

Master Unit List - Forces

Unit	Type	Skill	PV	Tonnage
Bear Cub 2	BattleMech	4	28	25
Commando COM-2Dr	BattleMech	4	18	25
Dart DRT-3S	BattleMech	4	15	25
Hammer HMR-3P "Pein-Hammer"	BattleMech	4	26	30
Locust LCT-5M	BattleMech	4	26	20
Stinger STG-5T	BattleMech	4	14	20
Wasp WSP-8T	BattleMech	4	14	20
Brigand LDT-X4	BattleMech	4	21	25
Crimson Hawk 4	BattleMech	4	25	25
Dasher (Fire Moth) M	BattleMech	4	30	20
10 Units			217	235

2 BEAR CUB

PV: 28

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: CASE



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

ALPHA STRIKE STATS

BATTLETECH

COM-2Dr COMMANDO

PV: 18

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: CASE, IF0*



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

ALPHA STRIKE STATS

BATTLETECH

LCT-5M LOCUST

PV: 26

TP: **BM** SZ: 1 TMM: 4 MV: 24"
ROLE: **Striker** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: ENE



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

ALPHA STRIKE STATS

BATTLETECH

STG-5T STINGER

PV: 14

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

DAMAGE S (+0) M (+2) L (+4)
1 1 0*

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: IF0*



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

ALPHA STRIKE STATS

BATTLETECH

DRT-3S DART

PV: 15

TP: **BM** SZ: 1 TMM: 3 MV: 18"
ROLE: **Scout** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

SPECIAL: ENE



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

ALPHA STRIKE STATS

BATTLETECH

WSP-BT WASP

PV: 14

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

SPECIAL: IF0*



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

ALPHA STRIKE STATS

BATTLETECH

HMR-3P "Pein-Hammer" HAMMER

PV: 26

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●●●

SPECIAL: TAG



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

ALPHA STRIKE STATS

BATTLETECH

LDT-X4 BRIGAND

PV: 21

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ●

SPECIAL: ENE, TSM



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

ALPHA STRIKE STATS

BATTLETECH

4

CRIMSON HAWK

PV: 25

TP: **BM** SZ: **1** TMM: **2** MV: **10"/6"**
ROLE: **Striker** SKILL: **4**

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

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

A: ○○○
S: ●

SPECIAL: ENE, JMPW1



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

ALPHA STRIKE STATS

BATTLETECH

M

DASHER (FIRE MOTH)

PV: 30

TP: **BM** SZ: **1** TMM: **4** MV: **26"**
ROLE: **Striker** SKILL: **4**

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

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

A: ○
S: ●

SPECIAL: CASE, IF1, OMNI



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

ALPHA STRIKE STATS

BATTLETECH