

# Alpha Strike Campaign: Garrison Units

Alpha Strike Campaign Rules

<http://bit.ly/4525nTW>

# Light Garrison 1 (202 PV)

## 5x Foot Platoon (Rifle, Energy)

### (Rifle, Energy) FOOT PLATOON

PV: 9

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

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

1st 2nd 3rd 4th 5th 6th  
A: ○ ○ ○ ○ ○ ○  
S: ● ● ● ● ● ●

SPECIAL: AM, CAR3



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#### ALPHA STRIKE STATS



Artwork by Jared Blando

## 6x Heavy Wheeled APCs

### (SRM) HEAVY WHEELED APC

PV: 11

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

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

1st 2nd 3rd 4th 5th 6th  
A: ○ ○ ○ ○ ○ ○  
S: ● ● ● ● ● ●

SPECIAL: EE, IT3, SRCH



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

#### ALPHA STRIKE STATS



## J. EDGAR LIGHT HOVER TANK

PV: 23

TP: **CV** SZ: **1** TMM: **4** MV: **22"**h  
ROLE: **Scout** SKILL: **4**

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

A: ○ ○ ○  
S: ● ● ●

SPECIAL: SRCH, TUR(1/1-)



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

#### ALPHA STRIKE STATS



### (Standard) LRM CARRIER

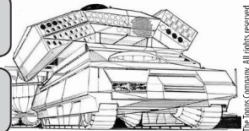
PV: 22

TP: **CV** SZ: **3** TMM: **1** MV: **6"**t  
ROLE: **Missile Boat** SKILL: **4**

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

A: ○ ○ ○  
S: ● ● ●

SPECIAL: EE, IF3, LRM1/3/3, SRCH



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

#### ALPHA STRIKE STATS



### LCT-1V LOCUST

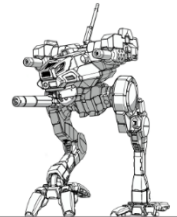
PV: 18

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

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

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

A: ○ ○ ○  
S: ● ● ●



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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



### (Rifle, Energy) JUMP PLATOON

PV: 8

TP: **CI** SZ: **1** TMM: **1** MV: **6"**j  
ROLE: **Ambusher** SKILL: **4**

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

A: ○ ○ ○  
S: ● ● ●

SPECIAL: AM, CAR4

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#### ALPHA STRIKE STATS



## STRIKER LIGHT TANK

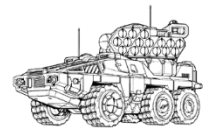
PV: 20

TP: **CV** SZ: **1** TMM: **2** MV: **10"**w  
ROLE: **Missile Boat** SKILL: **4**

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

A: ○ ○ ○  
S: ● ● ●

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



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

#### ALPHA STRIKE STATS



# Light Garrison 2 (80 PV)

4x Heavy Wheeled APCs

(SRM)

## HEAVY WHEELED APC

PV: 11

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



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

1st 2nd 3rd 4th 5th 6th  
 A: ○ ○ ○ ○ ○ ○ ○ ○  
 S: ● ● ● ● ● ● ● ●

SPECIAL: EE, IT3, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS

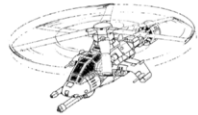


H-7

## WARRIOR ATTACK HELICOPTER

PV: 15

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



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

A: ○  
 S: ● ●

SPECIAL: ATMO, EE, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS



PV: 12

## AC/2 CARRIER

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



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

A: ○ ○  
 S: ● ● ●

SPECIAL: AC1/1/1, EE, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS



(Rifle, Energy)

## FOOT PLATOON

PV: 9

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

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

A: ○ ○  
 S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS



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# Light Garrison 3 (64 PV)

## HARASSER MISSILE PLATFORM

PV: 22

TP: **CV** SZ: **1** TMM: **4** MV: **20"**  
 ROLE: **Striker** SKILL: **4**



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

A: ○  
 S: ●●

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2-), SRM2/2)

### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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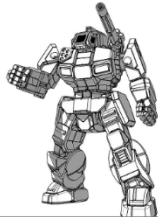
### ALPHA STRIKE STATS



## SHD-2H SHADOW HAWK

PV: 30

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



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

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 MV Each  
 WEAPONS ○○○○-1 Damage Each

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### ALPHA STRIKE STATS



## AC/2 CARRIER

PV: 12

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



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

A: ○○  
 S: ●●●

SPECIAL: AC1/1/1, EE, SRCH

### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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### ALPHA STRIKE STATS



# Light Garrison 4 (160 PV)

## 5x Foot Platoon (Rifle, Energy)

PV: 9


(Rifle, Energy)  
**FOOT PLATOON**

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○	○	○	○	○	○
S: ●	●	●	●	●	●

SPECIAL: AM, CAR3



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**ALPHA STRIKE STATS** **BATTLETECH**

Artwork by Jared Blando

## 6x ER Laser Turrets


PV: 9

ER Large Laser  
**TURRET (EMPLACEMENT)**

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st	2nd	3rd	4th	5th	6th
A: ○	○	○	○	○	○
S: ●	●	●	●	●	●



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**ALPHA STRIKE STATS** **BATTLETECH**

## 3x Heavy Wheeled APCs


PV: 11

(SRM)  
**HEAVY WHEELED APC**

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○	○	○	○	○	○
S: ●	●	●	●	●	●



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**CRITICAL HITS**

ENGINE ○ ½ MV and Damage

FIRE CONTROL ○○○○+2 To-Hit Each

WEAPONS ○○○○-1 Damage Each

MOTIVE ○○-2 MV ○○½ MV ○○ MV

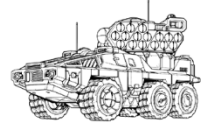
SPECIAL: EE, IT3, SRCH

**ALPHA STRIKE STATS** **BATTLETECH**

## STRIKER LIGHT TANK

PV: 20

TP: **CV** SZ: **1** TMM: **2** MV: **10"**w  
ROLE: **Missile Boat** SKILL: **4**



DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>1</b>

A: ○○○  
S: ●●

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

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage

FIRE CONTROL ○○○○+2 To-Hit Each

WEAPONS ○○○○-1 Damage Each

MOTIVE ○○-2 MV ○○½ MV ○○ MV

### ALPHA STRIKE STATS

**BATTLETECH**

(Rifle, Energy)

## JUMP PLATOON

PV: 8

TP: **CI** SZ: **1** TMM: **1** MV: **6"**j  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>0*</b>	<b>0*</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: AM, CAR4

### ALPHA STRIKE STATS

**BATTLETECH**

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# Light Garrison 5 (79 PV)

## (Rifle, Energy) FOOT PLATOON

PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **2''f**  
ROLE: **Ambusher** SKILL: **4**

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

A: ○○  
S: ●

SPECIAL: AM, CAR3

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ALPHA STRIKE STATS

**BATTLETECH**

2x ER Laser Turrets

## ER Large Laser TURRET (EMPLACEMENT)

PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

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

1st 2nd 3rd 4th 5th 6th  
A: ○○ ○○ ○○ ○○ ○○ ○○  
S: ● ● ● ● ● ●



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ALPHA STRIKE STATS

**BATTLETECH**

2x Heavy Wheeled APCs

## (SRM) HEAVY WHEELED APC

PV: 11

TP: **CV** SZ: **1** TMM: **2** MV: **12''w**  
ROLE: **Scout** SKILL: **4**

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

1st 2nd 3rd 4th 5th 6th  
A: ○○ ○○ ○○ ○○ ○○ ○○  
S: ● ● ● ● ● ●



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

**BATTLETECH**

## AC/2 CARRIER

PV: 12

TP: **CV** SZ: **3** TMM: **1** MV: **6''t**  
ROLE: **Sniper** SKILL: **4**

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

A: ○○  
S: ●●●

SPECIAL: AC1/1/1, EE, SRCH



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**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

**BATTLETECH**

## (Rifle, Energy) JUMP PLATOON

PV: 8

TP: **CI** SZ: **1** TMM: **1** MV: **6''j**  
ROLE: **Ambusher** SKILL: **4**

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

A: ○  
S: ●

SPECIAL: AM, CAR4

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ALPHA STRIKE STATS

**BATTLETECH**

# Light Garrison 6 (67 PV)


6x ER Laser Turrets

ER Large Laser  
**TURRET (EMPLACEMENT)**
PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

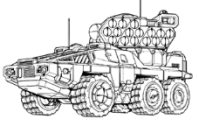


**ALPHA STRIKE STATS**
**BATTLETECH**

**STRIKER LIGHT TANK**
PV: 20

TP: **CV** SZ: **1** TMM: **2** MV: **10" w**  
 ROLE: **Missile Boat** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>1</b>



A: ○○○  
S: ●●

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

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

**ALPHA STRIKE STATS**
**BATTLETECH**


1x Heavy Wheeled APCs

(SRM)  
**HEAVY WHEELED APC**
PV: 11

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●



SPECIAL: EE, IT3, SRCH

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

**ALPHA STRIKE STATS**
**BATTLETECH**

# Medium Garrison 1 (288 PV)

## 4x Foot Platoon (Rifle, Energy)

(Rifle, Energy)  
**FOOT PLATOON**


TP: **CI** SZ: **1** TMM: **0** MV: **2''f**  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

	1st	2nd	3rd	4th	5th	6th
A:	○	○	○	○	○	○
S:	●	●	●	●	●	●

SPECIAL: AM, CAR3

**PV: 9**



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**ALPHA STRIKE STATS**

**BATTLETECH**  
Artwork by Jared Blando

## 4x ER Laser Turrets


ER Large Laser  
**TURRET (EMPLACEMENT)**

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

	1st	2nd	3rd	4th	5th	6th
A:	○	○	○	○	○	○
S:	●	●	●	●	●	●

**PV: 9**



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**ALPHA STRIKE STATS**

**BATTLETECH**

## 3x Heavy Wheeled APCs

(SRM)  
**HEAVY WHEELED APC**


TP: **CV** SZ: **1** TMM: **2** MV: **12''w**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

	1st	2nd	3rd	4th	5th	6th
A:	○	○	○	○	○	○
S:	●	●	●	●	●	●

SPECIAL: EE, IT3, SRCH

**PV: 11**



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**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

**ALPHA STRIKE STATS**

**BATTLETECH**

## H-7 WARRIOR ATTACK HELICOPTER

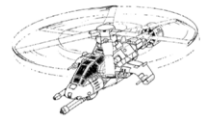
**PV: 15**

TP: **CV** SZ: **1** TMM: **3** MV: **18''v**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0*</b>

A: ○  
S: ●●

SPECIAL: ATMO, EE, SRCH



**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

### ALPHA STRIKE STATS **BATTLETECH**

## J. EDGAR LIGHT HOVER TANK

**PV: 23**

TP: **CV** SZ: **1** TMM: **4** MV: **22''h**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○○○  
S: ●●

SPECIAL: SRCH, TUR(1/1/-)



**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

### ALPHA STRIKE STATS **BATTLETECH**

## (Rifle, Energy) JUMP PLATOON

**PV: 8**

TP: **CI** SZ: **1** TMM: **1** MV: **6''j**  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>0*</b>	<b>0*</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: AM, CAR4

### ALPHA STRIKE STATS **BATTLETECH**

## LCT-1V LOCUST

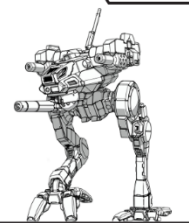
**PV: 18**

TP: **BM** SZ: **1** TMM: **3** MV: **16''**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

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

A: ○○  
S: ●●



**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-1V  
**LOCUST**

PV: 18

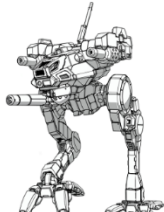
TP: **BM** SZ: 1 TMM: 3 MV: 16"  
ROLE: **Scout** SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○  
S: ●●

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



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ALPHA STRIKE STATS

**BATTLETECH**

**AC/2 CARRIER**

PV: 12

TP: **CV** SZ: 3 TMM: 1 MV: 6"  
ROLE: **Sniper** SKILL: 4

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

A: ○○  
S: ●●●

SPECIAL: AC1/1/1, EE, SRCH

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○½ MV ○ MV



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ALPHA STRIKE STATS

**BATTLETECH**

**HARASSER MISSILE PLATFORM**

PV: 22

TP: **CV** SZ: 1 TMM: 4 MV: 20"  
ROLE: **Striker** SKILL: 4

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

A: ○  
S: ●●

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2/-, SRM2/2)

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○½ MV ○ MV



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ALPHA STRIKE STATS

**BATTLETECH**

**PEGASUS SCOUT HOVER TANK**

PV: 25

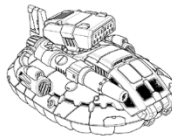
TP: **CV** SZ: 1 TMM: 3 MV: 16"  
ROLE: **Striker** SKILL: 4

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

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 ○ MV



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ALPHA STRIKE STATS

**BATTLETECH**

(Laser)  
**SPRINT SCOUT HELICOPTER**

PV: 18

TP: **CV** SZ: 1 TMM: 4 MV: 26"  
ROLE: **Scout** SKILL: 4

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

A: ○  
S: ●

SPECIAL: ATMO, ENE, PRB, RCN, SRCH

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○½ MV ○ MV



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ALPHA STRIKE STATS

**BATTLETECH**

BJ-1  
**BLACKJACK**

PV: 26

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○  
S: ●●●●

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



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ALPHA STRIKE STATS

**BATTLETECH**

# Medium Garrison 2 (290 PV)

## 4x Foot Platoon (Rifle, Energy)

(Rifle, Energy)  
**FOOT PLATOON**


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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○ ○ ○ ○ ○ ○					
S: ● ● ● ● ● ●					

SPECIAL: AM, CAR3

PV: **9**



ALPHA STRIKE STATS

**BATTLETECH**

Artwork by Jared Blando

## 4x ER Laser Turrets


ER Large Laser  
**TURRET (EMPLACEMENT)**

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st	2nd	3rd	4th	5th	6th
A: ○ ○ ○ ○ ○ ○					
S: ● ● ● ● ● ●					

PV: **9**



ALPHA STRIKE STATS

**BATTLETECH**

## HBK-4G HUNCHBACK

PV: **28**

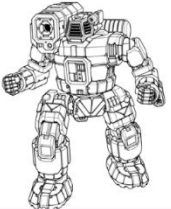
TP: **BM** SZ: **2** TMM: **1** MV: **8"**  
ROLE: **Juggernaut** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>4</b>	<b>3</b>	<b>0</b>

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

A: ○ ○ ○ ○ ○ ○  
S: ● ● ● ● ● ●

SPECIAL: AC2/2/-



ALPHA STRIKE STATS

**BATTLETECH**

**CRITICAL HITS**

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

## ASN-101 ASSASSIN

PV: **23**


TP: **BM** SZ: **2** TMM: **3** MV: **14"/10"**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>1</b>	<b>0*</b>

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

A: ○ ○  
S: ● ● ●

SPECIAL: IF0\*, JMPW1



ALPHA STRIKE STATS

**BATTLETECH**

**CRITICAL HITS**

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

## CDA-2B CICADA

PV: **22**

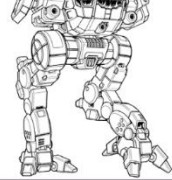
TP: **BM** SZ: **2** TMM: **3** MV: **16"**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>1</b>	<b>0</b>

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

A: ○ ○  
S: ● ● ●

SPECIAL: ENE



ALPHA STRIKE STATS

**BATTLETECH**

**CRITICAL HITS**

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

## AC/2 CARRIER


PV: **12**

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

A: ○ ○  
S: ● ● ●

SPECIAL: AC1/1/1, EE, SRCH



ALPHA STRIKE STATS

**BATTLETECH**

**CRITICAL HITS**

ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

## AC/2 CARRIER


PV: **12**

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

A: ○ ○  
S: ● ● ●

SPECIAL: AC1/1/1, EE, SRCH



ALPHA STRIKE STATS

**BATTLETECH**

**CRITICAL HITS**

ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

# J. EDGAR LIGHT HOVER TANK

PV: 23

TP: **CV** SZ: 1 TMM: 4 MV: 22" h  
 ROLE: **Scout** SKILL: 4

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

A: ○○○○  
 S: ●●

SPECIAL: SRCH, TUR(1/1-)



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# ENF-4R ENFORCER

PV: 25

TP: **BM** SZ: 2 TMM: 1 MV: 8" j  
 ROLE: **Skirmisher** SKILL: 4

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

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 MV Each  
 WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS



# (Rifle, Energy) JUMP PLATOON

PV: 8

TP: **CI** SZ: 1 TMM: 1 MV: 6" j  
 ROLE: **Ambusher** SKILL: 4

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

A: ○  
 S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS



# PARTISAN HEAVY TANK

PV: 19

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

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

A: ○○○  
 S: ●●●●

SPECIAL: AC2/2/2, EE, SRCH, TUR(2/2/2, AC2/2/2)



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# (Standard) PO HEAVY TANK

PV: 20

TP: **CV** SZ: 3 TMM: 1 MV: 8" t  
 ROLE: **Brawler** SKILL: 4

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

A: ○○○○○○  
 S: ●●●

SPECIAL: AC1/1/-, EE, SRCH, TUR(2/1-, AC1/1-)



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# BULLDOG MEDIUM TANK

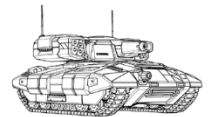
PV: 17

TP: **CV** SZ: 3 TMM: 1 MV: 8" t  
 ROLE: **Brawler** SKILL: 4

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

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 ○○ MV

ALPHA STRIKE STATS



# Medium Garrison 3 (283 PV)

## 6x Foot Platoon (Rifle, Energy)

(Rifle, Energy)  
**FOOT PLATOON**


TP: **CI** SZ: **1** TMM: **0** MV: **2''f**  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st 2nd 3rd 4th 5th 6th

A: ○ ○ ○ ○ ○ ○  
S: ● ● ● ● ● ●


SPECIAL: AM, CAR3



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**PV: 9**

**ALPHA STRIKE STATS**



Artwork by Jared Blando

## 1x ER Laser Turrets


ER Large Laser  
**TURRET (EMPLACEMENT)**

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st 2nd 3rd 4th 5th 6th


A: ○ ○ ○ ○ ○ ○  
S: ● ● ● ● ● ●



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**PV: 9**

**ALPHA STRIKE STATS**



## J. EDGAR LIGHT HOVER TANK

TP: **CV** SZ: **1** TMM: **4** MV: **22''h**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○ ○ ○  
S: ● ●

SPECIAL: SRCH, TUR(1/1-)



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**PV: 23**

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

**ALPHA STRIKE STATS**



## J. EDGAR LIGHT HOVER TANK

TP: **CV** SZ: **1** TMM: **4** MV: **22''h**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○ ○ ○  
S: ● ●

SPECIAL: SRCH, TUR(1/1-)




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**PV: 23**

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

**ALPHA STRIKE STATS**



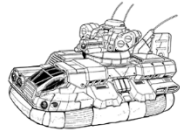
## J. EDGAR LIGHT HOVER TANK

TP: **CV** SZ: **1** TMM: **4** MV: **22''h**  
ROLE: **Scout** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○ ○ ○  
S: ● ●

SPECIAL: SRCH, TUR(1/1-)




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**PV: 23**

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
WEAPONS ○ ○ ○ ○ -1 Damage Each  
MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

**ALPHA STRIKE STATS**



## (Rifle, Energy) JUMP PLATOON

TP: **CI** SZ: **1** TMM: **1** MV: **6''j**  
ROLE: **Ambusher** SKILL: **4**


DAMAGE	S (+0)	M (+2)	L (+4)
	<b>0*</b>	<b>0*</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: AM, CAR4

**PV: 8**

**ALPHA STRIKE STATS**



## (Rifle, Energy) JUMP PLATOON

TP: **CI** SZ: **1** TMM: **1** MV: **6''j**  
ROLE: **Ambusher** SKILL: **4**


DAMAGE	S (+0)	M (+2)	L (+4)
	<b>0*</b>	<b>0*</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: AM, CAR4

**PV: 8**

**ALPHA STRIKE STATS**



# STRIKER LIGHT TANK

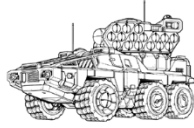
PV: 20

TP: CV SZ: 1 TMM: 2 MV: 10" w  
 ROLE: Missile Boat SKILL: 4

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

A: ○○○  
 S: ●●

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



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS



# AC/2 CARRIER

PV: 12

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

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

A: ○○  
 S: ●●●

SPECIAL: AC1/1/1, EE, SRCH



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS



# BJ-1 BLACKJACK

PV: 26

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

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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○  
 S: ●●●●



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

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ALPHA STRIKE STATS



# H-7 WARRIOR ATTACK HELICOPTER

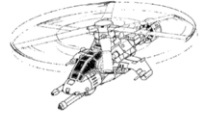
PV: 15

TP: CV SZ: 1 TMM: 3 MV: 18" v  
 ROLE: Scout SKILL: 4

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

A: ○  
 S: ●●

SPECIAL: ATMO, EE, SRCH



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS



# (Laser) SPRINT SCOUT HELICOPTER

PV: 18

TP: CV SZ: 1 TMM: 4 MV: 26" v  
 ROLE: Scout SKILL: 4

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

A: ○  
 S: ●

SPECIAL: ATMO, ENE, PRB, RCN, SRCH



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS



# Medium Garrison 4 (166 PV)


## 3x ER Laser Turrets

ER Large Laser  
**TURRET (EMPLACEMENT)**
PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st	2nd	3rd	4th	5th	6th
A: ○	○	○	○	○	○
S: ●	●	●	●	●	●



**ALPHA STRIKE STATS**
**BATTLETECH**


## 6x Heavy Wheeled APCs

(SRM)  
**HEAVY WHEELED APC**
PV: 11

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○	○	○	○	○	○
S: ●	●	●	●	●	●



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

SPECIAL: EE, IT3, SRCH


**ALPHA STRIKE STATS**
**BATTLETECH**

## HARASSER MISSILE PLATFORM

**HARASSER MISSILE PLATFORM**
PV: 22

TP: **CV** SZ: **1** TMM: **4** MV: **20" h**  
 ROLE: **Striker** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>0</b>



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2/-, SRM2/2)

**ALPHA STRIKE STATS**
**BATTLETECH**

## DEVASTATOR HEAVY TANK

PV: 31

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

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>6</b>	<b>5</b>	<b>0</b>



A: ○○○○  
 S: ●●●●

SPECIAL: AC4/4/-, SRCH, TUR(5/4/-, AC4/4/-)

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

**ALPHA STRIKE STATS**

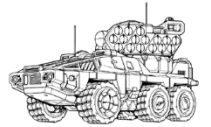
**BATTLETECH**

## STRIKER LIGHT TANK

PV: 20

TP: **CV** SZ: **1** TMM: **2** MV: **10" w**  
 ROLE: **Missile Boat** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>1</b>



A: ○○○  
 S: ●●

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

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

**ALPHA STRIKE STATS**

**BATTLETECH**

# Medium Garrison 5 (184 PV)

7x ER Laser Turrets

## ER Large Laser TURRET (EMPLACEMENT) PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

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

1st 2nd 3rd 4th 5th 6th  
 A: ○ ○ ○ ○ ○ ○  
 S: ● ● ● ● ● ●



### ALPHA STRIKE STATS BATTLETECH

## ER Large Laser TURRET (EMPLACEMENT) PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

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

1st 2nd 3rd 4th 5th 6th  
 A: ○ ○ ○ ○ ○ ○  
 S: ● ● ● ● ● ●



### ALPHA STRIKE STATS BATTLETECH

6x Heavy Wheeled APCs

## (SRM) HEAVY WHEELED APC PV: 11

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

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

1st 2nd 3rd 4th 5th 6th  
 A: ○ ○ ○ ○ ○ ○  
 S: ● ● ● ● ● ●



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

SPECIAL: EE, IT3, SRCH

### ALPHA STRIKE STATS BATTLETECH

## VEDETTE MEDIUM TANK

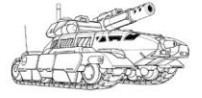
PV: 16

TP: **CV** SZ: **2** TMM: **2** MV: **10" t**  
 ROLE: **Brawler** SKILL: **4**

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

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 ○ ○ MV

### ALPHA STRIKE STATS BATTLETECH

## RFL-3N RIFLEMAN

PV: 26

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

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

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

A: ○ ○ ○ ○ ○ ○  
 S: ● ● ● ● ● ●



**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

## (Standard) AC/2 CARRIER

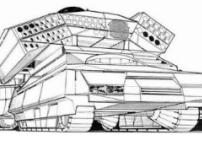
PV: 12

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

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

A: ○ ○ ○ ○  
 S: ● ● ● ●

SPECIAL: AC1/1/1, EE, SRCH



**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

### ALPHA STRIKE STATS BATTLETECH

# Medium Garrison 6 (178 PV)

8x ER Laser Turrets

## ER Large Laser TURRET (EMPLACEMENT)

PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

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

A: ○ ○ ○ ○ ○ ○

S: ● ● ● ● ● ●



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ALPHA STRIKE STATS



## ER Large Laser TURRET (EMPLACEMENT)

PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
 ROLE: SKILL: **4**

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

A: ○ ○ ○ ○ ○ ○

S: ● ● ● ● ● ●



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ALPHA STRIKE STATS



## STRIKER LIGHT TANK

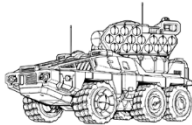
PV: 20

TP: **CV** SZ: **1** TMM: **2** MV: **10" w**  
 ROLE: **Missile Boat** SKILL: **4**

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

A: ○ ○ ○

S: ● ●



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### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

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

ALPHA STRIKE STATS



## H-7 WARRIOR ATTACK HELICOPTER

PV: 15

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

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

A: ○

S: ● ●



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SPECIAL: ATMO, EE, SRCH

### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS



## H-7 WARRIOR ATTACK HELICOPTER

PV: 15

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

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

A: ○

S: ● ●



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SPECIAL: ATMO, EE, SRCH

### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS



## H-7 WARRIOR ATTACK HELICOPTER

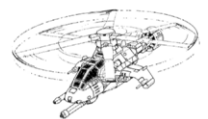
PV: 15

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

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

A: ○

S: ● ●



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SPECIAL: ATMO, EE, SRCH

### CRITICAL HITS

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○ ○ ○ ○ +2 To-Hit Each  
 WEAPONS ○ ○ ○ ○ -1 Damage Each  
 MOTIVE ○ ○ -2 MV ○ ○ ½ MV ○ ○ MV

ALPHA STRIKE STATS



## BJ-1 BLACKJACK

PV: 26

TP: **BM** SZ: **2** TMM: **1** MV: **8" j**  
 ROLE: **Sniper** SKILL: **4**

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

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

A: ○ ○ ○ ○ ○

S: ● ● ● ●



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SPECIAL:

### CRITICAL HITS

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

ALPHA STRIKE STATS

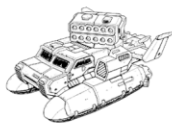




# HARASSER MISSILE PLATFORM

PV: 22

TP: **CV** SZ: **1** TMM: **4** MV: **20"**  
ROLE: **Striker** SKILL: **4**



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

A: ○  
S: ●●

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2)-, SRM2/2)

**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

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## ALPHA STRIKE STATS



# JUMP PLATOON

PV: 8

(Rifle, Energy)

TP: **CI** SZ: **1** TMM: **1** MV: **6"j**  
ROLE: **Ambusher** SKILL: **4**

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

A: ○  
S: ●

SPECIAL: AM, CAR4

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## ALPHA STRIKE STATS



# Heavy Garrison 1 (391)

## 5x Bunkers

(Standard)  
**INFANTRY BUNKER** PV: 1

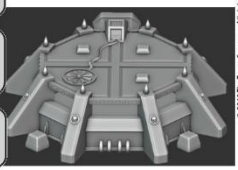
TP: **BD** SZ: **1** TMM: **0** MV: **0**  
ROLE: **Building** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>0</b>	<b>0</b>	<b>0</b>

1st	2nd	3rd	4th
A: ○○○○	○○○○	○○○○	○○○○
S: ●●●●	●●●●	●●●●	●●●●

SPECIAL: CV 8

ALPHA STRIKE STATS **BATTLETECH**



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## 8x Foot Platoon (Rifle, Energy)

(Rifle, Energy)  
**FOOT PLATOON** PV: 9


TP: **CI** SZ: **1** TMM: **0** MV: **2'**f  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH**



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Artwork by Jared Blando

(Rifle, Energy)  
**FOOT PLATOON** PV: 9


TP: **CI** SZ: **1** TMM: **0** MV: **2'**f  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH**



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Artwork by Jared Blando

## 6x ER Laser Turrets


ER Large Laser  
**TURRET (EMPLACEMENT)** PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **0**  
ROLE: SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>1</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

ALPHA STRIKE STATS **BATTLETECH**



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## 8x Heavy Wheeled APCs

(SRM)  
**HEAVY WHEELED APC** PV: 11

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


DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: EE, IT3, SRCH

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**



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(SRM)  
**HEAVY WHEELED APC** PV: 11

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


DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: EE, IT3, SRCH

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**



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# AC/2 CARRIER

PV: 12

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

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

A: ○○  
S: ●●●

SPECIAL: AC1/1/1, EE, SRCH



**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# J. EDGAR LIGHT HOVER TANK

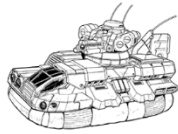
PV: 23

TP: CV SZ: 1 TMM: 4 MV: 22" h  
ROLE: Scout SKILL: 4

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

A: ○○○  
S: ●●

SPECIAL: SRCH, TUR(1/1/-)



**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# J. EDGAR LIGHT HOVER TANK

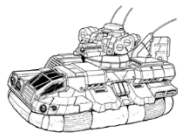
PV: 23

TP: CV SZ: 1 TMM: 4 MV: 22" h  
ROLE: Scout SKILL: 4

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

A: ○○○  
S: ●●

SPECIAL: SRCH, TUR(1/1/-)



**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# HARASSER MISSILE PLATFORM

PV: 22

TP: CV SZ: 1 TMM: 4 MV: 20" h  
ROLE: Striker SKILL: 4

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

A: ○  
S: ●●

SPECIAL: EE, SRCH, SRM2/2, TUR(2/2/-, SRM2/2)



**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# LCT-1V LOCUST

PV: 18

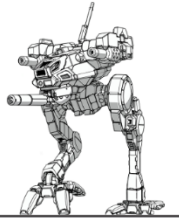
TP: BM SZ: 1 TMM: 3 MV: 16" h  
ROLE: Scout SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○  
S: ●●

SPECIAL:



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

ALPHA STRIKE STATS



# VEDETTE MEDIUM TANK

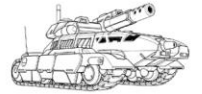
PV: 16

TP: CV SZ: 2 TMM: 2 MV: 10" t  
ROLE: Brawler SKILL: 4

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

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 ○○ MV

ALPHA STRIKE STATS



# LRM CARRIER

PV: 22

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

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

A: ○○  
S: ●●●

SPECIAL: EE, IF3, LRM1/3/3, SRCH



**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS



# PEGASUS SCOUT HOVER TANK

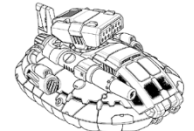
PV: 25

TP: CV SZ: 1 TMM: 3 MV: 16" h  
ROLE: Striker SKILL: 4

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

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 ○○ MV

ALPHA STRIKE STATS



H-7

PV: 15

# WARRIOR ATTACK HELICOPTER

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



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DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0*</b>

A: ○  
S: ●●

SPECIAL: ATMO, EE, SRCH

**CRITICAL HITS**

ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○ ½ MV ○○ MV

ALPHA STRIKE STATS

# BATTLETECH

# Heavy Garrison 2 (377 PV)

## 5x Bunkers

(Standard)  
**INFANTRY BUNKER** PV: 1

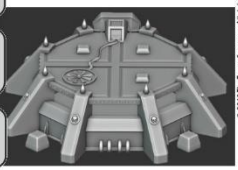
TP: **BD** SZ: 1 TMM: 0 MV: 0  
ROLE: **Building** SKILL: 4

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

1st	2nd	3rd	4th
A: ○○○○	○○○○	○○○○	○○○○
S: ●●●●	●●●●	●●●●	●●●●

SPECIAL: CV 8

ALPHA STRIKE STATS **BATTLETECH**



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## 8x Foot Platoon (Rifle, Energy)

(Rifle, Energy)  
**FOOT PLATOON** PV: 9


TP: **CI** SZ: 1 TMM: 0 MV: 2'f  
ROLE: **Ambusher** SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH**



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Artwork by Jared Blando

(Rifle, Energy)  
**FOOT PLATOON** PV: 9


TP: **CI** SZ: 1 TMM: 0 MV: 2'f  
ROLE: **Ambusher** SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH**



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Artwork by Jared Blando

## 4x ER Laser Turrets


ER Large Laser  
**TURRET (EMPLACEMENT)** PV: 9

TP: **CI** SZ: 1 TMM: 0 MV: 0  
ROLE: SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

ALPHA STRIKE STATS **BATTLETECH**



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## 5x Heavy Wheeled APCs

(SRM)  
**HEAVY WHEELED APC** PV: 11

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


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

1st	2nd	3rd	4th	5th	6th
A: ○○	○○	○○	○○	○○	○○
S: ●	●	●	●	●	●

SPECIAL: EE, IT3, SRCH

**CRITICAL HITS**  
ENGINE ○½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**



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**VEDETTE MEDIUM TANK** PV: 16

TP: **CV** SZ: 2 TMM: 2 MV: 10" t  
ROLE: **Brawler** SKILL: 4


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

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 ○○ MV

ALPHA STRIKE STATS **BATTLETECH**



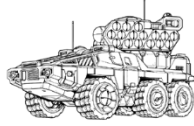
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# STRIKER LIGHT TANK

PV: 20

TP: CV SZ: 1 TMM: 2 MV: 10" w  
ROLE: Missile Boat SKILL: 4

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



A: ○○○  
S: ●●

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

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS

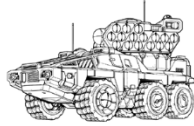


# STRIKER LIGHT TANK

PV: 20

TP: CV SZ: 1 TMM: 2 MV: 10" w  
ROLE: Missile Boat SKILL: 4

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



A: ○○○  
S: ●●

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

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS

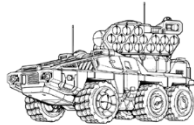


# STRIKER LIGHT TANK

PV: 20

TP: CV SZ: 1 TMM: 2 MV: 10" w  
ROLE: Missile Boat SKILL: 4

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



A: ○○○  
S: ●●

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

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS

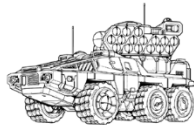


# STRIKER LIGHT TANK

PV: 20

TP: CV SZ: 1 TMM: 2 MV: 10" w  
ROLE: Missile Boat SKILL: 4

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



A: ○○○  
S: ●●

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

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS



# GHR-5H GRASSHOPPER

PV: 37

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

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



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 MV Each  
 WEAPONS ○○○○-1 Damage Each

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ALPHA STRIKE STATS

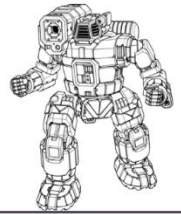


# HBK-4G HUNCHBACK

PV: 28

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

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



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 MV Each  
 WEAPONS ○○○○-1 Damage Each

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ALPHA STRIKE STATS

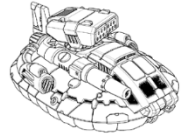


# PEGASUS SCOUT HOVER TANK

PV: 25

TP: CV SZ: 1 TMM: 3 MV: 16" h  
ROLE: Striker SKILL: 4

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



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 ○○ MV

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ALPHA STRIKE STATS



# CN9-A CENTURION

PV: 28

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

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



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 MV Each  
 WEAPONS ○○○○-1 Damage Each

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ALPHA STRIKE STATS



# Heavy Garrison 3 (443 PV)

## 6x Bunkers

(Standard) **INFANTRY BUNKER** PV: 1

TP: **BD** SZ: 1 TMM: 0 MV: 0  
 ROLE: **Building** SKILL: 4

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

1st	2nd	3rd	4th
A: ○○○○ ○○○○ ○○○○ ○○○○			
S: ●●●● ●●●● ●●●● ●●●●			

SPECIAL: CV 8

ALPHA STRIKE STATS **BATTLETECH**

(Standard) **INFANTRY BUNKER** PV: 1

TP: **BD** SZ: 1 TMM: 0 MV: 0  
 ROLE: **Building** SKILL: 4

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

1st	2nd	3rd	4th
A: ○○○○ ○○○○ ○○○○ ○○○○			
S: ●●●● ●●●● ●●●● ●●●●			

SPECIAL: CV 8

ALPHA STRIKE STATS **BATTLETECH**

## 9x ER Laser Turrets

ER Large Laser **TURRET (EMPLACEMENT)** PV: 9

TP: **CI** SZ: 1 TMM: 0 MV: 0  
 ROLE: SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○ ○○ ○○ ○○ ○○ ○○					
S: ● ● ● ● ● ●					

ALPHA STRIKE STATS **BATTLETECH**

ER Large Laser **TURRET (EMPLACEMENT)** PV: 9

TP: **CI** SZ: 1 TMM: 0 MV: 0  
 ROLE: SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○ ○○ ○○ ○○ ○○ ○○					
S: ● ● ● ● ● ●					

ALPHA STRIKE STATS **BATTLETECH**

## 6x Foot Platoon (Rifle, Energy)

(Rifle, Energy) **FOOT PLATOON** PV: 9

TP: **CI** SZ: 1 TMM: 0 MV: 2'f  
 ROLE: **Ambusher** SKILL: 4

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

1st	2nd	3rd	4th	5th	6th
A: ○○ ○○ ○○ ○○ ○○ ○○					
S: ● ● ● ● ● ●					

SPECIAL: AM, CAR3

ALPHA STRIKE STATS **BATTLETECH**

## 6x Heavy Wheeled APCs

(SRM) **HEAVY WHEELED APC** PV: 11

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

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

1st	2nd	3rd	4th	5th	6th
A: ○○ ○○ ○○ ○○ ○○ ○○					
S: ● ● ● ● ● ●					

SPECIAL: EE, IT3, SRCH

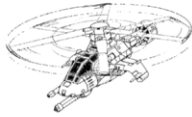
**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

H-7 **WARRIOR ATTACK HELICOPTER** PV: 15

TP: CV SZ: 1 TMM: 3 MV: 18"v  
 ROLE: Scout SKILL: 4

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



A: ○  
 S: ●●

SPECIAL: ATMO, EE, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

**MANTICORE HEAVY TANK** PV: 28

TP: CV SZ: 3 TMM: 1 MV: 8"t  
 ROLE: Brawler SKILL: 4

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



A: ○○○○○○  
 S: ●●●

SPECIAL: IF1, SRCH, TUR(2/3/2, IF1)

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

CPLT-C1 **CATAPULT** PV: 32

TP: BM SZ: 3 TMM: 1 MV: 8"j  
 ROLE: Missile Boat SKILL: 4

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



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 MV Each  
 WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

**VEDETTE MEDIUM TANK** PV: 16

TP: CV SZ: 2 TMM: 2 MV: 10"t  
 ROLE: Brawler SKILL: 4

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



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 ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

**LRM CARRIER** PV: 22

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

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



A: ○○  
 S: ●●●

SPECIAL: EE, IF3, LRM1/3/3, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

**J. EDGAR LIGHT HOVER TANK** PV: 23

TP: CV SZ: 1 TMM: 4 MV: 22"h  
 ROLE: Scout SKILL: 4

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



A: ○○○  
 S: ●●

SPECIAL: SRCH, TUR(1/1/-)

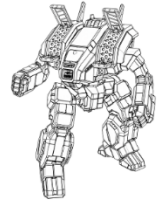
**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**

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



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 MV Each  
 WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

**AC/2 CARRIER** PV: 12

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

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



A: ○○  
 S: ●●●

SPECIAL: AC1/1/1, EE, SRCH

**CRITICAL HITS**  
 ENGINE ○ ½ MV and Damage  
 FIRE CONTROL ○○○○+2 To-Hit Each  
 WEAPONS ○○○○-1 Damage Each  
 MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS **BATTLETECH**



(Laser)

# SPRINT SCOUT HELICOPTER

PV: 18

TP: CV SZ: 1 TMM: 4 MV: 26"v  
ROLE: Scout SKILL: 4



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

A: ○  
S: ●

SPECIAL: ATMO, ENE, PRB, RCN, SRCH

**CRITICAL HITS**  
ENGINE ○ ½ MV and Damage  
FIRE CONTROL ○○○○+2 To-Hit Each  
WEAPONS ○○○○-1 Damage Each  
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

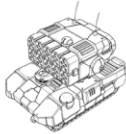


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# SRM CARRIER

PV: 26

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



DAMAGE S (+0) M (+2) L (+4)  
6 6 0

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 ○○ MV

ALPHA STRIKE STATS



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# SCORPION LIGHT TANK

PV: 11

TP: CV SZ: 1 TMM: 1 MV: 8"t  
ROLE: Brawler SKILL: 4



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

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 ○○ MV

ALPHA STRIKE STATS



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