

Alpha Strike

Special Pilot Ability Cards

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All page numbers refer to the BattleTech: Alpha Strike Commander's Edition except for custom (CSTM) cards created by Randal Snyder.

SPA

Animal Mimicry



SPA Cost: 3 (quad mech)
Reduce MV cost of ultra-heavy woods, jungle, or buildings by 2/inch of movement.

P92

Intimidate Med Range- T# = Skill + 8 - Size. Following turn: target suffers -2 MV, -1 TMM, +1 To Hit the intimidating unit.

SPA

Blood Stalker



SPA Cost: 2
Choose Target at start of combat. -1 Attack vs. Target, +2 vs. all others. If no LOS to Target at start of movement, may choose new Target.

P93

SPA

Combat Intuition



SPA Cost: 3
Once per 3 Turns, if player wins initiative, this unit resolves attacks and damage during Movement Phase.

P93

SPA

Antagonizer



SPA Cost: 3
Iron Will: +2 vs. psychological SPA.
Enrage 6": Instead of attack, 2d6 T# = Skill + 5.
Effect: Next turn, if start in Short/Med Range, target must towards Antagonizer, may only attack Antagonizer unless not possible.

P92

SPA

Cluster Hitter



SPA Cost: 2 (FLK, LRM, SRM)
If unit Stands Still, +1 Damage.

P93

SPA

Cross Country



SPA Cost: 2 (Vehicle)
Vehicle may enter prohibited terrain including 1st depth water at double movement cost.

P93

SPA **Demoralizer**



SPA Cost: 3
 Iron Will: +2 vs. psychological SPA.
 Demoralize 24": 2d6, T# = Skill + 8 - Size.
 Effect: Next turn, if start in Short/Med Range, -2 MV, -1 TMM, +1 Attack vs. Demoralizer.

P93

SPA **Eagle's Eyes**



SPA Cost: 2 (BH, PRB, LPRB)
 +2" detection range for BH, PRB, LPRB
 Hidden units within 2" automatically revealed, ignores ECM.
 +2 Defense vs. Minefields.

P95

SPA **Float Like a Butterfly**



SPA Cost: 1-4
 Once per point of SPA, force opponent to reroll an attack against this unit.

P96

SPA **Dodge**



SPA Cost: 2 (Mech)
 +2 Defense vs. Physical Attack

P95

SPA **Environmental Specialist**



SPA Cost: 2
 Choose environment, p61.
 -2 MV penalties (min 0),
 Reduce T# penalties by 1 (min 0)

P95

SPA **Foot Cavalry**



SPA Cost: 1 (Foot MV)
 +2" MV. Reduces terrain MV mod by -1 per inch for woods, rough, rubble, and buildings. 1/2 MV mod for elevation change.

P101

SPA **Dust-Off**



SPA Cost: 2 (AF, CF, DS, SC, VTOL)
 Landing: When landing in Inappropriate Terrain (p141), Control T# = Skill +1

P95

SPA **Fist Fire**



SPA Cost: 2 (Mech)
 If Physical Attack or MEL, add 1/2 Short Range damage.
 Cannot be used w/Street Fighter SPA or Death From Above attacks.

P96

SPA **Forward Observer**



SPA Cost: 1
 Unit may spot for multiple Artillery attacks vs. 1 Target.
 Ignore "Spotter Attacked" modifier for IF or Artillery Indirect Fire.

P96

SPA **Golden Goose**



SPA Cost: 3 (AF, CF, SC)
 -1 Attack mod for Strike or Strafe
 -2 Attack mod for BOMB

P96

SPA **Heavy Horse**



SPA Cost: 2 (Beast Mounted)
 +1 Damage if in Base Contact with Target.

P101

SPA **Hot Dog**



SPA Cost: 2 (AF, Mech)
 Reduce effects of HEAT by 1 level.
 At HEAT 4, treat as HEAT 3 (-6 MV, -1 TMM, +3 Attack).
 Shutdown at HEAT 5.

P97

SPA **Ground Hugger**



SPA Cost: 2 (AF, CF, SC)
Double Strafe: Divide strafe into 2 templates up to 10" long (min 2").
Double Strike: Make 2 Strike attacks.

P96

SPA **Heavy Lifter**



SPA Cost: 1 (Mech)
 Unit gains +1 Size for external cargo, p163.
 If external cargo is 3 smaller than Heavy Lifter size, movement reduced by 2" instead of standard.

P97

SPA **Human TRO**



SPA Cost: 1
 1D visible units within 12" as LPRB, except for Hidden Units, p157.
 Once per game declare a bonus Critical Hit before rolling for attack. If attack causes damage, roll Critical Hit.

P97

SPA **Headhunter**



SPA Cost: 2
 Opponent reveals command units.
 If enemy commanders killed or disabled, +1 Initiative (+3 max).
 If no commanders, use highest PV per formation.

P96

SPA **Hopper**



SPA Cost: 1 (Mech)
 Ignore first Movement Critical penalty.

P97

SPA **Iron Will**



SPA Cost: 1
 +2 vs. psychological SPA or Morale.

P97

SPA

Jumping Jack



SPA Cost: 2 (Mech)
Reduce jumping attack modifier to +1 instead of +2.

P97

SPA

Maneuvering Ace



SPA Cost: 2
Reduce movement cost of terrain by 1 to a minimum of 1.
Atmosphere modifier for Control Rolls reduced to +1 instead of +2.

P97

SPA

Multi-Tasker



SPA Cost: 2
Choose 2 Targets. Damage halved, rounded down, min 1.

P98

SPA

Light Horseman



SPA Cost: 2 (Beast Mounted)
+2" MV. Reduces terrain MV mod by -1 per inch for woods, rough, and rubble.

P101

SPA

Marksman



SPA Cost: 2
Standstill and cause 1/2 Damage rounded down, minimum of 1. If attack hits with MoS of 3+, gain a bonus Critical Hit.

P97

SPA

Natural Grace



SPA Cost: 3 (Mech)
May attack units in rear firing arc.
Movement cost for ultra-heavy terrain and buildings reduced by 1 per inch of movement.

P98

SPA

Lucky



SPA Cost: 1-4
Once per point of SPA, reroll an attack or Control roll.

P97

SPA

Melee Specialist



SPA Cost: 1 (Mech)
-1 Attack modifier for Physical attacks.

P98

SPA

Oblique Artilleryman



SPA Cost: 1 (ART)
-1 Attack Modifier for indirect and off-board ART special attacks.
Causes full damage for Artillery Counter-Battery attacks, p153, even if attack misses by MoF 1. MoF 2-3 causes 1/2 damage, rounded up.

P98

SPA **Oblique Attacker**



SPA Cost: 1
 -1 Attack Modifier for IF attacks.
 Can make IF attacks w/o spotter for +2 Attack Modifier, which replaces all standard IF mods.

P98

SPA **Sandblaster**



SPA Cost: 2
 If AC, FLK, IATM, LRM, SRM, TOR:
 +2 Damage at Short Range.
 +1 Damage at Med or Long Range.

P99

SPA **Slugger**



SPA Cost: 1
 Improvised Weapon: Spend 2" in woods/building/rubble to gain MEL.

P99

SPA **Range Master**



SPA Cost: 2
 Short range has +2 Attack Modifier.
 Choose Med, Long, or Extreme range.
 -2 Attack Modifier for attacks against that range.

P98

SPA **Shaky Stick**



SPA Cost: 2 (Aerospace)
 +1 Defense Modifier vs. ground-to-air attacks, p186.

P99

SPA **Sniper**



SPA Cost: 3
 Range Modifiers: Short +0, Med +1, Long +2, Extreme +3.
 Does not affect IF or ART.

P99

SPA **Ride the Wash**



SPA Cost: 4 (AF, CF, DS, SC)
 Atmospher Control Roll modifier reduced to +0.
 If AF or CF tailing opponent at short range, give up attack to cause opponent to make a Control Roll +3.
 On failure, opponent loses 2 altitudes.

P98

SPA **Sharpshooter**



SPA Cost: 4
 Standstill and cause full Damage.
 If attack hits with MoS of 3+, gain a bonus Critical Hit.

P99

SPA **Speed Demon**



SPA Cost: 2
 Standard Move: +2" MV
 Sprint: +4" MV
 Aerospace: +1 Thrust

P99

SPA

Stand-Aside



SPA Cost: 1
Can move through opponent's units. Immune to Zone of Control SPA, p109.

P99

SPA

Swordsman



SPA Cost: 2 (Mech, MEL)
If MEL attack succeeds choose +1 Damage or Bonus Critical Hit.

P100

SPA

Terrain Master-Forest Ranger



SPA Cost: 3 (Ground Movement)
Reduce MV mod for woods by -1. +1 Defense if in woods.

P100

SPA

Street Fighter



SPA Cost: 2 (Mech)
If in Base Contact, may make "Preemptive Strike". Resolve before Combat Phase. +1 Attack Modifier. Damage = Short + Physical Damage. Can destroy opponent before their attack. Negated if both units have Street Fighter SPA.

P99

SPA

Tactical Genius



SPA Cost: 3
Unit gains MHQ4
If battlefield commander, once per 2 rounds, may reroll Initiative.

P100

SPA

Terrain Master-Mountaineer



SPA Cost: 3 (Ground Movement)
Reduce MV mod for elevation for climbing, rough, or rubble by -1, p72.

P100

SPA

Sure-Footed



SPA Cost: 2 (Mech)
+2" MV if movement completely on Paved or Ice. +4" if Sprint.
If Skidding, p74, -2 on Control Roll.

P100

SPA

Terrain Master - Drag Racer



SPA Cost: 1 (Tracked, Wheeled)
+4" MV if movement completely on Paved or Ice. +6" MV if Sprint.
If Skidding, p74, -2 on Control Roll.

P100

SPA

Terrain Master-Nightwalker



SPA Cost: 3 (Ground Movement)
Ignore darkness modifiers. Does not need SRCH.

P100

SPA

Terrain Master-Sea Monster



SPA Cost: 3 (Ground Movement)

Reduce MV mod for water by -1. +1 Defense if in water. Ignores +1 underwater terrain modifier on attacks.

P101

SPA

Weapon Specialist



SPA Cost: 3

If attack miss by MoF 1, causes 1/2 Damage, rounded down, min 1.

P101

SPA

Terrain Master-Swamp Beast



SPA Cost: 3 (Ground Movement)

Reduce MV mod for swamp, mud by -1. Ignores Boggling Down rules, p60. +1 Defense when occupying swamp, mud.

P101

SPA

Wind Walker



SPA Cost: 2 (Aerospace)

Ignore +2 Control Roll modifier for atmosphere. -1 Control Roll mod for landing/takeoffs.

P101

SPA

Urban Guerrilla



SPA Cost: 1 (BA, CI)

+1 Defense, -1 Damage if occupying building, rough, rubble, or paved terrain.

Once per battle, spawn friendly infantry within 6". Skill as Unit +2, MV 2F, A/S 1/1, S/M/L 1/0/0

P101

SPA

Zweihander



SPA Cost: 2 (Mech)

+1 Damage on Physical attacks.

P101