TUKAYYID

CLAN WOLF
Gamma Galaxy
7th Battle Cluster

vs.

COMSTAR
ComGuards
10th Army

Alphastrike Szenario
2. Clantreffen, Clan Wolf Germany / Gamma (CWG)
Februar 2016

Wir bedanken uns
bei unseren Partnerinnen
für die Geduld und Rücksicht,
die sie für uns und unser Hobby aufbringen.

GID_00001__#874532984657832-AP43
Meldric

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Nimrod

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Inhalt
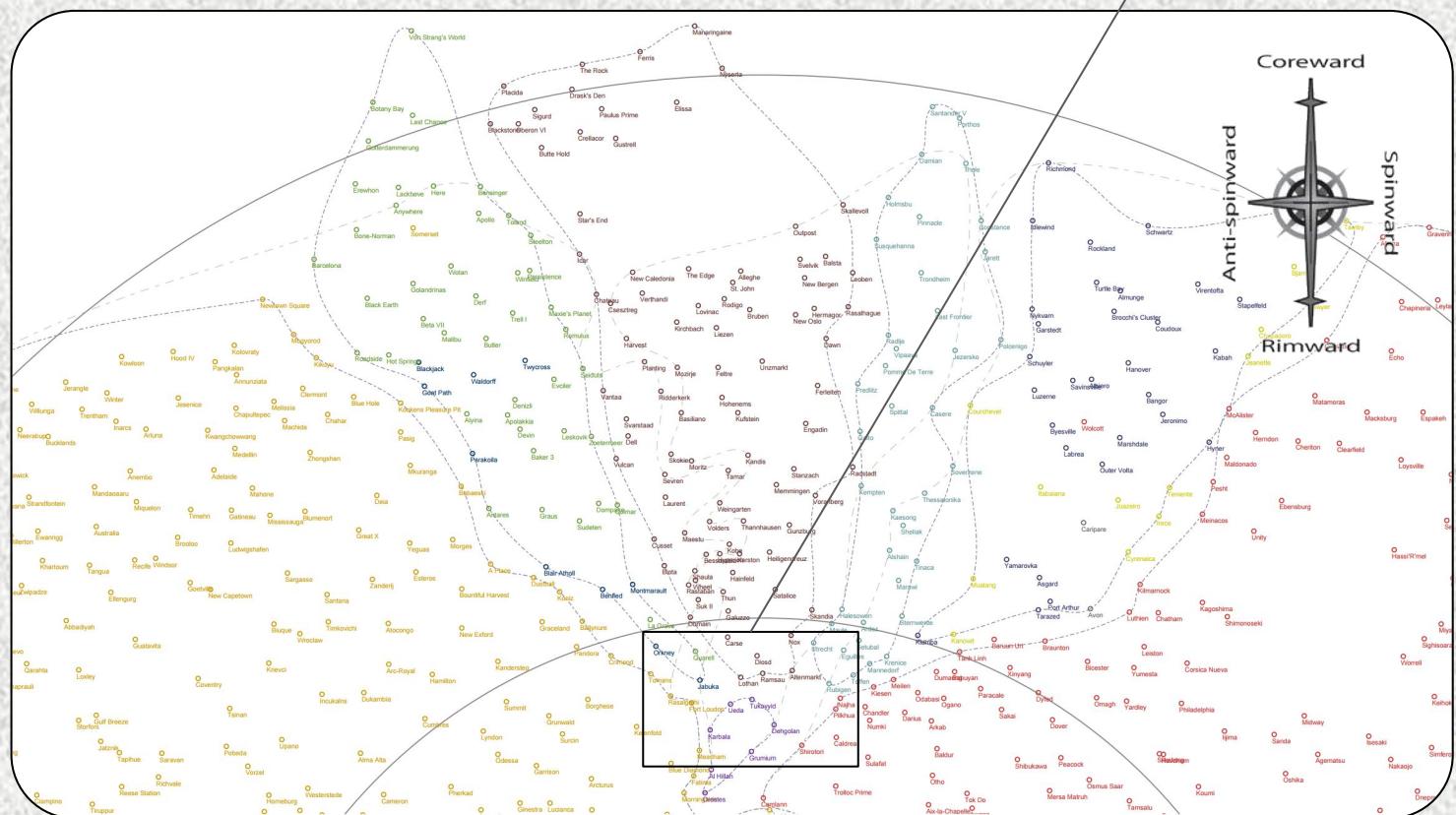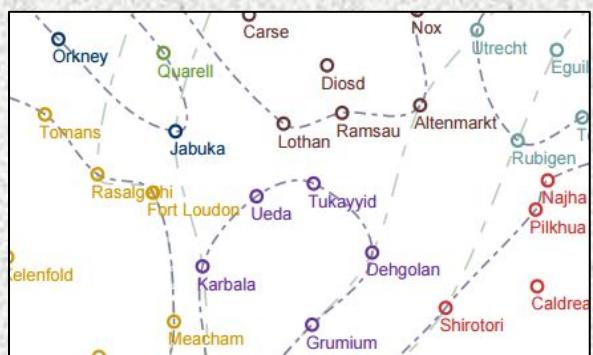
Hintergrund

Die Clans sind in die Innere Sphäre zurückgekehrt. Der überlegenen Kriegsmaschinerie und den gezüchteten Elitekriegern hatten die Streitkräfte der Verteidiger lange Zeit nur wenig entgegen zu setzen.

Im Februar 3052 gelang es ComStars Präzentor Martialum Anastasius Focht, die Invasion zum Stillstand zu bringen, indem er einen Stellvertreterkampf um Terra mit dem ilKhan der Clans, Ulrik Kerensky, vereinbarte. Dieser Kampf sollte auf Tukayyid stattfinden, einer Argrarwelt in der ehemals freien Republik Rasalhague.

Würden die Clans gewinnen, erhielten sie direkt die Kontrolle über Terra. Sollte es den Verteidigern der ComGuards aber gelingen, die Clans vom Erreichen der gesetzten Ziele abzuhalten, so würden die Clans sich zu einem 15jährigen Waffenstillstand verpflichten.

Clan Wolf hat die Aufgabe erhalten, die Städte Skupo and Brzo einzunehmen. Der erste Kontakt zwischen ComGuards und Clan Wolf findet statt, als die Clan Wolf Einheiten Forest's End passieren.

Clan Wolf

**"Here, with the Strana Mechty wolf,
we see what may be the epitome of a warrior,
cunning matched with instinct and stealth,
joined with a final, terrifying attack.
For this mighty creature, I name you.
You are Clan Wolf."**
Nicholas Kerensky, 2810

Nach der Gründung der Clans durch Nicholas Kerensky hat er sich Clan Wolf als den Clan ausgewählt, dem er selbst angehören wollte. Diese Entscheidung hat den Wölfen in der Geschichte der Clans immer eine Sonderstellung gegeben. Die Wölfe stehen, Kreuzritter wie Bewahrer, als Symbol für die Clangesellschaft. Der Stolz auf die Tradition der Clans ist jedem Wolfskrieger tief in seine Seele gebrannt. Trotzdem verzichtete Clan Wolf, in Reaktion auf die Kampfweise der Kräfte der Inneren Sphäre, bei den Kämpfen auf Tukayyid von Beginn an auf Zellbrigen.

Der Timberwolf, ein 75t-Omnimech gilt wie kein anderer BattleMech als Ikone der Wölfe.

6

ComStar

ComStar hat seit vielen Jahrhunderten die gesamte Kommunikation der Inneren Sphäre unter seiner Kontrolle. Die Organisation ist seit vielen Generationen die einzige Macht, die die technische Funktionsweise der HPG-Stationen kontrollieren kann und sie mysthifiziert hat. Die unglaubliche Macht ComStars war über eine sehr lange Zeit augenscheinlich auf politische Einflußnahme und Nach-richtenkontrolle beschränkt. Bei der Schlacht von Tukayyid kommen die ComGuards zum Einsatz, die, mit Sternenbund Technologie ausgerüstet, eigentlich ComStars Versicherung sind, würde einer der Nachfolgerstaaten ihre Macht ernsthaft in Frage stellen. Jetzt werden die bestens ausge-rüsteten und hervoragend ausge-bildeten ComGuards den Clans entge-gen geworfen, um Terra zu halten.

"Blakes Friede mit Dir!"

Historischer Schlachtverlauf

Clan Wolf gegen ComStar
Tukayyid, Mai 3052
(Clan Wolf Sourcebook)

"The Clan Wolf DropShips landed 40 kilometers southeast of their objectives, the cities of Skupo and Brzo, five days after the rest of Clans landed. Once down and secure, the Clan Wolf Galaxies lined up as if they expected to fight from the first step instead of forming the loose traveling columns they favored. Arrayed against Clan Wolf was the Tenth Army, composed of some of the best divisions and regiments the Com Guards had to offer.

Having pinpointed the exact position of the Clan landing, Precentor V Margo Koivu deployed her forces among the trees covering the foothills of the Porozistu Mountains. Contact came as Clan Wolf passed the little hamlet of Forest's End. The ComStar forces engaged the Third Battle Cluster of Beta Galaxy and the Seventh Battle Cluster of Gamma Galaxy, holding the 283rd Division to fend off the Fourth Wolf Guards of Alpha Galaxy. The 283rd, though inexperienced, fought better than expected, and prevented Clan Wolf closing a loop that would have trapped the divisions involved in the primary engagement. While the 283rd held off the Fourth Wolf Guards, elements of the Clan's right flank were harried by members of the elite Sixty-sixth Division. The Wolf Khans, seeing no easy way around the attackers, hit them in the center of their offensive line. The con-certed pressure weakened the Corn Guards' formation and forced the 278th from their hilltop position. Hard-pressed, the Corn Guards started to fall back under cover of artillery support. Aerospace elements on either side were of little help to those on the ground, as they were fighting a running battle of their own. The retreat was accomplished in good order, and the Tenth Army regrouped 20 kilometers from Brzo and Skupo, establishing a new defensive line. Precentor Koivu was concerned when her forces withdrew from Forest's End without pursuit. She had expected to be re-lentlessly harried, especially since Clan Wolf had blooded several divisions. Yet, as she positioned her forces outside Skupo and Brzo, the enemy was not in sight. The Precentor's concern was validated when the Clan at-tempted to skirt the Tenth in an attempt to take the enemy's rear or to bypass them entirely in a drive for Skupo.

The Corn Guards deployed scouts and fighters to find the Wolves, but the recon fighters were harassed by Clan Wolf fighters, and so Koivu's scouts found nothing but trees and hills. As the Corn Guards started to fall back, Alpha Galaxy's Thirteenth Wolf Guards slipped behind the 166th Division. The Precentor immediately ordered her reserve divisions forward, sending the veteran 282nd Division to take on the Thirteenth Wolf Guards and force them away from the 166th and Skupo. The next two hours would be crucial. The Corn Guards began to pull back from their position, only to be attacked by the rest of Clan Wolf. They could not halt their withdrawal without stretching their forces dangerously thin in order to prevent Clan Wolf from slipping through their lines. The Precentor ordered her reserve divisions to stand firm in the face of the Wolf juggernaut to cover the retreat. The 282nd Division made contact with the Thirteenth Wolf Guards, and the ensuing fight, though far more costly for the 282nd, forced the Wolf Spiders to abandon their drive. By the time the Wolf Spiders pulled back, most of the Tenth Army stood on the crest of a series of steep hills overlooking the two cities and the road that connected them, less than five kilometers away. Before the Corn Guard forces could dig in, Clan Wolf launched another offensive. Again they engaged the Corn Guards up and down the line. When the defenders weakened, they hit the center of the line with a vengeance, straining the defensive perimeter to the breaking point. Having successfully broken through, the warriors of Clan Wolf stood on the road between the two cities. It was beginning to look as If Clan Wolfwould encircle Brzo, trapping most of the Tenth Army.

The WolfSpiders were in for a shock, however. As they closed on what appeared to be an open hilltop, 'Mechs, tanks, and squads of infantry rose out of a system of trenches to fire on the stunned Wolf warriors. The fighting in the trenches was fierce and unforgiving.

Only sheer stubbornness and an unwillingness to retreat saved the Wolf Spiders. After an hour of short-range firefights, the Com Guard division pulled back, with the Wolf Spiders on their heels.

They reached the road, ready to continue the push northward and threatening to encircle Skupo. But elements of the Ninth Army appeared from the northwest, supported by aerospace fighters and artillery. The fresh troops barreled into the bulge that Clan Wolf had created between the two cities. Elements of the Ninth were also diverted to reinforce the reeling 138th. By midnight the battleline resembled the letter "M." Clan Wolf had suffered a major disappointment in being prevented from closing a loop around either Skupo or Brzo. The Corn Guards had achieved a great, but costly, victory because the Tenth Army had held long enough for the Ninth to arrive. The Precentor and her staff made an important discovery during the fighting. Not only was Clan Wolf being conservative with their ammunition (unlike the other Clans), but they had configured their OmniMechs with a heavy bias toward energy weapons . In addition, most of the Elementals fought without the usual SRM pack, and supply trains were following closely behind the second line. This frugality made one thing certain : the Com Guards could not count on Clan Wolf running out of ammunition. The fight for Skupo and Brzo continued with only short respites. It was centered on the Wolf Spiders, who renewed their efforts against the 138th Division. Under heavy fire from the Clan, the demoralized and inexperienced warriors broke and ran. Despite the reassignment of reserves from the Ninth Army as reinforcements for the 138th, the Wolf Spiders destroyed their prey completely. As Khan Kerensky hunted, the Eleventh Wolf Guards of Delta Galaxy engaged the 278th Division, and the 166th fought a hit-and-run battle with the remnants of the Thirteenth Wolf Guards.

The Com Guard forces were finally overwhelmed. Skupo fell to Clan Wolf. The Corn Guards could not slow the progress of the Thirteenth Wolf Guards as they continued to push north to connect with the rest of their force. The resulting encirclement would trap whole Com Guard divisions in Skupo. Rather than risk the loss of so many warriors, the Corn Guards withdrew and conceded Skupo to Clan Wolf. Even retreat would prove difficult, because Clan Wolf launched a major push at virtually the same time. This caused considerable confusion among the retreating forces. Com Guard division com-manders are to be praised for preventing the confusion from becoming a panic. As it was, the Wolf Guards captured almost two hundred warriors in their encirclement of Skupo. The Fourth Wolf Guards and the Third Battle Cluster reappeared in the bulge.

Both had been conspicuous by their absence during the past two days, and their arrival was dreaded, with good reason. Their main axis of attack was aimed directly at Brzo. The force of so many Clan heavy and assault OmniMechs attempting to breach the defenses around the city was daunting, and it was under-standable when the Tenth Army bent. It is to their credit that they did not immediately break. The divisions of the Ninth Army did not wait for an order to launch their own offensive in support of the Tenth, hoping to slow the Wolf offensive. The two Clan Wolf assault clusters shifted their axis.

The Ninth's assault, instead of helping to hold the Clan forces, allowed Clan Wolf to breach the defensive ring where the two armies should have met. This split the Corn Guard forces into two groups, a dangerous situation. In response to these new attacks, the Eleventh Army was dispatched to reinforce the faltering defense of Brzo. Clan Wolf was expected to attack the Ninth Army, but advance scouts reported the Clan devoting considerable effort to raiding Corn Guard supply depots and creating and concealing depots of their own. Though it was obvious that Clan Wolf was willing to use its mobility to work around advantageous ComStar positions, they remained in the Porozistu Mountains. The Eleventh Corn Guards had been assigned to that area to take part in a direct engagement with ilKhan Ulric Kerensky's forces. Clan Wolf gradually broke off individual battles to regroup for the final engagement in the mountains . The fighting began amid a raging thunderstorm. Clan Wolf moved forward slowly, feinting and thrusting to maintain their advantage . The links to their supply bases held, and ComStar's few attempts to disrupt these lines were quickly smashed. Even with this advantage, what little ground was taken was won at a heavy price. Khan Garth Radick was slain commanding Beta Galaxy. Clan Wolf inflicted heavy enough damage on the ComStar forces that the Thirteenth Army was committed to the mountains. Before the new ComStar force could join the engagement, however, the battle for Tukayyid ended.
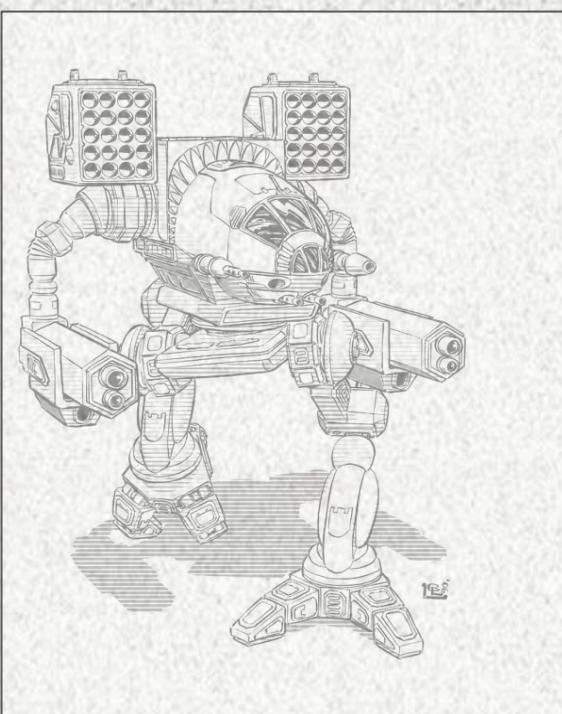
Roster Clan Wolf

Gamma Galaxy
"The Wolf Hussars"

Galaxy Gamma Command
"The bronze Keshik"
GCom Meldric Ward

7th Battle Cluster
"The hungry Wolves"
SCol Michael "Riot" Ward

Gamma ist eine Frontline-Galaxy der Wölfe und als solche extrem gut ausgebildet und ausgerüstet. Die überwiegende Zahl der MechKrieger ist wahrgeboren und entstammt damit dem Eugenik-Programm der Clans, das durch gezielte Selektion immer bessere Krieger heranzüchtet.

Zutiefst vom System der Clans und der Gesellschaft Kerenskys überzeugt, sind die Krieger der Gamma Galaxy als eine fanatische Elite einzustufen, der die Innere Sphäre nur wenig, wenn überhaupt etwas entgegen zu setzen hat.
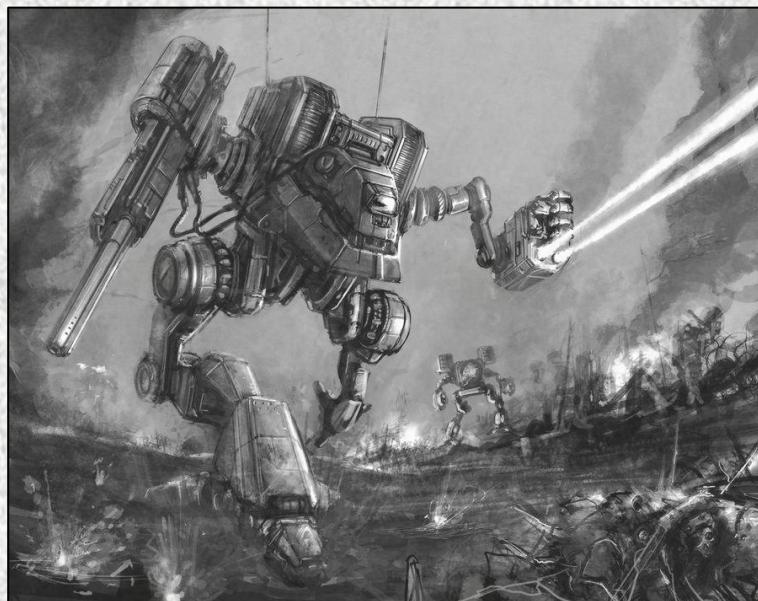
Touman Clan Wolf (1/6)

Elemente Gamma Galaxy

GALAXY COMMAND
Command Binary (Bronze Keshik)

CMD ★★ | A HQ | BK/Γ CW

7th BATTLE CLUSTER
(The Hungry Wolves)

Ehre und Stärke — 7th Battlecluster

TRINARY COMMAND (The Ravenous)

H	M	L	L	H	**ACS** Alpha Command Star
M	A	A	M	L	**BCS** Bravo Command Star
H	H	H	H	A	**CCS** Charlie Command Star

TRINARY BATTLE (The Bronze Lopers)

A	A	H	H	A	**ABS** Alpha Battle Star
L	L	L	L	M	**BBS** Bravo Battle Star
M	M	M	M	M	**CBS** Charlie Battle Star

TRINARY STRIKER (The Thunder Wolves)

A	M	A	A	L	**ASS** Alpha Striker Star
H	H	H	H	H	**BSS** Bravo Striker Star
H	M	L	A	L	**CSS** Charlie Striker Star

TRINARY ELEMENTAL (The Starving Bounders)

MVO	MVO	MVO	MVO	MVO	**AES** Alpha Elemental Star
MVO	MVO	MVO	MVO	MVO	**BES** Bravo Elemental Star
MVO	MVO	MVO	MVO	MVO	**CES** Charlie Elemental Star

CMD ★★★ | H | 7/Γ CW

BTL ★★★ | H | 7/Γ CW

STR ★★★ | H | 7/Γ CW

ELE ★★★ | MVO | 7/Γ CW

Gesamt: 3089 PV

Touman Clan Wolf (2/6)

★ ★

Binary Galaxy Command

Gamma Galaxy Command — Command Binary

#	Mech	V	Ton.	Pilot / Skill		PV
81	Dire Wolf	Prime	100	**Meldric WARD**	★★ / ★★ 0	99
92	Gladiator	Prime	95	**Murguia CARNS**	1	80
84	Mad Cat	Pryde	75	Palitrice RADICK	2	77
18	Dasher	Prime	20	Livengood	2	23
102	Warhawk	Prime	85	Galen	2	71
					Summe:	**350**

Command Binary — Fighter Star

#	Fighter	Var.	Ton.	Pilot / Skill			PV
L9	Jagatai	Prime	70	Willom MEHTA		★★ 1	62
L10	Jagatai	Prime	70	Mardia LEROUX	P1	3	46
L11	Jagatai	Prime	70	Rollow		3	46
L12	Jagatai	Prime	70	Oston	P2	3	46
L13	Batu	Prime	40	Kaspar		3	40
L14	Batu	Prime	40	Karla	P3	3	40
L17	Visigoth	Prime	60	Echin		3	40
L18	Visigoth	Prime	60	Fredasa	P4	3	40
xxx*	xxx	-		Xan*		3	-
xxx*	xxx	-		Oyton*	P5	3	-
						Summe:	**360**

Für die Angriffskampagne auf Tukayyid setzt die Gamma Galaxy in diesem Szenario nur einen Command Binärstern der Bronze Keshik, unter dem direkten Feldkommando von GCom Meldric WARD, als HQ-Einheit ein. Der 7th Battle Cluster steht unter dem Kommando von SCol Michael "Riot" WARD.

CMD ★★ BK/Γ CW ★ A HQ

Xan und Oyton wurden beim Batchall um die Dropzone weggeboten

710 PV

Touman Clan Wolf (3/6)

★★★

Trinary Command

Trinary Command: Command Star Alpha

#	Mech	Var.	Ton.	Pilot / Skill		PV
42	Linebacker	Prime	65	*Michael WARD*	★★ 1	64
16	Phantom	Prime	40	Cynth	2	41
19	Puma	Prime	35	Galatea	2	37
107	Puma	Prime	35	Moston	2	37
45	Linebacker	Prime	65	Rammee	2	56
				Summe:		**235**

Trinary Command: Command Star Bravo

#	Mech	Var.	Ton.	Pilot / Skill		PV
43	Fenris	Prime	45	Mike	★ 2	47
26	Gladiator	Prime	95	Bainbridge	3	60
100	ManO'War	Prime	80	K'orl	3	42
95	Fenris	Prime	45	Secriz	3	40
109	Koshi	Prime	25	Red	3	25
				Summe:		**214**

Trinary Command: Command Star Charlie

#	Mech	Var.	Ton.	Pilot / Skill		PV
87	Mad Cat	Prime	75	Kiara	★ 2	69
25	Mad Dog	C	60	Stefan	3	36
24	Hellbringer	Prime	65	Cassiton	3	48
27	Mad Cat	Prime	75	Dwanick	3	59
28	Warhawk	Prime	85	Satalla	3	61
				Summe:		**273**

"The Ravenous"

★★★

CMD H 7/Γ CW

722 PV

Touman Clan Wolf (4/6)

★★★

Trinary Battle

Trinary Battle: Battle Star Alpha

#	Mech	Var.	Ton.	Pilot / Skill		PV
101	ManO'War	Prime	80	**Thomas**	★★ 1	56
36	Dire Wolf	Prime	100	Excelsis	3	66
88	Mad Cat	Prime	75	Andreas Wolf	3	59
89	Mad Cat	Prime	75	Eva	3	59
93	Gladiator	Prime	95	Moder	3	60
				Summe:		**300**

Trinary Battle: Battle Star Bravo

#	Mech	Var.	Ton.	Pilot / Skill		PV
29	Uller	W	30	Andreas	★ 2	33
13	Uller	Prime	30	Zennus	3	28
46	Koshi	Prime	25	Redassa	3	25
108	Uller	Prime	30	Taya	3	28
41	Shadowcat	Prime	45	Skylar	3	38
				Summe:		152

Trinary Battle: Battle Star Charlie

#	Mech	Var.	Ton.	Pilot / Skill		PV
64	Pouncer	Prime	40	Aurelius	★ 2	41
10	Stormcrow	Prime	55	Thilla	3	46
65	Pouncer	Prime	40	Bowin	3	35
32	Nova	Prime	50	Dittmer	3	44
110	Phantom	Prime	40	Kirl	3	35
				Summe:		**201**

"The Bronze Lopers"

★★★

BTL H **7/Γ CW**

653 PV

Touman Clan Wolf (5/6)

★★★

Trinary Striker

Trinary Striker: Striker Star Alpha

#	Mech	Var.	Ton.	Pilot / Skill		PV
30	Dire Wolf	WM	100	*Dex. KERENSKY*	⭐⭐ 1	95
2	Hunchb.	IIC	50	Lars	3	32
3	Highlander	IIC	90	Heston	3	73
4	Marauder	IIC	85	Jevanord	3	61
1	Jenner	IIC	35	Lustra	3	25
				Summe:		**286**

Trinary Striker: Striker Star Bravo

#	Mech	Var.	Ton.	Pilot / Skill		PV
99	Orion	IIC	75	*Carla RADICK*	⭐ 2	64
5	Rifleman	IIC	65	Puja	3	59
31	Vulture	Prime	60	Quig	3	50
67	Gl. Spider	Prime	60	Dena	3	43
53	Gl. Spider	Prime	60	Grendel	3	43
				Summe:		**259**

Trinary Striker: Striker Star Charlie

#	Mech	Var.	Ton.	Pilot / Skill		PV
111	Guillotine	IIC	70	*Tamera RADICK*	⭐ 2	58
78	Hunchb.	IIC	50	Porfirio	3	32
38	Wolfhound	IIC	35	Stims	3	35
49	Ph. Hawk	IIC / 1	80	Magill	3	48
50	Vixen (In.)	1	30	Thanh	3	34
				Summe:		**207**

"The Thunder Wolves"

★★★

STR   H   7/Γ CW

752 PV

Touman Clan Wolf (6/6)

★★★

Trinary Elemental

Trinary Elemental: Elemental Star Alpha
x5

#	Strahl	Kommandierender Elementar / Skill			PV
8		*Mario SRADAC*	★★	1	22
9		Faldo		3	16
10		Agon		3	16
11		Hindemith		3	16
12		Anona		3	16
			Summe:		**86**

Trinary Elemental: Elemental Star Bravo
x5

#	Strahl	Kommandierender Elementar / Skill			PV
13		*Bashar SHAW*	★	2	19
14		Dena		3	16
15		Kellin		3	16
16		Zita		3	16
17		Cronce		3	16
			Summe:		**83**

Trinary Elemental: Elemental Star Charlie
x5

#	Strahl	Kommandierender Elementar / Skill			PV
18		*Gom FETLADRAL*	★	2	19
19		Silva		3	16
20		Melby		3	16
31		Ingeborg		3	16
32		Vaun		3	16
			Summe:		**83**

"The Starving Bounders"

ELE **MVO** 7/Γ CW

252 PV

Roster ComStar

Com Guards
10th Army V-nu
"The Red Legion"

283th Division IV-pi
"The Wolf Lords"
Precentor XXII Christine Reardon

Die als "unerfahren" eingestufte 283. Division stand, zusammen mit den anderen Einheiten der 10. Armee, auf Tukayyid den gefürchteten Truppen von Clan Wolf gegenüber. Beim Vormarsch der Wölfe auf die Positionen der 166. und 278. Division, verhinderte die 283. bei Forest's End, während des ersten Kontaktes mit den Wölfen, eine Einkesselung der beiden anderen Divisionen durch die 4. Wolfsgarde.

Einheiten ComStar (1/8)

Elemente 10th Army

Lvl IV	LVL III	LVL II	IV | III | II	Truppen (Lvl I)
IV / BETA COMMAND 6 Mechs 1 MHQ	ALPHA **A**	ALPHA	B | A | A	6 Mechs
		BETA	B | A | B	6 Mechs
		GAMMA	B | A | Γ	6 Mechs
		DELTA	B | A | Δ	6 Mechs
		EPSILON	B | A | E	6 Mechs
		ZETA	B | A | Z	5 Mechs (Tech. Defekte)
	BETA **B**	ALPHA	B | B | A	5 Mechs (Tech. Defekte)
		BETA	B | B | B	6 Mechs
		GAMMA	B | B | Γ	5 Mechs (Tech. Defekte)
		DELTA	B | B | Δ	6 Mechs
		EPSILON	B | B | E	6 Mechs
		ZETA	B | B | Z	6 Scout-Fahrzeuge
	GAMMA **Γ**	ALPHA	B | Γ | A	Artillerie
		BETA	B | Γ | B	Artillerie
		GAMMA	B | Γ | Γ	6 Scout-Fahrzeuge
		DELTA	B | Γ | Δ	6 Raketenträger
		EPSILON	B | Γ | E	3 LAMs, 3 Panzer
		ZETA	B | Γ | Z	6 Panzer
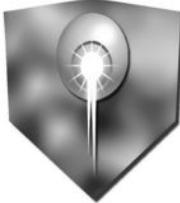
Gesamt: 3664 PV

Einheiten ComStar (2/8)

Level IV Command

Level IV Beta Command

#	Mech	V	Ton.	Pilot			PV
1	Atlas	D-H2	100	Precentor XVII Christine Reardon		1	99
2	Battlemaster	1GC	85	Adept		2	61
3	Stalker	3FB	85	Adept		3	61
4	Thunderbolt	5SB	65	Adept		3	49
5	Marauder	2R	75	Adept		3	48
6	Phoenixhawk	1K	45	Adept		3	32
					Summe:		**350**

Level IV Beta Command MHQ

#	Armor	V	Ton.	Befehlshaber		PV
-	Mobile Headquarter	-		Precentor Marcel Glaubenstein	3	24
				Summe:		**24**
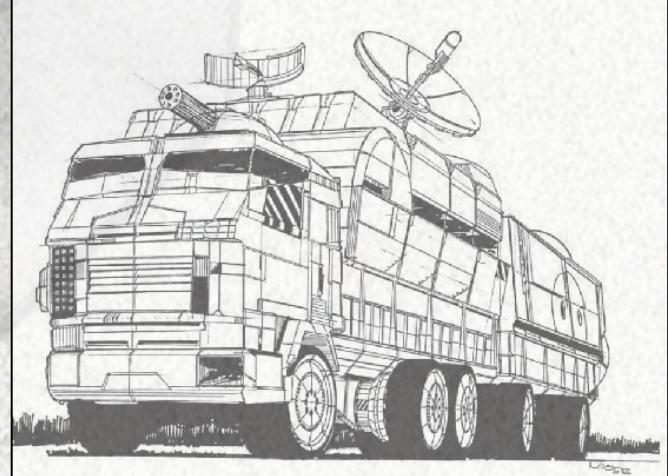
374 PV

Einheiten ComStar (3/8)

Level III Alpha - Fighting Chance

Level III Alpha - Level II Alpha

#	Mech	V	Ton.	Pilot		PV
7	Rifleman	3N	60	DPVI Thoss Poy	2	36
8	Enforcer	4R	50	Adept	3	32
9	Crusader	2R	65	Adept	3	46
10	Mongoose	66B	25	Adept	3	28
11	Orion	Keren.	75	Adept	3	47
12	Catapult	C1B	65	Adept	3	47
				Summe:		**236**

Level III Alpha - Level II Beta

#	Mech	V	Ton.	Pilot		PV
13	Orion	Keren.	75	Demi-Precentor	3	47
14	Warham.	7A	70	Adept	3	48
15	Hunchb.	4G	50	Adept	3	34
16	Thunderb.	5SB	65	Adept	3	49
17	Mercury	99	20	Adept	3	19
18	Ostscout	7J	35	Adept	3	19
				Summe:		**216**

Level III Alpha - Level II Gamma

#	Mech	V	Ton.	Pilot		PV
19	Rifleman	3N	60	Demi-Precentor	2	36
20	Orion	Keren.	75	Adept	3	47
21	Crusader	2R	65	Adept	3	46
22	Archer	2RB	70	Adept	3	54
23	Extermin.	4D	65	Adept	3	42
24	Guillotine	3N	70	Adept	3	44
				Summe:		**269**

721 PV

Einheiten ComStar (4/8)

Level III Alpha - Primal Scream

Level III Alpha - Level II Delta

#	Mech	V	Ton.	Pilot		PV
25	Atlas	D-H2	100	DPI Chris Gard	2	78
26	Longbow	7Q	85	Adept	3	54
27	Awesome	8Q	85	Adept	3	47
28	Blackkn.	6B	75	Adept	3	50
29	Marauder	2R	75	Adept	3	48
30	Ostscout	7J	35	Adept	3	22
				Summe:		**299**

Level III Alpha - Level II Epsilon

#	Mech	V	Ton.	Pilot		PV
31	Hermes	1SB	30	Demi-Precentor	3	30
32	Clint	2-3T	40	Adept	3	23
33	Javelin	10N	30	Adept	3	22
34	Shadowh.	2HB	55	Adept	3	38
35	Locust	1VB	20	Adept	3	19
36	Locust	1VB	20	Adept	3	19
				Summe:		**151**

Level III Alpha - Level II Zeta

#	Mech	V	Ton.	Pilot		PV
37	Wolverine	7H	55	Demi-Precentor	3	38
38	Shadowh.	2B	55	Adept	3	44
39	Griffin	2N	55	Adept	3	44
40	Panther	9R	35	Adept	3	24
41	Javelin	10N	30	Adept	3	22
42	**Ausfall: Technischer Defekt!**					
				Summe:		**172**

622 PV

Einheiten ComStar (5/8)

Level III Beta - The Commitatus

Level III Beta - Level II Alpha

#	Mech	V	Ton.	Pilot		PV
43	Atlas	D-H2	100	DPX Dom. Cusano	3	67
44	Thunderb.	5SB	65	Adept	2	57
45	Awesome	8Q	80	Adept	3	47
46	Warham.	7A	70	Adept	3	48
47	Highlander	732B	90	Adept	3	67
48	Ausfall: Technischer Defekt!					
				Summe:		**286**

Level III Beta - Level II Beta

#	Mech	V	Ton.	Pilot		PV
49	Flashman	8K	75	Demi-Precentor	2	51
50	Catapult	C1B	65	Adept	3	47
51	Marauder	2R	75	Adept	3	48
52	Jagermech	6S	65	Adept	3	31
53	Trebuchet	3C	50	Adept	3	41
54	Cyclops	10Z	90	Adept	3	41
				Summe:		**259**

Level III Beta - Level II Gamma

#	Mech	V	Ton.	Pilot		PV
55	Battlem.	1GB	85	Demi-Precentor	2	62
56	Lynx	9Q	55	Adept	3	42
57	Crab	27B	50	Adept	3	36
58	Javelin	10N	30	Adept	3	22
59	Griffin	2N	55	Adept	3	44
60	Ausfall: Technischer Defekt!					
				Summe:		**206**

751 PV

Einheiten ComStar (6/8)

Level III Beta - Solid Dreams

Level III Beta - Level II Delta

#	Mech	V	Ton.	Pilot		PV
61	Locust	1VB	20	DPVIII Sus.Lipson	3	19
62	Jenner	7A	35	Adept	3	19
63	Falcon	4NB	30	Adept	3	25
64	Hermes	1SB	30	Adept	3	30
65	Wasp	1A	20	Adept	3	17
66	Wasp	1A	20	Adept	3	17
				Summe:		**127**

Level III Beta - Level II Epsilon

#	Mech	V	Ton.	Pilot		PV
67	Spider	5V	30	Demi-Precentor	3	19
68	Spider	5V	30	Adept	3	19
69	Stinger	3GB	20	Adept	3	19
70	Stinger	3GB	20	Adept	3	19
71	Firestarter	9H	35	Adept	3	23
72	Urbanm.	R60	30	Adept	3	14
				Summe:		**113**

Level III Beta - Level II Zeta

#	Einheit	V	Ton.	Pilot		PV
T20	Sav.Mast.	-	5	Demi-Precentor	3	12
T21	Sav.Mast.	-	5	Adept	3	12
T22	Sav.Mast.	-	5	Adept	3	12
T23	Sav.Mast.	-	5	Adept	3	12
T24	Sav.Mast.	-	5	Adept	3	12
T25	Sav.Mast.	-	5	Adept	3	12
				Summe:		**72**
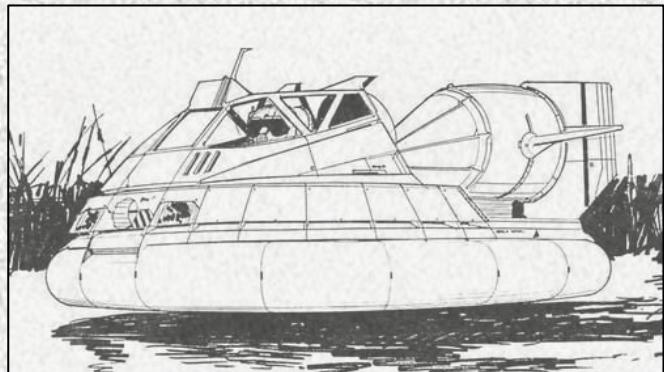
312 PV

Einheiten ComStar (7/8)

Level III Gamma - The Stouthearts (Artillerie)

Level III Gamma - Level II Alpha

#	Einheit	V	Ton.	Pilot		PV
T3	Long Tom	-	-	DPIV J. Munao	3	34
T4	Long Tom	-	-	Adept	3	34
T3	LT Carr.	-	-	Adept	3	6
T4	LT Carr.	-	-	Adept	3	6
T7	ThumperG	-	-	Adept	3	24
T8	ThumperG	-	-	Adept	3	24
				Summe:		**128**

Level III Gamma - Level II Beta

#	Einheit	V	Ton.	Pilot		PV
T5	Long Tom	-	-	Demi-Precentor	3	34
T6	Long Tom	-	-	Adept	3	34
T5	LT Carr.	-	-	Adept	3	6
T6	LT Carr.	-	-	Adept	3	6
T9	ThumperG	-	-	Adept	3	24
T10	ThumperG	-	-	Adept	3	24
				Summe:		**128**

Level III Gamma - Level II Gamma

#	Einheit	V	Ton.	Pilot		PV
T14	Sav.Mast.	-	5	Demi-Precentor	3	12
T15	Sav.Mast.	-	5	Adept	3	12
T16	Sav.Mast.	-	5	Adept	3	12
T17	Sav.Mast.	-	5	Adept	3	12
T18	Sav.Mast.	-	5	Adept	3	12
T19	Sav.Mast.	-	5	Adept	3	12
				Summe:		**72**

328 PV

Einheiten ComStar (8/8)

Level III Gamma - Cunningham (Reserve)

Level III Gamma - Level II Delta

#	Einheit	V	Ton.	Pilot		PV
97	LRM Carr.	-	60	DPI Marc Saint	3	26
98	LRM Carr.	-	60	Panzerbesatzung	3	26
99	LRM Carr.	-	60	Panzerbesatzung	3	26
100	LRM Carr.	-	60	Panzerbesatzung	3	26
101	SRM Carr.	-	60	Panzerbesatzung	3	31
102	SRM Carr.	-	60	Panzerbesatzung	3	31
					Summe:	**166**

Level III Gamma - Level II Epsilon

#	Einheit	V	Ton.	Pilot		PV
103	LAM Wasp	100B	30	Adept	3	30
104	LAM Sting.	A5	30	Adept	3	29
105	LAM PHa.	HK-1R	50	Adept	3	40
106	Kanga	100B	50	Panzerbesatzung	3	23
107	Kanga	100B	50	Panzerbesatzung	3	23
108	J. Edgar	-	25	Panzerbesatzung	3	19
					Summe:	**164**

Level III Gamma - Level II Zeta

#	Einheit	V	Ton.	Pilot		PV
109	Burke	Royal	75	Panzerbesatzung	3	36
110	Burke	Royal	75	Panzerbesatzung	3	36
111	Fury	-	80	Panzerbesatzung	3	35
112	Fury	-	80	Panzerbesatzung	3	35
113	V.Luckner	SL	75	Panzerbesatzung	3	42
114	V.Luckner	SL	75	Panzerbesatzung	3	42
					Summe:	**226**

Reserve
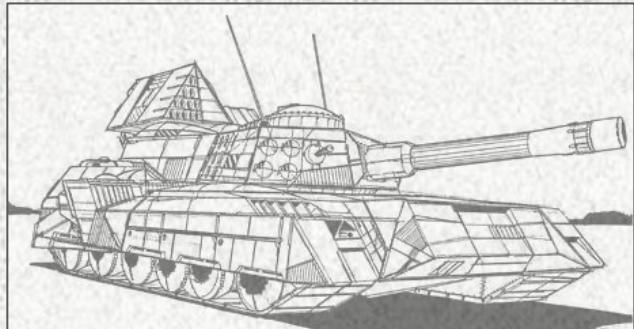
556 PV

Clan Wolf Germany
- aktive Mitglieder -
Stand 23.01.2016

Keshik

GCom
Meldric
Ward
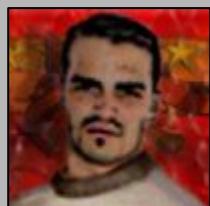
SCol
Michael "Riot"
Ward

SCom
"Nimrod"
Aurelius

Coregn

SCpt
"Xfirestorm"
Thomas

SCom
"Maddog"
Andreas

SCom
"Strongwind"
Kiara

SCom
"Praetor"
Andreas Wolf

SCom
"Erzengel"
Excelsis
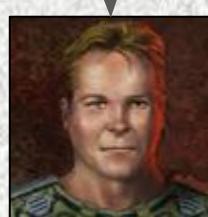
LE
Beltran

LE
Liam

MW
"Renegade"
Lars

MW
Steve

MW
"Rabatzbaer"
Domenik

Welpe
"Arntz"
Worf

Welpe
Corviness

Welpe
Kossi

Welpe
User

Welpe
Rocco

Kampagne

Einführungsmission

- Scouts

Hauptmissionen

- Brückenkopf
- Teile und herrsche
- Ausdehnung des Reviers
- Vorwärts zum Sieg

Nebenmissionen

- Convoy
- Die Kanonen von Brzo
- Enthauptung
- Skorpion
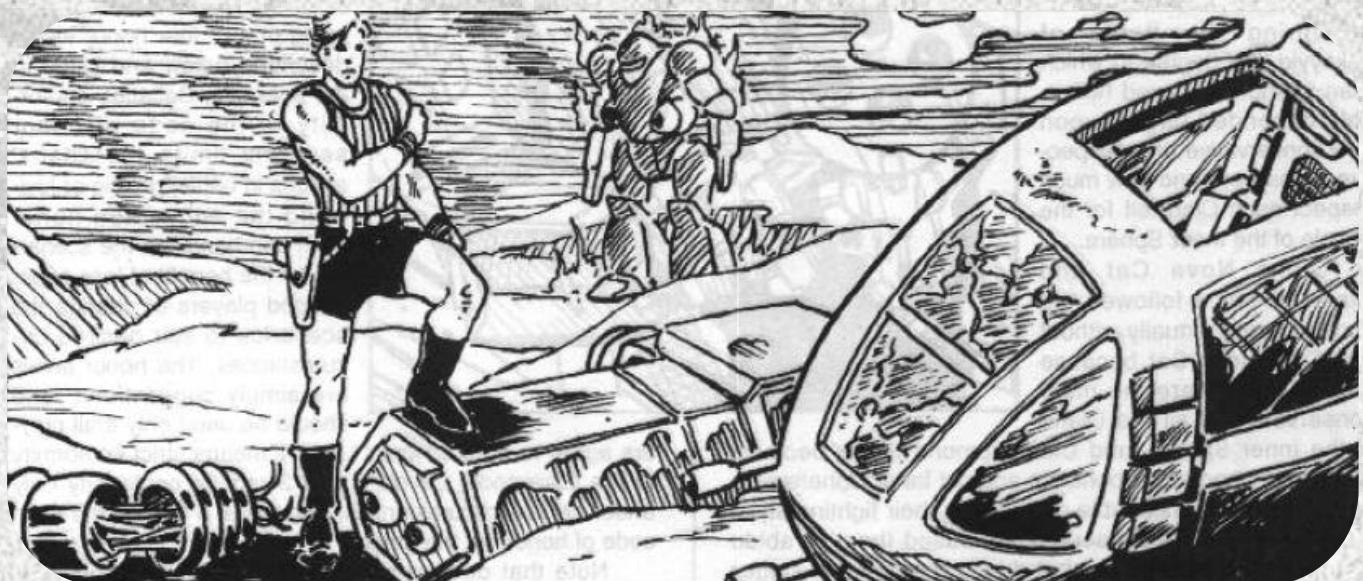
Matchmaking

Mission	ComGuards		Clan Wolf	
Vor-bereitung	Level III Gamma - Level II Alpha	128 PV	G-Gal. Com. Fighter Star*	360 PV
	Level III Gamma - Level II Beta	128 PV		
	Level III Gamma - Level II Gamma	72 PV		
Scouts	Level III Alpha - Level II Epsilon**	151 PV	Battle Star Bravo	152 PV
			Elemental Star Alpha	86 PV
Brückenkopf	Level III Alpha - Level II Gamma	269 PV	Command Star Charlie	273 PV
Teile und herrsche	Level III Beta - Level II Alpha**	286 PV	Striker Star Alpha	286 PV
	Level III Beta - Level II Beta	259 PV	Striker Star Bravo	259 PV
Ausdehnung des Reviers	Level IV Beta Command	350 PV	Command Star Alpha	235 PV
			Elemental Star Bravo	83 PV
Vorwärts zum Sieg	Level III Alpha - Level II Delta	299 PV	Command Star Bravo	214 PV
			Elemental Star Charlie	83 PV
Convoy	Level III Beta - Level II Gamma	206 PV	Striker Star Charlie	207 PV
	J-27 Transporter + Carriage			
Die Kanonen von Brzo	Level III Alpha - Level II Zeta	172 PV	Battle Star Charlie	201 PV
	Level III Gamma - Level II Delta***	(166 PV)		
Enthauptung	Level III Beta - Level II Epsilon	113 PV	G-Galaxy Command Star	350 PV
	Mobile Headquarter**	24		
	Level III Gamma - Level II Zeta**	226		
Skorpion	...		...	
Gesamt		2683 PV (2839)		2789 PV

nur bei Artillerieeinsatz, je geschossenem Artilleriegeschütz 1 Jäger
*** verdeckt als Radarblib*
**** als Radarblib, Missionsalternative*

Spielleiter Reserve

Reserve ComStar		Reserve Clan Wolf	
Level III Alpha - Level II Alpha	236 PV	Alpha Battle Star	300 PV
Level III Alpha - Level II Beta	216 PV		
Level III Beta - Level II Delta	127 PV		
Level III Beta - Level II Zeta	72 PV		
Level III Gamma - Level II Delta*	166 PV		
Level III Gamma - Level II Epsilon	164 PV		
Gesamt	981 PV		386 PV

* Reserveeinheit für Mission "Die Kanonen von Brzo"

3050 Clan OmniMechs Size Comparison

Dasher / Fire Moth (20 tons, 11.4m)
Koshi / Mist Lynx (25 tons, 10.6m)
Uller / Kit Fox (30 tons, 8.7m)
Puma / Adder (35 tons, 8.8m)
Dragonfly / Viper (40 tons, 9.1m)
Fenris / Ice Ferret (45 tons, 11.0m)
Black Hawk / Nova (50 tons, 8.3m)
Ryoken / Stormcrow (55 tons, 10.1m)
Vulture / Mad Dog (60 tons, 12.0m)
Loki / Hellbringer (65 tons 12.9m)
Thor / Summoner (70 tons, 12.4m)
Mad Cat / Timber Wolf (75 tons, 12.6m)
Man O' War / Gargoyle (80 tons, 14.1m)
Masakari / Warhawk (85 tons, 12.1m)
Gladiator / Executioner (95 tons, 14.4m)
Daishi / Dire Wolf (100 tons, 12.3m)

Vorbetrachtung

Clan Wolf:

Clan Wolf kann nach der Mission "Scouts" entscheiden, wann der Stern **Gamma Galaxy Command** das Schlachtfeld betritt. Dafür ist aber ein Nachschubwurf notwendig. Clan Wolf hat die Entscheidung anzukündigen und einen W6 zu werfen. In der ersten Runde der Ankündigung ist eine 6+ notwendig um den Stern auf dem Spielfeld zu platzieren. Dieser Wurf verringert sich mit Fortschreiten des Spielverlaufs -1 je Runde, solange bis GG-CMD das Spielfeld betritt. GG-CMD betritt das Spielfeld über den Kartenrand C4-D4. Achtung! Das Erscheinen von Gamma Galaxy Command löst die Nebenmission **"Enthauptung"** aus.

GCom Meldric Ward: GCom Ward ist ein taktisches Genie! Solange er auf dem Spielfeld ist, erhält Clan Wolf einen +2 Modifikator auf alle Initiative Würfe. Da die Krieger des Sterns GG-CMD den GCom schützen wollen, erhalten sie +1 auf Shielding Würfe (+2 Modifikator für Mechs, +1 Spezialfähigkeit= +3).

SCol Michael Ward: Er ist in der Lage seine Krieger äußerst stark zu motivieren. Jede Clan Wolf Einheit in 6 Zoll Abstand erhält einen Bonus von -1 auf den Skill (Bsp.: Skill =3 -> Krieger im Abstand 6" um SCol Ward Skill=3-1=2).

ComStar:

ComStar hat mächtige Artilleriegeschütze im Einsatz. Diese können jederzeit entsprechend der Regeln eingesetzt werden. Sobald der Befehl zum Einsatz erteilt wurde, kann ab der Folgerunde Clan Wolf seine Luft-Raumjäger für Bodenangriffe abstellen. Je einges. Geschütz ein Jäger!

Präzentor Marcel Glaubenstein: Glaubenstein koordiniert alle ComStar Einheiten in diesem Gefechtstheater. Nach Analyse seiner Gegner hat Präzentor Martialum ihn gegen die Wölfe gesetzt, um ein Gleichgewicht gegen GCom Ward zu schaffen. Solange sein Mobiles Hauptquartier auf dem Gefechtsfeld ist, erhalten alle ComStar Einheiten +2 auf ihre Initiativwürfe.

Präzentor Christine Reardon: Entgegen der äußerlich friedlichen Erscheinung ComStars ist sie eine wahre Frontkämpferin und kann die Aktionen ihrer Gegner vorausahnen. Ursprünglich Kommandeurin einer Söldnereinheit ist sie nun Mitglied des Ordens. Alle gegnerischen Krieger in 6" Abstand erhalten einen Malus von +1 auf ihren Skill.

Spielfeld

2,8 m

2 ,0 m
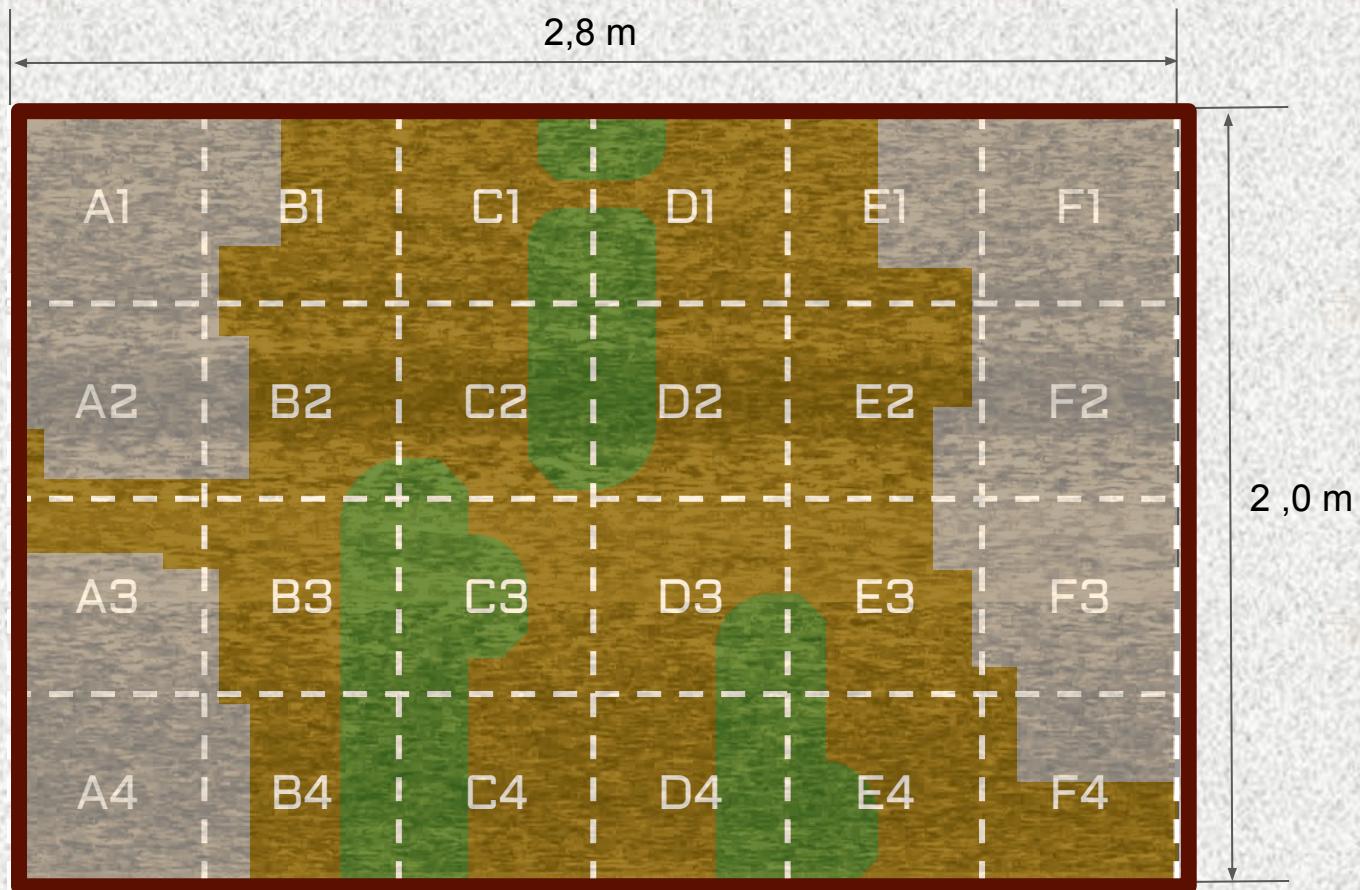
Vor Spielbeginn verteilt ComStar alle unten genannten Einheiten in den Feldern A1-A3 und F1-F3. Die Artillerie jedoch wird in F2 untergebracht. Die Sektoren A1-A3, F1-F3 sind die Zentren der Städte *Brzo* und *Skupo*.

Jeder Mission sind Einheiten als Nachschub zugeordnet. Diese Einheiten betreten das Spielfeld durch die im Briefing angegebenen Sektoren.

Am Anfang des Szenarios wird jeder Sektor von ComStar gehalten. Welche Fraktion welchen Sektor hält, wird mittels Marker dargestellt.

Aufstellung ComStar:
A1-A3; F1-F3:   Level III Gamma - Level II Gamma (72 PV)
F2:   Level III Gamma - Level II Alpha (128 PV)
                 Level III Gamma - Level II Beta (128 PV)

Einheiten Clan Wolf:
I1-I6:   Command Binary Fighter Star (360 PV)

- SCOUTS -

Verteidiger: ComStar

Aufstellung: Du bekommst 4 Minenmarker, 2 leere Marker und 6 Einheitenmarker. Diese können in den Sektoren C3-C4 und D3-D4 in Deckung (Wälder, Gebäude) verteilt werden. Die neutrale Seite liegt oben.

Ablauf: Wird durch Clan Wolf eine mechanisierte Scouteinheit aufgedeckt, ist das Ziel, bis zum Ende der 5ten Runde in den oben genannten Sektoren zu verbleiben. Die Einheiten sind quasi "eingegraben", sollten sie sich bewegen, werden sie aufgedeckt.

Siegpunkte: Überleben und verbleiben alle Einheiten in den oben genannten Sektoren, gibt es 2 Siegpunkte, Überleben mind. 50% gibt es 1 Siegpunkt. ComStar kann selber aktiv werden und solange sie nicht gerade gescannt werden, ihre Einheitenmarker aufdecken, um z.B. Feuerunterstützung zu geben. Dies zählt dann auf die Siegpunkte des Gegners!

Wetter: Nebel, Sichtweite 6"; EMI Effekte: +1 To-Hit, PRB-Range 8"

Einheiten: Level III Alpha - Level II Epsilon (151 PV)

Angreifer: Clan Wolf

Aufstellung: Die Einheiten des Angreifers werden entlang des Kartenrands in den Sektoren C4 und D4 aufgestellt.

Ablauf: Es soll das Landungsgebiet erkundet werden. In den Sektoren C3-C4 und D3-D4 befinden sich möglicherweise gegnerische Einheiten. Diese werden durch Marker dargestellt. Scannt die Verstecke und vernichtet alle aufgedeckten Gegner!

Siegpunkte: Aufdecken aller gegnerischen Einheiten 1 Siegpunkt. Vernichten aller Gegner 1 Siegpunkt.

Wetter: Nebel, Sichtweite 6"; EMI Effekte +1 To-Hit, PRB-Range 8"

Scannen: Eine Wolfeinheit (1 Strahl) muß sich in Nähe eines Markers befinden. Um einen Marker erfolgreich zu scannen, führe in Sichtweite, PRB-Reichweite einen "Scan-Angriff" (ohne "immobile") auf das Ziel durch!

Einheiten: Battle Star Bravo (152 PV); Elemental Star Alpha (86 PV)

5 Runden

Einführungsmission

- BRÜCKENKOPF -

Verteidiger: ComStar

Aufstellung: Die Einheiten werden in den Sektoren B2-E2, B3 und E3 aufgestellt.

Ablauf: Der Präzentor Martialum will schon von Anfang an Druck auf die Wölfe ausüben und sie zur Munitionsverschwendung nötigen. Greift die Wölfe an und erobert die Sektoren C3 und D3. Die Sektoren C4 und D4 sind die Landungszonen der Wölfe. Es ist ComStar verboten, diese Sektoren zu betreten. Sollten sie es dennoch wagen, werden sie von den Clan Wolf Landungsschiffen beschossen und erhalten 1 Punkt Schaden pro Einheit und Runde auf einem Würfelwurf mit 1W6 und einem Ergebnis von 4-6. **Dies gilt für den Rest des Spiels!**

Siegpunkte: Am Ende des Szenarios (5 Runden) gibt jeder gehaltene Sektor 1 Siegpunkt. Ein Sektor gilt als erobert, wenn sich 50% und weniger gegnerische Einheiten (nach PV) als eigene in diesem aufhalten. Siehe "Erobern und Halten" Ergänzungsregeln.

Einheiten: Level III Alpha - Level II Gamma (269 PV)

Angreifer: Clan Wolf

Aufstellung: Die Einheiten des Angreifers werden entlang des Kartenrands in den Sektoren C4 und D4 aufgestellt.

Ablauf: Der Khan hat befohlen, einen Brückenkopf für den Clan zu etablieren. Erobert die Sektoren C3 und D3 innerhalb von 5 Runden. Sollten sich Clan Wolf Einheiten durch die angrenzenden Sektoren B2-E2, B3 und E3 bewegen, erhält jede diese Sektoren betretende Einheit 1 Schadenspunkt durch Artilleriebeschuß pro Runde bei einem Würfelwurf mit 1W6 bei einem Ergebnis von 5-6.

Siegpunkte: Am Ende des Szenarios (5 Runden) gibt jeder gehaltene Sektor 1 Siegpunkt (C3 und D3). Ein Sektor gilt als erobert, wenn sich 50% und weniger gegnerische Einheiten (nach PV) als eigene in diesem aufhalten. Siehe "Erobern und Halten" Ergänzungsregeln.

Einheiten: Command Star Charlie (273 PV)

Hauptmission

- TEILE UND HERRSCHE -

Verteidiger: ComStar

Aufstellung: Du bekommst 6 Minenmarker, 6 leere Marker und 6 Einheitenmarker. Diese können in den Sektoren C1-C2 und D1-D2 in Linienform (West nach Ost) ausgelegt werden. Die neutrale Rückseite liegt oben. Alle Einheiten aus den vorherigen Szenarios verbleiben im Feld.

Ablauf: Immer mehr Clan Wolf Einheiten betreten das Schlachtfeld. Finde die Balance zwischen Verteidigung und Rückzug! Wählst du Rückzug: Ziehe alle Einheiten durch die Sektoren C1-C2 und D1-D2 zurück und sammle sie in A1 und/oder F1! Die verdeckten Einheiten können aber erst abrücken/schießen, wenn sie von Clan Wolf aufgedeckt wurden.

Versteckte Einheiten: Annäherung eines Wolfmechs auf Sicht (max 60"), PRB Reichweite oder allgemeine Elektronikreichweite (10").

Siegpunkte: Jeweils 2 abgeschossene Wolfmechs 1 Siegpunkt, Pro 2 gerettete Mechs 1 Siegpunkt. Sektoren C1-D1 kontrollieren 4 Siegpunkte.

Einheiten: Level III Beta - Level II Alpha (286 PV) *verdeckt als Radarblib*; Level III Beta - Level II Beta (259 PV)

Angreifer: Clan Wolf

Aufstellung: Ein Trinärstern der Wölfe wird auf der Trennlinie der Sektoren C3-D3 und C4-D4 aufgestellt. Linie West nach Ost. Alle Einheiten aus den vorherigen Szenarios verbleiben im Feld.

Ablauf: Clan Wolf bricht aus seinem Bau aus und will ComStars Kontrollzone zweiteilen. Erobere die Bereiche C und D und vernichte alle gegn. Kräfte! Achtung: Es befinden sich versteckte Einheiten und Minenfelder im Gebiet!

Siegpunkte: Erobern der Sektoren C1-D1 bringt 4 Siegpunkte, Pro 2 vernichtete Gegner 1 Siegpunkt

Versteckte Einheiten: Versteckte Einheiten: Annäherung eines Wolfmechs auf Sicht (max 60"), PRB Reichweite oder allgemeine Elektronikreichweite (10").

Einheiten: Striker Star Alpha (286 PV); Striker Star Bravo (259 PV)

- AUSDEHNUNG DES REVIERS -

Verteidiger: ComStar

Aufstellung: Die hinzukommende Reserve wird nördlich in den Sektoren A1-A4 und F1-F4 beliebig aufgestellt, aber mit mind. 7 Zoll Abstand zum nördlichsten Gegner der in den Sektoren A und F befindlichen Clan Wolf Einheiten.

Ablauf: ComStar versucht, Clan Wolf den Zutritt zu den Städten zu verwehren. Haltet die Wölfe aus den angegebenen Sektoren heraus!

Siegpunkte: Halten der Sektoren B1-B4 und E1-E4 -> 1 Siegpunkt pro gehaltenem Sektor. Siehe Erobern und Halten Zusatzregeln.

Zeitansatz: 5 Runden

Spezial: Ankündigung des Szenarios 1 Runde vorher!

Einheiten: Level IV Beta Command (350 PV)

Angreifer: Clan Wolf

Aufstellung: Die hinzukommende Reserve Clan Wolfs wird südlich in den Sektoren C1-C4 und D1-D4 beliebig aufgestellt, aber mit mind. 7 Zoll Abstand zum südlichsten Gegner der in den Sektoren C und D stationierten ComStar-Einheiten.

Ablauf: Clan Wolf drängt auf eine Entscheidung. Um *Skupo* und *Brzo* einnehmen zu können, müssen die angrenzenden Gebiete erobert werden.

Siegpunkte: Erobern der Sektoren B1-B4 und E1-E4 -> 1 Siegpunkt pro erobertem Sektor. Siehe Erobern und Halten Zusatzregeln.

Zeitansatz: 5 Runden

Spezial: Ankündigung des Szenarios 1 Runde vorher!

Einheiten: Command Star Alpha (235 PV), Elemental Star Bravo (83 PV)

- VORWÄRTS ZUM SIEG -

Verteidiger: ComStar

Aufstellung: Die Verstärkung kann in jedem von ComStar besetzten Sektor aufgestellt werden, aber nicht mit Blickrichtung zum Rücken eines Gegners. Sollte ComStar keinen Sektor besitzen, betreten die Einheiten über A2-A3 bzw. F2-F3 die Karte.

Ablauf: Terra, die Wiege der Menschheit darf nicht in die Hände der Barbaren fallen! In Blakes Namen, haltet *Skupo* und *Brzo*!

Siegpunkte: Haltet die Sektoren F2-F3 und A2-A3! Je Sektor 4 Siegpunkte. Vernichten aller Clan Wolf Einheiten auf dem Gefechtsfeld 3 Siegpunkte.

Zeitansatz: 5 Runden

Spezial: Ankündigung des Szenarios 1 Runde vorher!

Einheiten: Level III Alpha - Level II Delta (299 PV)

Angreifer: Clan Wolf

Aufstellung: Die Verstärkung kann in jedem von Clan Wolf besetzten Sektor aufgestellt werden, aber nicht mit Blickrichtung zum Rücken eines Gegners. Sollte Clan Wolf keinen Sektor besitzen, betreten die Einheiten über C4-D4 die Karte.

Ablauf: Der Sieg und damit Terra ist nahe! Erobert die Stadtzentren von *Skupo* und *Brzo*. Sie sind der ultimative Preis! Terra erwartet euch!

Siegpunkte: Erobert und haltet die Sektoren F2-F3 und A2-A3! Je Sektor 4 Siegpunkte. Vernichten aller ComStar Einheiten auf dem Gefechtsfeld 3 Siegpunkte.

Zeitansatz: 5 Runden

Spezial: Ankündigung des Szenarios 1 Runde vorher!

Einheiten: Command Star Bravo (214 PV), Elemental Star Charlie (83 PV)

- CONVOY -

Verteidiger: ComStar

Aufstellung: In der Mitte der Sektoren B1-B3 werden 4 "J-27" Transporter und die unten genannten CS Level IIs aufgestellt.

Ablauf: Die ComStar Artillerie benötigt dringend Munition. Die Comguards organisieren einen Convoy, der diese liefern soll. Da die Wölfe aber weiter vorgedrungen sind als erwartet, führt der Transport durch besetztes Gebiet. Schützt den Transport und beeilt euch! Zeitansatz 6 Runden.

Siegpunkte: Pro nicht zerstörtem Packratte-Transporter, der die Sektoren E1-E3 erreicht, bekommt ComStar 2 Siegpunkte.

Auswirkungen: Sollte mind. 1 Transporter die Artillerieeinheiten in E2 erreichen, können die Comguards diese weiterhin JEDE Runde einsetzen. Werden alle Transporter zerstört, können die Artillerieeinheiten nur noch alle 2 Runden eingesetzt werden.

Munitionstransporter: Bei Zerstörung eines J-27 erfolgt eine Explosion mit einem Schadensradius von 2 Zoll und 1W6 Schaden.

Einheiten: Level III Beta - Level II Gamma (206 PV); 4 x J-27 (+Carriage)

Angreifer: Clan Wolf

Aufstellung: Unten aufgelistete Einheiten können in den Sektoren C1-C4 und D1-D4 aufgestellt werden.

Ablauf: ComStar bringt neue Munition für seine Artillerie nach *Brzo*. Zerstört die J-27 Transporter.

Siegpunkte: 2 Siegpunkte je zerstörtem Transporter.

Auswirkungen: Sollte mind. 1 Transporter die Artillerieeinheiten in E2 erreichen, können die Comguards weiterhin JEDE Runde feuern. Werden alle Transporter zerstört, kann die Artillerie nur noch alle 2 Runden feuern.

Munitionstransporter: Bei Zerstörung eines J-27 erfolgt eine Explosion mit einem Schadensradius von 2 Zoll und 1W6 Schaden.

Einheiten: Striker Star Charlie (207 PV)

Nebenmission

5 Runden

- DIE KANONEN VON BRZO -

Verteidiger: ComStar

Aufstellung: Alle ComStareinheiten - *bis auf die Artillerie und ihre Unterstützungsmechs* - haben in Vorbereitung auf einen erwarteten Angriff F1-F4 verlassen und befinden sich in E1-E4. Die Wacheinheiten der Artillerie sind mittig in den F-Sektoren stationiert.

Ablauf: Die Comguards schauen gebannt in Richtung der zu erwartenden Wolfseinheiten. In der Stadt patroulieren nur einige Kräfte. Sollten aber Clan Wolf Einheiten in den F-Sektoren entdeckt werden, stürmen die Comguards zurück, um den Feind zu stellen.

Siegpunkte: 2 SP für die Entdeckung der Wölfe bevor sie das Feuer auf die Artillery eröffnen. 1 Siegpunkt für jede überlebende Artillerieeinheit.

Spezial: J-27 und Long Tom Ammunition Carriage explodieren wie in Szenario 5, Double Blind siehe *Ergänzungsregeln 6*.

Einheiten: Level III Alpha - Level II Zeta (172 PV); Level III Gamma - Level II Delta (166 PV)

Alternative: Falls die Artillerie zu Beginn der Mission bereits zerstört wurde, kann ComStar III-Gamma/II-Delta verdeckt als Radarblib in F2 platzieren. Diese Einheiten benötigen 6 Runden, bis sie einsatzbereit sind.

Angreifer: Clan Wolf

Aufstellung: Der Stern wird am südlichen Rand von F4 aufgestellt.

Ablauf: Clan Wolf muß unentdeckt bis zu den Artillerygeschützen vordringen und sie zerstören. Sollten neue Radarechos auf dem Feld auftauchen, sind diese alternativ aufzudecken und ebenfalls zu zerstören.

Siegpunkte: 1 Siegpunkt je zerstörte Artilleryeinheit; 2 SP wenn Clan Wolf bis dahin unentdeckt die Artillerieeinheiten angreifen kann.

Spezial: J-27 explodieren wie in Szenario 5, Double Blind siehe *Zusatzregeln*.

Einheiten: Battle Star Charlie (201 PV)

6 Runden

Nebenmission

- ENTHAUPTUNG -

Verteidiger: ComStar

Aufstellung: Die leichte Headhunter Level II Epsilon wird mittig in E1 oder F1 aufgestellt. In Skupo (A1-A4) werden als Radarblibs das MHQ und Level II Zeta aufgestellt.

Ablauf: Jede militärische Einheit ist nur so stark wie ihr Anführer. Napoleon Bonaparte ersetzte auf dem Schlachtfeld 1 Division. Ohne Alexander Kerensky wäre die Innere Sphäre in Dunkelheit versunken. Das Licht Jerome Blakes führt die Menschheit zum Sieg über die Barbarei! Tötet GCom Ward und sichert die Herrschafft ComStars über Terra!

Siegpunkte: 3 Siegpunkte für die Vernichtung von GCom Meldric Ward, 2 Siegpunkte für die weitere Zerstörung der Befehlsstruktur durch den Tod von SCol Michael Ward!

Spezial: In Skupo befinden sich Einheitenmarker, die durch Sichtkontakt oder in PRB Reichweite aufgedeckt werden.

Einheiten: Level III Beta - Level II Epsilon (113 PV); Level III Gamma - Level II Zeta (226 PV); Mobile Headquarter (24 PV)

Angreifer: Clan Wolf

Aufstellung: Keine weiteren Einheiten verfügbar!

Ablauf: Jedes Militär wird geschwächt, wenn die Befehlsstruktur gestört wird. Identifiziert und zerstört das mobile Hauptquartier ComStars und tötet Präzentor Marcel Glaubenstein. Behindert die Kommandostruktur weiter und vernichtet Präzentor Christine Reardon.

Siegpunkte: 1 Siegpunkt für die Identifizierung und 2 Siegpunkte für die Zerstörung des mobilen Hauptquartiers in Skupo, 2 Siegpunkte für die Vernichtung von Präzentor Reardon.

Spezial: Es ist nicht klar, wo sich das mobile Hauptquartier in *Skupo* befindet, außerdem ist es gut getarnt. In *Skupo* befinden sich Einheitenmarker, die durch Sichtkontakt oder in PRB Reichweite aufgedeckt werden. Eine davon ist das mobile Hauptquartier.

Nebenmission

- SKORPION -

Verteidiger: ComStar

Aufstellung: Alle Einheiten sind gebunden. Nutze die vorhandenen Einheiten!

Ablauf: Es werden Kommunikationssignale aufgefangen, welche eindeutig ComStar zuzuordnen sind, aber sie besitzen eine ungewöhnliche Chiffrierung. Der Präzentor Martialum hat angeordnet, dies zu untersuchen. Schicke eine Einheit zur Quelle und scanne es erfolgreich! Kehre dann mit den Daten nach *Skupo* zurück!

Siegpunkte: Erfolgreiches Scannen 1 Siegpunkt, Rückkehr der ausgesendeten Einheiten mit den Daten nach Skupo 2 Siegpunkte Zerstörung des Ziels durch ComStar 1 Siegpunkt.

Scannen: Berühre mit einer Einheit das zu scannende Gebäude und verbringe die Schußphase mit dem Scanvorgang (Kein Waffeneinsatz erlaubt). Besitzt die eingesetzte Einheit eine "Probe" (LPRB, PRB, BH, WAT), kann in ihrer Reichweite ein "Scanangriff" ausgeführt werden. Es gelten alle Modifikatoren, aber ohne "Immobile-Target". Ist gegnerisches ECM in Reichweite, misslingt der Probe-Scan automatisch. Das Ziel offenbart sich nach erfolgreichem Scan.

Angreifer: Clan Wolf

Aufstellung: Alle Wölfe sind gebunden. Nutze die vorhandenen Einheiten.

Ablauf: Clan Wolf fängt einen chiffrierten Datenburst auf, der aufgrund seiner Signatur ComStar zuzuordnen ist, jedoch handelt es sich um keine für den Trial gebotenen Kräfte. Schicke eine Einheit zur Quelle und scanne es erfolgreich! Kehre dann mit den Daten zu den Landungsschiffen zurück! Greift nur an, wenn von dort auf eigene Einheiten geschossen wird!

Siegpunkte: Erfolgreiches Scannen 1 Siegpunkt, Rückkehr der ausgesendeten Einheiten mit den Daten zu den Landungsschiffen 1 Siegpunkt, Zerstörung des Ziels durch Clan Wolf 1 Siegpunkt

Scannen: Berühre mit einer Einheit das zu scannende Gebäude und verbringe die Schußphase mit dem Scanvorgang (Kein Waffeneinsatz erlaubt). Besitzt die eingesetzte Einheit eine "Probe" (LPRB, PRB, BH, WAT), kann in ihrer Reichweite ein "Scanangriff" ausgeführt werden. Es gelten alle Modifikatoren, aber ohne "Immobile-Target". Ist gegnerisches ECM in Reichweite, misslingt der Probe-Scan automatisch. Das Ziel offenbart sich nach erfolgreichem Scan.

Ergänzungsregeln 1

Artillerie (AS Seite 73)

On-Board - Angriff < 34 ", Aufschlag in der gleichen Runde
Off-Board - Angriff > 34 ", Geschosse mit Transitzeit

Trefferwurf 2W6 + Modifikatoren; Fehlschuß Template 1W6 für Richtung, 1W6*2 für Abweichung

Schaden: alle auch teilweise in der Schablone stehenden Einheiten; Bei a/b Werten a=2" b=>2" bis 6"

Spotting für Artillerie: Spotter mit LOS, ohne Trefferwurf, gilt aber nur für POI, 1 Ziel

Artillery Name	Special	Max Range	Damage	Area of Effect
Thumper	ART-T	714"	2	2"
Sniper	ART-S	612"	3	4"
Long Tom	ART-LT	1020"	5/2	6"
Arrow IV (IS)	ART-AIS	272"	3(2)	2" (NA)
Arrow IV (Clan)	ART-AC	306"	3(2)	2" (NA)

Artillery To-Hit Modifiers table	
Direct-Fire Artillery	+4
Indirect-Fire Artillery	+7
Each successive shot at the same target POI*	−1
Friendly unit acting as spotter when attack fired	−1
Spotter has LPRB, PRB, BH	−2
Spotter has RCN**	−1
Spotter made an attack during spotting turn	+1

Artillery Flight Time	
34"	0
90"	1
170"	2
240"	3
300"	4
340"	5

Homing Rounds

Ankunftsrunde Homing Round: Ziel in 34" um POI, Spotter muß Ziel mittels TAG, LTAG markieren;
Spotter Trefferwurf ermittelt wie normaler Trefferwurf;
Homing Round: 2W6 bei 4+ Treffer, sonst wirkungslos
(ohne Modifikatoren)

*Applies only if a spotter has LOS to the target POI in the turn in which the attack is resolved.
**Do not apply this mod. if the spotter has LPRB, PRB or BH.

Ergänzungsregeln 2

Minenfelder (AS Seite 102)

Durchmesser: 2"

Alle Einheiten im Umkreis werden bei einer Explosion geschädigt

Dichte nimmt je Explosion um 1 ab

Betreten/Durchlaufen eines Minenfeldes kann Explosion auslösen

Herauslaufen ohne Explosion

Konventionelle Minen:

Triggerwurf 2W6

Minenfelder Dichte	
Dichte /Schaden	Triggerwurf (2W6)
5	5+
4	6+
3	7+
2	8+
1	9+

Bei einem Ergebnis gleich oder größer dem Triggerwurf, erfolgt die Explosion entsprechend der derzeitigen Dichte des Minenfeldes

Modifikatoren: -1 Triggerwurf für Infanterie -2 Triggerwurf für Hover -3 Triggerwurf für springende Einheiten.

Schaden duch Minenfelder entsteht in der Bewegungsphase und wird da auch in die Einheitenkarten eingetragen.

Versteckte Einheiten (AS Seite 102)

Bedingung: Einheitenhöhe mind. (Toleranz 1") so hoch wie Umgebung in max 1" Entfernung

Nicht verstecken: Himmel, gepflasterter Boden (Straße), leere Felder, auf dem Wasser

Versteckte Einheiten bleiben versteckt, bis sie sich bewegen oder angreifen, sich eine feindliche Einheit in Basenkontakt bewegt, oder die Spezialfähigkeit LPRB bzw. PRB besitzt. Dann wird die versteckte Einheit entsprechend der Reichweite der Probe aufgedeckt.

Bewegt sich eine feindliche Einheit innerhalb von 2" (Radius) um eine versteckte Einheit, kann diese einen Überraschungsangriff führen. Trefferwurf ist der unmodifierte Pilotenskill + etwaiger krit. Schaden. Der Gegner darf nicht reagieren in dieser Runde. Schadensermittlung erfolgt sofort.

Minimaler Schaden (ASC Seite 18)

Wenn eine Einheit einen erfolgreichen Angriff in einem Entfernungsbereich mit dem Wert 0* führt, würfle 1W6. Ist der Würfelwurf 4+ gib dem Ziel 1 Schadenspunkt.

Hüllenbruch ist zu würfeln, falls Einheit unter Wasser oder im Vakuum getroffen wird.

Ergänzungsregeln 3

Luft- Raumjäger / Luft- Bodenangriff

LOS immer vorhanden,
es sei denn, die Bodeneinheit ist unter Wasser, im Untergrund oder in einem Gebäude.
Jäger immer mit linearem Flug über die Bodenkarte (mind. 24") Ziele max 1" senkrecht davon entfernt, Angriffe immer im Bereich "short".

Strafing: 10" langer Vektor entlang der Flugachse Breite 2", ALLE Einheiten sind Ziel, Frontwaffen; für jedes Ziel im Angriffsbereich Trefferwurf nötig, Angriffswert wird halbiert, Angriffsmodifikation +4.

Striking: Ein Ziel entlang des Angriffsvektors, nur 1 Trefferwurf, Standard Angriffswert, Angriffsmodifikation +2.

Altitude Bombing: L-Raumjäger mit Spezialfähigkeit BOMB können 2 oder mehr POI entlang der Flugachse bestimmen. Abstand max 2 " genau auf der Flugachse, Je Bombe ein Trefferwurf, nicht erfolgreich -> Abweichungsprotokoll, Schaden je nach Bombentyp Angriffsmodifikation +3.

Dive Bombing: L-Raumjäger mit Spezialfähigkeit BOMB attackieren einen POI mit einer, mehreren, oder allen Bomben, Je Bombe ein Trefferwurf, nicht erfolgreich -> Abweichungsprotokoll, Schaden je nach Bomentyp, Angriffsmodifikation +2.

Bombenabwürfe (nur sie) ignorieren: Target Movement Modifier, Terrain.

Abweichung Bomben: 1W6 für Richtung mittels AoE Template, wobei die 1 die Flugrichtung des Angreifers markiert. Die Nummern in den Klammern zeigen die 3 möglichen Richtungen für Altitude-Bombing und die außerhalb der Klammern für Dive-Bombing. Die Entfernung wird mittels eines weiteren 1W6 ermittelt. Der Wert mit 2 multipliziert.

Bombentypen:

HE-Bombe: 2 Schaden auf alle Ziele in 2" Radius
Cluster-Bombe: 1 Schaden auf alle Ziele in 6" Radius
Inferno-Bombe: 2 Heat auf alle Ziele in 2" Radius

Achtung! 3 Schablonen: Strafing (2"*10"), HE (2"), Cluster (6")
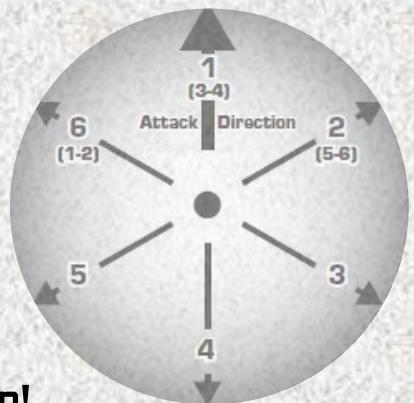
Friendly Fire ist nicht auszuschließen!

Ergänzungsregeln 4
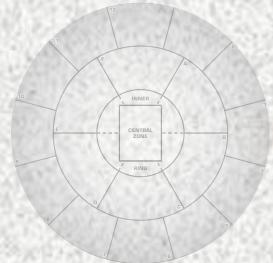
Luft- Raumjäger / Boden- Luftangriff

Standard Waffenangriff laut AS Regeln, immer gegen Front des L-R Jägers

LOS immer vorhanden,
*es sei denn, die Bodeneinheit ist
unter Wasser, im Untergrund oder
in einem Gebäude.*

Angriff auf L-R Jäger: Solange die
Flugroute durch den vorderen
Feuerbereich der Bodeneinheit
geht, messen des geringsten
Abstands von der Basekante (Front)
zur Fluglinie. +12" sobald die Einheit
außerhalb von 2" zur Fluglinie ist.
Abstand < 2" gilt als Short-Range.
Bei L-R Jägern IMMER +2 To-Hit
<u>statt</u> des Target Movement
Modifiers.

Schaden am Jäger: (AS S61)
Jeder Abtrag von Panzerungs- und
Strukturpunkten führt zu einem
Wurf auf der DCH-Tabelle.

Ebenfalls Wurf bei Überschreiten
des "Armor Tresholds" durch einen
Waffenangriff.

Armor Treshold auf der AS-Karte.

Determining Critical Hits table 2W6		
	Aerospace*	**DropShip****
02	Fuel Hit	KF Boom Hit
03	Fire Control Hit	Docking Collar Hit
04	Engine Hit	No Critical Hit
05	Weapon Hit	Fire Control Hit
06	No Critical Hit	Weapon Hit
07	No Critical Hit	Thruster Hit
08	No Critical Hit	Weapon Hit
09	Weapon Hit	Door Hit
10	Engine Hit	No Critical Hit
11	Fire Control Hit	Engine Hit
12	Crew Killed	Crew Hit

*Includes fixed-wing support vehicles, airships and conventional fighters.
**Includes small craft

Falls in der Runde Schaden am Jäger entsteht: Control Roll "Skill" +2 für
Atmosphärenflug, falls Thruster Hit weitere +4. Ist der Wurf nicht
erflogreich, bewegt sich der Jäger -1 Sektor nach innen, d.h. befindet er sich
auf der zentralen Karte, dann zerschellt er.

Bei Shutdown, oder Schubverlust (Thrust = 0) auf der Bodenkarte, erfolgt
Forced Landing (AS S71-73).

Ergänzungsregeln 5

Shielding

Am Ende der Bewegungsphase muß die abschirmende Einheit noch genügend Bewegungspunkte besitzen und in Basenkontakt mit der zu beschützenden Einheit kommen. Sie darf keine Sprungbwegung durchgeführt haben und muß auf gleichem oder höherem Level als die abzuschirmende Einheit stehen.

Abfangbare Angriffe liegen auf der Achse (Angreifer-Schildeinheit-Ziel).

Handelt es sich bei der Schildeinheit um einen Mech, dann ist der Modifikator +2, ansonsten +1. Dieser Wert ist stapelbar, sollten mehrere Schildeinheiten auf der Angriffsachse stehen.

LG, VLG, SLG Spezialfähigkeiten zählen automatisch als blockierendes Gelände.

Schildeinheiten schützen nicht gegen AoE Angriffe.

Berechnung: Vergleich Trefferwurf auf Ziel OHNE Schildeinheit mit Ziel INKLUSIVE Schildeinheit. Liegt das Würfelergebnis dazwischen bzw. ist gleich dem Modifikator OHNE Schildeinheit, wurde die Schildeinheit getroffen, liegt er darüber, wurde das Ziel getroffen, liegt er unterhalb des Wertes OHNE Schildeinheit wurde daneben geschossen.

Sind mehrere Schildeinheiten betroffen, entscheidet das Zufallsergebnis welche geschädigt wurde.

Erobern und Halten

Ein Sektor gilt als erobert, wenn zum Stichzeitpunkt die zusammengezählten PVs des Gegners im Sektor weniger als die Hälfte der eigenen dort vorhandenen PVs beträgt.

Gleiches gilt für Halten, sollte die defensive Einheit gleich, oder mehr als die Hälfte der gegnerischen PVs behalten.

PV = Point Value

Ist ein Sektor leer, gehört er der Fraktion, welche zuletzt dort eine Einheit platziert hatte bzw. die obigen Bedingungen erfüllt hat.

Ergänzungsregeln 6

Double Blind (vereinfacht)

Von den fraglichen Sektoren wird vom Spielleiter eine Karte angefertigt. Auf dieser Karte werden die Position der Einheiten der Spieler vom SL markiert und dann vom Spielfeld entfernt.
Jetzt tritt die Fraktion an das Spielfeld, welche die Initiative verloren hat. Ihre Einheiten werden erneut auf das Spielfeld gesetzt und die Bewegungsphase findet statt.

Hat die Fraktion ihre Bewegungen durchgeführt, werden Ausrichtung und Position der Einheit auf der Karte markiert und die Einheiten erneut vom Spielfeld genommen.
Dies wiederholt sich für die andere Fraktion, welche die Initiative gewonnen hat.

Der Spielleiter hat anhand seiner angefertigten Karte zu entscheiden, ob sich die Fraktionen sehen bzw. orten können.
Sollte dies der Fall sein, werden alle Einheiten wieder auf dem Spielfeld platziert und die Kampfphase läuft wie gewohnt ab.

Entdecken sich die Einheiten nicht gegenseitig, läuft das Double Blind Spiel in der nächsten Runde weiter und es werden die Einheiten erneut auf der gezeichneten Karte markiert.

Es gilt NUR die Entdeckung auf Sichtline! Keine elektronischen Mittel dürfen zur Hilfe genommen werden.

Die Veränderung des Sichtbereiches durch das Heraufspringen und das Besteigen von Gebäuden ist nicht zulässig. Alle Bewegungen finden ebenerdig statt.

Rundenablauf

1 Spielleiter-Ereignisse

2 Initiative würfeln
2W6

3 Bewegen
1. geringste Ini.
2. höchste Ini.
abwechselnd

4 Feuern
1. geringste Ini.
2. höchste Ini.
komplett

5 Endphase
Schaden
Hitze
Shutdown
abkühlen

6 Rundenprotokoll

7 F O T O

8 Spielleiter Beratung

Neue Runde beginnt

Rundenprotokoll (1/3)

Runde	Ereignisse	Verluste CW	Verluste CS	Foto
1				O
2				O
3				O
4				O
5				O
6				O
7				O
8				O
9				O
10				O
11				O
12				O
13				O
14				O
15				O
16				Foto
17				O
18				O
19				O
20				O
21				O

Rundenprotokoll (2/3)

Runde	Ereignisse	Verluste CW	Verluste CS	Foto
22				O
23				O
24				O
25				O
26				O
27				O
28				O
29				O
30				O
31				O
32				O
33				O
34				O
35				O
36				O
37				Foto
38				O
39				O
40				O
41				O
42				O

Rundenprotokoll (3/3)

Runde	Ereignisse	Verluste CW	Verluste CS	Foto
43				O
44				O
45				O
46				O
47				O
48				O
49				O
50				O
51				O
52				O
53				O
54				O
55				O
56				O
57				O
58				Foto
59				O
60				O
61				O
62				O
63				O

Siegpunkte

Szenario	Clan Wolf	ComStar
Scouts		
Brückenkopf		
Teile und herrsche		
Ausdehnung des Reviers		
Vorwärts zum Sieg		
Convoy		
Die Kanonen von Brzo		
Enthauptung		
Skorpion		

Sieger: ………………………

Gamma Galaxy Command

Cmd Binary Alpha Star

GCom Meldric WARD
DIRE WOLF / PRIME
CWG 99
81

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: Galaxy Command SKILL: **0**

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

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

A: ⭕⭕⭕⭕⭕⭕⭕⭕⭕
S: ●●●●●

SPECIAL: CASE, OMNI, OVL

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

ALPHA STRIKE — BATTLETECH

MW Murguia CARNS
GLADIATOR / PRIME
CWG 80
92

TP: **BM** SZ: **4** TMM: **2** MV: **10"/8"j**
ROLE: Command Binary SKILL: **1**

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

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

A: ⭕⭕⭕⭕⭕⭕⭕⭕
S: ●●●●●

SPECIAL: CASE, OMNI

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

ALPHA STRIKE — BATTLETECH

MW Palitrice RADICK
TIMBER WOLF / PRYDE
CWG 77
84
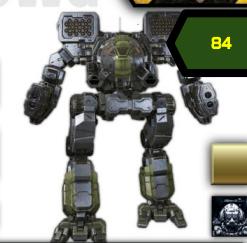
TP: **BM** SZ: **3** TMM: **2** MV: **10"/8"j**
ROLE: Command Binary SKILL: **2**

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

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

A: ⭕⭕⭕⭕⭕⭕⭕
S: ●●●●

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE — BATTLETECH

MW Livengood
FIRE MOTH / PRIME
CWG 23
18
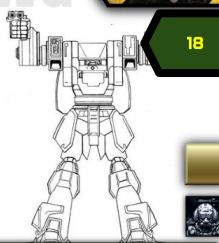
TP: **BM** SZ: **1** TMM: **4** MV: **26"**
ROLE: Command Binary SKILL: **2**

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

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

A: ⭕
S: ●

SPECIAL: CASE, OMNI, SRM1/1

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

ALPHA STRIKE — BATTLETECH

MW Galen
WARHAWK / PRIME
CWG 71
102

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

DAMAGE	S (+0)	M (+2)	L (+4)
5	5	5

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

A: ⭕⭕⭕⭕⭕⭕⭕⭕
S: ●●●●●

SPECIAL: CASE, OMNI, OVL

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

ALPHA STRIKE — BATTLETECH

CMD A — A HQ — BK/Г CW
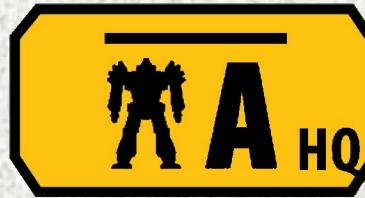
Spezialfähigkeiten

Cmd Binary Alpha Star

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Indirect Fire	IF#	The Indirect Fire special ability allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.

Gamma Galaxy Command

Cmd Binary Fighter Star

PSCpt Willom MEHTA
JAGATAI / PRIME
CWG   62
L09

TP: **AF** SZ: **2** MV: **6a**
ROLE: Cmd. Bin. Fighter SKILL: **1**

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	5	5	5	0
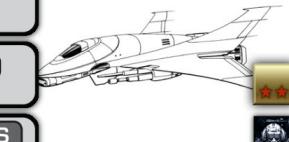
OV: **2** | HEAT SCALE 1 2 3 S

A: ○○○○○○○   TH **3**
S: ●●●●

SPECIAL: BOMB2, ENE, FUEL16, OVL, REAR1/1/1, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○○ +2 To-Hit Each
WEAPONS ○○○○○ -1 Damage Each

ALPHA STRIKE BATTLETECH

Pilot Mardia LEROUX
JAGATAI / PRIME
CWG   46
L10

TP: **AF** SZ: **2** MV: **6a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	5	5	5	0

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

A: ○○○○○○○   TH **3**
S: ●●●●

SPECIAL: BOMB2, ENE, FUEL16, OVL, REAR1/1/1, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE BATTLETECH

PPCom Rollow
JAGATAI / PRIME
CWG   46
L11

TP: **AF** SZ: **2** MV: **6a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	5	5	5	0

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

A: ○○○○○○○   TH **3**
S: ●●●●

SPECIAL: BOMB2, ENE, FUEL16, OVL, REAR1/1/1, SPC, VSTOL
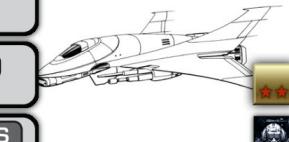
CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE BATTLETECH

Pilot Oston
JAGATAI / PRIME
CWG   46
L12

TP: **AF** SZ: **2** MV: **6a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	5	5	5	0

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

A: ○○○○○○○   TH **3**
S: ●●●●

SPECIAL: BOMB2, ENE, FUEL16, OVL, REAR1/1/1, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE BATTLETECH

CMD
B

★H
HQ

BK/Г
CW

1 / 2

Spezialfähigkeiten

Cmd Binary Fighter Star

Bomb	BOMB#	Unit can carry bombs. The number of bombs these units can carry are equal to the number in the ability's notation (so a unit with BOMB4 carries up to 4 bombs). For most units, these bombs may be of any type. (As a special exception, Arrow IV missiles of all types may be carried as bombs, but a unit that uses Arrow IV bombs must count the first Arrow IV missile carried this way as 2 bombs. All remaining bombs are then counted normally.) Each bomb a unit carries reduces its Thrust value by 1. A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario, which must be equal to or less than the number this ability enables it to carry.
Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Fuel	FUEL#	Maneuvers on the Capital Radar Map will expend fuel Location Central Zone, Inner Zone -> Fuel per Turn = 0 Location Middle Zone -> Fuel per Turn = 1...
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons +1 to Hit modifier, Fighter only tailling.
Space-flight-Capable	SPC	To operate in any sector on the Capital Radar Map.
Very-Short Takeoff & Landing	VSTOL	The runway area must be at least 8 inches long for takeoff and 4 inches for landing.

Gamma Galaxy Command

Cmd Binary Fighter Star

PPCom Kaspar
BATU / PRIME

CWG   40

L13

TP: **AF**   SZ: **1** MV: **9a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE S (+0)   M (+2)   L (+4)   E (+6)
   5   5   2   2

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

A: ○○○○○   TH **2**
S: ●●●●○

SPECIAL: BOMB1, ENE, FUEL12, REAR1/1/-, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE   BATTLETECH

Pilot Karla
BATU / PRIME

CWG   40

L14

TP: **AF**   SZ: **1** MV: **9a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE S (+0)   M (+2)   L (+4)   E (+6)
          5   5   2   2

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

A: ○○○○○   TH **2**
S: ●●●●○

SPECIAL: BOMB1, ENE, FUEL12, REAR1/1/-, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE   BATTLETECH

PPCom Echin
VISIGOTH / PRIME

CWG   40

L17

TP: **AF**   SZ: **2** MV: **7a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE S (+0)   M (+2)   L (+4)   E (+6)
          5   5   1   0

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

A: ○○○○○○   TH **3**
S: ●○○○

SPECIAL: BOMB2, FLK1/1/1, FUEL20, PNT1, REAR1/1/-, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE   BATTLETECH

Pilot Fredasa
VISIGOTH / PRIME

CWG   40

L18

TP: **AF**   SZ: **2** MV: **7a**
ROLE: Cmd. Bin. Fighter SKILL: **3**

DAMAGE S (+0)   M (+2)   L (+4)   E (+6)
          5   5   1   0

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

A: ○○○○○○   TH **3**
S: ●○○○

SPECIAL: BOMB2, FLK1/1/1, FUEL20, PNT1, REAR1/1/-, SPC, VSTOL

CRITICAL HITS
ENGINE ○○ ¼ MV (Minimum 1)
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE   BATTLETECH

CMD

B

★H HQ

ВК/Г
CW

2 / 2

Spezialfähigkeiten

Cmd Binary Fighter Star

Bomb	BOMB#	Unit can carry bombs. The number of bombs these units can carry are equal to the number in the ability's notation (so a unit with BOMB4 carries up to 4 bombs). For most units, these bombs may be of any type. (As a special exception, Arrow IV missiles of all types may be carried as bombs, but a unit that uses Arrow IV bombs must count the first Arrow IV missile carried this way as 2 bombs. All remaining bombs are then counted normally.) Each bomb a unit carries reduces its Thrust value by 1. A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario.
Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Fuel	FUEL#	Maneuvers on the Capital Radar Map will expend fuel.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.
Space-flight-Capable	SPC	To operate in any sector on the Capital Radar Map.
Short Takeoff & Landing	VSTOL	The runway area must be at least 8 inches long for takeoff and 4 inches for landing.
Point Defence	PNT#	The point defense system may engage Arrow IV, capital or sub-capital missiles and IF, SRM, and LRM specials. It has a 360-degree arc of fire, and is always successful, so no to-hit roll is required. Point defense generates a number of "defensive damage points" equal to the ability's numerical rating. For all other incoming missiles, 1 point of defensive damage will apply a +1 to-hit modifier to the missile's attack roll, and reduce the incoming attack's damage value by half (rounded down, to a minimum of 0 points). 2 points of PNT and attack.
Flak	FLK #/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne unit, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.

Trinary Command

Command Star Alpha

SCol Michael "Riot" WARD
LINEBACKER / PRIME
CWG · 64 · 42

TP: **BM** SZ: **3** TMM: **2** MV: **12"**
ROLE: Trinary Command SKILL: **1**

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

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

A: ○○○○○○
S: ●●●○○

SPECIAL: CASE, IF0*, OMNI, 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 · BATTLETECH

MW Cynth
PHANTOM / PRIME
CWG · 41 · 16

TP: **BM** SZ: **2** TMM: **3** MV: **18"**
ROLE: Trinary Command SKILL: **2**

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

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

A: ○○○○
S: ●●

SPECIAL: CASE, ECM, IF0*, OMNI, PRB, RCN, TAG

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

ALPHA STRIKE · BATTLETECH

MW Galatea
ADDER / PRIME
CWG · 37 · 19

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: Trinary Command SKILL: **2**

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

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

A: ○○○○
S: ●●

SPECIAL: ENE, OMNI, OVL

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

ALPHA STRIKE · BATTLETECH

MW Moston
ADDER / PRIME
CWG · 37 · 107

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: Trinary Command SKILL: **2**

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

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

A: ○○○○
S: ●●

SPECIAL: ENE, OMNI, OVL

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

ALPHA STRIKE · BATTLETECH

MW Rammee
LINEBACKER / PRIME
CWG · 56 · 45

TP: **BM** SZ: **3** TMM: **2** MV: **12"**
ROLE: Trinary Command SKILL: **2**

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

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

A: ○○○○○○
S: ●●●○○

SPECIAL: CASE, IF0*, OMNI, 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 · BATTLETECH

ALPHA COMMAND
FRONT IS WHERE WE ARE
THE PROUD PACK

★

H 7/Γ CW

Spezialfähigkeiten

Command Star Alpha

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.
Electronic Counter Measures	ECM	An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Target Acquisition Gear	TAG	TAG is used to designate targets for homing artillery attacks. A unit with this ability may designate targets in the Short and Medium range brackets.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Trinary Command

Command Star Bravo

ICE FERRET / PRIME
SCom Coregn Mike

CWG **47**
43

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Trinary Command** SKILL: **2**

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

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

A: ○○○○○
S: ●●

SPECIAL: CASE, OMNI, PRB, RCN

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

ALPHA STRIKE **BATTLETECH**

EXECUTIONER / PRIME
MW Bainbridge

CWG **60**
26

TP: **BM** SZ: **4** TMM: **2** MV: **10"/8"j**
ROLE: **Trinary Command** SKILL: **3**

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

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

A: ○○○○○○○○○
S: ●●●●●

SPECIAL: CASE, OMNI

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

ALPHA STRIKE **BATTLETECH**

GARGOYLE / PRIME
MW K'arl

CWG **42**
100

TP: **BM** SZ: **4** TMM: **2** MV: **10"**
ROLE: **Trinary Command** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●

SPECIAL: CASE, FLK0*/1/1, OMNI, SRM2/2

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

ALPHA STRIKE **BATTLETECH**

ICE FERRET / PRIME
MW Secriz

CWG **40**
95

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Trinary Command** SKILL: **3**

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

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

A: ○○○○○
S: ●●

SPECIAL: CASE, OMNI, PRB, RCN

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

ALPHA STRIKE **BATTLETECH**

MIST LYNX / PRIME
MW Red

CWG **25**
109

TP: **BM** SZ: **1** TMM: **3** MV: **14"/12"j**
ROLE: **Trinary Command** SKILL: **3**

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

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

A: ○○
S: ●

SPECIAL: CASE, IF1, OMNI, PRB, RCN

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

ALPHA STRIKE **BATTLETECH**

★

CMD
B

7/Γ
CW

H

25

Spezialfähigkeiten

Command Star Bravo

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.

Trinary Command

Command Star Charlie

Card 1
SCom Kiara "Strongwind"
TIMBER WOLF / PRIME
CWG 69
87

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: Trinary Command SKILL: **2**

DAMAGE	S (+0)	M (+2)	L (+4)
	5	5	4

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

A: ○○○○○○○○
S: ●●●●○

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE   BATTLETECH

Card 2
MW Stefan
MAD DOG / C
CWG 36
25

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: Trinary Command SKILL: **3**

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

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

A: ○○○○○
S: ●●●

SPECIAL: CASE, OMNI

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

ALPHA STRIKE   BATTLETECH

Card 3
MW Cassiton
HELLBRINGER / PRIME
CWG 48
24

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: Trinary Command SKILL: **3**

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

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

A: ○○○○
S: ●●●●○

SPECIAL: AMS, CASE, ECM, OMNI, OVL, PRB, RCN

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

ALPHA STRIKE   BATTLETECH

Card 4
MW Dwanick
TIMBER WOLF / PRIME
CWG 59
27

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: Trinary Command SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)
	5	5	4

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

A: ○○○○○○○○
S: ●●●●○

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE   BATTLETECH

Card 5
MW Satalla
WARHAWK / PRIME
CWG 61
28

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

DAMAGE	S (+0)	M (+2)	L (+4)
	5	5	5

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

A: ○○○○○○○○
S: ●●●●●○

SPECIAL: CASE, OMNI, OVL

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

ALPHA STRIKE   BATTLETECH

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Spezialfähigkeiten

Command Star Charlie

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Anti Missile System	AMS	A unit with an AMS reduces the damage from any attack specifically delivered by the IF, SRM, or LRM special abilities by 1 point (to a minimum of 1) as long as the attack comes from the front.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.

Trinary Battle

Battle Star Alpha

SCpt Thomas "XFirestorm"
GARGOYLE / PRIME
CWG | **56**

101

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

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

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

A: ○○○○○○○
S: ●●●●○

SPECIAL: CASE, FLK0*/1/1, OMNI, SRM2/2

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

ALPHA STRIKE • **BATTLETECH**

MW Excelsis "Erzengel"
DIRE WOLF / PRIME
CWG | **66**

82

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Trinary Battle** SKILL: **3**

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

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

A: ○○○○○○○○○
S: ●●●●●○

SPECIAL: CASE, OMNI, OVL

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

ALPHA STRIKE • **BATTLETECH**

SCom Andreas Wolf
TIMBER WOLF / PRIME
CWG | **59**

88

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Trinary Battle** SKILL: **3**

DAMAGE
S (+0)	M (+2)	L (+4)
5	5	4

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

A: ○○○○○○○
S: ●●●●○

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE • **BATTLETECH**

MW Eva
TIMBER WOLF / PRIME
CWG | **59**

89

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Trinary Battle** SKILL: **3**

DAMAGE
S (+0)	M (+2)	L (+4)
5	5	4

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

A: ○○○○○○○
S: ●●●●○

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE • **BATTLETECH**

MW Moder
EXECUTIONER / PRIME
CWG | **60**

93

TP: **BM** SZ: **4** TMM: **2** MV: **10"/8"j**
ROLE: **Trinary Battle** SKILL: **3**

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

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

A: ○○○○○○○○
S: ●●●●●

SPECIAL: CASE, OMNI

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

ALPHA STRIKE • **BATTLETECH**

★

THE STORM WOLVES
ALPHA BATTLE
7BG CW · BAT TRI
EXPECT NO MERCY Γ

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7/Γ CW
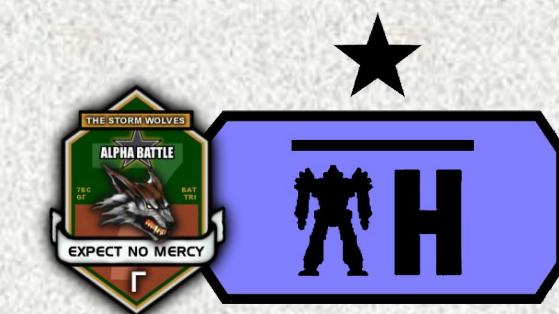
Spezialfähigkeiten

Battle Star Alpha

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.

Trinary Battle
Battle Star Bravo

SCom Coregn Andreas
KIT FOX / W
CWG 33 / 29

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: Trinary Battle SKILL: **2**

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

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

A: ○○○
S: ●●

SPECIAL: ENE, OMNI

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

ALPHA STRIKE · BATTLETECH

MW Zennus
KIT FOX / PRIME
CWG 28 / 13

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: Trinary Battle SKILL: **3**

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

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

A: ○○○
S: ●●

SPECIAL: CASE, FLK0*/0*/0*, OMNI

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

ALPHA STRIKE · BATTLETECH

MW Redassa
MIST LYNX / PRIME
CWG 25 / 46

TP: **BM** SZ: **1** TMM: **3** MV: **14"/12"j**
ROLE: Trinary Battle SKILL: **3**

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

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

A: ○○
S: ●

SPECIAL: CASE, IF1, OMNI, PRB, RCN

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

ALPHA STRIKE · BATTLETECH

MW Taya
KIT FOX / PRIME
CWG 28 / 108

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: Trinary Battle SKILL: **3**

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

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

A: ○○○
S: ●●

SPECIAL: CASE, FLK0*/0*/0*, OMNI

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

ALPHA STRIKE · BATTLETECH

MW Skylar
SHADOW CAT / PRIME
CWG 38 / 41

TP: **BM** SZ: **2** TMM: **3** MV: **16"/12"j**
ROLE: Trinary Battle SKILL: **3**

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

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

A: ○○○○
S: ●●

SPECIAL: CASE, OMNI, PRB, RCN

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

ALPHA STRIKE · BATTLETECH

★
BTL B — H — 7/Г CW

Spezialfähigkeiten

Striker Star Charlie

Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.

Trinary Battle

Battle Star Charlie

SCom Aurelius
POUNCER / PRIME
CWG 41
64
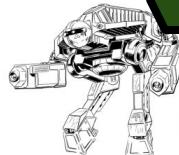
TP: **BM** SZ: **2** TMM: **2** MV: **12"/10"j**
ROLE: **Trinary Battle** SKILL: **2**

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

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

A: ◯◯◯◯
S: ●●

SPECIAL: ENE, OMNI, OVL

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

ALPHA STRIKE BATTLETECH

MW Thilla
STORMCROW / PRIME
CWG 46
10

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: **Trinary Battle** SKILL: **3**

DAMAGE
S (+0) **5** M (+2) **5** L (+4) **2**

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

A: ◯◯◯◯◯◯
S: ●●●

SPECIAL: ENE, OMNI

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

ALPHA STRIKE BATTLETECH

MW Bowin
POUNCER / PRIME
CWG 35
65
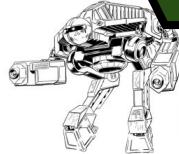
TP: **BM** SZ: **2** TMM: **2** MV: **12"/10"j**
ROLE: **Trinary Battle** SKILL: **3**

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

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

A: ◯◯◯◯
S: ●●

SPECIAL: ENE, OMNI, OVL

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

ALPHA STRIKE BATTLETECH

MW Dittmer
NOVA / PRIME
CWG 44
32

TP: **BM** SZ: **2** TMM: **2** MV: **10"j**
ROLE: **Trinary Battle** SKILL: **3**

DAMAGE
S (+0) **5** M (+2) **5** L (+4) **0**

OV: **4** | HEAT SCALE [1] [2] [3] [S]

A: ◯◯◯◯◯
S: ●●●

SPECIAL: ENE, OMNI

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

ALPHA STRIKE BATTLETECH

MW Kirl
PHANTOM / PRIME
CWG 35
110

TP: **BM** SZ: **2** TMM: **3** MV: **18"**
ROLE: **Trinary Battle** SKILL: **3**

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

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

A: ◯◯◯◯
S: ●●

SPECIAL: CASE, ECM, IF0*, OMNI, PRB, RCN, TAG

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

ALPHA STRIKE BATTLETECH

★

BTL C ▦H 7/Γ CW

Spezialfähigkeiten

Striker Star Charlie

Energy	ENE		A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Omni	OMNI		Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Overheat Long	OVL		Unit can use Overheat ability at Long Range bracket.
CASE	CASE		Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Electronic Counter Measures	ECM		An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.
Indirect Fire	IF#		Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Recon	RCN		Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB		Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Target Acquisition Gear	TAG		TAG is used to designate targets for homing artillery attacks. A unit with this ability may designate targets in the Short and Medium range brackets.

Trinary Striker

Card 1

SCpt Dexter KERENSKY
DIRE WOLF / PRIME
CWG 95
30

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Trinary Striker** SKILL: **1**

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

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

A: ⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡
S: ⬤⬤⬤⬤⬤

SPECIAL: CASE, OMNI, OVL

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

ALPHA STRIKE — BATTLETECH

Card 2

MW Lars
HUNCHBACK IIC
CWG 32
2
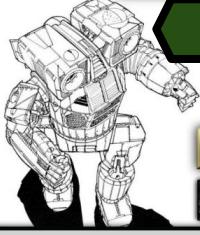
TP: **BM** SZ: **2** TMM: **1** MV: **8"j**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ◯◯◯
S: ⬤⬤⬤

SPECIAL: CASE

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

ALPHA STRIKE — BATTLETECH

Card 3

MW Heston
HIGHLANDER IIC
CWG 73
3

TP: **BM** SZ: **4** TMM: **1** MV: **6"j**
ROLE: **Trinary Striker** SKILL: **3**

DAMAGE
S (+0): **7** M (+2): **7** L (+4): **4**

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

A: ◯◯◯◯◯◯◯◯
S: ⬤⬤⬤⬤⬤⬤⬤

SPECIAL: CASE, IF2

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

ALPHA STRIKE — BATTLETECH

Card 4

MW Jevanord
MARAUDER IIC
CWG 61
4
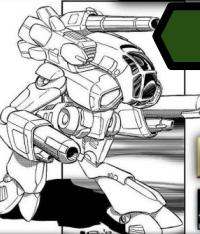
TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Trinary Striker** SKILL: **3**

DAMAGE
S (+0): **6** M (+2): **6** L (+4): **5**

OV: **3** | 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 MV Each
WEAPONS ◯◯◯◯ -1 Damage Each

ALPHA STRIKE — BATTLETECH

Card 5

MW Lustra
JENNER IIC
CWG 25
1

TP: **BM** SZ: **1** TMM: **3** MV: **18"/14"j**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ◯◯
S: ⬤⬤

SPECIAL: CASE, SRM2/2

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

ALPHA STRIKE — BATTLETECH

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CW

Spezialfähigkeiten

Striker Star Charlie

Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.

Trinary Striker

Striker Star Bravo

SCom Carla RADICK
ORION IIC

CWG **64**

99

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Trinary Striker** SKILL: **2**

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

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

A: ○○○○○○○○○
S: ●●●●●○○

SPECIAL: CASE, IF1, OVL

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

ALPHA STRIKE **BATTLETECH**

MW Puja
RIFLEMAN IIC

CWG **59**

5

TP: **BM** SZ: **3** TMM: **1** MV: **6"j**
ROLE: **Trinary Striker** SKILL: **3**

DAMAGE S (+0) **5** M (+2) **5** L (+4) **5**

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

A: ○○○○○○○
S: ●●●●●

SPECIAL: ENE, PRB, RCN

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

ALPHA STRIKE **BATTLETECH**

MW Quig
MAD DOG / PRIME

CWG **50**

31

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: SKILL: **3**

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

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

A: ○○○○○
S: ●●○

SPECIAL: CASE, IF2, LRM1/1/2, OMNI

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

ALPHA STRIKE **BATTLETECH**

MW Dena
GLASS SPIDER

CWG **43**

67

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●

SPECIAL: CASE

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

ALPHA STRIKE **BATTLETECH**

MW Grendel
GLASS SPIDER

CWG **43**

53

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●

SPECIAL: CASE

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

ALPHA STRIKE **BATTLETECH**

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Spezialfähigkeiten

Striker Star Charlie

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Omni	OMNI	Omni-unit; 'Mech and vehicle omnis can carry 1 unit with MEC or XMEC specials. In standard Alpha Strike play, ground-based Omni units ('Mechs or vehicles) may transport a single battle armor unit using the mechanized battle armor rules.

Trinary Striker

Striker Star Charlie

GUILLOTINE IIC
SCom Tamera RADICK
CWG 58
111

TP: **BM** SZ: **3** TMM: **1** MV: **8"j**
ROLE: **Trinary Striker** SKILL: **2**

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

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

A: ○○○○○○
S: ●●●●●●

SPECIAL: CASE

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

ALPHA STRIKE · BATTLETECH

HUNCHBACK IIC
MW Porfirio
CWG 32
78

TP: **BM** SZ: **2** TMM: **1** MV: **8"j**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○
S: ●●●

SPECIAL: CASE

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

ALPHA STRIKE · BATTLETECH

WOLFHOUND IIC
MW Stims
CWG 35
38

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○○
S: ●●

SPECIAL: ECM, ENE, 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 · BATTLETECH

PHOENIX HAWK IIC
MW Magill
CWG 48
49

TP: **BM** SZ: **4** TMM: **2** MV: **10"j**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●

SPECIAL: CASE

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

ALPHA STRIKE · BATTLETECH

VIXEN (INCUBUS)
MW Thanh
CWG 34
50
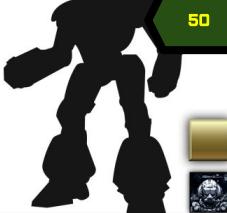
TP: **BM** SZ: **1** TMM: **3** MV: **18"**
ROLE: **Trinary Striker** SKILL: **3**

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

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

A: ○○○○
S: ●●

SPECIAL: CASE

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

ALPHA STRIKE · BATTLETECH

STR C · 7/Γ CW

Spezialfähigkeiten

Striker Star Charlie

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons +1 to Hit modifier, Fighter only tailling.

Trinary Elemental

Elemental Star Alpha

ESCpt Mario SRADAC
5 ELEMENTALS (1 POINT)

CWG — 22 — 8

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **1**

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

A: ⚪⚪
S: ⚫⚪

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE — BATTLETECH

EPCom Faldo
5 ELEMENTALS (1 POINT)

CWG — 16 — 9

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ⚪⚪
S: ⚫⚪

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE — BATTLETECH

EPCom Agon
5 ELEMENTALS (1 POINT)

CWG — 16 — 10

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ⚪⚪
S: ⚫⚪

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE — BATTLETECH

EPCom Hindemith
5 ELEMENTALS (1 POINT)

CWG — 16 — 11

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ⚪⚪
S: ⚫⚪

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE — BATTLETECH

EPCom Anona
5 ELEMENTALS (1 POINT)

CWG — 16 — 12

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ⚪⚪
S: ⚫⚪

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE — BATTLETECH

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Spezialfähigkeiten

Elemental Star Alpha

AM	Anti-'Mech	Enables infantry swarming attacks.
		Attack against any ground units in base-to-base contact. Treated as a *physical attack.*
		Achtung IMMER! Waffenangriff oder Nahkampf je Runde!
CAR5	Cargo	CAR# Unit occupies # tons of transport space.
		Infantery can be carried by unit with infantry transport space (noted by the IT# special ability).
MEC	MEC	Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.
		Mounting to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni,
		Dismounting to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.
		If a unit carrying BA is hit, roll 1D6. 1—4, the carrying unit suffers the damage normally. 5—6, the BA takes the damage instead. If this destroys the BA unit, any excess damage will be transferred to the carrying unit.

Trinary Elemental

Elemental Star Bravo

ESCom Bashar SHAW
5 ELEMENTALS (1 POINT)

CWG | 19

13

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **2**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE · BATTLETECH

EPCom Dena
5 ELEMENTALS (1 POINT)

CWG | 16

14

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE · BATTLETECH

EPCom Kellin
5 ELEMENTALS (1 POINT)

CWG | 16

15

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE · BATTLETECH

EPCom Zita
5 ELEMENTALS (1 POINT)

CWG | 16

16

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE · BATTLETECH

EPCom Cronce
5 ELEMENTALS (1 POINT)

CWG | 16

17

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE · BATTLETECH

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Spezialfähigkeiten

Elemental Star Bravo

AM	Anti-'Mech	Enables infantry swarming attacks.
		Attack against any ground units in base-to-base contact. Treated as a *physical attack.*
		Achtung IMMER! Waffenangriff oder Nahkampf je Runde!
CAR5	Cargo	CAR# Unit occupies # tons of transport space.
		Infantery can be carried by unit with infantry transport space (noted by the IT# special ability).
MEC	MEC	Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.
		Mounting to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni.
		Dismounting to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.
		If a unit carrying BA is hit, roll 1D6. 1–4, the carrying unit suffers the damage normally. 5–6, the BA takes the damage instead. If this destroys the BA unit, any excess damage will be transferred to the carrying unit.

Trinary Elemental

Elemental Star Charlie

ESCom Gom FETLADRAL
5 ELEMENTALS (1 POINT)
CWG — 19 — 18

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **2**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE BATTLETECH

EPCom Silva
5 ELEMENTALS (1 POINT)
CWG — 16 — 19

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●○

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE BATTLETECH

EPCom Melby
5 ELEMENTALS (1 POINT)
CWG — 16 — 20

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE BATTLETECH

EPCom Ingeborg
5 ELEMENTALS (1 POINT)
CWG — 16 — 31

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●○

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE BATTLETECH

EPCom Vaun
5 ELEMENTALS (1 POINT)
CWG — 16 — 32

TP: **BA** SZ: **1** TMM: **1** MV: **6"j**
ROLE: **Ar. Infantry** SKILL: **3**

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

A: ○○
S: ●○

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE BATTLETECH

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Spezialfähigkeiten

Elemental Star Charlie

AM	Anti-'Mech	Enables infantry swarming attacks.
		Attack against any ground units in base-to-base contact. Treated as a *physical attack.*
		Achtung IMMER! Waffenangriff oder Nahkampf je Runde!
CAR5	Cargo	CAR# Unit occupies # tons of transport space.
		Infantery can be carried by unit with infantry transport space (noted by the IT# special ability).
MEC	MEC	Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.
		Mounting to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni.
		Dismounting to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.
		If a unit carrying BA is hit, roll 1D6. 1–4, the carrying unit suffers the damage normally. 5–6, the BA takes the damage instead. If this destroys the BA unit, any excess damage will be transferred to the carrying unit.

Dropships

Transport Unions

Clan
UNION C
CWG 61

TP: **DS** SZ: **2** TMM: **1** MV: **6**
ROLE: **Naval Reserve** SKILL:

DAMAGE
S (+0) **4**   M (+2) **6**   L (+4) **5**

A: ○○○○○○○○○○○○○○○○○○○○○○○
S: ○○○○○

SPECIAL: SPC, LG, AT2D2, MT12D4, CT74

ALPHA STRIKE BATTLETECH
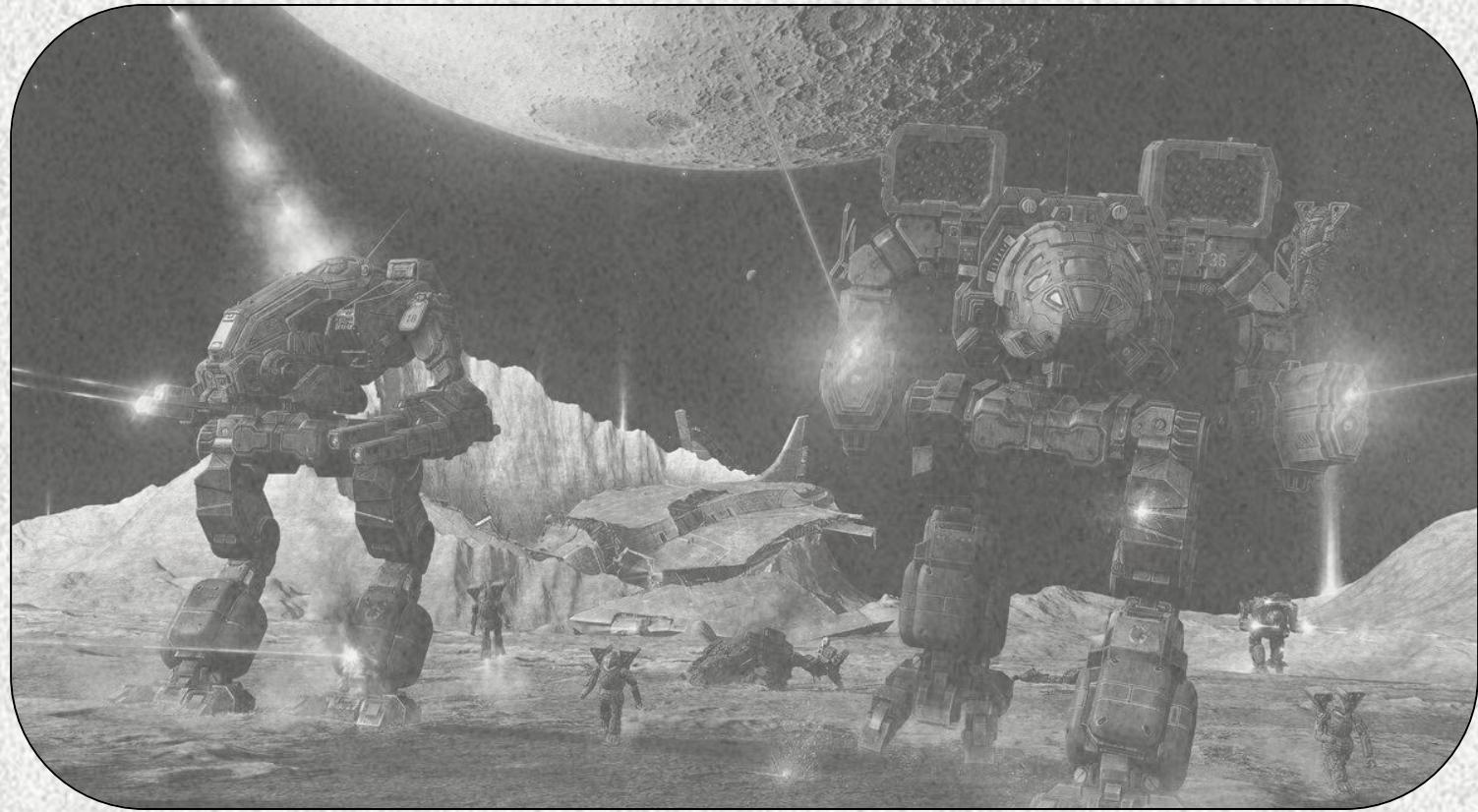
Spezialfähigkeiten

Dropships

Space-flight-Capable	SPC	To operate in any sector on the Capital Radar Map.
Large	LG	Large units cover a 2" radius area. Large units block LOS.
Aerospace Transport	AT#D#	A unit with this special ability can transport, launch and recover the indicated number of aerospace or conventional fighters. The maximum number of aerospace units that can be launched by an aerospace transport per turn is equal to the number of doors (D#) associated with the aerospace transport bay. Aerospace units may be launched from grounded transports, but cannot be recovered unless the transport has a flight deck or helipad. Otherwise, they must embark and disembark as cargo.
Mech Transport	MT#D#	A unit with this special ability can transport, deploy, and drop the indicated number of 'mechs. this ability usually applies to DropShips, and is always used in conjunction with the Door special ability. Door (D#) this ability indicates the number of ingress/egress doors available on a DropShip, small craft, or support vehicles' transport bays. Each door a unit has is tied to a particular bay, and can accommodate a limited number of units per turn. Units may not disembark intoprohibited terrain. Embarking and disembarking must be performed during the Ground Movement Phase. **Mounting/Embarking:** Units may only mount from base-to-base contact with a transport unit. It costs the mounting unit 2" to enter the transport unit. **Dismounting/Disembarking:** It costs the dismounting unit 2" of Move to exit the transport unit and is placed in base-to-base contact with the transport unit.
Cargo Transport	CT#	Units with this special ability have bays or other internal space set aside for carrying bulk cargo such as munitions, supplies and the like. This space is not generally suited for transporting battle-ready units like vehicles, 'mechs, or infantry, and such units may not be dropped or deployed from cargo bays as a result—though they can be carried as cargo. This ability usually applies to DropShips, and is always used in conjunction with the Door (D#) special ability. the numerical value in this ability indicates how many tons of cargo the unit may transport.

Com Guards Level IV Beta - Command

AS7-D-H2
ATLAS II
PV: **99**

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

DAMAGE
S (+0) **5** M (+2) **6** L (+4) **4**

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

A: ○○○○○○○○○
S: ●●●●●●●

SPECIAL: CASE, 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 1

BLR-1Gc
BATTLEMASTER
PV: **61**

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

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: MHQ1, 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 2

STK-3Fb
STALKER
PV: **61**

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Command** SKILL: **3**

DAMAGE
S (+0) **4** M (+2) **5** L (+4) **4**

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: CASE, ECM, IF2

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

ALPHA STRIKE STATS 3

TDR-5Sb
THUNDERBOLT
PV: **49**

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

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

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

A: ○○○○○○○
S: ●●●●●

SPECIAL: CASE, IF1

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

ALPHA STRIKE STATS 4

MAD-2R
MARAUDER
PV: **48**

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

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE

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

ALPHA STRIKE STATS 5

PXH-1K
PHOENIX HAWK
PV: **32**

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: **Command** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each
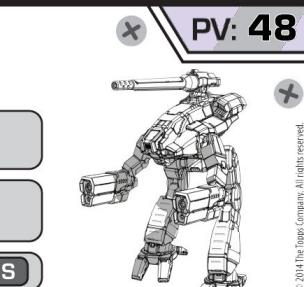
ALPHA STRIKE STATS 6

Spezialfähigkeiten
Com Guards Level IV Beta - Command

Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Mobile Headquarter	MHQ#	The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating. -> #Value adds this to factions Battlefield Intelligence rating.
Electronic Counter Measures	ECM	An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons +1 to Hit modifier, Fighter only tailling.

Com Guards Level III Alpha - Level II Alpha

RFL-3N RIFLEMAN — PV: 36

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **2**

DAMAGE
S (+0): **2** M (+2): **2** L (+4): **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 — 7

ENF-4R ENFORCER — PV: 32

TP: **BM** SZ: **2** TMM: **1** MV: **8"j**
ROLE: Fighting Chance SKILL: **3**

DAMAGE
S (+0): **3** M (+2): **2** L (+4): **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 — 8

CRD-2R CRUSADER — PV: 46

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○
S: ●●●●●

SPECIAL: CASE, IF2

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

ALPHA STRIKE STATS — 9

MON-66b MONGOOSE — PV: 28

TP: **BM** SZ: **1** TMM: **3** MV: **16"**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○
S: ●

SPECIAL: ENE, PRB, RCN

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

ALPHA STRIKE STATS — 10

ON1-K (Kerensky) ORION — PV: 47

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: CASE

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

ALPHA STRIKE STATS — 11

CPLT-C1b CATAPULT — PV: 47

TP: **BM** SZ: **3** TMM: **1** MV: **8"j**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○○
S: ●●●●●
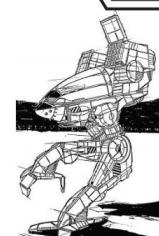
SPECIAL: CASE, IF2, LRM1/2/2

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

ALPHA STRIKE STATS — 12

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Alpha

Autocannon	AC#/#/#	Unit delivers # damage with its AC weapons; can use alternate AC ammo. May fire AC as an alternative weapon attack instead of a standard weapon attack.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Alpha - Level II Beta

ON1-K (Kerensky)
ORION
PV: 47

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

DAMAGE

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

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

A: ○○○○○○○
S: ●●●●●○

SPECIAL: CASE

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

ALPHA STRIKE STATS `13`

WHM-7A
WARHAMMER
PV: 48

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

DAMAGE

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

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

A: ○○○○○○
S: ●●●●●○

SPECIAL: CASE

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

ALPHA STRIKE STATS `14`

HBK-4G
HUNCHBACK
PV: 34

TP: **BM** SZ: **2** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

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

ALPHA STRIKE STATS `15`

TDR-5Sb
THUNDERBOLT
PV: 49

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

DAMAGE

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, IF1

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

ALPHA STRIKE STATS `16`
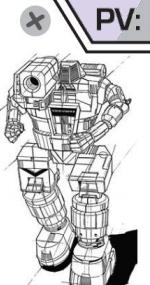
MCY-99
MERCURY
PV: 19

TP: **BM** SZ: **1** TMM: **4** MV: **20"**
ROLE: Fighting Chance SKILL: **3**

DAMAGE

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS `17`

OTT-7J
OSTSCOUT
PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **16"j**
ROLE: Fighting Chance SKILL: **3**

DAMAGE

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS `18`

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Beta

Autocannon	AC#/#/#	Unit delivers # damage with its AC weapons; can use alternate AC ammo. May fire AC as an alternative weapon attack instead of a standard weapon attack.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Alpha - Level II Gamma

RFL-3N
RIFLEMAN
PV: 36

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **2**

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
19

ON1-K (Kerensky)
ORION
PV: 47

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: CASE

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

ALPHA STRIKE STATS
20

CRD-2R
CRUSADER
PV: 46

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, IF2

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

ALPHA STRIKE STATS
21

ARC-2Rb
ARCHER
PV: 54

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: Fighting Chance SKILL: **3**

DAMAGE
S (+0)	M (+2)	L (+4)
3	5	4

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, IF3, 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
22

EXT-4D
EXTERMINATOR
PV: 42

TP: **BM** SZ: **3** TMM: **2** MV: **12"j**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○
S: ●●●

SPECIAL: AMS, IF1

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

ALPHA STRIKE STATS
23

GLT-3N
GUILLOTINE
PV: 44

TP: **BM** SZ: **3** TMM: **1** MV: **8"j**
ROLE: Fighting Chance SKILL: **3**

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE

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

ALPHA STRIKE STATS
24

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Gamma

Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Rear Weapons	REAR #/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons +1 to Hit modifier, Fighter only tailling.
Anti Missile System	AMS	A unit with an AMS reduces the damage from any attack specifically delivered by the IF, SRM, or LRM special abilities by 1 point (to a minimum of 1) as long as the attack comes from the front.

Com Guards Level III Alpha - Level II Delta

AS7-D-H2
ATLAS II
PV: **78**

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Primal Scream** SKILL: **2**

DAMAGE S (+0) **5** M (+2) **6** L (+4) **4**

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

A: ○○○○○○○○○
S: ●●●●●●●

SPECIAL: CASE, 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 **25**

LGB-7Q
LONGBOW
PV: **54**

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: IF3, LRM2/3/3

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

ALPHA STRIKE STATS **26**

AWS-8Q
AWESOME
PV: **47**

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Primal Scream** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS **27**

BL-6b-KNT
BLACK KNIGHT
PV: **50**

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: ENE, PRB, RCN

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

ALPHA STRIKE STATS **28**

MAD-2R
MARAUDER
PV: **48**

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○○○
S: ●●●●●●

SPECIAL: CASE

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

ALPHA STRIKE STATS **29**

OTT-7J
OSTSCOUT
PV: **22**

TP: **BM** SZ: **1** TMM: **3** MV: **16"j**
ROLE: **Primal Scream** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS **30**

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Delta

Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Alpha - Level II Epsilon

HER-1Sb
HERMES
PV: **30**

TP: **BM** SZ: **1** TMM: **4** MV: **23"**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ⭘⭘⭘⭘
S: ⬤

SPECIAL: ENE, PRB, RCN

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

ALPHA STRIKE STATS **31**

CLNT-2-3T
CLINT
PV: **23**
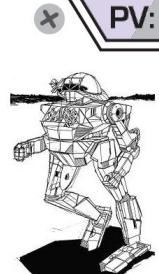
TP: **BM** SZ: **2** TMM: **2** MV: **12"j**
ROLE: **Primal Scream** SKILL: **3**
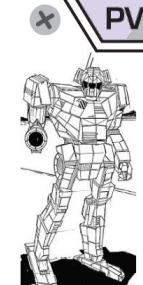
DAMAGE
S (+0) **2** M (+2) **2** L (+4) **1**

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 **32**

JVN-10N
JAVELIN
PV: **22**

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ⭘⭘
S: ⬤⬤⬤

SPECIAL: SRM2/2

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

ALPHA STRIKE STATS **33**

SHD-2Hb
SHADOW HAWK
PV: **38**

TP: **BM** SZ: **2** TMM: **2** MV: **10"/6"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ⭘⭘⭘⭘⭘
S: ⬤⬤⬤⬤⬤

SPECIAL: CASE, FLK1/1/1

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

ALPHA STRIKE STATS **34**

LCT-1Vb
LOCUST
PV: **19**

TP: **BM** SZ: **1** TMM: **3** MV: **16"**
ROLE: **Primal Scream** SKILL: **3**

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

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 MV Each
WEAPONS ⭘⭘⭘⭘ -1 Damage Each

ALPHA STRIKE STATS **35**

LCT-1Vb
LOCUST
PV: **19**

TP: **BM** SZ: **1** TMM: **3** MV: **16"**
ROLE: **Primal Scream** SKILL: **3**

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

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 MV Each
WEAPONS ⭘⭘⭘⭘ -1 Damage Each

ALPHA STRIKE STATS **36**

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Epsilon

Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM #/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.

Com Guards Level III Alpha - Level II Zeta

WVR-7H — WOLVERINE II
PV: **38**

TP: **BM** SZ: **2** TMM: **2** MV: **10"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○
S: ●○○○○

SPECIAL: CASE

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

ALPHA STRIKE STATS — 37

SHD-2Hb — SHADOW HAWK
PV: **44**

TP: **BM** SZ: **2** TMM: **2** MV: **10"/6"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○
S: ●●○○○

SPECIAL: CASE, FLK1/1/1

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

ALPHA STRIKE STATS — 38

GRF-2N — GRIFFIN
PV: **44**

TP: **BM** SZ: **2** TMM: **2** MV: **10"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○○○○○
S: ●○○○○

SPECIAL: CASE, ECM, SRM2/2

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

ALPHA STRIKE STATS — 39

PNT-9R — PANTHER
PV: **24**

TP: **BM** SZ: **1** TMM: **1** MV: **8"j**
ROLE: **Primal Scream** SKILL: **3**

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

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 — 40

JVN-10N — JAVELIN
PV: **22**

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Primal Scream** SKILL: **3**

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

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

A: ○○
S: ●○○

SPECIAL: SRM2/2

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

ALPHA STRIKE STATS — 41

42

Spezialfähigkeiten

Com Guards Level III Alpha - Level II Zeta

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Electronic Counter Measures	ECM	An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.

Com Guards Level III Beta - Level II Alpha

AS7-D-H2
ATLAS II
PV: 67

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **The Commintatus** SKILL: **3**

DAMAGE
S (+0)	M (+2)	L (+4)
5	6	4

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

A: ○○○○○○○○○
S: ○○○○○○○

SPECIAL: CASE, 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 43

TDR-5Sb
THUNDERBOLT
PV: 57

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **The Commintatus** SKILL: **2**

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

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

A: ○○○○○○○
S: ○○○○○

SPECIAL: CASE, IF1

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

ALPHA STRIKE STATS 44

AWS-8Q
AWESOME
PV: 47

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **The Commintatus** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS 45

WHM-7A
WARHAMMER
PV: 48

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **The Commintatus** SKILL: **3**

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

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

A: ○○○○○○○
S: ○○○○○○

SPECIAL: CASE

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

ALPHA STRIKE STATS 46

HGN-732b
HIGHLANDER
PV: 67

TP: **BM** SZ: **4** TMM: **1** MV: **6"j**
ROLE: **The Commintatus** SKILL: **3**

DAMAGE
S (+0)	M (+2)	L (+4)
5	6	4

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

A: ○○○○○○○○○
S: ○○○○○○○

SPECIAL: CASE, IF2

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

ALPHA STRIKE STATS 47

48

Spezialfähigkeiten

Com Guards Level III Beta - Level II Alpha

Indirect Fire	IF#		Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM#/#/#		Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
CASE	CASE		Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Energy	ENE		A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Beta - Level II Beta

FLS-8K FLASHMAN
PV: 51

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: The Commintatus SKILL: **2**

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

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

A: ○○○○○○○
S: ●●○

SPECIAL: AMS, 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 49

CPLT-C1b CATAPULT
PV: 47

TP: **BM** SZ: **3** TMM: **1** MV: **8"j**
ROLE: The Commintatus SKILL: **3**

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, IF2, LRM1/2/2

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

ALPHA STRIKE STATS 50

MAD-2R MARAUDER
PV: 48

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: The Commintatus SKILL: **3**

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

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

A: ○○○○○○○
S: ●○○○○○

SPECIAL: CASE

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

ALPHA STRIKE STATS 51

JM6-S JAGERMECH
PV: 31

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: The Commintatus SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS 52

TBT-3C TREBUCHET
PV: 41

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: The Commintatus SKILL: **3**

DAMAGE
S (+0) **4** M (+2) **5** L (+4) **3**

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

A: ○○○○
S: ●●

SPECIAL: CASE, IF2

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

ALPHA STRIKE STATS 53

CP-10-Z CYCLOPS
PV: 41

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

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS 54

Spezialfähigkeiten

Com Guards Level III Beta - Level II Beta

Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM#/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Autocannon	AC#/#/#	Unit delivers # damage with its AC weapons; can use alternate AC ammo. May fire AC as an alternative weapon attack instead of a standard weapon attack.
Rear Weapons	REAR#/#/#	Unit has been equipped with a significant number of rear-facing weapons. Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value. Rear weapons +1 to Hit modifier, Fighter only tailling.
Anti Missile System	AMS	A unit with an AMS reduces the damage from any attack specifically delivered by the IF, SRM, or LRM special abilities by 1 point (to a minimum of 1) as long as the attack comes from the front.

Com Guards Level III Beta - Level II Gamma

BLR-1Gb BATTLEMASTER — PV: 62

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

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

OV: **1** | 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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 55

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LNX-9Q LYNX — PV: 42

TP: **BM** SZ: **2** TMM: **2** MV: **10"j**
ROLE: The Commintatus SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 56

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CRB-27b CRAB — PV: 36
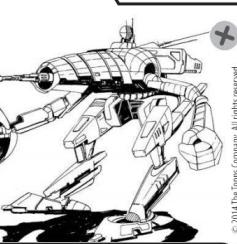
TP: **BM** SZ: **2** TMM: **2** MV: **10"**
ROLE: The Commintatus SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 57

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JVN-10N JAVELIN — PV: 22

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: The Commintatus SKILL: **3**

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

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

A: ○○
S: ●●●

SPECIAL: SRM2/2

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

ALPHA STRIKE STATS — 58

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GRF-2N GRIFFIN — PV: 44

TP: **BM** SZ: **2** TMM: **2** MV: **10"j**
ROLE: The Commintatus SKILL: **3**

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

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

A: ○○○○○○
S: ●●●●●

SPECIAL: CASE, ECM, SRM2/2

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

ALPHA STRIKE STATS — 59

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60

Spezialfähigkeiten

Com Guards Level III Beta - Level II Gamma

CASE	CASE	Units with this ability can minimize the catastrophic effects of an ammunition explosion and thus can survive Ammo Hit critical hits but will suffer additional damage. Ammo Hit: If the unit has CASE, it suffers 1 additional point of damage (roll again on the Determining Critical Hits Table if this damages structure).
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Electronic Counter Measures	ECM	An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Beta - Level II Delta

LCT-1Vb LOCUST — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **16"**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 61

JR7-A JENNER — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **14"/10"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 62

FLC-4Nb FALCON — PV: 25

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 63

HER-1Sb HERMES — PV: 30

TP: **BM** SZ: **1** TMM: **4** MV: **23"**
ROLE: **Solid Dreams** SKILL: **3**
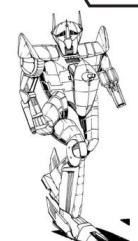
DAMAGE
S (+0): **3** M (+2): **2** L (+4): **0**

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

A: ○○○○
S: ●

SPECIAL: ENE, PRB, RCN

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

ALPHA STRIKE STATS — 64

WSP-1A WASP — PV: 17

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Solid Dreams** SKILL: **3**

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

ALPHA STRIKE STATS — 65

WSP-1A WASP — PV: 17

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Solid Dreams** SKILL: **3**

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

ALPHA STRIKE STATS — 66

Spezialfähigkeiten

Com Guards Level III Beta - Level II Delta

Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, including Angel ECM (AECM) and standard ECM (ECM) will overwhelm the active probe's abilities.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Beta - Level II Epsilon

SDR-5V SPIDER — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **16"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 67

SDR-5V SPIDER — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **16"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 68

STG-3Gb STINGER — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **14"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 69

STG-3Gb STINGER — PV: 19

TP: **BM** SZ: **1** TMM: **3** MV: **14"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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 MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS — 70

FS9-H FIRESTARTER — PV: 23

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○○○
S: ●●○

SPECIAL: HT1/-/-

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

ALPHA STRIKE STATS — 71

UM-R60 URBANMECH — PV: 14

TP: **BM** SZ: **1** TMM: **0** MV: **4"j**
ROLE: **Solid Dreams** SKILL: **3**
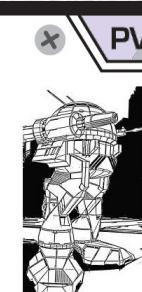
DAMAGE
S (+0): **2** M (+2): **1** L (+4): **0**

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 — 72

Spezialfähigkeiten

Com Guards Level III Beta - Level II Epsilon

Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Heat	HT#/#/#	The Heat Special Ability has a numeric rating), which will indicate the number of additional heat points that will be applied to the target in the End Phase of the turn when the attack hits. (This heat applies in addition to the indicated amount of the unit's normal weapon attack damage, so a unit that can deliver 3 points of damage and has the HT1 special will deliver 3 points of damage plus 1 point of heat.) A unit may be struck by multiple attacks that deliver heat, but no unit may gain more than 2 points of heat per turn in this fashion.
Autocannon	AC#/#/#	Unit delivers # damage with its AC weapons; can use alternate AC ammo. May fire AC as an alternative weapon attack instead of a standard weapon attack.

Com Guards Level III Beta - Level II Zeta

Card T20
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T20

Card T23
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T23

Card T21
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T21

Card T24
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T24

Card T22
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T22

Card T25
(Standard)
SAVANNAH MASTER HOVERCRAFT PV: **12**

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T25

Spezialfähigkeiten

Com Guards Level III Beta - Level II Zeta

Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.

Com Guards Level III Gamma - Level II Alpha S1/2

Card 1

LT-MOB-25
MOBILE LONG TOM ARTILLERY
#79
PV: **28**

TP: **CV** SZ: **2** TMM: **0** MV: **4"t**
ROLE: **Missile Boat** SKILL: **4**

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

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

A: ○○
S: ●●●○

SPECIAL: ARTLT-1, EE, HTC, MHQ2, SRCH

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 T3

Card 2

LT-MOB-25
MOBILE LONG TOM ARTILLERY
#80
PV: **28**

TP: **CV** SZ: **2** TMM: **0** MV: **4"t**
ROLE: **Missile Boat** SKILL: **4**

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

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

A: ○○
S: ●●●○

SPECIAL: ARTLT-1, EE, HTC, MHQ2, SRCH

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 T4

Card 3

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE #81
PV: **5**

W6 1-3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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 T3

Card 4

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE #82
PV: **5**

W6 1-3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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 T4

Card 5

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE #81
PV: **5**

W6 4-6

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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 T3

Card 6

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE #82
PV: **5**

W6 4-6

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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 T4

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Alpha S1/3

Artillery	ARTX-#	This special ability lets a unit make an artillery attack, with an abbreviation for each type of artillery replacing the "X" in the ability's acronym. Each different type of artillery a unit carries is listed separately, with the number indicating the number of that type carried. Arrow IV (IS) AIS; Arrow IV (C) AC; Thumper T; Sniper S; Long Tom LT.
Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Trailer hitch	HTC	Ability to tow other wheeled or tracked units and trailers.
Mobile Headquarter	MHQ#	The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating. -> #Value adds this to factions Battlefield Intelligence rating. Units with a Mobile Headquarters (MHQ) special ability rated 7 or higher may usetheir communications equipment to duplicate the effects of a single ECM/ECCM field. While doing so, these units lose all other benefits of the MHQ special.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Cargo transport	CT#	Unit has general-purpose carrying capacity; value is transport capacity in tons.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Gamma - Level II Alpha S2/2

(Thumper)
FIELD ARTILLERY
PV: 9

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL:

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

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

A: ○
S: ●●

SPECIAL: ARTT-1, SRCH, TUR(ARTT-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

ALPHA STRIKE STATS   T7

(Thumper)
FIELD ARTILLERY
PV: 9

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL:

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

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

A: ○
S: ●●

SPECIAL: ARTT-1, SRCH, TUR(ARTT-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

ALPHA STRIKE STATS   T8

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Alpha S2/2

Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Artillery	ARTX-#	This special ability lets a unit make an artillery attack, with an abbreviation for each type of artillery replacing the "X" in the ability's acronym. Each different type of artillery a unit carries is listed separately, with the number indicating the number of that type carried. Arrow IV (IS) AIS; Arrow IV (C) AC; Thumper T; Sniper S; Long Tom LT.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of the unit's standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).

Com Guards Level III Gamma - Level II Beta S1/2

Card 1 (#85)

LT-MOB-25
MOBILE LONG TOM ARTILLERY
#85
PV: **28**

TP: **CV** SZ: **2** TMM: **0** MV: **4"t**
ROLE: **Missile Boat** SKILL: **4**

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

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

A: ○○
S: ●●○

SPECIAL: ARTLT-1, EE, HTC, MHQ2, SRCH

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

T5

Card 2 (#86)
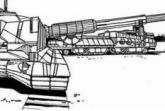
LT-MOB-25
MOBILE LONG TOM ARTILLERY
#86
PV: **28**

TP: **CV** SZ: **2** TMM: **0** MV: **4"t**
ROLE: **Missile Boat** SKILL: **4**

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

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

A: ○○
S: ●●○

SPECIAL: ARTLT-1, EE, HTC, MHQ2, SRCH

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

T6

Card 3 (#87 Ammunition Carriage)

LT-MOB-25
**MOBILE LONG TOM ARTILLERY AMMUNITION
CARRIAGE** #87
PV: **5**

W6 1-3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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

T5

Card 4 (#88 Ammunition Carriage)

LT-MOB-25
**MOBILE LONG TOM ARTILLERY AMMUNITION
CARRIAGE** #88
PV: **5**

W6 1-3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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

T6

Card 5 (#87 Support Carriage)

LT-MOB-25
**MOBILE LONG TOM ARTILLERY SUPPORT
CARRIAGE** #87
PV: **5**

W6 4-6

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

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

T5

Card 6 (#88 Support Carriage)

LT-MOB-25
**MOBILE LONG TOM ARTILLERY SUPPORT
CARRIAGE** #88
PV: **5**

W6 4-6

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: **None** SKILL: **4**

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

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

A: ○○
S: ●

SPECIAL: CT5, EE, ENE, HTC, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○0 MV
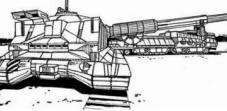
ALPHA STRIKE STATS

T6

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Beta S1/2

Artillery	ARTX-#	This special ability lets a unit make an artillery attack, with an abbreviation for each type of artillery replacing the "X" in the ability's acronym. Each different type of artillery a unit carries is listed separately, with the number indicating the number of that type carried. Arrow IV (IS) AIS; Arrow IV (C) AC; Thumper T; Sniper S; Long Tom LT.
Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Trailer hitch	HTC	Ability to tow other wheeled or tracked units and trailers.
Mobile Headquarter	MHQ#	The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating. -> #Value adds this to factions Battlefield Intelligence rating. Units with a Mobile Headquarters (MHQ) special ability rated 7 or higher may usetheir communications equipment to duplicate the effects of a single ECM/ECCM field. While doing so, these units lose all other benefits of the MHQ special.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Cargo transport	CT#	Unit has general-purpose carrying capacity; value is transport capacity in tons.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Com Guards Level III Gamma - Level II Beta S2/2

Card 1

(Thumper)
FIELD ARTILLERY

PV: **9**

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL:

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

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

A: ○
S: ●●

SPECIAL: ARTT-1, SRCH, TUR(ARTT-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

ALPHA STRIKE STATS   T9

Card 2

(Thumper)
FIELD ARTILLERY

PV: **9**

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL:

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

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

A: ○
S: ●●

SPECIAL: ARTT-1, SRCH, TUR(ARTT-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

ALPHA STRIKE STATS   T10

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Beta S2/2

Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Artillery	ARTX-#	This special ability lets a unit make an artillery attack, with an abbreviation for each type of artillery replacing the "X" in the ability's acronym. Each different type of artillery a unit carries is listed separately, with the number indicating the number of that type carried. Arrow IV (IS) AIS; Arrow IV (C) AC; Thumper T; Sniper S; Long Tom LT.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of the unit's standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).

Com Guards Level III Gamma - Level II Gamma

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T14

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T17

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T15

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T18

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T16

(Standard) SAVANNAH MASTER HOVERCRAFT — PV: 12

TP: **CV** SZ: **1** TMM: **4** MV: **26"h**
ROLE: **Solid Dreams** SKILL: **3**

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

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

A: ○
S: ●

SPECIAL: ENE, SRCH

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 T19

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Gamma

Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.

Com Guards Level III Gamma - Level II Delta

(Standard)
LRM CARRIER
PV: 26

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   97

(Standard)
LRM CARRIER
PV: 26

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   98

(Standard)
LRM CARRIER
PV: 26

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   99

(Standard)
LRM CARRIER
PV: 26

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   100

(Standard)
SRM CARRIER
PV: 31

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   101

(Standard)
SRM CARRIER
PV: 31

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

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

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

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 ○ 0 MV

ALPHA STRIKE STATS   102

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Delta

Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Indirect Fire	IF#	Allows a unit to attack a target without having a valid LOS to it via arcing missiles over the intervening obstacles. This attack requires a friendly unit with a valid LOS to act as a spotter. The numerical rating for this ability indicates the amount of damage a successful indirect attack will deliver. Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack. Attacks use the range modifier of the attacking unit, the movement modifiers of the target, and terrain modifiers based on the spotter's LOS. An additional +1 to-hit modifier applies to the attack itself, and another +1 applies if the spotter also makes an attack of its own in the same turn. Spotter for an indirect fire attack may be used to spot for more than one IF attack in a turn, but cannot choose more than one target to spot in that same turn.
Long Range Missiles	LRM#/#/#	Unit delivers # damage with its LRM weapons; can use alternate LRM ammo. May fire LRMs as an alternative weapon attack instead of a standard weapon attack.
Short Range Missiles	SRM #/#	Unit delivers # damage with its SRM weapons; can use alternate SRM ammo. May fire SRMs as an alternative weapon attack instead of a standard weapon attack.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.

Com Guards Level III Gamma - Level II Epsilon

WSP-100b
WASP LAM MK I
PV: 30

TP: **BM** SZ: **1** TMM: **2** MV: **10"j**
ROLE: **Cunningham** SKILL: **3**

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

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

A: ○○○
S: ○●●

SPECIAL: ECM, FUEL4, LAM(30"g/5a)

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

ALPHA STRIKE STATS 103

STG-A5
STINGER LAM
PV: 29

TP: **BM** SZ: **1** TMM: **2** MV: **12"j**
ROLE: **Cunningham** SKILL: **3**

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

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

A: ○○○
S: ○●●

SPECIAL: ENE, FUEL4, LAM(36"g/6a)

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

ALPHA STRIKE STATS 104

PHX-HK1R
PHOENIX HAWK LAM MK I
PV: 40

TP: **BM** SZ: **1** TMM: **2** MV: **10"j**
ROLE: **Cunningham** SKILL: **3**

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

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

A: ○○○○
S: ○●●●

SPECIAL: ENE, FUEL4, LAM(30"g/5a), PRB, RCN

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

ALPHA STRIKE STATS 105

(Standard)
KANGA MEDIUM HOVERTANK
PV: 23

TP: **CV** SZ: **2** TMM: **3** MV: **16"h/8"j**
ROLE: **Cunningham** SKILL: **3**

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

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

A: ○○
S: ●●

SPECIAL: EE, IF1, SRCH

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 106

(Standard)
KANGA MEDIUM HOVERTANK
PV: 23

TP: **CV** SZ: **2** TMM: **3** MV: **16"h/8"j**
ROLE: **Cunningham** SKILL: **3**

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

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

A: ○○
S: ●●

SPECIAL: EE, IF1, SRCH

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 107

(Standard)
J. EDGAR LIGHT HOVER TANK
PV: 19

TP: **CV** SZ: **1** TMM: **4** MV: **22"h**
ROLE: **Cunningham** SKILL: **3**

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

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

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 ○ 0 MV

ALPHA STRIKE STATS 108

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Epsilon

Electronic Counter Measures	ECM	An ECM suite's area of effect covers a 12-inch radius Electronics (incl. PRB,C3) used by units friendly to the ECM-equipped unit will not be affected, nor will an ECM suite affect other scanning and targeting devices like TAG. Against hostile electronics, ECM has the following effects: ECM vs. Active Probes, Drones, Narc and iNarc Systems: Active probes, drones, and the Narc/iNarc systems are all covered in the Advanced Options chapter, and will detail the effects of ECM against those systems. ECM vs. C3 Networks: ECM disrupts most enemy C3 networks, preventing their function depending upon the type of C3 network.
Fuel	FUEL#	Maneuvers on the Capital Radar Map will expend fuel Location Central Zone, Inner Zone -> Fuel per Turn = 0 Location Middle Zone -> Fuel per Turn = 1...
Land-Air Battlemechs	LAM (#g/#a)	LAMs are always considered BattleMech units, and thus will function in accordance with the standard Alpha Strike rules for 'Mech units except as follows: **Conversion and Movement** When a LAM switches between modes, its conversion always takes place at the start the unit's Movement Phase. The action is incidental to the unit's movement, and switches them unit to the movement type of its chosen form: ••*LAMs in BattleMech mode* function as jump-capable BattleMechs, and may only use the movement rules and modifiers applied to standard ground and jumping movement types in this mode. These movement ranges will be shown on the unit's basic Move stats. ••*LAMs in AirMech mode* function as BattleMechs with a WiGE movement type (#g), and may only use the movement rules and modifiers applied for WiGE units in this mode. ••*LAMs in Fighter* mode function as aerospace units for movement purposes. The unit's Thrust is identified by the aerodyne movement value (#a). **Combat Phase** Target Movement Modifiers: Attacks against LAMs use the target movement modifiers appropriate to their current mode of operation. LAMs in Fighter and AirMech mode are considered airborne units for targeting purposes, with attacks against AirMech-mode LAMs treated as an attack against an airborne BattleMech, and attacks against Fighter-mode LAMs treated as an attack against an airborne aerospace fighter. Weapon Attack Arcs: LAMs in all modes use the same weapon attack arcs as a BattleMech. Control Rolls: LAMs in fighter mode make Control Rolls whenever they would normally be required for aerospace units. Damage and Critical Hits: In all three modes, LAMs suffer damage and critical hits as a 'Mech. LAMs don't check for critical hits from damage that exceeds their armor threshold.
Wing-in-Ground Effect	WiGE	Movement code of "g" on its Move stat. WiGE units have a ground movement allowance of 2 inches per turn and are treated as hover units for purposes of terrain restrictions—until they take off. Takeoff costs 4inches of movement, which must be spent in a single turn, and places the vehicle at 1 inch of elevation above the level of the underlying terrain. While airborne in this fashion, WiGE vehicles fly one inch of elevation above the underlying terrain but must maneuver around woods or any other terrain types that rise 2 inches or more above the surface. To remain airborne, a WiGE vehicle must move at least 4 inches per turn; otherwise it must land at the end of its movement. (Landing does not cost a WiGE any Move.) WiGE vehicles may only land in clear or paved terrain, any other terrain results in a crash. A WiGE that crashes suffers 1 point of damage, rolls for critical damage as per normal combat rules, and is considered immobilized for the remainder of the game.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.
Active Probe	PRB	Provide information about targets without moving into the target's Short range bracket. The active probe's effective range is 18", automatically confers the Recon (RCN) special ability upon its user, and enables it to detect hidden units, identify incoming sensor blips, or even discover the capabilities of unknown hostile units that fall within this range like concealed units. Hostile ECM systems, will overwhelm the active probe's abilities.

Com Guards Level III Gamma - Level II Zeta

(Royal) BURKE DEFENSE TANK — PV: 36

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

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

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

A: ○○○○○
S: ○○○○

SPECIAL: 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 — 109

(Royal) BURKE DEFENSE TANK — PV: 36

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

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

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

A: ○○○○○
S: ○○○○

SPECIAL: 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 — 110

(Standard) FURY COMMAND TANK — PV: 35

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

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

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

A: ○○○○○○○
S: ○○○○

SPECIAL: IT1, SRCH, TUR(2/2/2)

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 — 111

(Standard) FURY COMMAND TANK — PV: 35

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

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

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

A: ○○○○○○○
S: ○○○○

SPECIAL: IT1, SRCH, TUR(2/2/2)

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 — 112

(Star League) VON LUCKNER HEAVY TANK — PV: 42

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

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

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

A: ○○○○○○
S: ○○○○

SPECIAL: FLAK(1/1/1), IF1, TUR(4/3/2, FLAK1/1/1)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — 113

(Star League) VON LUCKNER HEAVY TANK — PV: 42

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

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

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

A: ○○○○○○
S: ○○○○

SPECIAL: FLAK(1/1/1), IF1, TUR(4/3/2, FLAK1/1/1)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — 114

Spezialfähigkeiten

Com Guards Level III Gamma - Level II Zeta

Infantry Transport	IT#	The numerical rating associated with this special ability nindicates the amount of infantry transport space available. nThe unit may carry any number of infantry or battle armor units as long as these units' total cargo requirement does notn exceed the transporting unit's infantry transport rating.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of the unit's standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).

SHP-X4
OMEGA

PV: 99

TP: **BM** SZ: **4** TMM: **0** MV: **4"**
ROLE: **Blakes Word** SKILL: **1**

DAMAGE	S (+0)	M (+2)	L (+4)
	5	6	6

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

A: ⭘⭘⭘⭘⭘⭘⭘⭘⭘⭘⭘⭘⭘
S: ⬤⬤⬤⬤⬤⬤

SPECIAL: CASEII, C3I, FLK1/1/1, LG, MHQ2

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

CASE II	CASE II	Ammo Hit: apply no additional damage and treat the result as No Critical Hit.
Mobile Headquarter	MHQ#	The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating. -> #Value adds this to factions Battlefield Intelligence rating.
Command Control Communication improved	C3i	The members of any given C3 network function as a team, sharing targeting data that enables all members of the network to attack a selected target as if all of them are in the same range bracket as the network's closest active member with a valid LOS to it. (Even with this benefit, the actual attacker must also have its own valid LOS to the target, and be able to deliver damage against it at its actual range. The C3i computer enables up to six units to be part of a C3 network and requires no C3 master computer to function. Because they have no master, C3i networks cannot be shut down by the loss or ECM interference over one network member. This also means the C3i network cannot branch off to other networks, and works more like a closed system unto itself. If a C3i-equipped unit is caught within the ECM bubble, or draws its LOS to all partner C3i units through an ECM bubble, that unit is isolated from the network and loses all C3i abilities.
Flak	FLK#/#/#	If a unit with this ability misses its to-hit roll by 2 points or less when attacking an airborne aerospace unit, VTOL or WiGE target, the unit will deal damage to its target equal to its FLK rating at the appropriate range bracket.
Large	LG	Large units cover a 2" radius area. Large units block LOS.

Operation Scorpion (May 1st, 3052 - May 3052) was a failed attempt to put the entire Inner Sphere, including Clan occupied territory, under ComStar control. The plan was designed by Primus Myndo Waterly and called for insurrections on all Clan occupied worlds administered by ComStar, to tie down all garrisons, as well as complete HPG interdiction of the Successor States.

MOBILE HEADQUARTERS

Precentor Marcel Glaubenstein

PV: 24

TP: **CV** SZ: **1** TMM: **2**   MV: **12"w**
ROLE: **MHQ**   SKILL: **3**

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

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

A: ○○○
S: ●●
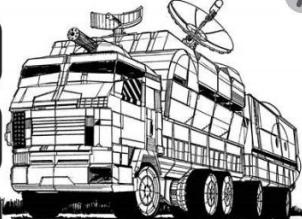
SPECIAL: CT1, ENE, MHQ7, SRCH, TUR(1/1/-)

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV   ○○ ½ MV   ○ 0 MV

ALPHA STRIKE STATS

BATTLETECH

Cargo transport	CT#	Unit has general-purpose carrying capacity; value is transport capacity in tons.
Mobile Headquarter	MHQ#	The standard MHQ is equipped with a wide array of special equipment to coordinate engagements over a large area. This ability provides different bonuses depending on the numerical rating. -> #Value adds this to factions Battlefield Intelligence rating. Units with a Mobile Headquarters (MHQ) special ability rated 7 or higher may usetheir communications equipment to duplicate the effects of a single ECM/ECCM field. While doing so, these units lose all other benefits of the MHQ special.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of the unit's standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).
Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Nebenmission ~ Convoy ~ Zusatzregeln 1/2

(Fusion)
J-27 ORDNANCE TRANSPORT
#1.1

PV: **2**

TP: **CV** SZ: **1** TMM: **2** MV: **10"t**
ROLE: SKILL: **4**

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

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

A:
S: ●

SPECIAL: CT3, HTC, SRCH, TUR(0*/-/-)

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

(Trailer)
J-27 ORDNANCE TRANSPORT
#1.2

PV: **3**

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL: **4**

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

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

A: ○
S: ●

SPECIAL: CT8, EE, ENE, HTC, SRCH

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

(Fusion)
J-27 ORDNANCE TRANSPORT
#2.1

PV: **2**

TP: **CV** SZ: **1** TMM: **2** MV: **10"t**
ROLE: SKILL: **4**

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

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

A:
S: ●

SPECIAL: CT3, HTC, SRCH, TUR(0*/-/-)

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

(Trailer)
J-27 ORDNANCE TRANSPORT
#2.2

PV: **3**

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL: **4**

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

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

A: ○
S: ●

SPECIAL: CT8, EE, ENE, HTC, SRCH

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

Cargo transport	CT#	Unit has general-purpose carrying capacity; value is transport capacity in tons.
Trailer hitch	HTC	Ability to tow other wheeled or tracked units and trailers.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of the unit's standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).
Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

J-27 ORDNANCE TRANSPORT #3.1

(Fusion)
PV: 2

TP: **CV** SZ: **1** TMM: **2** MV: **10"t**
ROLE: SKILL: **4**

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

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

A:
S: ●

SPECIAL: CT3, HTC, SRCH, TUR(0*/-/-)

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**

J-27 ORDNANCE TRANSPORT #3.2

(Trailer)
PV: 3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL: **4**

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

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

A: ○
S: ●

SPECIAL: CT8, EE, ENE, HTC, SRCH

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**

J-27 ORDNANCE TRANSPORT #4.1

(Fusion)
PV: 2

TP: **CV** SZ: **1** TMM: **2** MV: **10"t**
ROLE: SKILL: **4**

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

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

A:
S: ●

SPECIAL: CT3, HTC, SRCH, TUR(0*/-/-)

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**

J-27 ORDNANCE TRANSPORT #4.2

(Trailer)
PV: 3

TP: **CV** SZ: **1** TMM: **0** MV: **0"t**
ROLE: SKILL: **4**

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

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

A: ○
S: ●

SPECIAL: CT8, EE, ENE, HTC, SRCH

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**

Cargo transport	CT#	Unit has general-purpose carrying capacity; value is transport capacity in tons.
Trailer hitch	HTC	Ability to tow other wheeled or tracked units and trailers.
Searchlight	SRCH	Units equipped with a searchlight ignore the to-hit modifiers for combat in darkness.
Turret	TUR (#/#/#)	Weapons mounted with a 360-degree field of fire. Damage for all turret-mounted weapons are included in the base damage values for the unit, and then separately for the TUR special ability. Thus, when a unit with a turret wishes to make an attack outside of its normal forward field of fire, it must use the damage values for its TUR special ability in place of its standard damage values. Weapon attacks made using the turret cannot be combined with any other special attack ability (IF, FLK,...).
Elementary Engine	EE	Use non-fusion engines for power, not operate in vacuum; Heat-tracking units suffer no heat buildup from an Engine Hit critical effect but for every turn after the hit the controlling player must roll 2D6 in the End Phase of that game turn On a roll of 12, the unit explodes and is destroyed.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.

Radarechos I

Mine	Mine	Mine	Mine	Mine
d=2"	d=2"	d=2"	d=2"	d=2"

RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP

Mine	Mine	Mine	Mine	Mine
d=2"	d=2"	d=2"	d=2"	d=2"

RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP

RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP · RADAR BLIP

Radarechos II

Mienenfelder

Kartenmarker I
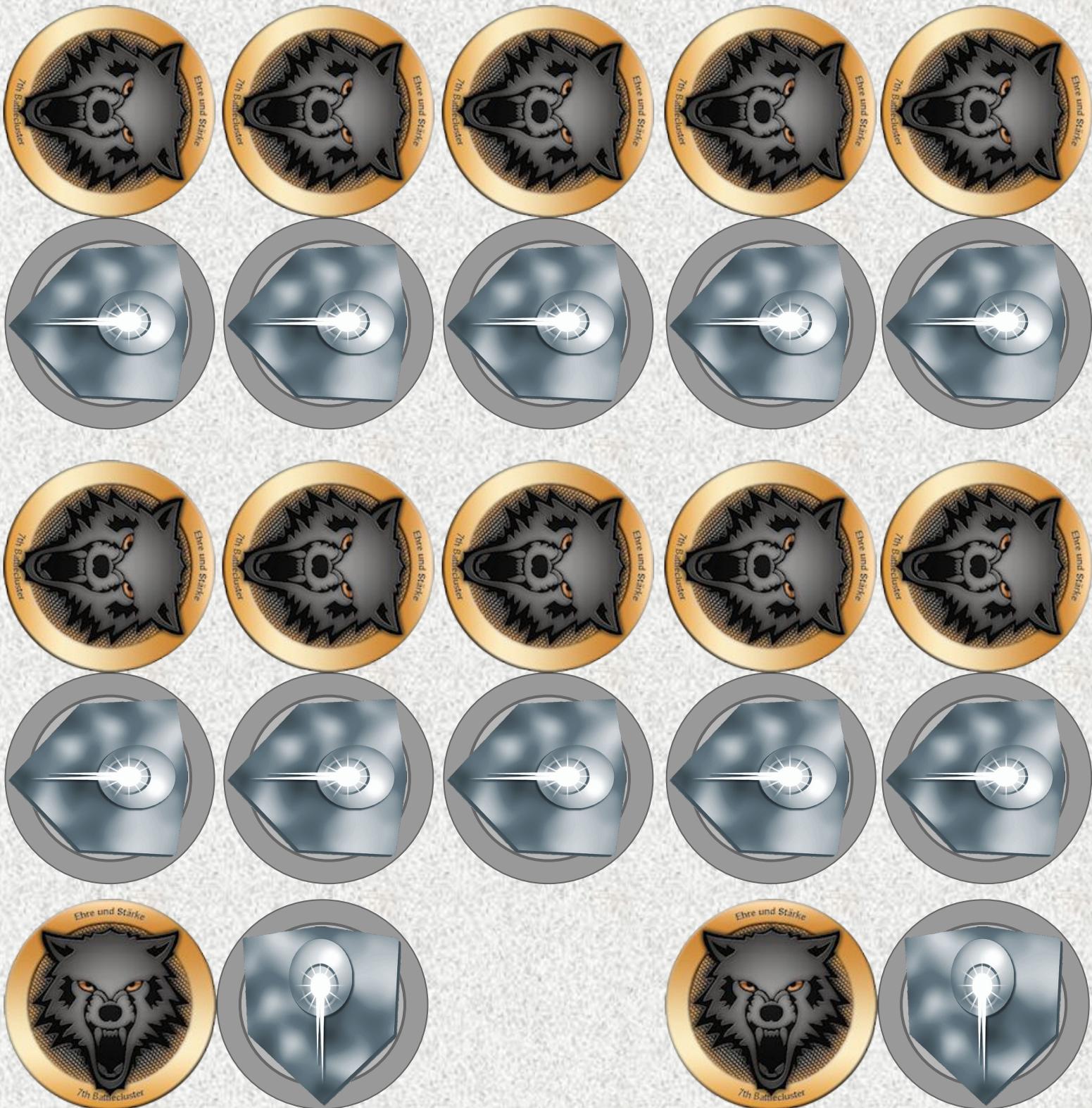
Kartenmarker II
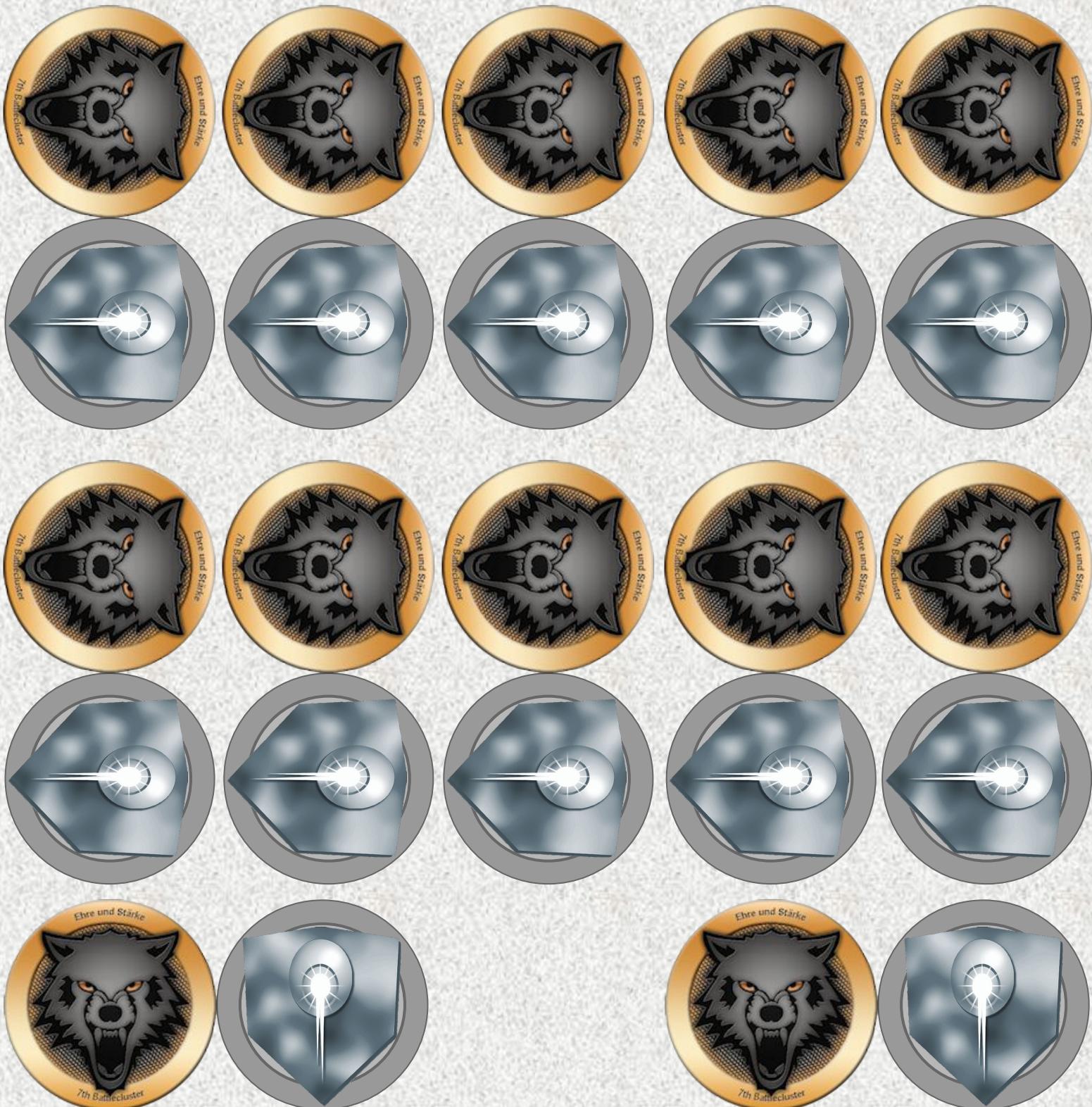
Schablonen

Zu Balancingzwecken muß der Luft-Raumjäger für einen linearen Überflug auf der Central Zone (Bodenkarte) in der Inneren Kartenzone (I1-I6) sein, aus der er angreift, der Zonenwechsel dauert jeweils 1 Runde pro Zone.

A1

A2

A3

A4

B1

B2

B3

B4

C1

C2

C3

C4

D1

D2

D3

D4

E1

E2

E3

E4

F1

F2

F3

F4