BattleTech Alpha Strike Comanders Edition: Special Abilities

Special	Name	Page	Notes
ABA	Anti-Penetrative Ablation Armor	83	Ignores MTAS, BTAS or armor-penetrating ammunition.
AC	Autocannon	83	Can use autocannon alternate ammunition
AECM	Angel ECM	76	As ECM x2
AFC	Advanced Fire Control	76	Support vehicle can make standard attacks with no penalty.
AM	Anti-Mech	76	Make special physical attack when in base contact.
AMP	Amphibious	76	Unit can move through water. 4 MV per inch.
AMS	Anti-Missile System	76	Reduce damage by 1 if attacker has LRM, SRM, or IF.
ARM	Armored Components	76	Ignore first critical hit opportunity.
ARS	Armored Motive Systems	77	-1 to Motive Damage roll.
ART	Artillery	82	Notes type and number of artillery attacks.
AT	Aerospace Transport	82	Can transport aerospace or conventional aircraft. P142
ATAC	Advanced Tactical Analysis Computer	82	Special. See rules
BAR	Barrier Armor Rating	77	Damage caused to armor treated as damage to structure. Roll critical
BFC	Basic Fire Control	77	+1 mod to attacks
BH	Bloodhound Active Probe	83	26" range. Unaffected by ECM. See rules.
BHJ	Battlemech Harjel	77	Ignore hull breach while under water or in vacuum
BHJII/BHJIII	Battlemech Harjel 2/3	83	As BHJ, but recovers armor each round. BHJII = +2 Armor, BHJIII = +3 Armor.
BIM	Bimodal Land-Air Mech	83	Unit can transform between a fighter and ground unit. P177
BOMB	Bombs	77	Can carry bombs p183
BRA	Ballistic-Reinforced Armor	83	1/2 damage from AC, IATM, IF, LRM, or SRM special attacks. See rules
BRID	Bridge Layer	83	Can deploy 2" bridge.
BT	Booby Trap	83	2" AOE self-destruct. Damage = unit size x 1/2 movement.
BTAS#	Battle Armor Taser	90	Can shut down enemy units. See rules.
C3	C3 Network	80	Special. See rules
CAP	Capital Weapons	84	Special. See rules
CAR	Cargo	77	Can be carried by units with the IT or CT ability.
CASE	Cellular Ammunition Storage Equipment	77	See Ammo Hit p50
CASEII	Cellular Ammunition Storage Equipment	77	See Ammo Hit p50
CASEP	Prototype CASE	88	On Ammo Explosion critical, roll 1d6. See rules.
CK	Cargo Transport, Kilotons	84	Special. See rules
CNARC#	NARC Missile Beacon	87	As SNARC, but Short Range.
CR	Critical Resistant	84	-2 on Critical Hit roll. Result of 1-0 = no critical.
CRW	Crew	84	Special. See rules
CT	Cargo Transport	84	Can transport cargo or infantry with CAR ability.
D	Door	84	Shows number of doors. Such as MT4D2.
DCC	Drone Carrier Control System	85	Can control a number of drones equal to its rating.
DJ	RISC Viral Jammers	89	Decoy Jammer. See rules.
DN	Direct Neural Control System	84	-1 Skill. Fire Control critical hit cause "Crew Stunned" result.
DRO	Drone	84	Unmanned drone. +1 Skill. ECM causes shutdown.
DUN	Dune Buggy	85	Special. See rules
ECM	Electronic Countermeasures	77	12-inch radius. Blocks C3, PRB, NARC, iNARC, DRONE. P136
ECS	RISC Emergency Coolant System	89	Reduces heat, but could cause damage. See rules.

EE	Elemantary Engine	77	Non-fusion engines. Could explode.
ENE	Energy	77	No ammo. Ignores Ammo Hit critical.
ENG	Engineering	85	Can clear woods as Saw p89.
ES	Ejection Seat	85	Automatic ejection on Ammot Hit critical.
FC	Fuel Cell Engine	77	Non-fusion engines. Could explode.
FD	Flight Deck	85	Special. See rules
FF	Firefighter	85	Can put out fires within 2". 2d6 on 8+. -1 per turn, max of -3.
FLK	Flak	78	Attacks vs. airborne units that miss by 2 or less cause FLK damage.
FR	Fire Resistant	78	Immune to HT or fire.
GLD	Glider Protomech	85	Special. See rules
HELI	Helipad	85	Special. See rules
HJ	RISC Viral Jammers	89	Homing Jammer. See rules.
HPG	Hyperpulse Generator	85	Special. See rules
HT	Heat	78	Unit causes heat or standard damage. P49
HTC	Trailer Hitch	90	Unit can tow wheeled or tracked units or trailers. P 163
IATM	Improved ATM	86	Special. See rules
IF	Indirect Fire	78	May use Alternate Munitions and make indirect fire attacks p41.
INARC	Improved NARC Missile Beacon	86	Special. See rules
IRA	Impact-Resistant Armor	86	Reduce MEL or Physical Attack damage by 1 to minimum of 1. +1 to all critical hit rolls.
IT	Infantry Transport	78	Can carry infantry or battlearmor.
I-TSM	Industrial Tripple-Strength Myomers	78	+2 on Physical or MEL attacks, +1 damage.
JAM	SDS Jammer	89	Negates ATAC or Naval C3. See rules.
JMPW/JMPS	Jump Jets Weak or Strong	78	Modifier to TMM when jumping. Does not include +1 mod for jumping.
LAM	Land-Air Mech	86	Unit can transform between a fighter, airmech, or fighter. P177
LECM	Light ECM	78	2" radius. As ECM p77.
LG	Large	86	Unit occupies 2" AOE, blocks LOS.
LMAS	Light Mimetic Armor System	78	If unit did not move, +2 Target Number.
LPRB	Light Active Probe	86	12" range. As PRB p168
LRM	Long-Range Missiles	86	Can use LRM alternate ammunition p143
LTAG	Light Target Acquisition Gear	86	6" range. As TAG, p90
MAG	Maglev	86	Special. See rules
MAS	Mimetic Armor System	78	If unit did not move, +3 Target Number.
MASH#	Mobile Army Surgical Hospital	87	Provides bonus to "repairing" infantry.
MCS	Magnetic Clamp System	87	Protomechs can be transported like Battlearmor with XMEC (p78). Max of 2 protomechs with MCS can be transported on a single unit.
MDS#	Mine Dispenser	87	Unit can deploy mines as a special attack.
MEC	Mechanized	78	Can be carried by any ground unit with OMNI ability p38
MEL	Melee	78	Unit has melee weapon, +1 to any physical attack damage. P45
MFB	Mobile Field Base	87	Provides bonus to repairing vehicles and mechs.
MHQ#	Mobile Headquarters	87	Provides bonuses to Battlefield Intelligence.
MSL#	Missile	87	Aerospace unit with Capital or Sub-Cap missile launchers.
MSW	Mine Sweeper	87	Unit can clear a minefield in base contact.
MT#	Mech Transport	87	Unit can transport mechs.
MTAS#	Mech Taser	90	Can shut down enemy units. See rules.
MTN	Mountain Troops	87	Infantry can climb 2" per inch moved forward in a turn.
NC3	Naval C3 Network	87	As C3, but immune to ECM. -1 TN mod.

BattleTech Alpha Strike Comanders Edition: Special Abilities

NOVA	NOVA Composite EW System	87	As C3i (Max 3 units), ECM, PRB. Immune to ECM.
OMNI	OMNI	78	May transport 1 battle armor with MEC ability
ORO	Off-Road	78	If support vehicle does not have ORO, it must pay +2 MV to move off-road
OVL	Overheat Long	78	Unit can use Overheat value on long range attacks
PAR	Paratroopers	87	CI and BA may dismount from airborne transports like Jump Infantry.
PNT#	Point Defense	87	Reduces damage from units with MSL, LRM, and SRM.
PRB	Active Probe	82	Special. See rules
PT#	Protomech Transport	88	Unit can transport protomechs.
QV	Quadvee	88	See page 178
RAIL	Rail	88	Unit can only move along rails.
RAMS	RISC Advanced Point Defense System	89	Reduces damage from units with MSL, LRM, and SRM and protects near by units. See rules.
RBT	Robot Drone	89	Autonomous robot. See p 175.
RCA	Reactive Armor	88	Reduced damage from ART, BOMB, MSL, LRM, SRM, IF, or FLK specials.
RCN	Recon	88	Used for Battlefield Intelligence, p 154.
REAR	Rear-Firing Weapons	78	Unit may make attacks in Rear arc, but with +1 attack mod.
REL	Re-Engineered Lasers	88	Ignores RFA ability. Reduces CR modifier to -1. See rules.
RFA	Reflective Armor	88	See rules.
RHS	Radical Heat Sink	88	Unit can attempt to lower heat. See rules.
RSD#	Remote Sensor Dispenser	88	May deploy remote sensors. See rules.
SAW	Saw	89	Can clear woords. See p 173.
SCAP	Sub-Capital Weapons	90	See rules. Page 156
SDCS	SDS Drone Control System	89	See rules.
SDS-C, CM, CS	Space Defense System	90	See rules.
SEAL	Environmental Sealing	85	Can operate under water, vacuum, etc.
SHLD	Battlemech Shield	77	-1 damage, +1 weapon atack. Ignore for area effect, heat, or IF.
SLG	Super Large	90	Unit is at least 6" and blocks LOS.
SNARC#	NARC Missile Beacon	87	Med range special attack. +1 point of damage from units with IF, LRM, or SRM until the end of the game.
SOA	Space Operations Adaptation	90	Unit can operate in the vacuum of space.
SRCH	Searchlight	90	Ignores darkness modifiers.
SRM#	Short Range Missiles	90	Unit may use alternate munitions, p 143.
ST#	Small Craft Transport	90	Unit may transport small craft.
STL	Stealth	79	ECM p77/161 Non-infantry attack mod: +1 Med, +2 Long Battle armor attack mod: +1 Short, +1 Med, +2 Long
SUBW/SUBS	Submersible Movement	79	Unit can move under water. Value modifies TMM when in water.
TAG	Target Acquisition Gear	90	Used with homing artillery and homing missiles. P 47.
TOR	Torpedo	79	Unit can carry torpedos.
TRN	Trenchworks/Fieldworks Engineers	91	Can convert 2" AOE into fortified area. See rules.
TSEMP#	Tight-Stream EMP Weapons	90	Special attack. See rules.
TSI	Triple-Strength Implants	91	Augmented infantry. P 140.
TSM	Triple-Strength Myomer	79	Special. See rules
TSMX	Prototype Triple-Strength Myomer	88	+1 damage to pysical attacks. See rules.
TUR	Turret	79	Can make attack in 360 degree arc.
UCS	Magnetic Clamp System	87	Protomechs can be transported like Battlearmor with XMEC (p78). Max of 1 protomechs with UCS can be transported on a single unit.

BattleTech Alpha Strike Comanders Edition: Special Abilities

UMU	Underwater Maneuvering Unit	80	p36
VLG	Very Large	91	Unit occupies a 4" diameter area and blocks LOS.
VR	Virtual Reality Piloting Pod	91	See rules.
VSTOL	Very-Short Takeoff and Landing	91	See rules. Page 141.
VT (M#, H#, S#)	Vehicle Transport	91	Unit can transport vehicles. See rules.
WAT	Watchdog	80	Treat as ECM + LPRB. P136
XMEC	Extended Mechanized	78	Can be carried by any ground unit. P38