim Heavy Hover Transport K4 Lanze 3: Security Lance		Foot Platoon (Rifle, Ballistic) K4 Lanze 3: Security Lance		Heavy Tracked APC K2 Lanze 3: Mechanized Infantry Lance

	BattleMaster BLR-1G Command Lance
	Zeus ZEU-6S Command Lance
	Cyclops CP-10-Z Command Lance
	Banshee BNC-3S K1 Lanze 1: Assault Lance
	Highlander HGN-733 K1 Lanze 1: Assault Lance
	Stalker STK-3F K1 Lanze 1: Assault Lance
	Awesome AWS-8Q K1 Lanze 1: Assault Lance
	Archer ARC-2R K1 Lanze 2: Battle Lance

	Thunderbolt TDR-5S K1 Lance 2: Battle Lance
	Marauder MAD-3R K1 Lance 2: Battle Lance
	Warhammer WHM-6R K1 Lance 2: Battle Lance
	Longbow LGB-0W K1 Lance 3: Fire Support Lance
	Catapult CPLT-C1 K1 Lance 3: Fire Support Lance
	Hybrid Rifleman RFL-3N (Sneede) K1 Lance 3: Fire Support Lance
	Griffin GRF-1N K1 Lance 3: Fire Support Lance
	Grasshopper GHR-5H K2 Lance 1: Heavy Battle Lance

	Victor VTR-9B K2 Lanze 1: Heavy Battle Lance
	Wolverine WVR-6R K2 Lanze 1: Heavy Battle Lance
	Shadow Hawk SHD-2H K2 Lanze 1: Heavy Battle Lance
	Hunchback HBK-4G K2 Lanze 2: Medium Battle Lance
	Centurion CN9-A K2 Lanze 2: Medium Battle Lance
	Enforcer ENF-4R K2 Lanze 2: Medium Battle Lance
	Hatchetman HCT-3F K2 Lanze 2: Medium Battle Lance
	Dervish DV-6M K3 Lanze 1: Heavy Recon Lance

	Trebuchet TBT-5N K3 Lanze 1: Heavy Recon Lance
	Phoenix Hawk PXH-1 K3 Lanze 1: Heavy Recon Lance
	Commando COM- 2D K3 Lanze 1: Heavy Recon Lance
	Orion ON1-K K4 Lanze 1: Direct Fire Lance
	Crusader CRD-3R K4 Lanze 1: Direct Fire Lance
	Vindicator VND-1R K4 Lanze 1: Direct Fire Lance
	JagerMech JM6-S K4 Lanze 1: Direct Fire Lance