



Clan Wolf - RPG

Operation Revival

CLAN WOLF

Touman

vs.

INNER SPHERE

Combined Forces



AlphaStrike Scenarios

3. Clanmeeting, Clan Wolf Germany / Gamma (CWG)

February 2017



What is the difference between Clan Wolf and other internet Clans?

It is our friendship and our shared interests which are more than a game called MWO.

It is the drive to meet and spend time together. We are a Community!

We are Clan Wolf!



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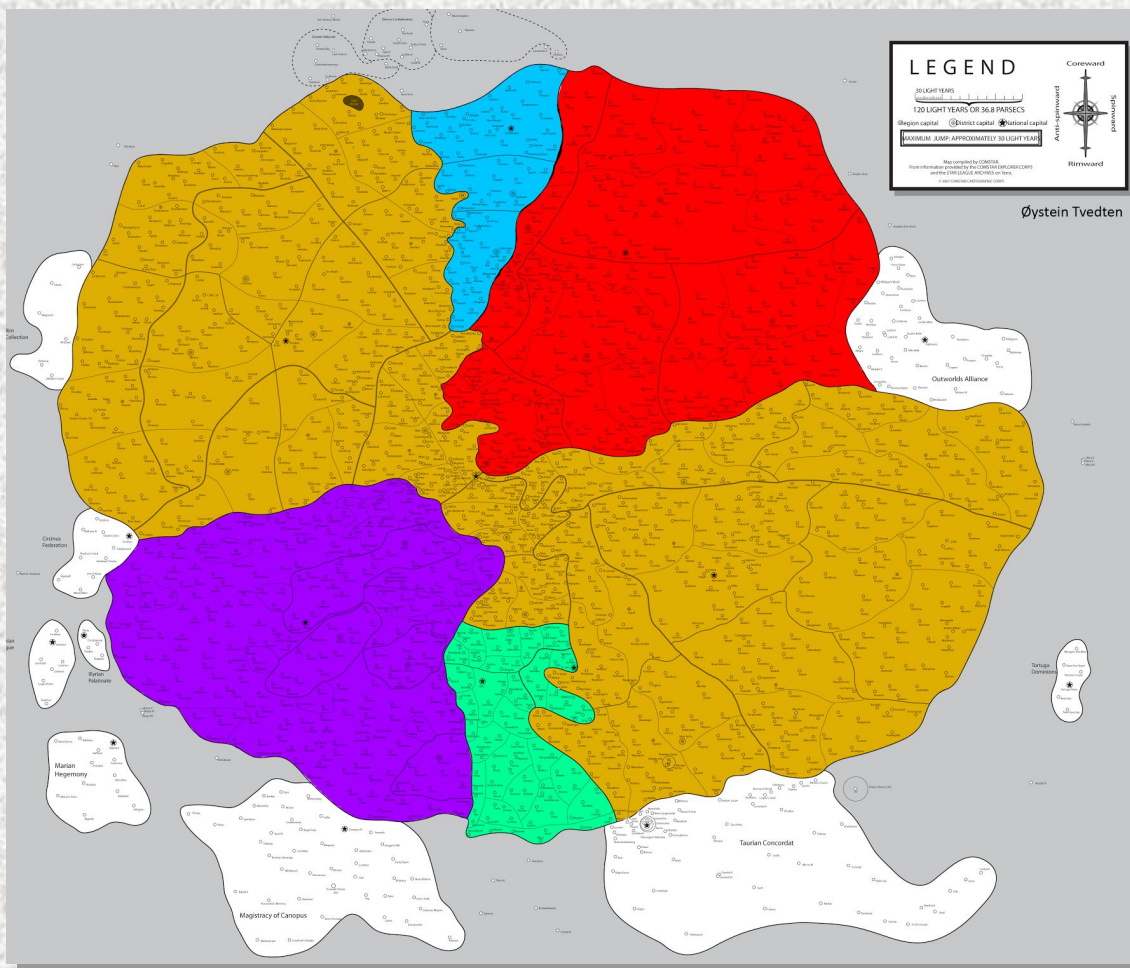
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Content

1. Background “Operation Revival”	p.005
2. Forces at Play: Inner Sphere	p.006
3. Forces at Play: Clan Wolf	p.008
4. Warchest Campaign Rules	p.018
5. Campaign	p.019
6. Rules Addendum	p.031
7. Sequence of Play	p.041
8. Victory Points	p.042
9. Alpha Strike Cards	p.043

Inner Sphere 3048





Operation Revival

The Clan Invasion (known to the Clans as Operation Revival) refers to the massive Clan Invasion of the Inner Sphere, commencing with the arrival of Clans Jade Falcon, Wolf, Ghost Bear, and Smoke Jaguar in the near, coreward Periphery (The Rift and The Draconian Drift) in August, 3049. The Clan Invasion would continue for two and a half years, and increase in scope to include three more Invading Clans, but would end with the Battle of Tukayyid in June, 3052.

Overview

Operation Revival was intended to be the great return of General Kerensky's heirs. Ostensibly, the Clans intended to free the people of the Inner Sphere from the greed and corruption of the constantly warring Successor States, and recreate the great Star League. As such, the Clan Invaders focused their attention and their campaigns almost exclusively on units pledged to the Lords of the Great Houses. Only on rare occasions were neutral forces engaged, specifically the Com Guard garrisons. Though ComStar facilities were present on many of the planets conquered during Operation Revival, the Com Guards were ordered to remain neutral - the new Clan Invaders would simply be a different lord to whom ComStar could provide communication services. In an unlikely twist, these neutral Com Guards became the military which stopped the Clan Invasion.

Following the death of the invasion force's leader, ilKhan Leo Showers, in the Radstadt system in 3050, the Clans briefly paused their invasion to return to their homeworlds and elect a new leader. With the resumption of hostilities, the "reserve" Clans Steel Viper and Nova Cat were added to the invasion force, supposedly to aid the efforts of Clans Jade Falcon and Smoke Jaguar respectively. A seventh Clan, Clan Diamond Shark, was put on reserve status. However, the additions of these reserve Clans were actually meant to hinder the progress by Clan Wolf's rivals, a machination by newly-elected ilKhan Ulric Kerensky of Clan Wolf: Clans Steel Viper and Nova Cat were intentionally assigned to invasion corridors already assigned to their bitter rivals.

In another machination by ilKhan Ulric, the Clans "revealed" the ultimate goal of the Clan Invasion to ComStar in 3051 - Terra, ComStar's home. The rationale behind the Terran conquest was simple: the Clan capable of successfully conquering mankind's homeworld would become the ilClan, the Clan which would guide/control the creation of the new Star League. IlKhan Ulric (who was a Warden and so opposed to the invasion in the first place) gambled that ComStar would not stand idly while Terra was conquered. While the less sophisticated armies of the Successor Lords could not stop the Clans for some time, Ulric hoped either the more sophisticated Com Guards would halt the Clan invasion...or ensure Clan Wolf would become the ilClan. In either eventuality, Ulric's Warden stance would become ascendant.

IlKhan Ulric Kerensky's gamble worked. His "revelation" prompted Precentor Martial Anastasius Focht to muster the Com Guard in defense of a proxy world - the Com Guards would defend a pair of objectives against each Clan on Tukayyid, a small "backwater" world in the Free Rasalhague Republic. Should the Com Guard fail, ComStar offered to surrender Terra rather than fight. After a month of combat, ComStar emerged victorious, and the ensuing Truce of Tukayyid, signed shortly thereafter between ilKhan Ulric Kerensky and ComStar Precentor Martial Anastasius Focht, stipulating the Clan Invasion could not commence again for 15 years.

Source: "Sarna"



The Inner Sphere at a Glance



Draconis Combine

The Combine is ruled by the Coordinator, the head of House Kurita. His court is located on Luthien. The Coordinator is a hereditary dictator, who rules over his domain armed with a well-equipped, fanatical military and an ever-pervasive, all-seeing civilian bureaucracy. The Combine employs a large, skilled military, the Draconis Combine Mustered Soldiery, that has often been used to expand the realm.



Federated Commonwealth

The FedCom was an alliance between the Federated Suns and the Lyran Commonwealth. In the spring of 3022 the two rulers of both Successor States met on Terra with Comstar as witness to the signing of the contract. The two realms started training together for an eventual campaign of conquest, launching Operation Galahad. On 20 August, 3028, at the marriage ceremony of First Prince Hanse and Archon-Designate Melissa, they started the 4th Succession War and later fought the War of 3039. In early 3041 the Armed Forces of the Federated Commonwealth was officially established.



Confederation Capella

It's a socialistic police state with strong Chinese and Russian influences, the Confederation is ruled by the authoritarian Chancellor, who has almost always been a member of House Liao. During the years of the Succession Wars the Capellan Confederation was the perpetual underdog, losing territory to its aggressive neighbors and verging on the brink of total collapse. Its current capital world is Sian.



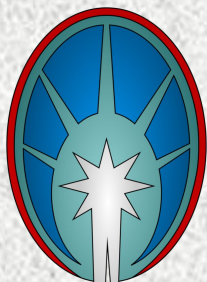
Free Worlds League

The oldest of the Successor States and also the most democratic, although for much of its history it was ruled under martial law by a Captain-General.. This post was almost always held by a member of House Marik. It was mercantile and multicultural, with strong European, Asian, American and Hindu influences and offered great autonomy to its regions, which were a source of strength and weakness.



Free Rasalhague Republic

It was a nation born in the wake of the Fourth Succession War. Rasalhague's proclamation of independence on March 13, 3034 was quickly recognized by ComStar and the Draconis Combine. Some Kuritan troops refused to obey Theodore's orders, but he crushed them in the Ronin War. Lyran ruler Katrina Steiner turned over captured Rasalhague planets to the FRR. The new state sought to appease both the Commonwealth and the Combine through neutrality.



ComStar

Founded in 2788 by the "Blessed" Jerome Blake, ComStar guards and maintains the hyperpulse generator communications network. In 2788, Blake took control of Terra and declared it a neutral world. He offered secure interstellar communication to all Successor States that would pledge to respect the neutrality of the hyperpulse generator stations and personnel. The Inner Sphere leaders recognized that open communications were crucial to their survival and agreed to Blake's demands.

Source: "Sarna" et al., modified



Inner Sphere SPECIAL COMMAND ABILITIES

Planet	Unit	Skill	Special Ability
The Rock	Kell Hounds, First Kell Hounds	Elite	Off-Map Movement, Improved Mobility (Urban), Improved Initiative (Water), Improved Combat (Woods), Tactical Adjustments
	Phelan Kell	Elite	Lucky (2), Human TRO, Tact. Genius
	Pirates*	Reg	Improved Combat (Urban)
Icar	Twelfth Star Guard, Third Regiment	Reg	Sharp Shooters, Environmental Specialist (Woods), Environmental Specialist (Rough)
Rasalhague	First Drakøns* (roll 1-2)	Vet	Communications Disruption Attack Specialization
	Second Drakøns* (roll 2-3)	Vet	Improved Initiative (Hills) Brawlers
	Third Freeman* (roll 4-5)	Vet	Sharp Shooters Improved Mobility (Urban)
	Rasalhague Militia*	Green	-
Tamar	Kelswa Guards*	Reg	Defense Specialization
	Tamar War College*	Reg	Sharp Shooters
Satalice	Third Drakøns*	Vet	Improved Combat (Open) Communications Disruption
	First Satalice Armored* Division (1-3)	Vet	Improved Initiative (Woods) Overrun Combat
	Second Satalice *Armored Division (4-6)	Vet	Off-Map Movement Brawlers
Tukayyid	ComGuards 10th Army*	Vet	Focht Table Communication Disruption

* rolled AS Companion p. , rest canon

Special Command Abilities - AS Companion p.44



Inner Sphere Generic Force

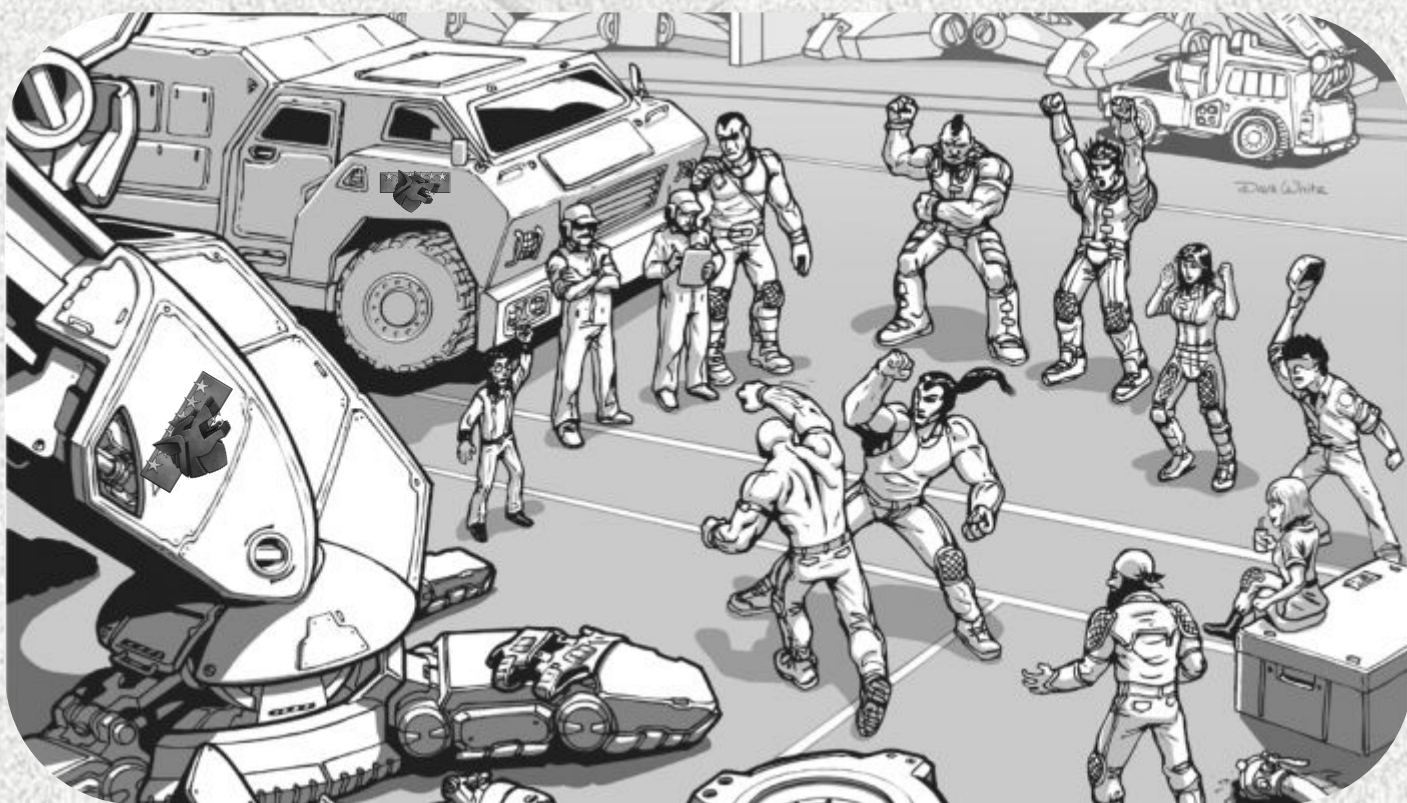
#	Light Mechs	#	Medium Mechs	#	Heavy Mechs	#	Assault Mechs	#	Armor	#	Artillery	#	Infantry/Fighter	Skill House vet	Skill Merc reg	Skill Militia green
1	Locust	15	Griffin	37	Warhammer	55	Battlemaster		Kanga	123	Thor	5		2	3	4
	LCT-1V		GRF-1N		WHM-6R		BLR-1G	131	KGA-2B m		std. TH		Laser			
2	Spider	16	Cicada	38	Quickdraw	56	Zeus		Kanga	124	Thor	6		3	4	5
	SDR-5V		CDA-2A		QKD-4G		ZEU-6S	132	KGA-2B m		std. TH		Laser			
3	Jenner	17	Clint	39	Catapult	57	Cyclops		Condor	125	Thor	49		3	4	5
	JR7-D		CLNT-2-3T		CPLT-C1		CP-10-Z	119	std. m		std. TH		MG			
4	Panther	18	Hatchetman	40	JagerMech	58	Banshee		Condor	126	Thor	50		4	5	5
	PNT-9R		HCT-3F		JM6-S		BNC-3E	120	std. m		std. TH		MG			
5	Flea	19	Phoenix Hawk	41	Thunderbolt	59	Atlas		Burke	3	Long Tom	51		2	3	4
	FLE-15		PXH-1		TDR-5S		AST-D	118	std. h		std. LT		SRM			
6	Firestarter	20	Vindicator	42	Orion	60	Stalker		Von Luckner	4	Long Tom	52		3	4	5
	FS9-H		VND-1R		ONI-1K		STK-3F	42	std. h		std. LT		SRM			
7	Panther	21	Enforcer	43	Grasshopper	61	Victor		Von Luckner	127	Marksman	7		3	4	5
	PNT-9R		ENF-4R		GHR-5H		VTR-9B	43	std. h		std. SN		Laser			
8	Stinger	22	Hunchback	44	Dragon	62	Atlas		Von Luckner	128	Marksman	53		4	5	5
	STG-3R		HBK-4G		DRG-1N		AST-D	94	std. h		std. SN		Laser			
9	Jenner	23	Shadow Hawk	45	Marauder	63	Awesome		Puma	129	Marksman	54		2	3	4
	JR7-D		SHD-2H		MAD-3R		AWS-8Q	100	PMA-05 a		std. SN		MG			
10	Wolfhound	24	Dervish	46	Catapult	64	Banshee		Puma	130	Marksman	55		3	4	5
	WLF-1		DV-6M		CPLT-C1		BNC-3E	101	PMA-05 a		std. SN		MG			
11	Spider	25	Cicada	47	Guillotine	65	Charger		Rhino	5	Long Tom	56		3	4	5
	SDR-5V		CDA-2A		GLT-3N		CGR-1A1	102	std. a		std. LT		SRM			
12	Commando	26	Vindicator	48	Cataphract	66	Shogun		Rhino	6	Long Tom	46		4	5	5
	COM-2D		VND-1R		CTF-1X		SHG-2E	103	std. a		std. LT		SRM			
13	Raven	27	Centurion	49	Rifleman	67	Cyclops					15	Cheetah	2	3	4
	RVN-3L		CN9-A		RFL-3N		CP-10-Z						F-10			
14	Wasp	28	Trebuchet	50	Crusader	68	Zeus					16	Cheetah	3	4	5
	WSP-1A		TBT-5N		CRD-3R		ZEU-6S						F-10			
		29	Wolverine	51	Grasshopper	69	Awesome					23	Corsair	3	4	5
			WVR-6R		GHR-5H		AWS-8Q						V-12			
		30	Clint	52	Archer							24	Corsair	4	5	5
			CLNT-2-3T		ARC-2R								V-12			
		31	Dervish	53	Dragon							65	Shilone	2	3	4
			DV-6M		DRG-1N								SL-17			
		32	Vulkan	54	Quickdraw							19	Stingray	3	4	5
			VL-2T		QKD-4G								F-90			
		33	Blackjack									25	Stuka	3	4	5
			BJ-1										K-5			
		34	Whitworth									26	Stuka	4	5	5
			WTH-1										K-5			
		35	Assassin											2	3	4
			ASN-21													
		36	Trebuchet											3	4	5
			TBT-5N													



Clan Wolf

*Then the order came, "Furl the sails.
Ready for jump, mighty warriors.
We journey back, we journey home,
Carrying the flame of the Star League
Back to the heart. We face the ignorant
Who believe themselves civilized and strong,
But they will soon discover otherwise.
We are the Clans, the Star League incarnate.
None can stand against us and survive."*

-- The Remembrance, Passage 272, Verse 8, Lines 11-19





Clan Wolf Touman

Cluster	Trinary	Star/Nova	Status	Class
Golden Keshik	Golden Keshik	ilKhan Ulric Kerensky	Elite (1)	A
		Alpha Command Star	Elite	H
4th Battle Cluster	Trinary Command	Command Star	Elite	A
	Trinary Rogue	Alpha Rogue Star	Elite	H
		Beta Rogue Star	Elite	L
		Fighter Rogue Star	Elite	M
	Supernova First	Alpha First Nova	Elite	M
279th Battle Cluster	Trinary First	Alpha First Star	Elite	M
	Trinary Striker	Charlie Striker Star	Elite	L
352nd Assault Cluster	Binary Elemental	Alpha Elemental Star	Elite	E
328th Assault Cluster	Supernova Battle	Alpha Battle Nova	Elite	A
	Trinary Assault	Charlie Assault Star	Elite	A
13th Wolf Guards	Widow Command Star	SCol Natascha Kerensky	Unique (0)	A
	Trinary Bravo	SCom Phelan Wolf	Unique (1)	L





Clan Wolf Special Abilities

SPECIAL COMMAND ABILITIES

Unit	Skill	Special Ability
Golden Keshik*	Elite	Off-Map Movement Banking Initiative Overrun Combat
4th Battle Cluster*	Elite	Communications Disruption Attack Specialization Off-Map Movement
279th Battle Cluster*	Elite	Improved Combat (City) Improved Mobility (City) Enemy Specialization (Merc)
352nd Assault Cluster*	Elite	Scenario Specialization Overrun Combat Forcing the Initiative
328th Assault Cluster*	Elite	Overrun Combat Improved Mobility (Woods) Off-Map Movement

Special Pilot Abilities

ilKhan Ulric Kerensky	Elite	Demoralizer, Tactical Genius, CW Force Ini +2. His Command Star passes every Morale Checks
SCol Natascha Kerensky	Unique	Demoralizer, Iron Will, Lucky (1). Kerensky's Iron Will conveys a +3/-3 instead of the standard +2/-2.
SCom Phelan Wolf	Unique	Lucky (2), Human TRO, Tactical Genius

*Special abilities rolled per page 44 AS Companion


Special Pilot Abilities - Alpha Strike Companion p.50



Touman Clan Wolf (1/3)

Golden Keshik

Khan Ulric Kerensky

#	Mech	V	Ton.	Pilot / Skill	PV
92	Executioner	A	95	Ulric Kerensky  1	87
total:					87

Alpha Command Star (H) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
89	Timber Wolf	Prime	75	SCom Vladimir  2	69
94	Executioner	Prime	80	MW Arizona  1	80
170	Executioner	C	80	MW Paul  2	75
166	Stormcrow	Prime	55	MW Bishop  3	46
167	Stormcrow	B	55	MW Senna  2	49
total:					319

13th Wolf Guards

Special Characters

#	Mech	V	Ton.	Pilot / Skill	PV
30	Dire Wolf	Wid	100	SCom N. Kerensky  0	107
IS296	Wolfhound IIC	Grinser	35	SCom Phelan Kell  1	47
total:					154



279th Battle Cluster

Trinary First - Alpha First Star (M) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
84	Timber Wolf	Prime	75	SCpt Katya Kerensky  1	79
95	Ice Ferret	Prime	45	MW Elva  2	47
157	Ice Ferret	Prime	45	MW Coster  2	47
168	Stormcrow	Prime	55	MW Ortilus  2	54
19	Adder	Prime	35	MW Pollitra  3	32
total:					259

Trinary Striker - Charlie Striker Star (L) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
108	Kit Fox	B	30	SCom Lizzer  2	36
159	Adder	Prime	35	MW Moddat  2	37
18	Fire Moth	Prime	20	MW Baller  2	23
158	Ice Ferret	Prime	45	MW Stamm  2	47
152	Mist Lynx	Prime	25	MW Laureus  2	29
total:					172



Golden Keshik by RCW-Hardcore



Touman Clan Wolf (2/3)



4th Wolf Guards

Trinary Command - Command Star (A) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
82	Dire Wolf	A	100	SCol Jera Carns  1	95
93	Executioner	C	95	MW Nitfur  2	75
100	Gargoyle	Prime	80	MW Aretha  2	49
165	Warhawk	B	85	MW Maise Ward  1	82
164	Gargoyle	Prime	80	MW Bannock  3	42
total:					343
















Trinary Rogue - Alpha Rogue Star (H) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
88	Timber Wolf	Prime	75	SCpt Forsinnic  1	79
138	Timber Wolf	Prime	75	MW Thoreau  2	59
31	Mad Dog	Prime	60	MW Cassiron  2	54
154	Summoner	B	70	MW Nikita Ward  1	70
155	Hellbringer	Prime	65	MW Marcincius  2	56
total:					318
















Trinary Rogue - Beta Rogue Star (L) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
107	Adder	Prime	35	SCom Aleksandr  2	37
160	Adder	A	35	MW Regina  2	43
29	Kit Fox	W	35	MW Errik  2	35
43	Ice Ferret	Prime	45	MW Israel  2	47
109	Mist Lynx	Prime	25	MW Canniv  2	29
total:					191

Trinary Rogue - Fighter Rogue Star (M) Elite

#	Fighter	Var.	Ton.	Pilot / Skill	PV
L9	Jagatai	Prime	70	Marita Ch'in   1	65
L10	Jagatai	Prime	70	Petton Leroux P1  2	57
L13	Batu	Prime	40	Madiol   2	47
L14	Batu	Prime	40	Mydia P2  2	47
L11	Jagatai	A	70	Karah   2	58
L12	Jagatai	A	70	Binnorc P3  2	58
L17	Visigoth	Prime	60	Sallizia   3	44
L18	Visigoth	Prime	60	Ulliff P4  3	44
L28	Batu	Prime	40	Nonnium   2	47
L29	Batu	Prime	40	Jasa P5  2	47
total:					514

Supernova First - Alpha First Nova (M) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
25	Mad Dog	C	60	SCpt Skinner Ward  1	48
169	Stormcrow	Prime	55	MW Zella  2	54
162	Nova	A	50	MW Aletha  2	48
163	Nova	A	50	MW Morill  3	41
149	Viper	Prime	40	MW Hevva  3	34
108	Elemental	Laser		PCom Dena Shaw  2	xx
109	Elemental	Laser		PCom D. Sradac  1	xx
110	Elemental	Flamer		PCom Bainbridge  2	xx
111	Elemental	MG		PCom Vertin Tutola  1	xx
112	Elemental	MG		PCom Phanhh  3	xx
(Mechs only) total:					225



Touman Clan Wolf (3/3)

328th ASSAULT CLUSTER

Supernova Battle - Alpha Battle Nova (A) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
I13	Elemental	Laser		SCpt Hannibal Sradac	1 xx
I14	Elemental	Laser		PCom L. Kerensky	2 xx
I15	Elemental	Flamer		PCom Dwanick	2 xx
I16	Elemental	MG		PCom Thalia	2 xx
I17	Elemental	MG		PCom Pharos	2 xx
102	Warhawk	Prime	85	MW Daphne	2 71
26	Executioner	Prime	95	MW Vsevolod	2 70
101	Gargoyle	Prime	80	MW Kellia	2 49
139	Timber Wolf	Prime	75	MW Israel	2 69
81	Dire Wolf	Prime	100	MW Estera	3 66
(Mechs only) total:					325

352ND ASSAULT CLUSTER

Binary Elemental - Alpha Elemental Star (E) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
I18	Elemental	Laser		SCpt Marijoan Shaw	1 xx
I19	Elemental	Laser		PCom Nela Tutola	2 xx
I20	Elemental	Flamer		PCom Dendixen	2 xx
I31	Elemental	MG		MW Tamar	2 xx
I32	Elemental	MG		MW Layna	2 xx
total:					xx



352nd Assault Cluster by RCW-Harcore

Trinary Assault- Charlie Assault Star (A) Elite

#	Mech	V	Ton.	Pilot / Skill	PV
87	Timber Wolf	D	75	SCom Domask Lewis	1 73
133	Gargoyle	C	80	MW Frieda	2 62
152	Gargoyle	B	80	MW Binnet	2 54
80	Dire Wolf	Prime	100	MW Grace	3 66
156	Nova	Prime	50	MW Lutharin	3 44
total:					299



Clan Wolf Lore

Bidding

Bidding is a competitive practice within each Clan wherein the prospective leaders in a battle to take an objective bid to do so with the least amount of force. The Clan Commanders declare with how many units they believe they can win the scenario with and the Clanner who chooses the smallest number wins "command" in the battle. To accomplish this, the Inner Sphere player must indicate the size of his force (but not its composition), leaving the "Clanners" to their bidding war. This bid winner is committed to lead the fight with the lowest number of units he bid, but he gets the honor of rolling all Initiatives for his side and choosing all of the units for the Clan force that will be deployed under his command. Of these units, the bid winner must select one to represent himself, while the player with the next lowest bid must select another of the units as his own ride.

If the last bid has the same number of units, but in total less weight, it wins!

If the bid winner's designated unit is destroyed or crippled, the player who had the second lowest bid may choose to bring in reinforcements to bring the total Clan force—including all destroyed or defeated units up to his last bid amount. These reinforcements are chosen from the same army list used by the bid winner, but are chosen by the second-lowest bidder. They will then arrive from the Clan players' home edge during the movement Phase of the following turn.

If the second-lowest bidder is destroyed or crippled before the bidding winner, these reinforcements may not enter, nor may reinforcements from any other Clan players after the second-lowest bidder.



Batchall

The batchall is the ritualistic challenge of combat issued by Clan warriors, often as part of a Trial of Possession. It almost always involves the attacker announcing to the defender their identity and size of their forces, the objective of their challenge, and a request for what forces will oppose them. The defender then responds by identifying what military forces they intend to use to defend the objective and may choose the battlefield the challenge will take place on. The defender is also able to ask for a prize of equal value that the attacker must surrender should they prove victorious. Once the particulars have been agreed upon the challenge is closed with the phrase "well bargained and done" spoken by both participants. With the batchall complete the attackers and defenders then bid amongst themselves for the right to fight in the challenge, with subcommanders bidding away units, individuals or even specific weapons in an effort to win with the fewest forces, thereby preventing waste and earning personal glory.

The batchall is an integral part of the bidding practices of the Clans, a tradition born out of the early days when resources were incredibly scarce. It is seen as a sign of respect for an opponent to issue a batchall and so dishonorable opponents are not given this courtesy. Instead they may be attacked with all forces at the challenger's command without warning.

The batchall is typically begun with a specific phrase unique to each Clan.

Clan Wolf: "The Wolves of Kerensky have claimed this world for their own. What tame dogs defend it?"



Clan Wolf Lore

Clan Honor

At Honor Level 1, the Clan warrior upholds all the rules of dueling regardless of his opponent's actions.

At Honor Level 2, the Clan warrior follows the rules of dueling until the Inner Sphere side takes an action that violates the Clan honor codes (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all. If a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of zellbrigen follows the IS player's declaration of a "dishonorable attack" may attack that IS 'Mech without regard for honor rules. Only the violator may be attacked in this way.

At Honor Level 3, any infringement of Clan honor in the dueling rules renders the entire ritual of zellbrigen null and void, leaving the Clan 'Mechs free to attack any enemy unit without restraint.

At Honor Level 4, dueling rules do not apply.

Duel Void (3 Dezgrapoints) - Only Level 1

No dueling 'Mech can earn more than 1 dezgrapoint (DP) per End Phase.

If a dueling unit intentionally moves out of its opponent's line of sight, the unit earns 1 dezgrapoint.

If a dueling unit has line of sight to its opponent but intentionally fails to fire at the enemy, the unit earns 1 DP. If a dueling unit moves out of firing range of all its weapons, the unit earns 1 dezgrapoint.

If the unit earns no dezgrapoints in a turn, it may remove 1 DP in the End Phase of that turn (min=1).

Weapon Systems

Area-Effect Weapons: AoE-Weapons (as well as any system that requires multiple units to operate, such as TAG, C3, semi-guided LRMs and so on) by their nature violate Zellbrigen.

No Clan warrior will use any area-effect weapon system or special munitions while fighting at Honor Levels 1, 2 or 3. Only at HL4, when dueling rules do not apply, will a Clan warrior use such systems.

At Honor Level 1, the warrior upholds all the rules of dueling, regardless of the type of weapon used.

At Honor Level 2, the duel degenerates into a free-for-all, with the violators—the unit that fired the area-effect weapon, designated with TAG or used a C3 system open to attack by any Clan unit.

At Honor Level 3, the use of area-effect systems renders the entire ritual of zellbrigen null and void.

Physical Attacks

At Honor Level 1, a Clan warrior never makes physical attacks in 'Mech combat.

At Honor Level 2, a Clan warrior may make a physical attack only if an enemy unit makes one first. During the Physical Attack Phase, if the Inner Sphere player declares a physical attack, any Clan unit whose declaration follows that violation of Clan honor may freely engage that 'Mech in physical combat.

At Honor Level 3, a single physical attack by an Inner Sphere 'Mech allows all Clan warriors to retaliate in kind against all enemy units for the remainder of the game.

At Honor Level 4, the taboo against physical attacks no longer applies.

Retreat

At Honor Level 1, a Clan warrior never retreats.

At Honor Level 2, Clan warriors may retreat from enemy 'Mechs that are using advanced technology, but never from 'Mechs, vehicles or infantry units using 3025 technology.

At Honor Level 3, Clan warriors may retreat from any vintage of enemy 'Mech, but will not retreat from vehicles or infantry units.

At Honor Level 4, Clan warriors may retreat at will.

Source: TW Rulebook p.273-275



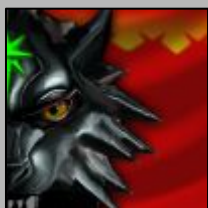
Clan Wolf Germany

- active members -

as of 15.02.2017



Keshik



Khan
Meldric
Ward



saKhan
"Xfirestorm"
Thomas



SCpt
"Nimrod"
Aurelius

Coregn



SCom
"Strongwind"
Kiara



SCom
"Maddog"
Andreas

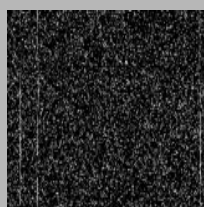


MW
Steve

Touman



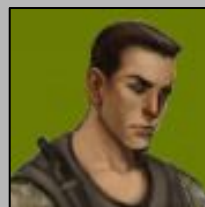
SCpt
"Praetor"
Andreas Wolf



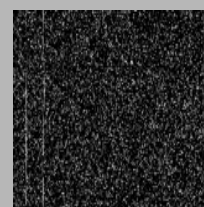
MW
"Wolfengel"
Peter



MW
Liam Wolf

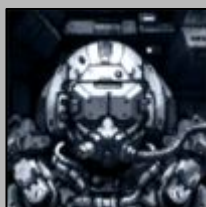


MW
Corviness

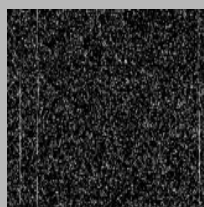


MW
"Arntz"
Worf

SibKo



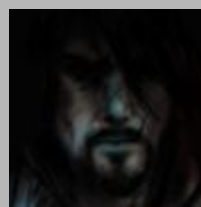
"User"
Nico



"Ashmodai"
Sebastian



"Falcone"
Falk



"Chacky"
Rene



Warchest - Campaign

Starting Points

- Clan Wolf 100 points
- Inner Sphere 100 points

Introductory Mission

- The Rock Warchest Track Cost 50 pts.

Primary Missions (Touchpoints)

- Icar Warchest Track Cost 400 pts.
- Rasalhague Warchest Track Cost 400 pts.
- Tamar Warchest Track Cost 300 pts.
- Satalice Warchest Track Cost 400 pts.
- Tukayyid Warchest Track Cost 1000 pts.

Warchest Campaign Costs

Repair Table for Mech/Armor				Average Unit Cost Table		
Weight Class	Damaged M/A	Crippled* M/A	Destroyed M/A	BattleMech	Vehicle	Infantry/BA
Light	15/3	30/6	45/9	75	15	15
Medium	30/6	45/15	60/25	120	35	
Heavy	60/15	75/25	80/40	150	75	
Assault	80/20	100/40	125/75	200	120	

* No Armor remaining and only half of its original Structure (round up). If the unit possessed 1 Structure to start with, it is crippled as soon as it loses all its armor; - reduced to 0 for all med. and long range dmg. values; - unit has been immobilized through Critical Hit effects

Pilot Recruitment Cost			
Level	Skill	Cost IS	Cost Clan
Green	5	15	-
Regular	4	30	15
Veteran	3	60	30
Elite	2	100	60
Heroic	1	150	100

Bidding

Bidding and Rewards: If bidding takes place and the Clan side wins, the Clan player may add 5% to his winnings for every 10 full percent of units his force numbers below that of the opposing force (to a maximum reward bonus of +50 %). If the Clan force outnumbers its opposition in a scenario where bidding is in play, however, any reward for victory is automatically reduced by 25 %. The ratio of Clan forces is based on the number of units committed to the scenario by the time it ends.

Salvage

For each marked-off unit that may be salvaged, the side that won the track rolls 2D6. On a result of 9 or higher, the destroyed unit is salvageable, and may be repaired using SP. If the roll is 8 or less, the destroyed unit is too far gone to be of any use.



- Hard Place on the Rock -

Sisyphus' Lament
The Rock system
Periphery
13 August 3049

Warchest Track Cost
50 pts

A recon lance from Third Battalion, First Kell Hounds is tracking a group of Kenny Ryan's pirate band which escaped the rest of the Hounds company dispatched to The Rock system to deal with the raiders. They are closing in on Ryan when an unidentified force arrives in the system and attacks both groups.

Attacker

Clan Wolf, Alpha Galaxy, Golden Keshik, 1 Star, Elite

The Attacker's 'Mechs enter from their home edge on Turn 1. The Attacker's objective is to disable all of the Defender's 'Mechs, as the Attacker wants to question or make bondsmen of any downed MechWarriors. Each Attacker will offer a single combat duel to one or more of the Defender 'Mechs; if accepted, only that Attacker may fire on that Defender. Any Defender who violates such a duel frees the Attackers to target whomever they wish. The attacker's efforts to limit damage reduce the damage from their weapon attacks by half (round up). Unit Special Abilities: see page 11

Defender

Kell Hounds, First Kell Hounds, Third Battalion, Scout Lance, Elite ; **Pirate Lance, Regular**

Reduce the armor of all pirate 'Mechs by half (round up) to represent damage inflicted by the Hounds in pursuit. The Scout Lance is commanded by Lieutenant Jackson Tang (Veteran, Blackjack) and includes Phelan Kell. The Defender's units are placed on the map before Turn 1; they must be placed within 6" of the Attacker's home edge. The Defender's units must escape the unknown attackers by exiting via their home edge. Phelan Kell must attempt to defeat the obviously technologically- superior enemy 'Mechs.

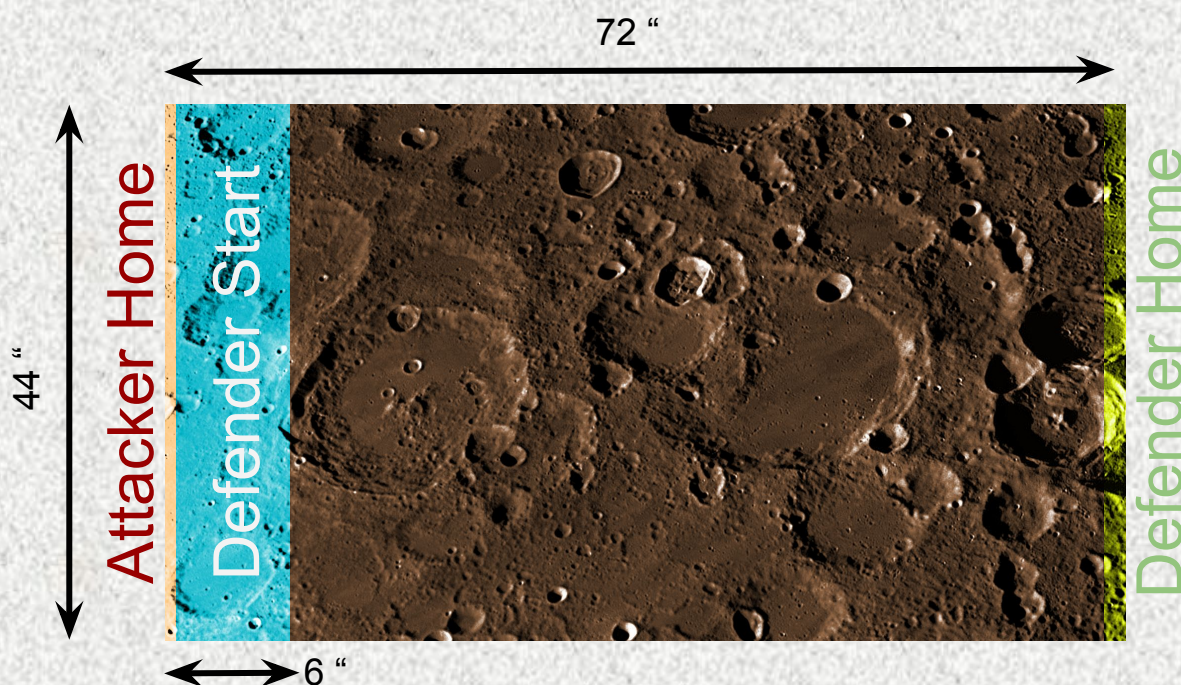
Victory Conditions

Attacker only: Every disabled IS-Mech [50], Phelan Kell taken [100]

Max. [500]

Defender only: Every destroyed Clan-Mech [25], Escaped IS-Mech [50], Phelan's kill [25]

Max. [600]



Introductory Mission



- Icar -

Pofadder's Gully
Icar, Federated Commonwealth
20 March 3050

Warchest Track Cost
400 pts

The Twelfth Star Guards' second battalion was wiped out in minutes after Clan Wolf hit their landing zone. From there the battle became a desperate race as the Star Guards tried to stay one step ahead of the onrushing wave of Wolf OmniMechs and Elementals.

At Pofadder's Gully, Colonel Hannah Caitlin tried to blunt the Clan advance with a carefully-laid ambush.

Attacker

The Attacker consists of elements of the **Clan Wolf - Alpha Galaxy, Fourth Wolf Guards**.

Attacker Force Composition, Frontline, Elite

Light Star	Medium Star	Heavy Star	Assault Star
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Bidding: The Clan Wolf Players may choose their Star from the available Clan Forces out of the Touman presented in this book. Repairs and replacements have to be paid with Warchest points. A Bid using up Warchest points is worse than one in the same weight class not using them.

Unit Special Abilities: see page 11

Defender

The Defender consists of elements of the **Twelfth Star Guard, Third Regiment**.

Defender Force Composition (Battlemechs) (Skill=Mercenary)

1	2	3	4	5	6
2 Light, 4 Medium, 4 Heavy, 2 Assault	2 Light, 2 Medium, 6 Heavy, 2 Assault	6 Medium, 4 Heavy, 2 Assault	4 Medium, 6 Heavy, 2 Assault	2 Medium, 8 Heavy, 2 Assault	3 Medium, 7 Heavy, 2 Assault

Twelfth Star Guards - Third Regiment: Third Regiment (Catlin's Scout Snipers) specializes in long-range combat. For all ranged weapon attacks at long range, apply a -2 To-hit modifier. However, a +1 To-hit modifier is applied to all physical attacks and weapon attacks made at short range.

Unit Special Abilities: see page 7



vs.



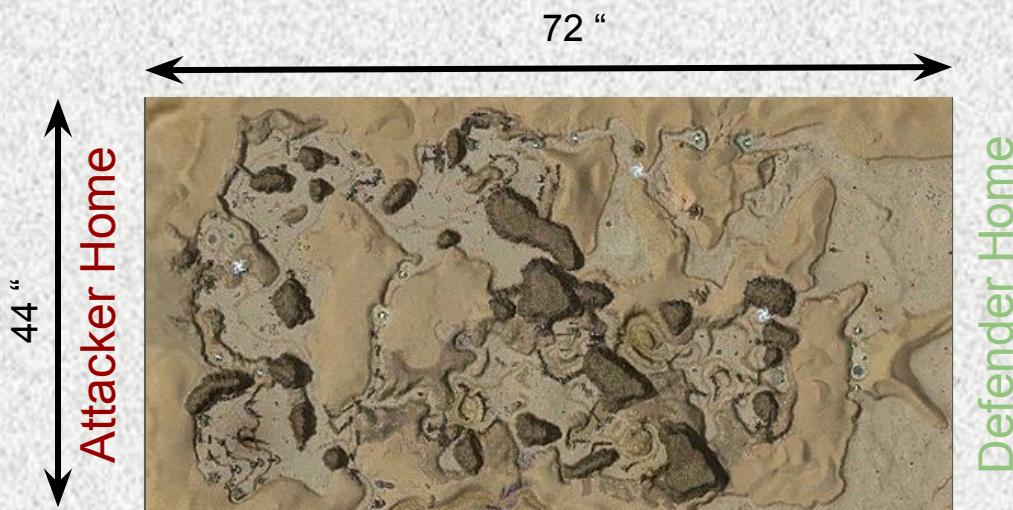
Primary Mission



- Icar -

Game Set-Up

Rolling Hills
Rugged Terrain



Victory Conditions

+200 Additional Resources: The Attacker may add 5 Elemental Points. The Defender may add 4 tanks

Objectives

1. Hammer. Cripple/destroy at least half (Round up) of the opposing force. **[300]**
2. Annihilate. Cripple/destroy all of the opposing force. **[500]**
3. Hold the line. (D) For every turn after 9 that there are operational Defender BattleMechs. **[100]** (max. [500])
4. Waste Not. (A) The Attacker must achieve Objective 1 without losing more than 1 unit. **[250]**
5. Purity of Kerensky. (A) The Attacker must achieve Objective 2 without losing more than 1 unit. **[250]**

Special Rules

Rugged Terrain - Many Hills, 10 stone pillars 12 " high

Forced Withdrawal - Crippled units must retreat from the battlefield once they have sustained enough damage to render them useless or in imminent danger of being destroyed. A unit making a forced withdrawal must move toward its home map edge at its best possible speed. Once it reaches the home map edge, the unit retreats from battle and is removed from the game. If the withdrawing unit is immobilized before it can reach the map edge, its crew will abandon the unit, and it is considered destroyed for game purposes. Withdrawing units may still attack an enemy unit that is within range of a weapon or physical attack.



- Rasalhague -

Rasalhague
Free Rasalhague Republic
13 July, 3050

Warchest Track Cost
400 pts

With the Prince safely evacuated, the defenders of Rasalhague locked down and prepared to fight to the very last breath with anything and everything at their disposal. The warriors of Clan Wolf were all-too-willing to oblige, seeing them as little more than desperate, insane bandits bent on destruction at any cost. Any pretense of civilized warfare was set aside, and both forces prepared for a final, decisive confrontation.

Attacker

The Attacker consists of forces from Clan Wolf's **Fourth Wolf Guards**, **279th Battle Cluster** and **352nd Assault Cluster**. The Attacker chooses a short edge to enter from.

Attacker Force Composition, Frontline, Elite*

1 Light Star	1 Medium Star	1 Heavy Star	1 Light Star, 1 Medium Star	2 Medium Stars	1 Medium Star, 1 Heavy Star
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**The Attacker may choose to replace a single light BattleMech in each Star with a Point of Elementals. If no light BattleMechs are included in the force, then one BattleMech in each Star may be reduced from heavy to medium or from medium to light in order to include a single Point of Elementals.*

Unit Special Abilities: see page 11

Defender

The Defender consists of various forces from the **First** and **Second Drakøns**, **First & Third Freeman**, and **Rasalhague Militia** of the Royal KungsArmé. The Defender may deploy anywhere on the map opposite the clan deployment edge.

Defender Force Composition *

1	2	3	4	5	6
1 Light Lance, 1 Medium Lance (Militia)	2 Medium Lances (House)	1 Medium Lance, 1 Heavy Lance (House)	1 Light Lance, 2 Medium Lances (House)	1 Medium Lance, 2 Heavy Lances (House)	3 Heavy Lances (House)

**The Defender may choose to replace 1 light BattleMech lance with 1 platoon of medium armor, or 1 medium BattleMech lance with 1 platoon of heavy armor.*

Unit Special Abilities: see page 7



- Rasalhague -

Game Set-Up

Battlefield selected by the Defender.



Victory Conditions

Optional Bonuses:

- +100 Dawn or Dusk: Apply a +1 To-hit modifier to all weapon attacks. Searchlight-equipped units do not offset this penalty.
- +100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

Objectives

1. No quarter. Cripple/destroy the entire opposing force. **[600]**
2. Hammer. Cripple/destroy at least half of the opposing force. **[400]**

Special Rules

Backs to the Wall

With nowhere left to run the Defenders are capable of fighting with greater levels of desperation and fervor. All BattleMech physical attacks are made with a +1 To-hit bonus. However, no defending unit may voluntarily leave the map.

Inner Sphere Dezgra

With utter disdain and shock over the tactics used by the defenders, the Clan Wolf forces are free to abandon all zellbrigen and fight in any manner they deem necessary.



- Tamar -

East Merchant District, Tamar City
Tamar, Federated Commonwealth
7 November 3051

Warchest Track Cost
300 WP

One of Clan Wolf's primary objectives during the Fifth Wave was Tamar, the capital world of the Tamar Pact. The Golden Keshik and the four Clusters of Alpha Galaxy faced the Twenty-Sixth Lyran Guards RCT, as well as the Kelswa Guard, a 'Mech unit loyal to Duke Selvin Kelswa. Duke Kelswa further mobilized the Tamar War College Training Battalion to defend Tamar City. Tamar City itself had been reinforced for a very long time, and the walls around the city turned the capital in to a citadel. Duke Kelswa felt betrayed by the Federated Commonwealth, and refused to cooperate with the FedCom's local representatives, not even the Twenty-Sixth.

Attacker

The Attacker consists of elements of the **328th Assault Cluster**, particularly **Trinary Assault Charlie Assault Star** and **Supernova Battle**. At least one out of every three Points fielded must be an Elemental Point. The Attacker enters from their starting edge.

Attacker Force Composition - All Forces are in play - Frontline, Elite

328th Assault Cluster

Trinary Assault
Charlie Assault Star
(A)

Supernova Battle
Alpha Battle Nova
(A)

Unit Special Abilities: see page 11

Defender

The Defender consists of elements of the **Kelswa Guards** (regular skill) and the **Tamar War College Training Battalion** (regular skill). The Defender enters from their starting edge. The Defender can deploy up to half his total force using the Hidden Unit rules.

Defender Force Composition - All Forces are in play - Regular Skill

Kelswa Guards Companie Assault

Kelswa Guards Companie Breacher

War College Training Companie

Command
Lance
(A)

Assault
Lance
(A)

Support
Lance
(A)

Storm
Lance
(H)

Thunder
Lance
(H)

Artillery
Lance
(H)

Class 1
Lance
(M)

Class 2
Lance
(M)

Class 3
Lance
(M)

Unit Special Abilities: see page 7

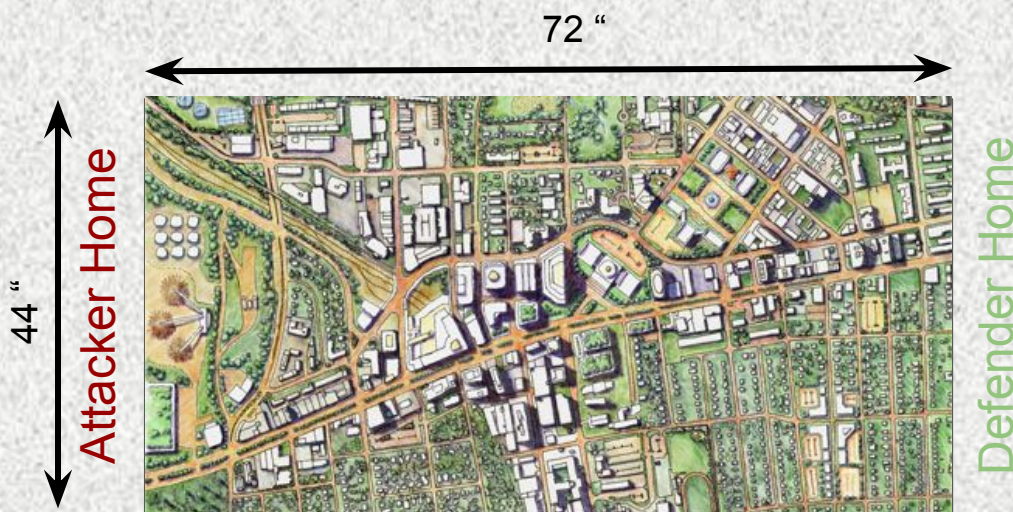


- Tamar -

Game Set-Up

Light Urban Terrain, Heavy Urban Terrain

Use at least 44 "x72" per company of Defenders. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.



Victory Conditions

Objectives

1. Victory. Defeat the enemy. [700]

Special Rules

Fatal Patriotism

Any light 'Mech that belongs to the Training Battalion may operate per Booby Trap rules. If the Defender desires, he may elect to change one heavy Training Battalion 'Mech into a light 'Mech that is also Booby Trapped.

Fatal Inspiration

The Defender may replace a single Kelswa Guard 'Mech with Duke Selvin Kelswa and his AS7-D Atlas. He has Gunnery 4, Piloting 5 Skill Levels. While he is on the field the Defender automatically wins Initiative each turn. Once he is killed or his 'Mech is destroyed the Defender automatically loses the Initiative each turn.

Barbarian Scum

The Attacker must operate using Honor Level 1 until the first building has been destroyed by the Defender. This includes building destruction resulting from Booby Trap damage, or causing a building to collapse under a 'Mech's weight. If any of those conditions are met the Attacker will operate under Honor Level 4. Buildings destroyed by the Attacker do not meet the condition.

Booby Trap (BT)

The booby trap may be activated during the Combat Phase, in place of a weapon or physical attack. The system automatically destroys the unit and delivers an area-effect attack to all units within a 2" radius. All units in the area of effect suffer damage equal to the booby-trapped unit's weight/size class times half its Move. For example, a booby-trapped assault 'Mech with a Move of 6" would deliver 12 points of damage ($\text{Size } 4 \times [\text{Move } 6" \div 2] = 12$) to all units in its area of effect.



- Satalice -

Satalice
Free Rasalhague Republic
30 November 3051

Warchest Track Cost
400 pts

Rivalries within Clan Wolf would erupt on Satalice, creating an attitude of competition that made coordinated attacks impossible. With the Clans seemingly divided, the planetary defenders attempted to utilize quick strikes and ambushes in order to compensate for the Clans' many advantages. The Wolves fell into the trap and would have to rely on quick thinking and, in some cases, additional forces in order to survive and secure victory.

Attacker

The Attacker consists of forces from Clan Wolf's **Fourth Wolf Guards**. The Attacker chooses a short edge to enter from.

Attacker Force Composition, Frontline, Elite*

1 Light Star	1 Medium Star	1 Heavy Star	1 Light Star, 1 Medium Star	2 Medium Stars	1 Medium Star, 1 Heavy Star
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**The Attacker may choose to replace a single light BattleMech in each Star with a Point of Elementals. If no light BattleMechs are included in the force, then one BattleMech in each Star may be reduced from heavy to medium or from medium to light in order to include a single Point Elementals.*

Unit Special Abilities: see page 11

Defender

The Defender consists of elements of the **Third Drakøns**. They may also choose to utilize elements of the **First** and **Second Satalice armored divisions**. The Defender may deploy anywhere on the map opposite the Clan deployment edge.

Defender Force Composition *

1	2	3	4	5	6
2 Light Lances (House)	1 Light Lance, 1 Medium Lance (House)	2 Medium Lances (House)	2 Light Lances, 1 Medium Lance (House)	1 Light Lance, 2 Medium Lances (House)	1 Light Lance, 1 Medium Lance, 1 Heavy Lance (House)

** The Defender may choose to replace 1 light BattleMech lance of with 1 platoon of medium armor, or 1 medium BattleMech lance with 1 platoon of heavy armor.*

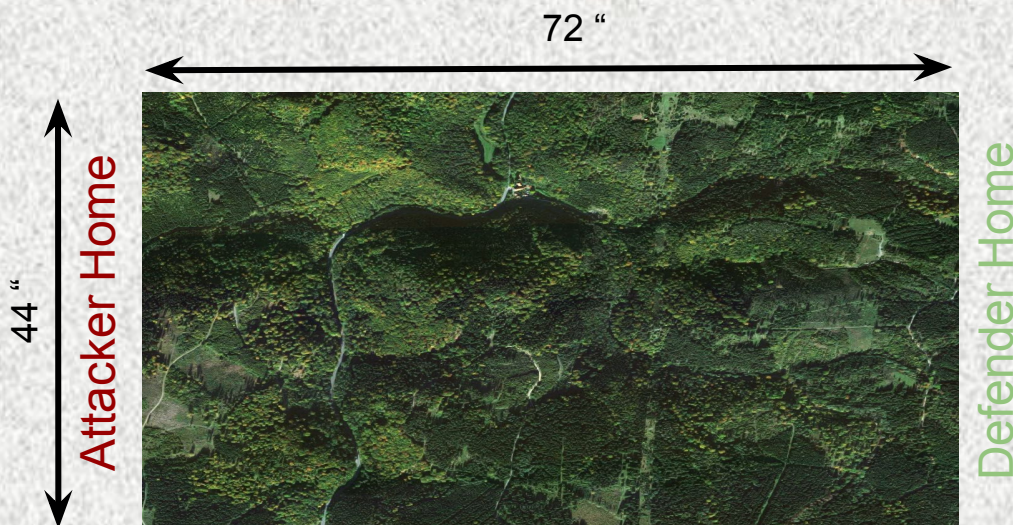
Unit Special Abilities: see page 7



- Satalice -

Game Set-Up

Hill Terrain



Victory Conditions

Optional Bonuses:

+200 Ambush Tactics (Clan Player Only): The traditional game setup is not used. Instead, all Clan forces are set up within 5 hexes of the center hex, facing the same direction. The Defenders then setup anywhere 6 or more hexes from all Clan units. The Defenders also win the Initiative the first turn.

+200 Airstrike (Inner Sphere Player Only): The Clan player is allowed to call in 2 OmniFighters. If the defending force is two lances, the fighters are light; If the defending force is a full company the fighters are medium.

Objectives

1. Hammer. Cripple/destroy at least half of the opposing force. (Reward: 300)
2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (Reward: 150)

Special Rules

Commander

One of the units in each side's force is a field commander. Players choose one of their own units and assign it a bonus of +1 skill. If the unit containing the commander is destroyed, that side must apply a -2 modifier to all subsequent Initiative rolls. If both Commanders are lost, this penalty is negated and normal initiative resumes.



- Tukayyid-

Tukayyid
Free Rasalhague Republic
1 May 3052

Warchest Track Cost
1000 pts

Precentor Martial Focht's gamble was a cynical masterpiece. Even in the worst-case scenario, the Clans would be ravaged, and the force of the Com Guards was brought entirely to bear in a battle that affected only a single world, whose population was evacuated and kept safe from harm. The Inner Sphere was not ready to repulse the Clans and needed more time. While the first delay was bought by the sacrifice of one, the second delay would require the sacrifice of thousands.

Game Set-Up

The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.

Attacker

The attacker consists of elements of Clan Wolf's Alpha, Beta and Gamma Galaxies.

Attacker Force Composition - All Forces are in play - Frontline, Elite *

Golden Keshik Alpha Command Star (H) Khan Ulric Kerensky (A)	4th Battle Cluster Trinary Rogue Alpha Rogue Star (A)	279th Battle Cluster Trinary First Alpha First Star (M)	279th Battle Cluster Trinary Striker Charlie Striker Star (L)	352nd Assault Cluster Binary Elemental Alpha Elemental Star (E)
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** The Attacker can only deploy half of the strength of ComStar (50 units). The Bidding process has to take this into account! Every 4th point has to be an Elemental point.*

Unit Special Abilities: see page 11

Defender

The Defender consists of elements of the ComStar Com Guards.

Defender Force Composition - All Forces are in play - Veteran Skill

1 Assault Level II	1 Heavy Level II	1 Medium Level II	1 Light Level II	1 Armor Level II 1L,2M,2H,1A	1 Infantry Level II 2L,2MG,2SRM
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Unit Special Abilities: see page 7

Game Set-Up

The Defender decides the size of the battlefield. It has to be 1/3rd open terrain with some obstacles and 2/3 heavy urban terrain. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.



- Tukayyid-



Optional Bonuses:

- +500 Phelan Wolf's in play: Replace the Commander of your Star with the lowest weight class by Phelan Kell in his Wolfhound IIC 'Grinner'. He must survive the fight and kill at least 3 Comguard Level Is.
- +500 The Black Widow: Replace your Commander of the Star with the highest weight class by Natascha Kerensky in her Dire Wolf 'Widowmaker'. She has to kill at least 5 ComStar units and survive the battle.
- 500 Wolf's Keeper: Do not apply Focht's Guidance this track.
- 100 Fire Mission (Defender only): You may rely on artillery support equal to one Sniper for every conventional infantry platoon (lance) in the Defender's force. The Sniper(s) are 2 turns from the Defender's starting edge and have a Gunnery Skill Level of 3.

Objectives

1. Conquer both objectives. (Clan only) In order to meet this objective, you must play through this track twice, each time with a different Optional Bonus in play. The Fire Mission Optional Bonus does not count toward this total. The Optional Bonuses overrule any Special Rules below where appropriate. Additionally, you must hold the field by defeating or driving off all opponents.

NOTE: the Clan player cannot repair or re-arm his force prior to starting the Tukayyid Track the second time. He can purchase/ requisition new units. **[500]**

2. Lose the battle, win the war. (Inner Sphere Only) In order to win this Track, the Inner Sphere side has to only win one of the two times this Track is played by defeating or driving off all opponents.

NOTE: the Inner Sphere player can repair or rearm his force prior to starting the Tukayyid Track the second time. He can also purchase new units. **[1,000]**

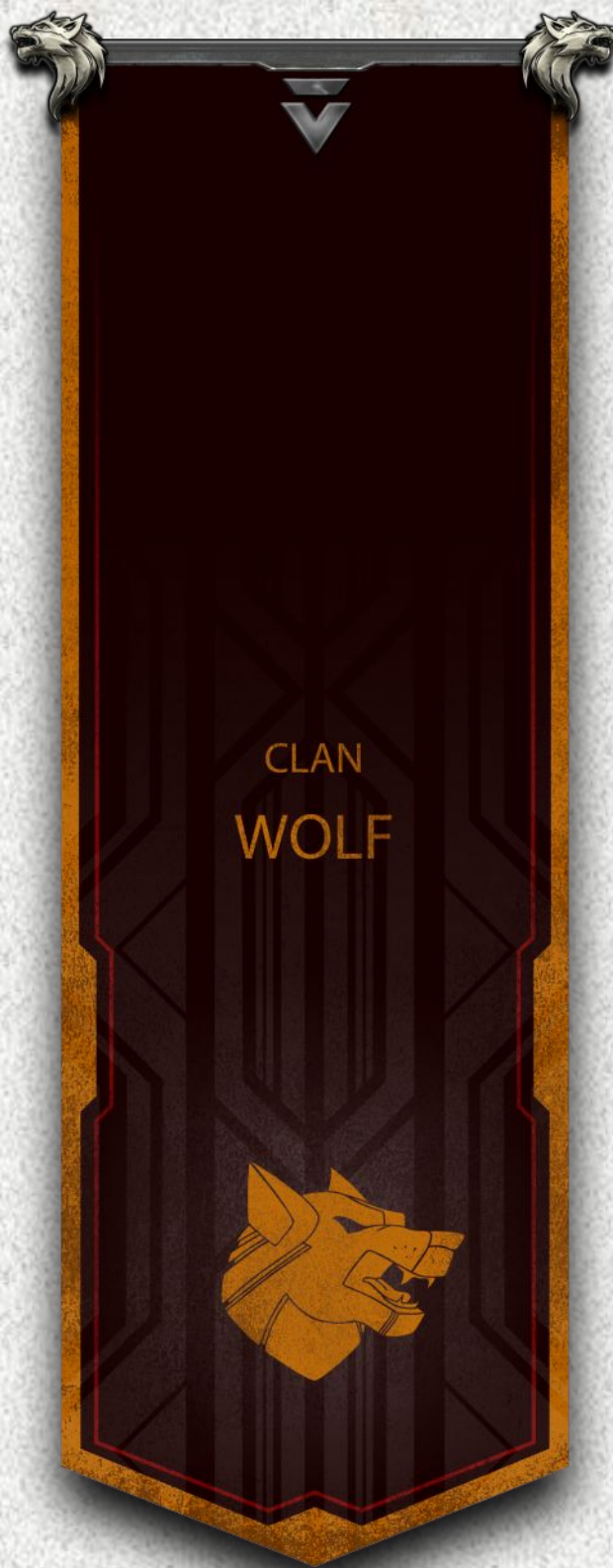
Special Rules

Focht's Guidance

Precentor-Martial Anastasius Focht's constant and direct control over the battles during the weeks of the Battle of Tukayyid had a profound effect on the disposition of the Com Guards. The Attacker must roll once on the Focht Table and apply the result prior to the start of the Track.

1	2	3	4	5	6
<p>Battle Damage: Apply damage on 1D6 units commanding the Clan Stars.</p> <p>Start as indicated:</p> <ol style="list-style-type: none"> 1. 1 dmg Elementals 2. 2 dmg light 3. 3 dmg medium 4. 4 dmg heavy 5. 5 dmg assault 6. 6 dmg Force Commander 	<p>Depleted Ammunition:</p> <p>All Clan units without the ENE Special ability will lose 1 dmg on every Range bracket.</p>	<p>Elite troops. Instead of using the Regular column when determining unit Skill Level, use the Elite column instead or elevate all Skill Levels by 1.</p>	<p>Aerospace superiority. Assign one fighter Level II composed of 2 light, 2 medium, 1 heavy and 1 assault fighters. All these fighters can be equipped with bombs and can make bombing runs or strafe/strike attacks.</p>	<p>Artillery Barrage: The Com Guards can bring heavy artillery to bear. For each Clan' Star add one Sniper unit. For each battle armor Star add one Thumper unit. Add 1 Long Tom for every Binary worth of troops. All the artillery units are 2 turns from the Attacker's starting edge and have a Skill Level of 3. This Focht effect is cumulative with the Fire Mission Optional Bonus.</p>	<p>Roll twice. Apply both results. Reroll subsequent 6 results, and do not apply the same effect twice.</p>

Primary Mission





SPECIAL COMMAND ABILITIES

BANKING INITIATIVE

To use this command ability, the player acting as the leader of his particular must declare—before any Initiative rolls are made—that he is yielding the Initiative to his opponent. For the purposes of any abilities where Initiative margins are considered, this allows the opposing force to automatically win its Initiative at a 1-point Margin of Success.

For every two turns (consecutive or otherwise) that the commander yields the Initiative in this fashion, his force “banks” an automatic 1-point Initiative success of its own. This banked Initiative victory can be declared at a later point—once again before any rolls are made. A maximum of two automatic Initiative successes can be stored up.

Any unspent Initiative successes that are banked at the time of the scenario’s end are lost.

FORCING THE INITIATIVE

With this ability, the commanding player applies a modifier to his Initiative roll equal to the number of opposing units his force destroyed in the previous turn, minus the number of its own units lost to the enemy. Using this ability requires the commanding player to declare his intent to do so before the dice are rolled for Initiative. This ability cannot be used in the first turn of any scenario.

OFF-MAP MOVEMENT

Each unit that uses this ability must designate an exit point on the map edge that the unit will leave from, along with a corresponding reentry point that it will return from (write down). Along with these points must also be noted the minimum number of turns the off-map units must remain off the map before reentering. To find this minimum Off-Map Movement time, determine the total distance traveled between the exit and reentry points along the outer edges of the map that correspond to the off-map units’ positions. Then, divide this travel distance by the unit’s Move value, rounding up to the nearest whole number. Units using Off-Map Movement are placed on the edge of the map at their designated reentry point during the End Phase of their turn of arrival. If unfriendly units find themselves in base contact or within 1 inch of a unit returning to the map via Off-Map Movement, those hostile units may attack the returning unit as per the rules for point blank shots against

Units using Off-Map Movement are not counted toward a given side’s force for Initiative purposes while they are off the map. If all on-map forces for a given side are destroyed or retreat while that side still has units moving off the map in this fashion, those off-map forces are considered withdrawn and the scenario ends.

OVERRUN COMBAT

Overrun Combat works any time a force with this ability wins an Initiative roll by a margin of 2 points or more. When this occurs, the player divides the number of points by which he has won the Initiative roll by 2, rounding all results down. This becomes the number of units the player may move and attack with before any other units can act in the current turn. For the purposes of the rest of the turn’s actions, the overrunning units fall outside of the normal sequence, leaving the remaining units to alternate according to how many units the overrunning force has left to move after its other units have already acted.

COMMUNICATIONS DISRUPTION

At the beginning of each turn, the player controlling a force with the CD command ability rolls 1D6. If the result of this roll is 6, all of the units in one random lance (or Star, or Level II) of the opposing force is affected. During the Movement Phase of that turn, the affected sub-group reduces its available Move by 4 inches (to a minimum of 1 inch).

Battlefield Intelligence: Only CD if BI ratio of 2:1 (or higher) over the opponent.



SPECIAL COMMAND ABILITIES

SHARP SHOOTERS

Players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Sharp Shooters replace the normal range modifiers used for their attacks with the following:

Short Range +1; Medium Range +2; Long Range +3; Extreme Range +4.

BRAWLERS

Players are advised to limit this option to no more than one-third of a deployed force (such as a single lance in a company-sized formation, or a single Star in a Clan Trinary).

Brawlers replace the normal range modifiers used for their attacks with the following:

Short Range -1; Medium Range +2; Long Range +5; Extreme Range +10.

Improved Mobility (ENVIRONMENTAL SPECIALIST BENEFITS)

Reduce movement costs for passing through any terrain of specialization by 1 inch per inch of movement. However, this reduction may never lower movement costs below 1 inch of Move per inch of terrain.

Improved Combat (ENVIRONMENTAL SPECIALIST BENEFITS)

Apply a -1 to-hit modifier for all attacks made into and/or through the terrain or environmental condition of specialization (to a minimum modifier to +0). This modifier applies to the total modifiers used for the attack, rather than per any increment of distance.

Improved Initiative (ENVIRONMENTAL SPECIALIST BENEFITS)

Receive a +1 Ini roll modifier if the selected terrain or environment type covers at least half of the map area.

Attack Specialization (TACTICAL SPECIALIST BENEFITS)

The force receives a +1 Initiative roll modifier when acting as the Attacker in a scenario of any type, but suffers a -1 Initiative roll modifier when acting as the Defender.

Defense Specialization (TACTICAL SPECIALIST BENEFITS)

The force receives a +1 Initiative roll modifier when acting as the Defender in a scenario of any type, but suffers a -1 Initiative roll modifier when acting as the Attacker.

Scenario Specialization (TACTICAL SPECIALIST BENEFITS)

Receive a +1 Initiative roll modifier if the force is taking part in a specified scenario type. For all other scenario types, the force suffers a -1 Initiative roll modifier.

ENEMY SPECIALIZATION

A force rated Green, Very Green, or Wet Behind the Ears receives no benefits from enemy specialization, but will still suffer the -1 Initiative modifier if the focus of its specialization does not apply to the scenario (reflecting the force's training focus on honing its skills to one particular tactical area). If the force is rated Regular, it will receive a +1 Initiative modifier when facing its selected enemy, but will suffer a -1 Initiative modifier when facing any other opposing force. If the force is rated Veteran, it may either double the modifier for facing its selected enemy (while also doubling the negative modifier for opponents of other affiliations), or it may select a second preferred enemy to apply the same modifiers with. If the latter option is chosen, the negative modifiers will not stack.



SPECIAL PILOT ABILITIES

Lucky (value)

Unit may reroll a limited number of failed attacks and Control Rolls per scenario

This unit may reroll (value) failed attack roll or (value) failed Control Roll per scenario. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as critical hit checks, hull breaches, Initiative, or Morale rolls.

Iron Will

Unit can resist psychological attacks and receives a bonus during Morale checks

fear. A unit with this ability is resistant to “psychological attacks” by opposing units, and can even overcome his natural impulse to flee when all hope seems lost. When forced to make a roll against the intimidating or enraging effects of an opponent using the Animal Mimicry, Antagonizer, or Demoralizer SPAs, a unit whose pilot or crew has the Iron Will SPA, applies a +2 modifier to the roll result to resist these effects.

Furthermore, if the Morale rules are in play, a unit controlled by a pilot or crew with this ability adds a –2 target modifier to avoid being routed or when recovering its nerve.

Demoralizer

Unit can intimidate an opponent for a brief period.

Every enemy unit that comes within 6 inches of this unit must roll 2D6 before attempting to make a weapon or physical attack. If the roll is 8 or less, the enemy unit is Intimidated. Intimidated units reduce their Move by half (round down) and suffer a +1 to-hit modifier for all attacks made against the Demoralizer.

Iron Will: If a Demoralizer is subject to a similar psychological attack by another unit with the Animal Mimicry, Antagonizer, or Demoralizer SPAs, treat the unit as if it has the Iron Will SPA, and apply a +2 modifier to the roll result to resist being intimidated or enraged.

Human TRO

Unit can ignore the Concealing Unit Data rules vs. non-hidden opponents

it! If the Concealing Unit Data rules are in play, this unit will automatically identify any non-hidden unit within 12 inches, revealing the subject’s data card as if the Human TRO’s unit has the LPRB special. This ability applies even if the Human TRO’s unit does not have an active probe of any kind, but it does not confer the ability to reveal hidden units.

Tactical Genius

Enables command unit to reroll Initiatives once every 2 turns

If this unit is the command unit for its side, its controlling player may roll a second time for Initiative if the first roll was beaten by his opponent. This Initiative reroll result stands, even if it is worse. An Initiative reroll may only be attempted once every 2 turns.

In addition, if the Battlefield Intelligence rules are in play this unit is treated as if it has the MHQ special ability.

Combat Intuition

The warrior can make use of his insight to cut off a single opponent once in a while.

If this unit’s side wins Initiative, the unit whose pilot has this SPA can move and resolve all of its attacks during the Movement Phase, applying all damage effects immediately—before any target units can act. This ability can only be used once every 3 turns.



Buildings

Line of Sight

Buildings block Line of Sight, providing either partial or full cover as a hill of equivalent size.

Building Types

Buildings are divided into four broad categories that define both their structural strength and overall size in Alpha Strike. These categories are Light, medium, Heavy and Hardened. Each of these building types is further described by its construction factor (CF)—a value that approximates how much damage the building can sustain before it is reduced to rubble.

Attacking Buildings

Attacks against buildings are resolved as if the buildings have 0" move, with an additional -4 to-hit modifier applied, because of their immobile nature.

Damage to a building is applied to the building's CF. A building's type will remain unchanged, regardless of its current CF. Thus, a heavy building reduced to only 3 points of CF will still be treated as a heavy building for movement, weight capacity, and damage absorption purposes.

Building Collapse

All damage delivered to a building is applied to the building's construction factor, reducing its integrity. If the building's CF is reduced to 0, it will collapse. If a building's weight capacity is exceeded at any level, it will collapse.

Any infantry units within a collapsing building—including battle armor—are automatically destroyed in a collapse.

Non-infantry units inside or on top of a collapsing building will suffer damage based on the height of the building and the building's type. This collapse damage is shown in the Alpha Strike Buildings table, with the collapse damage value multiplied by every 4 full inches of building height (round down, to a minimum of 1). Add 1 more point of damage to any units that are standing on the building's rooftop when it collapses. Collapse damage is not reduced by the building's damage absorption factor.

Buildings Table						
Building Type	Move Cost per Inch*	CF Range (Default)	Weight Capacity (per 1" height)	Damage Absorption*		Collapse Damage (per each 4" height)
				Infantry	Non-Infantry	
Light	+1"	1-5 (5)	1	2	1	1
Medium	+2"	6-15 (12)	2	4	2	2
Heavy	+3"	16-30 (25)	3	6	3	3
Hardened	+4"	31-50 (40)	4	8	4	4
*No additional Move cost for Infantry (including battle armor); ProtoMechs Move cost in buildings is +1", regardless of type						
**See Attacking Units inside Buildings (AS p.. 85)						



Buildings II

Movement Effects

Any unit that moves through a building will deliver 1 point of incidental damage to that building for every inch of travel within the structure.

Infantry: Infantry units and BA do not apply additional Move costs when moving through buildings, regardless of the building type. They inflict no damage to buildings by moving through them. For building weight capacity purposes all non-battle armor infantry units are treated as if they have a size class of 0.

ProtoMechs: ProtoMech units move through buildings at an additional Move cost of +1" per inch of movement, regardless of the building's type.

Climbing and Standing on Buildings

Units can move to the roof of building rather than staying on the ground in order to gain a better vantage point over the battlefield.

Infantry and ProtoMechs may move between levels only while inside a building. Each inch of building height changed in this fashion costs the unit 1 inch of Move.

Mechs outside: Along the outside of buildings, 'Mechs can climb up and down the structures' face in the same manner as they can ascend or descend the changes in ground levels, with a maximum level change of 2 inches in height per inch of forward movement. Jump-capable 'Mechs may alternatively jump onto a building's rooftop, as long as they have sufficient jumping Move to reach that height.

Mechs Inside: 'Mech units may not change levels once they are inside a building.

Building Weight Capacity:

Each 1-inch level of a building has a weight capacity and is the maximum total of the size classes of all units attempting to occupy the same 1-inch level—but only applies to ground units that do not possess the Large, Very Large, or Super Large special abilities. If the total number of all size class values for all ground units on a single level exceeds this capacity, the entire structure will collapse .

Aerospace Units, Large Units, and Buildings: If an aerospace unit, or a unit with the Large, Very Large, or Super Large specials, attempts to enter or land upon a building, the structure will automatically collapse. If the building is specifically identified as a hangar, this rule may be ignored, but the unit can only enter and remain at ground level.

Attacking Units Inside Buildings

Units inside buildings can still be attacked. Buildings provide substantial cover that affords a level of protection to those units being attacked. This is represented by the building's Damage Absorption values, which indicate how many points of damage from each attack against a unit inside the building is instead delivered by the building itself.

Infantry Units: Infantry units inside buildings may not be attacked directly. Instead, the attacker must fire on the building itself, relying on the collateral damage to injure the infantry within. This attack thus uses the to-hit modifiers for attacking the building, rather than the infantry inside. The damage delivered to the infantry unit will be equal to the Damage Value of the successful attack, minus the Damage Absorption value for the building type shown in the Infantry column of the Alpha Strike Buildings Table (to a min. of 0 points of damage delivered to the infantry unit).

Non-infantry Units inside buildings may be attacked directly, but the building will absorb damage as shown on the non-infantry Damage Absorption column.

No additional to-hit modifiers for cover from the building apply while making the attack, but the building's Damage Absorption effect must be subtracted from the damage delivered (to a minimum of 0 points)

If attacker and its target are inside the building, reduce the building's DA values by half (round down).



Artillery

Artillery (AS page 73)

On-Board - Attack < 34 ", Impact same round

Off-Board - Attack > 34 ", Impact following rounds

To-Hit Number: 2W6 + Modifications; Missfire Template 1D6 for Direction, 1D6*2 for drift

Damage: All units whose bases are even partially within the AoE suffer damage;

If a/b values on the damage table: a=2" b=>2" to 6"

Spotting for Artillery: Spotter with LoS, occurs automatically, spotting only for POI, 1 spotter= 1 target

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)

POI = Point of Impact

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

1. Arrivaltturn Homing Round: one target unit within 34" of the homing round's POI must be successfully "painted" by a unit with TAG or LTAG specials
2. Spotter To-Hit number solved like a normal attack
3. Hitting the target: Throw 2W6, Hit at 4+, misfire <4, no modifiers

**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.*



Expansion Rules

Hidden Units (AS page 102)

Prior to the start of play, the defender and/or attacker, may hide his units on the map. Each player must write down the X-Y coordinates at which a unit is hidden and designate its facing.

Unless the player plans to move a hidden unit during the movement Phase, hidden units are not counted for purposes of determining unequal numbers of units.

- If he plans to move a hidden unit during a turn, he must reveal it at the start of his movement Phase.
- If a player plans to attack using a hidden unit, he must reveal it at the beginning of the Combat Phase

Hiding

Units may be hidden on the ground map (including grounded airborne units). Large, very large, or super large support vehicles, and grounded DropShips may be hidden in buildings, under water and in any area if the area within a 1" radius of the unit is within 1" of their height on the battlefield. Mobile structures and airborne units may not be hidden.

No unit may hide in a clear or paved (road/bridge) hex, or on the surface of water. All other terrain and unit types are valid.

Detecting Hidden Ground Units: Hidden units remain hidden until they attack or move, or until an enemy unit moves in to base-to-base contact or ends its movement in base-to-base contact or is a unit with LRPB or PRB special ability and ends its movement such that the hidden unit is within range of the probe.

If a unit attempts to enter the area covered by the base of a hidden unit, the hidden unit is revealed. If the move would violate the stacking rules, the unit attempting to stack ends its movement before doing so.

Surprise Attacks

If an enemy unit moves within 2" of a hidden ground unit, the hidden unit may immediately make a surprise attack. This attack may be augmented by overheating.

Base to-hit number for the attack: Skill Rating of the attacker + his unrepaired critical hits

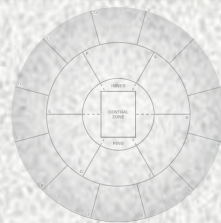
Damage takes place immediately; however, the attacker cannot move, fire, execute orders or issue requests for commands for the rest of the current turn.

Minimal Damage (ASC page 18)

Every time a unit executes a successful attack at a range bracket that delivers 0* damage, its controlling player must make a 1D6 roll. If this die roll result is 4 or higher, the attack delivers a single point of standard damage. Otherwise, the attack still hits, but delivers no damage at all to the target, but they will prompt hull breach checks if they occur in underwater or vacuum environments.



Aerospace Rules 1



Aerospace Air-to-Ground Attacks (AS page 56)

Step 1: Verify LOS (always LOS: unless submerged, underground, in a building, then attack structure)

Step 2: Verify Firing Arc (linear flight path min 24")

Step 3: Determine Range (air-to-ground attacks always occur at Short range)

Step 4: Determine To-Hit Number (base to-hit number + dmg to the AE unit + attack type + terrain + Target Movement Modifier + target type)

Step 5: Roll to Hit

Step 6: Determine and Apply Damage

Step 7: Roll for Critical Hits (Non infantry 1 crit, Inf and BA no crits, BAR 2 crits, AE units + Armor TH)

Strafing Attacks: 10-inch long stretch along the flight path over the ground map. 2" wide, all ground units or landed aerospace units in that stretch—friend or foe—will be subject to this attack. All strafing attacks use the aerospace unit's forward arc weapons.

Multiple attack rolls. For strafing, an attack roll is made for all of the targets within the strafing attack area. Failed attacks miss the targets entirely. **Attack Modifier +4**

Damage: Half of the aerospace unit's Short range damage value (rounded normally, to a minimum of 1 point), with any overheat damage added after halving the base damage.

Striking Attacks: Target a specific unit within its flight path. Aerodyne DropShips, small craft, and fighter units, will attack this target using their forward weapons; spheroid DropShips must use their aft arc weapons for the strike attack. **Attack Modifier +2**

One attack roll. Deliver the unit's standard attack damage to the target, failed attacks miss entirely.

Damage: Equals to the aerospace unit's Short range damage value, plus any overheat damage effects

Bombing

Altitude Bombing: Only BOMB special ability. Select 2 or more points of impact (POIs) along the flight path, attacking each point with a minimum of 1 bomb point per 2 inches along the path. Each successful bomb attack delivered when altitude bombing will use its designated point for the center of impact, affecting any targets within a radius determined by the type of bomb used.

Dive Bombing: Only BOMB special ability. Against a single point of impact (POI) along its flight path, Using one, some, or all of its bomb points to attack. A successful bombing attack will use this point as the center of impact, affecting any targets within a radius determined by the type of bomb used.

Multiple attack rolls must be made, with one made for every bomb dropped. **Attack Modifier +2**

Bombing attacks do not apply modifiers for the target's movement (TMM), type, or terrain, but all other air-to-ground attacks must apply these modifiers.

Fail: 1D6 for direction the individual bomb will "scatter". AoE template, with the "1" for attack direction

Altitude Bombing (1-2,3-4,...); Dive Bombing (1,2,3,...).

Second (1D6)*2 roll for the inches away from the POI the bomb will land.

Damage: based on the type of bomb used

(underwater damage is halved, triggers an automatic critical hit check)

HE-Bombs: 2 points of damage to targets in 2" radius of POI

Cluster-Bombs: 1 point of damage to targets in 6" radius of POI

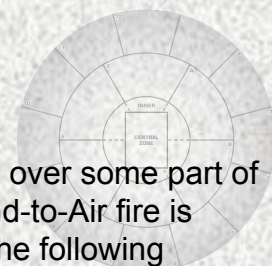
Inferno-Bombs: 2 points of Heat to all targets in 2" radius of POI

Each bomb still carried reduces the aerospace unit's current thrust by 1,





Aerospace Rules 2



Ground-to-Air Combat

Any time an aerospace unit enters the Central Zone on the Radar map, it must pass over some part of the ground battlefield, and thus may be subject to ground-to-air weapons fire. Ground-to-Air fire is resolved using the standard weapon attack rules in standard Alpha Strike, but with the following modifications.

Line of Sight

For ground-to-air combat purposes, all non-aerospace units (including grounded aerospace units) not submerged in water, underground, or within a structure always have line of sight to airborne aerospace units.

Firing Arc

All non-aerospace units (including grounded aerospace units) may consider an airborne aerospace target within its firing arc if any part of the airborne aerospace unit's flight path crosses into or through its forward firing arc.

Range

Measure from the edge of the attacker's base to the nearest point along the airborne aerospace unit's flight path that lies within the attacker's forward arc, then add 12" to distance. If the attacking unit is standing within 2 inches of the aerospace unit's flight path, treat the range to the target as Short.

To-Hit

Aerospace units do not receive a TMM when in flight, but instead apply a +2 to-hit modifier for being an airborne aerospace unit.

Apply Damage

The unit is always being hit in its front arc. Damage val. at the appropriate range bracket.

Critical Hits

Same as always, see Aerospace Critical Hits table

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

Armor Thresholds: Roll on the Determine Aerospace Critical Hits table if the damage from a single attack exceeds the unit's damage threshold, even if the damage does not strike off any structure.

End Phase

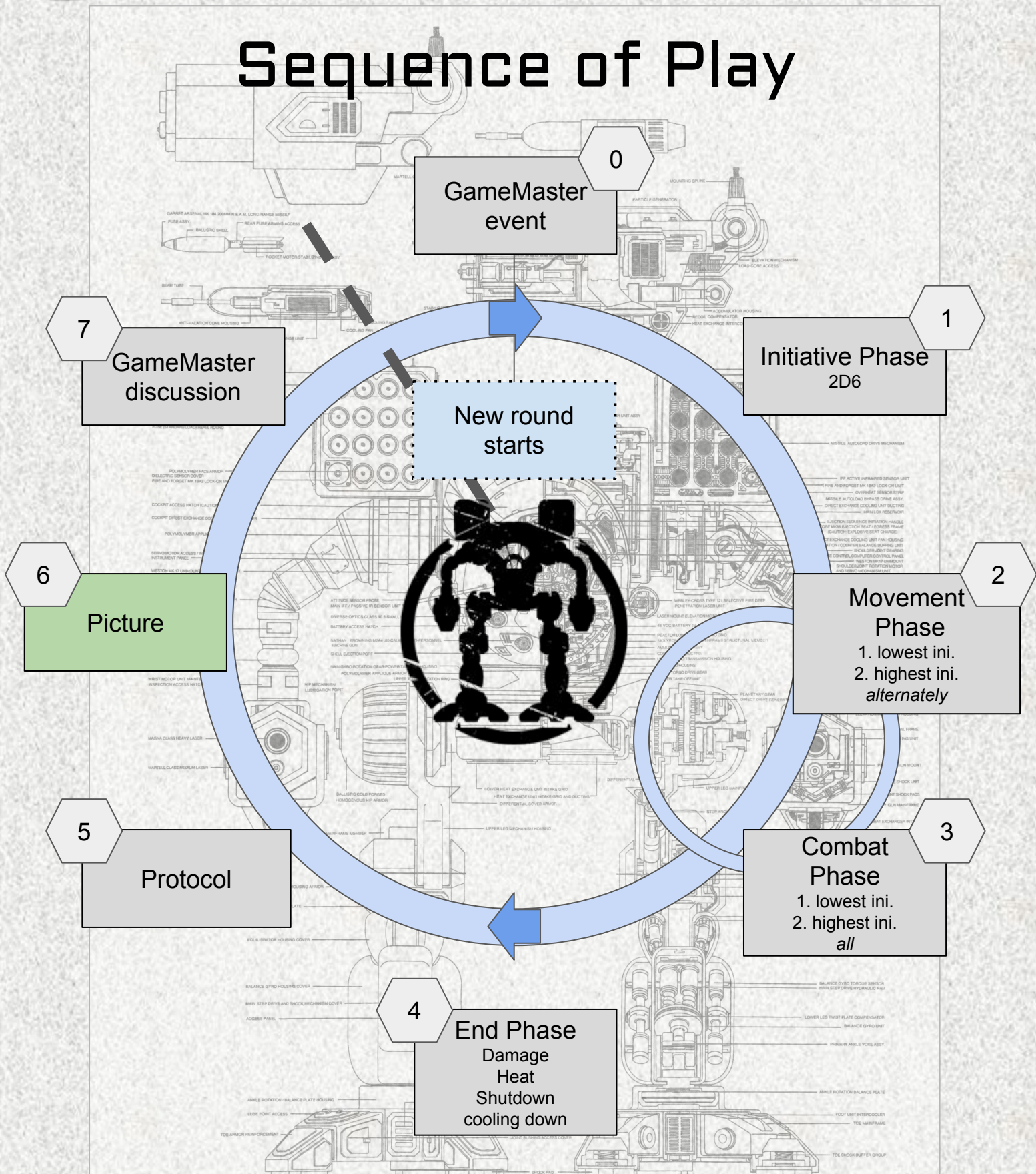
If the unit suffered damage during the current turn, it must make a Control Roll (Skill) or lose altitude. Apply +2 to-hit modifier for atmospheric flight, and another +4 to-hit modifier if the unit has suffered a thruster Hit critical. If the roll result succeeds, the aerospace unit remains in its current zone. If the roll fails it crashes at the end of its flight path over the ground map and is considered destroyed.



Notizen



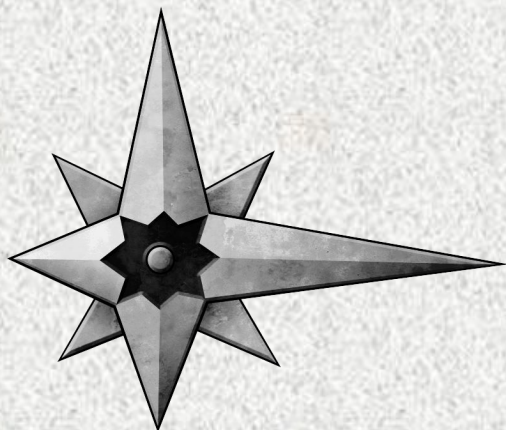
Sequence of Play





Victory Points

Warchest Point Tracker					
	Inner Sphere			Clan Wolf	
	Track Cost	Won	Spent	Won	Spent
The Rock	50				
Icar	400				
Rasalhague	400				
Tamar	300				
Satalice	400				
Tukayyid	1000				



Victor:



Alpha Galaxy



Golden Keshik

Prime
MAD CAT (TIMBER WOLF)
#89

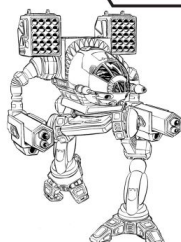
PV: 69

TP: **BM** SZ: 3 TMM: 2 MV: 10"
ROLE: **SCom Vladimir** SKILL: 2DAMAGE 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 STATS

BATTLETECH

Prime
RYOKEN (STORMCROW)
#166

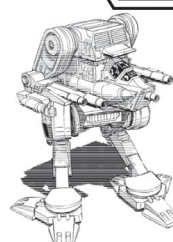
PV: 46

TP: **BM** SZ: 2 TMM: 2 MV: 12"
ROLE: **MW Bishop** SKILL: 3DAMAGE S (+0) M (+2) L (+4)
5 5 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 STATS

BATTLETECH

C
GLADIATOR (EXECUTIONER)
#170

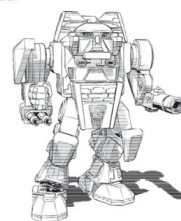
PV: 75

TP: **BM** SZ: 4 TMM: 2 MV: 10"/8"
ROLE: **MW Paul** SKILL: 2DAMAGE S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE, IF2, OMNI



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

B
RYOKEN (STORMCROW)
#167

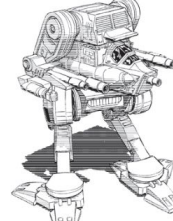
PV: 49

TP: **BM** SZ: 2 TMM: 2 MV: 12"
ROLE: **MW Senna** SKILL: 2DAMAGE S (+0) M (+2) L (+4)
4 4 0

OV: 3 | 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 STATS

BATTLETECH

Prime
GLADIATOR (EXECUTIONER)
#94

PV: 80

TP: **BM** SZ: 4 TMM: 2 MV: 10"/8"
ROLE: **MW Arizona** SKILL: 1DAMAGE 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 STATS

BATTLETECH

Clan Wolf, Alpha Galaxy, Golden Keshik, Elite (H)

Unit	Pilot	Skill	PV
Timber Wolf	SCom Vladimir	2	69
Gladiator	MW Arizona	1	80
Gladiator C	MW Paul	2	75
Stormcrow	MW Bishop	3	46
Stormcrow B	MW Senna	2	49



Special

Unit

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.
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.
Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.



Redjack Ryan's Pirates



Lance, Regular

GRF-1N GRIFFIN #15

PV: 36

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

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

SPECIAL: 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

BATTLETECH

LCT-1V LOCUST #01

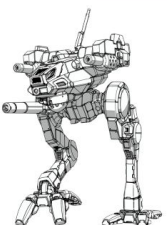
PV: 14

TP: BM SZ: 1 TMM: 3 MV: 16"
ROLE: Sam Peckinpah SKILL: 4

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○



CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

PNT-9R PANTHER #04

PV: 20

TP: BM SZ: 1 TMM: 1 MV: 8"
ROLE: Jack Beauregard SKILL: 4

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

BATTLETECH

RFL-3N RIFLEMAN #50

PV: 26

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Nevada Smith SKILL: 4

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○



CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

Pirate Lance, Regular

Unit	Pilot	Skill	PV
Griffin	Kenny Ryan	3	36
Panther	Jack Beauregard	4	20
Locust	Sam Peckinpah	4	14
Rifleman	Nevada Smith	4	26



Special Unit

Special Pilot Abilities - Alpha Strike Companion p.50

Indirect Fire	IF#	<p>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.</p> <p>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.</p> <p>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.</p>
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Kell Hounds

Scout Lance

BJ-1
BLACKJACK #33

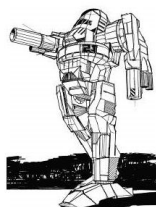
PV: 32

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Lt. Jackson Tang SKILL: 3DAMAGE S (+0) M (+2) L (+4)
2 2 0*

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

WLF-1
WOLFHOUND #10

PV: 34

TP: BM SZ: 1 TMM: 2 MV: 12"
ROLE: Phelan Kell SKILL: 1DAMAGE S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

VLK-QA
VALKYRIE #223

PV: 25

TP: BM SZ: 1 TMM: 2 MV: 10"j
ROLE: Sam Austerlitz SKILL: 3DAMAGE S (+0) M (+2) L (+4)
1 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

SPECIAL: IF1

ALPHA STRIKE STATS

BATTLETECH

WTH-1
WHITWORTH #34

PV: 36

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Frederico Red SKILL: 2DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

Scout Lance, Third Battalion, First Kell Hounds, Elite

Unit	Pilot	Skill	PV
Blackjack	Lt. Jackson Tang	3	32
Wolfhound	Phelan Kell	1	34
Valkyrie	Sam Austerlitz	3	25
Whitworth	Frederico Red	2	36



Special

Unit

Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Indirect Fire	IF#	<p>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.</p> <p>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.</p> <p>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.</p>



Inner Sphere

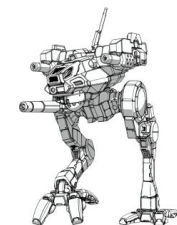
Light Mechs

LCT-1V
LOCUST

#1

TP: BM SZ: 1 TMM: 3 MV: 16"
ROLE: Scout SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

SDR-5V
SPIDER

#2

TP: BM SZ: 1 TMM: 3 MV: 16"
ROLE: Scout SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

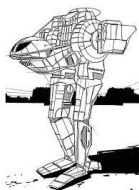
+ BATTLETECH

JR7-D
JENNER

#3

TP: BM SZ: 1 TMM: 3 MV: 14"/10"
ROLE: Striker SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

PNT-9R
PANTHER

#4

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

+ BATTLETECH



Special *Unit*

Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
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Inner Sphere

Light Mechs

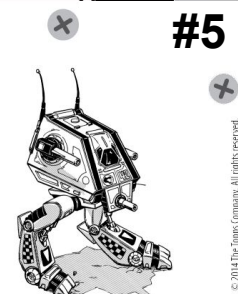
FLE-15

FLEA

#5

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ○○

SPECIAL: REAR1/-



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

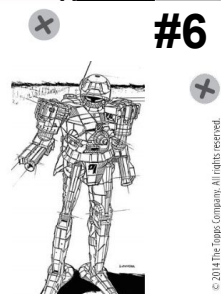
FS9-H

FIRESTARTER

#6

TP: **BM** SZ: **1** TMM: **2** MV: **12"**j
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 1 0OV: **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

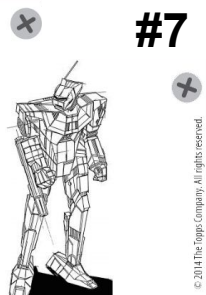
ALPHA STRIKE STATS

+ BATTLETECH

PNT-9R

PANTHER

#7

TP: **BM** SZ: **1** TMM: **1** MV: **8"**j
ROLE: **Brawler** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 1OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○
S: ○○○SPECIAL: 

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

STG-3R

STINGER

#8

TP: **BM** SZ: **1** TMM: **2** MV: **12"**j
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ○○SPECIAL: 

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

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.
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.

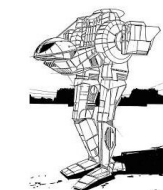


Inner Sphere

Light Mechs

JR7-D
JENNER

#9

TP: **BM** SZ: **1** TMM: **3** MV: **14"/10"**
ROLE: **Striker** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **0**OV: **1** | HEAT SCALE **1 2 3 S**A: ○○
S: ●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

WLF-1
WOLFHOUND

#10

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Striker** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **0**OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●

CRITICAL HITS

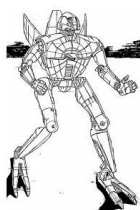
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH

SDR-5V
SPIDER

#11

TP: **BM** SZ: **1** TMM: **3** MV: **16"**
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **1** **0**OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

COM-2D
COMMANDO

#12

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Striker** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **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

+ BATTLETECH



Special

Unit

Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.</p>
Heat	HT#/#/#	<p>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.</p>



Inner Sphere

Light Mechs

RVN-3L
RAVEN

#13

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: **Striker** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○
S: ●●SPECIAL: CASE, ECM, PRB, RCN, SNARC,
TAG

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CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

WSP-1A
WASP

#14

TP: **BM** SZ: **1** TMM: **2** MV: **12"**j
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ●●SPECIAL: CASE, ECM, PRB, RCN, SNARC,
TAG

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CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special Unit

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.
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.
Narc Missile Beacon	SNARC	A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any Indirect Fire (IF), LRm, or SRM attacks for the rest of the game unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum range of medium, while Compact Narc beacon launchers (CNARC) have a maximum range of Short. Instead of their normal attack, Narc launchers may fire specialty ammo The numerical value of this ability indicates the number of extra Narc beacon attacks the unit can deliver in a single turn.
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.
Recon	RCN	Adds to Battlefield Intelligence Rating RCN= 2.



Inner Sphere

Medium Mechs

GRF-1N
GRIFFIN

#15

TP: **BM** SZ: **2** TMM: **2** MV: **10"**
ROLE: **Sniper** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **2** **2**OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○
S: ●●●●●

SPECIAL: 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

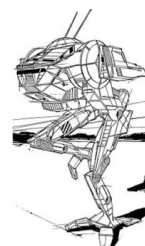
+ BATTLETECH

CDA-2A
CICADA

#16

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **1** **0**OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ●●●

SPECIAL: ENE



CRITICAL HITS

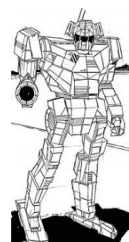
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH

CLNT-2-3T
CLINT

#17

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

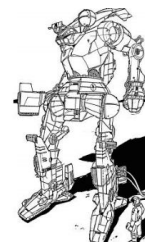
+ BATTLETECH

HCT-3F
HATCHETMAN

#18

TP: **BM** SZ: **2** TMM: **1** MV: **8"**
ROLE: **Brawler** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **0**OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○
S: ●●●●

SPECIAL: AC1/1/-, MEL



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



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Energy	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Melee	MEL	<p>The 'mech is equipped with a physical attack weapon, and add 1 additional point of physical attack damage on a successful melee-type physical attack.</p>



Inner Sphere

Medium Mechs

PXH-1
PHOENIX HAWK

#19

TP: BM SZ: 2 TMM: 2 MV: 12"j
ROLE: Skirmisher SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 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

+ BATTLETECH

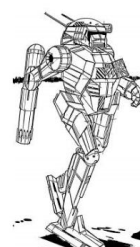
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VND-1R
VINDICATOR

#20

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Brawler SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

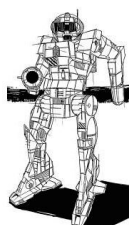
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ENF-4R
ENFORCER

#21

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Skirmisher SKILL: DAMAGE S (+0) M (+2) L (+4)
3 2 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

SPECIAL: AC1/1/-

ALPHA STRIKE STATS

+ BATTLETECH

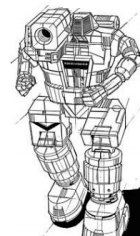
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HBK-4G
HUNCHBACK

#22

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Juggernaut SKILL: DAMAGE S (+0) M (+2) L (+4)
4 3 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

SPECIAL: AC2/2/-

ALPHA STRIKE STATS

+ BATTLETECH

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Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

Medium Mechs

SHD-2H

SHADOW HAWK

#23

TP: BM SZ: 2 TMM: 2 MV: 10"/6"
ROLE: Skirmisher SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF0*



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

DV-6M

DERVISH

#24

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: 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

+ BATTLETECH

CDA-2A

CICADA

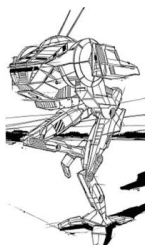
#25

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

+ BATTLETECH

VND-1R

VINDICATOR

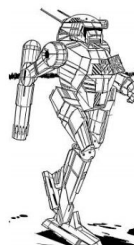
#26

TP: BM SZ: 2 TMM: 1 MV: 8"
ROLE: Brawler SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: IF0*



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special *Unit*

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Energy	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>



Inner Sphere

Medium Mechs

CN9-A
CENTURION

#27

TP: BM SZ: 2 TMM: 1 MV: 8"
ROLE: Brawler SKILL:DAMAGE S (+0) M (+2) L (+4)
2 3 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ○○○○

SPECIAL: AC1/1/-, IF1, REAR1/1/0



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

TBT-5N
TREBUCHET

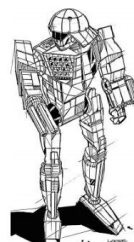
#28

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

SPECIAL: 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

BATTLETECH

WVR-6R
WOLVERINE

#29

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: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

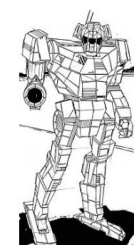
BATTLETECH

CLNT-2-3T
CLINT

#30

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

BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>



Inner Sphere

Medium Mechs

DV-6M
DERVISH

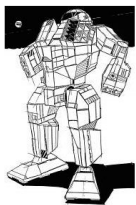
#31

TP: BM SZ: 2 TMM: 2 MV: 10"j
ROLE: Missile Boat SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

SPECIAL: 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

BATTLETECH

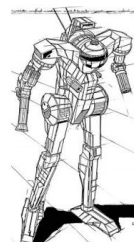
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VL-2T
VULCAN

#32

TP: BM SZ: 2 TMM: 2 MV: 12"j
ROLE: Scout SKILL: DAMAGE S (+0) M (+2) L (+4)
2 1 0*

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

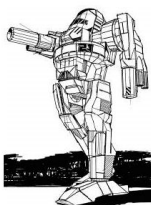
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BJ-1
BLACKJACK

#33

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Sniper SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 0*

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

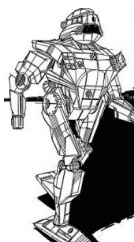
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WTH-1
WHITWORTH

#34

TP: BM SZ: 2 TMM: 1 MV: 8"j
ROLE: Missile Boat SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

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Special *Unit*

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
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Inner Sphere

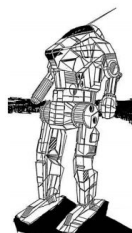
Medium Mechs

ASN-21
ASSASSIN

#35

TP: **BM** SZ: **2** TMM: **3** MV: **14"**
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **1** **0***OV: **0** | HEAT SCALE **1 2 3 S**A: ○○
S: ○○○

SPECIAL: IF0*



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CRITICAL HITS

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

ALPHA STRIKE STATS

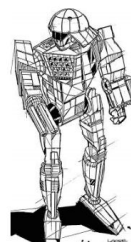
BATTLETECH

TBT-5N
TREBUCHET

#36

TP: **BM** SZ: **2** TMM: **2** MV: **10"**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **2**OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ○○○○

SPECIAL: IF1



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CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
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Inner Sphere

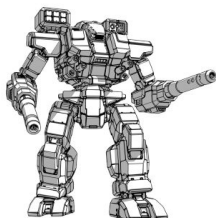
Heavy Mechs

WHM-6R
WARHAMMER

#37

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Brawler SKILL:DAMAGE S (+0) M (+2) L (+4)
3 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

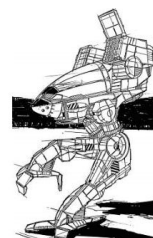
BATTLETECH

CPLT-C1
CATAPULT

#38

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
2 3 2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

QKD-4G
QUICKDRAW

#39

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL:DAMAGE S (+0) M (+2) L (+4)
2 3 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

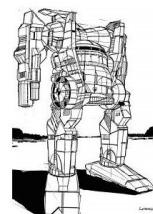
BATTLETECH

JMB-S
JAGERMECH

#40

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Sniper SKILL:DAMAGE S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Long Range Missiles	LRM #/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

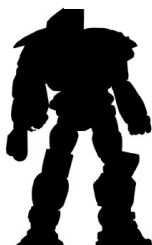
Heavy Mechs

TDR-5S
THUNDERBOLT

#41

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Brawler** SKILL: DAMAGE S (+0) M (+2) L (+4)
3 **3** **1**OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●●●

SPECIAL: 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

+ BATTLETECH

ON1-K
ORION

#42

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Brawler** SKILL: DAMAGE S (+0) M (+2) L (+4)
3 **3** **1**OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●●●

SPECIAL: 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

+ BATTLETECH

GHR-5H
GRASSHOPPER

#43

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Skirmisher** SKILL: DAMAGE S (+0) M (+2) L (+4)
3 **4** **0***OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●●●

SPECIAL: IF0*



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

DRG-1N
DRAGON

#44

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Skirmisher** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **2**OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○
S: ●●●●●

SPECIAL: IF1, REAR1/1-



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>

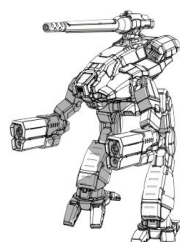


Inner Sphere

Heavy Mechs

MAD-3R
MARAUDER

#45

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 3 3OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ○○○○○○

CRITICAL HITS

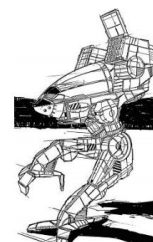
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH

CPLT-C1
CATAPULT

#46

TP: **BM** SZ: **3** TMM: **1** MV: **8"**j
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 3 2OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ○○○○○○

CRITICAL HITS

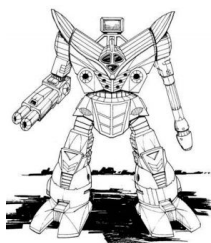
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH

GLT-3N
GUILLotine

#47

TP: **BM** SZ: **3** TMM: **1** MV: **8"**j
ROLE: **Skirmisher** SKILL: DAMAGE S (+0) M (+2) L (+4)
4 4 0OV: **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

SPECIAL: CASE

ALPHA STRIKE STATS

+ BATTLETECH

CTF-1X
CATAPHRACT

#48

TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Brawler** SKILL: DAMAGE S (+0) M (+2) L (+4)
3 3 1OV: **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

SPECIAL: AC1/1/-, REAR1/1/-

ALPHA STRIKE STATS

+ BATTLETECH



Special *Unit*

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Long Range Missiles	LRM #/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>
CASE	CASE	<p>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.</p> <p>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).</p>



Inner Sphere

Heavy Mechs

RFL-3N
RIFLEMAN

#49

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

+ BATTLETECH

ALPHA STRIKE STATS

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CRD-3R
CRUSADER

#50

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2

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

+ BATTLETECH

ALPHA STRIKE STATS

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GHR-5H
GRASSHOPPER

#51

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Skirmisher SKILL:DAMAGE S (+0) M (+2) L (+4)
3 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

+ BATTLETECH

ALPHA STRIKE STATS

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ARC-2R
ARCHER

#52

TP: BM SZ: 3 TMM: 1 MV: 8"
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
2 3 3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

CRITICAL HITS

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

+ BATTLETECH

ALPHA STRIKE STATS

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Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Long Range Missiles	LRM #/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

Heavy Mechs

DRG-1N

DRAGON

x

#53

+

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Skirmisher** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 2 2OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○
S: ●●●●●

SPECIAL: IF1, REAR1/1/-



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CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

QKD-4G

QUICKDRAW

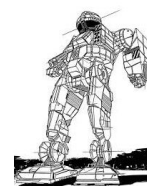
x

#54

+

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Skirmisher** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 3 1OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●●●

SPECIAL: IF1, REAR1/1/-



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CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>



Inner Sphere

Assault Mechs

BLR-1G
BATTLEMASTER

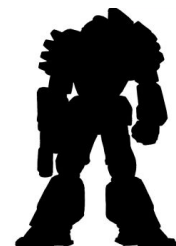
#55

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Brawler SKILL:DAMAGE S (+0) M (+2) L (+4)
3 3 1

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: REAR1/1/-



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

ZEU-6S
ZEUS

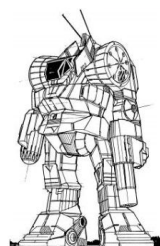
#56

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Sniper SKILL:DAMAGE S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF1, REAR1/1/-



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

CP-10-Z
CYCLOPS

#57

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Juggernaut SKILL:DAMAGE S (+0) M (+2) L (+4)
3 3 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

+ BATTLETECH

BNC-3E
BANSHEE

#58

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Sniper SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●●●●

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>



Inner Sphere

Assault Mechs

AS7-D
ATLAS

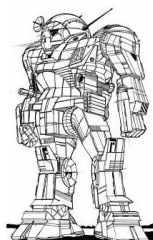
#59

TP: BM SZ: 4 TMM: 1 MV: 6"
ROLE: Juggernaut SKILL: DAMAGE S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○○○○

SPECIAL: AC2/2/-, IF1, LRM1/1/1, REAR1/1/-



CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

STK-3F
STALKER

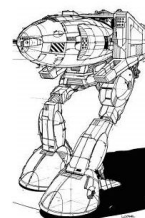
#60

TP: BM SZ: 4 TMM: 1 MV: 6"
ROLE: Juggernaut SKILL: DAMAGE S (+0) M (+2) L (+4)
3 4 2

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○○○

SPECIAL: 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

BATTLETECH

VTR-9B
VICTOR

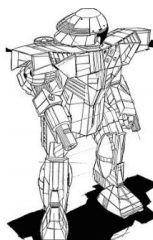
#61

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Skirmisher SKILL: DAMAGE S (+0) M (+2) L (+4)
4 4 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

BATTLETECH

AS7-D
ATLAS

#62

TP: BM SZ: 4 TMM: 1 MV: 6"
ROLE: Juggernaut SKILL: DAMAGE S (+0) M (+2) L (+4)
5 5 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○○○○

SPECIAL: AC2/2/-, IF1, LRM1/1/1, REAR1/1/-



CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Long Range Missiles	LRM #/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

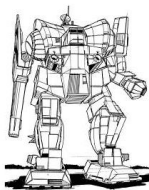
Assault Mechs

AWS-8Q
AWESOME

#63

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

+ BATTLETECH

BNC-3E
BANSHEE

#64

TP: **BM** SZ: **4** TMM: **1** MV: **8"**
ROLE: **Sniper** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **2** **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

+ BATTLETECH

CGR-1A1
CHARGER

#65

TP: **BM** SZ: **4** TMM: **2** MV: **10"**
ROLE: **Scout** SKILL: DAMAGE S (+0) M (+2) L (+4)
2 **0** **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

+ BATTLETECH

SHG-2E
SHOGUN

#66

TP: **BM** SZ: **4** TMM: **1** MV: **6"**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
3 **3** **3**OV: **2** | HEAT SCALE **1 2 3 S**A: ○○○○○○○○
S: ○○○○○○

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

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Energy	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>
Long Range Missiles	LRM #/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>
CASE	CASE	<p>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.</p> <p>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).</p>
Short Range Missiles	SRM #/#	<p>Unit delivers # damage with its SRM weapons; can use alternate SRM ammo.</p> <p>May fire SRMs as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

Assault Mechs

CP-10-Z
CYCLOPS

#67

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Juggernaut SKILL: DAMAGE S (+0) M (+2) L (+4)
3 3 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

+ BATTLETECH

ZEU-6S
ZEUS

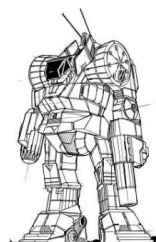
#68

TP: BM SZ: 4 TMM: 1 MV: 8"
ROLE: Sniper SKILL: DAMAGE S (+0) M (+2) L (+4)
3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●●

SPECIAL: IF1, REAR1/1/-



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

AWS-8Q
AWESOME

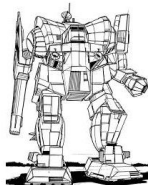
#69

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

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
Energy	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>

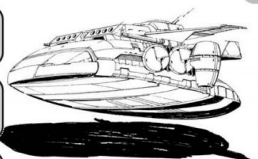


Inner Sphere

Medium Armor

(Standard) **KANGA MEDIUM HOVERTANK** **#A131**TP: **CV** SZ: **2** TMM: **3** MV: **16"h/12"**
ROLE: **Striker** SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2OV: **0** | HEAT SCALE 1 2 3 SA: ○○
S: ●●

SPECIAL: EE, IF1, SRCH



CRITICAL HITS

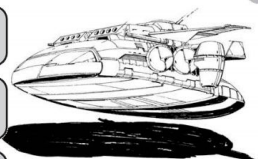
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○○ MV

ALPHA STRIKE STATS

+ BATTLETECH

(Standard) **KANGA MEDIUM HOVERTANK** **#A132**TP: **CV** SZ: **2** TMM: **3** MV: **16"h/12"**
ROLE: **Striker** SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 2OV: **0** | HEAT SCALE 1 2 3 SA: ○○
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 ○○ MV

ALPHA STRIKE STATS

+ BATTLETECH

(Standard) **CONDOR HEAVY HOVER TANK** **#A119**TP: **CV** SZ: **2** TMM: **3** MV: **16"h**
ROLE: **Striker** SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 1OV: **0** | HEAT SCALE 1 2 3 SA: ○○○
S: ●●●

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



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

(Standard) **CONDOR HEAVY HOVER TANK** **#A120**TP: **CV** SZ: **2** TMM: **3** MV: **16"h**
ROLE: **Striker** SKILL:DAMAGE S (+0) M (+2) L (+4)
2 2 1OV: **0** | HEAT SCALE 1 2 3 SA: ○○○
S: ●●●

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



CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

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#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
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,...).



Inner Sphere

Heavy Armor

(Standard)

BURKE DEFENSE TANK

#A118

TP: CV SZ: 3 TMM: 0 MV: 4"t
ROLE: Sniper SKILL:DAMAGE S (+0) M (+2) L (+4)
3 4 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○
S: ○○○○

SPECIAL: IF1, SRCH, 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 ○○ MV

ALPHA STRIKE STATS

+ BATTLETECH

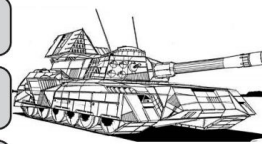
VNL-K65N

VON LUCKNER HEAVY TANK

#A42

TP: CV SZ: 3 TMM: 1 MV: 6"t
ROLE: Juggernaut SKILL:DAMAGE S (+0) M (+2) L (+4)
5 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○SPECIAL: AC2/2/-, REAR0*1/1, SRCH,
SRM2/2, TUR(4/4/-, SRM2/2, AC2/2/-)

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

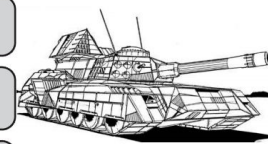
VNL-K65N

VON LUCKNER HEAVY TANK

#A43

TP: CV SZ: 3 TMM: 1 MV: 6"t
ROLE: Juggernaut SKILL:DAMAGE S (+0) M (+2) L (+4)
5 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○SPECIAL: AC2/2/-, REAR0*1/1, SRCH,
SRM2/2, TUR(4/4/-, SRM2/2, AC2/2/-)

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH

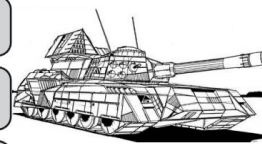
VNL-K65N

VON LUCKNER HEAVY TANK

#A94

TP: CV SZ: 3 TMM: 1 MV: 6"t
ROLE: Juggernaut SKILL:DAMAGE S (+0) M (+2) L (+4)
5 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ○○○○SPECIAL: AC2/2/-, REAR0*1/1, SRCH,
SRM2/2, TUR(4/4/-, SRM2/2, AC2/2/-)

CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
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,...).
Short Range Missiles	SRM #/#	<p>Unit delivers # damage with its SRM weapons; can use alternate SRM ammo.</p> <p>May fire SRMs as an alternative weapon attack instead of a standard weapon attack.</p>
Autocannon	AC #/#/#	<p>Unit delivers # damage with its AC weapons; can use alternate AC ammo.</p> <p>May fire AC as an alternative weapon attack instead of a standard weapon attack.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>



Inner Sphere

Assault Armor

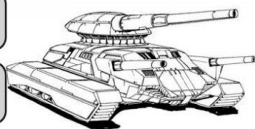
PAT-005

PUMA ASSAULT TANK

✕ #A100

TP: CV SZ: 4 TMM: 1 MV: 6"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
4 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●SPECIAL: IF2, LRM1/2/2, REAR1/-/, SRCH,
TUR(1/1/1)

CRITICAL HITS

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

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ALPHA STRIKE STATS

✕ BATTLETECH

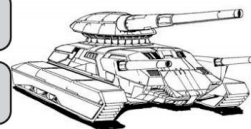
PAT-005

PUMA ASSAULT TANK

✕ #A101

TP: CV SZ: 4 TMM: 1 MV: 6"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
4 5 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●●SPECIAL: IF2, LRM1/2/2, REAR1/-/, SRCH,
TUR(1/1/1)

CRITICAL HITS

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

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ALPHA STRIKE STATS

✕ BATTLETECH

(Standard)

RHINO FIRE SUPPORT TANK

✕ #A102

TP: CV SZ: 4 TMM: 1 MV: 6"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
3 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●SPECIAL: IF2, LRM1/2/2, SRCH, TUR(2/3/2,
LRM1/2/2, IF2)

CRITICAL HITS

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

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ALPHA STRIKE STATS

✕ BATTLETECH

(Standard)

RHINO FIRE SUPPORT TANK

✕ #A103

TP: CV SZ: 4 TMM: 1 MV: 6"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
3 4 3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●SPECIAL: IF2, LRM1/2/2, SRCH, TUR(2/3/2,
LRM1/2/2, IF2)

CRITICAL HITS

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

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ALPHA STRIKE STATS

✕ BATTLETECH



Special

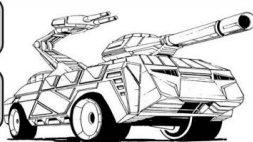
Unit

Indirect Fire	IF#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>
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,...).
Rear Weapons	REAR #/#/#	<p>Unit has been equipped with a significant number of rear-facing weapons.</p> <p>Can be fired instead of, or together with forward arc weapons but if shot together, reduce forward damage by the rear weapon value.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailing.</p>
Long Range Missiles	LRM#/#/#	<p>Unit delivers # damage with its LRM weapons; can use alternate LRM ammo.</p> <p>May fire LRMs as an alternative weapon attack instead of a standard weapon attack.</p>



Inner Sphere

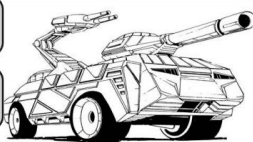
Artillery

[Standard] **THOR ARTILLERY VEHICLE** **#A123**TP: **CV** SZ: **2** TMM: **2** MV: **10"w**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●**CRITICAL HITS**ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○○ MV

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

ALPHA STRIKE STATS**BATTLETECH**[Standard] **THOR ARTILLERY VEHICLE** **#A124**TP: **CV** SZ: **2** TMM: **2** MV: **10"w**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●**CRITICAL HITS**ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○○ MV

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

ALPHA STRIKE STATS**BATTLETECH**[Standard] **THOR ARTILLERY VEHICLE** **#A125**TP: **CV** SZ: **2** TMM: **2** MV: **10"w**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●**CRITICAL HITS**ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○○ MV

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

ALPHA STRIKE STATS**BATTLETECH**[Standard] **THOR ARTILLERY VEHICLE** **#A126**TP: **CV** SZ: **2** TMM: **2** MV: **10"w**
ROLE: **Missile Boat** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 1 0OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●●**CRITICAL HITS**ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○+2 To-Hit Each
WEAPONS ○○○○-1 Damage Each
MOTIVE ○○-2 MV ○○½ MV ○○ MV

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

ALPHA STRIKE STATS**BATTLETECH**



Special Unit

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.
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).
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,...).



Inner Sphere

Artillery

LT-MOB-25
MOBILE LONG TOM ARTILLERY #03TP: CV SZ: 2 TMM: 0 MV: 4"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

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

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE PV: 5
W6 1-3TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE PV: 5
W6 4-6TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY #04TP: CV SZ: 2 TMM: 0 MV: 4"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

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

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE PV: 5
W6 1-3TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE PV: 5
W6 4-6TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

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 use their 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.



Inner Sphere

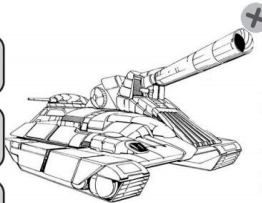
Artillery

(Standard)
MARKSMAN ARTILLERY VEHICLE #A127TP: CV SZ: 3 TMM: 1 MV: 8"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

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



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CRITICAL HITS

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

ALPHA STRIKE STATS

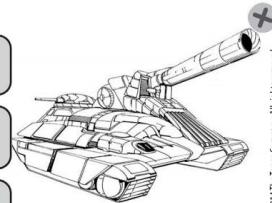
+ BATTLETECH

(Standard)
MARKSMAN ARTILLERY VEHICLE #A128TP: CV SZ: 3 TMM: 1 MV: 8"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

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



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CRITICAL HITS

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

ALPHA STRIKE STATS

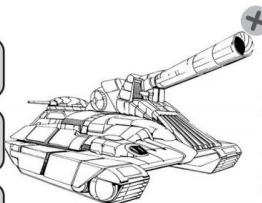
+ BATTLETECH

(Standard)
MARKSMAN ARTILLERY VEHICLE #A129TP: CV SZ: 3 TMM: 1 MV: 8"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

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



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CRITICAL HITS

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

ALPHA STRIKE STATS

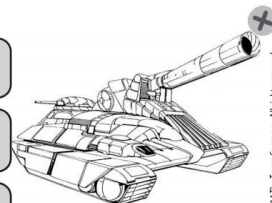
+ BATTLETECH

(Standard)
MARKSMAN ARTILLERY VEHICLE #A130TP: CV SZ: 3 TMM: 1 MV: 8"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 1 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

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



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CRITICAL HITS

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

ALPHA STRIKE STATS

+ BATTLETECH



Special *Unit*

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.
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,...).



Inner Sphere

Artillery

LT-MOB-25
MOBILE LONG TOM ARTILLERY #03TP: CV SZ: 2 TMM: 0 MV: 4"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

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

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE PV: 5
W6 1-3TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE PV: 5
W6 4-6TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY #04TP: CV SZ: 2 TMM: 0 MV: 4"t
ROLE: Missile Boat SKILL:DAMAGE S (+0) M (+2) L (+4)
1 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●●●

CRITICAL HITS

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

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

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY AMMUNITION CARRIAGE PV: 5
W6 1-3TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH

LT-MOB-25
MOBILE LONG TOM ARTILLERY SUPPORT CARRIAGE PV: 5
W6 4-6TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL:DAMAGE S (+0) M (+2) L (+4)
0 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ●

CRITICAL HITS

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

SPECIAL: CT5, EE, ENE, HTC, SRCH

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

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 use their 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.



Inner Sphere

Infantry

(Laser)

FOOT PLATOON



#i05

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **1** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS



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(Laser)

FOOT PLATOON



#i06

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **1** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS



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(MG)

FOOT PLATOON



#i49

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **0** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS



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(MG)

FOOT PLATOON



#i50

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE S (+0) M (+2) L (+4)
1 **0** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS



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Special *Unit*

Cargo	CAR#	CAR# Unit occupies # tons of transport space. Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).
AM	Anti-'Mech	Enables infantry swarming attacks. Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i> . <i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i>



Inner Sphere

Infantry

[SRM]
FOOT PLATOON

#i51

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

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

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[SRM]
FOOT PLATOON

#i52

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

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

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[Laser]
FOOT PLATOON

#i07

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

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

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[Laser]
FOOT PLATOON

#i53

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

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

A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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Special *Unit*

Cargo	CAR#	<p>CAR# Unit occupies # tons of transport space.</p> <p>Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).</p>
AM	Anti-'Mech	<p>Enables infantry swarming attacks.</p> <p>Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i>.</p> <p><i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i></p>



Inner Sphere

Infantry

[MG]
FOOT PLATOON

#i54

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE
S (+0) M (+2) L (+4)
1 **0** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[MG]
FOOT PLATOON

#i55

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE
S (+0) M (+2) L (+4)
1 **0** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[SRM]
FOOT PLATOON

#i56

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE
S (+0) M (+2) L (+4)
1 **1** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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[SRM]
FOOT PLATOON

#i46

TP: **CI** SZ: **1** TMM: **0** MV: **2"**f
ROLE: **Ambusher** SKILL: DAMAGE
S (+0) M (+2) L (+4)
1 **1** **0**A: ○○
S: ●

SPECIAL: AM, CAR3

ALPHA STRIKE STATS

BATTLETECH

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Special *Unit*

Cargo	CAR#	<p>CAR# Unit occupies # tons of transport space.</p> <p>Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).</p>
AM	Anti-'Mech	<p>Enables infantry swarming attacks.</p> <p>Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i>.</p> <p><i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i></p>



Inner Sphere

Infantry

F-10
CHEETAH #F15

TP: AF SZ: 1 MV: 12a

ROLE: Interceptor SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○○○○○

TH 1

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

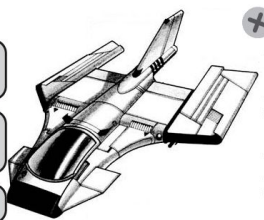
SPECIAL: BOMB1, ENE, FUEL16, PNT1, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH



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F-10
CHEETAH #F16

TP: AF SZ: 1 MV: 12a

ROLE: Interceptor SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
S: ○○○○○○

TH 1

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

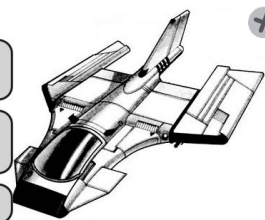
SPECIAL: BOMB1, ENE, FUEL16, PNT1, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH



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CSR-V12
CORSAIR #F23

TP: AF SZ: 2 MV: 6a

ROLE: Dogfighter SKILL:

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○

TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

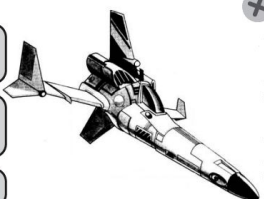
SPECIAL: BOMB2, ENE, FUEL20, PNT1, REAR1/-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH



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CSR-V12
CORSAIR #F24

TP: AF SZ: 2 MV: 6a

ROLE: Dogfighter SKILL:

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ○○○

TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

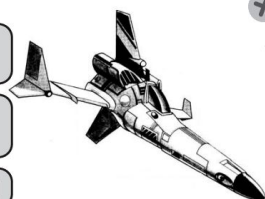
SPECIAL: BOMB2, ENE, FUEL20, PNT1, REAR1/-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

+ BATTLETECH



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Special

Unit

Bomb	BOMB#	<p>Unit can carry bombs.</p> <p>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.)</p> <p>Each bomb a unit carries reduces its Thrust value by 1.</p> <p>A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario.</p>
Fuel	FUEL#	<p>Maneuvers on the Capital Radar Map will expend fuel.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.</p>
Space-flight-Capable	SPC	<p>To operate in any sector on the Capital Radar Map.</p>
Short Takeoff & Landing	VSTOL	<p>The runway area must be at least 8 inches long for takeoff and 4 inches for landing.</p>
Point Defence	PNT#	<p>The point defense system may engage Arrow IV, capital or sub-capital missiles and IF, SRM, and LRM specials.</p> <p>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.</p> <p>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.</p>
Energie	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>



Inner Sphere

Infantry

SL-17
SHILONE

#F65

TP: **AF** SZ: **2** MV: **6a**ROLE: **Fire-Support** SKILL:

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	2	0

OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●TH **2**

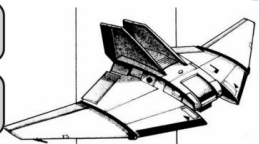
CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

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

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

F-90
STINGRAY

#F19

TP: **AF** SZ: **2** MV: **6a**ROLE: **Dogfighter** SKILL:

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	1	0

OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●TH **2**

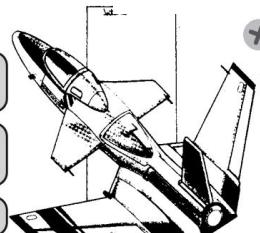
CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, ENE, FUEL20, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

STU-K5
STUKA

#F25

TP: **AF** SZ: **3** MV: **5a**ROLE: **Attack** SKILL:

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

OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○○○
S: ●●●●●TH **3**

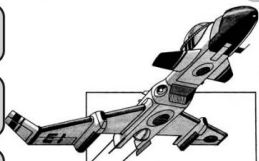
CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

STU-K5
STUKA

#F26

TP: **AF** SZ: **3** MV: **5a**ROLE: **Attack** SKILL:

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

OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○○○
S: ●●●●●TH **3**

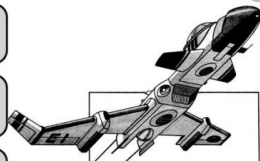
CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Bomb	BOMB#	<p>Unit can carry bombs.</p> <p>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.)</p> <p>Each bomb a unit carries reduces its Thrust value by 1.</p> <p>A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario.</p>
Fuel	FUEL#	<p>Maneuvers on the Capital Radar Map will expend fuel.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.</p>
Space-flight-Capable	SPC	<p>To operate in any sector on the Capital Radar Map.</p>
Short Takeoff & Landing	VSTOL	<p>The runway area must be at least 8 inches long for takeoff and 4 inches for landing.</p>
Point Defence	PNT#	<p>The point defense system may engage Arrow IV, capital or sub-capital missiles and IF, SRM, and LRM specials.</p> <p>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.</p> <p>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.</p>
Energie	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>



Clan Wolf- Special Characters

Golden Keshik

A **GLADIATOR (EXECUTIONER)** **PV: 87**

#92 ilKhan Ulric Kerensky

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

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

OV: **2** | 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 STATS **BATTLETECH**



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Clan Wolf- Special Characters

13th Wolf Guards

"Widowmaker" **DAISHI (DIRE WOLF)** **PV: 107**

#30 SCol N. Kerensky

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

DAMAGE S (+0) M (+2) L (+4)
7 7 6

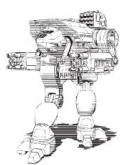
OV: **3** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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"Grinner" **WOLF HOUND IIC** **PV: 47**

#IS296 SCom Phelan Kell

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

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



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Special

Unit

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.
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 tailing.
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.
Energie	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.



Clan Wolf

279th Battle Cluster

B **ULLER (KIT FOX)** **PV: 36**

#108 SCom Lizzer

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

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

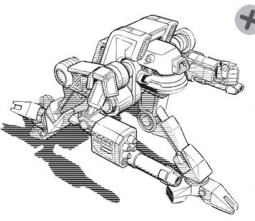
OV: **0** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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Prime **PUMA (ADDER)** **PV: 37**

#159 MW Moddat

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

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

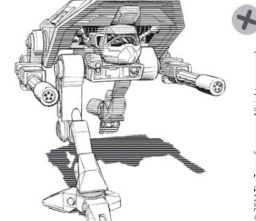
OV: **1** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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Prime **DASHER (FIRE MOTH)** **PV: 23**

#18 MW Baller

TP: **BM** SZ: **1** TMM: **4** MV: **26"**
ROLE: **Striker** SKILL: **2**

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

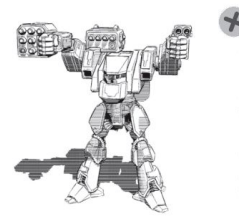
OV: **0** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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Prime **FENRIS (ICE FERRET)** **PV: 47**

#158 MW Stamm

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

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

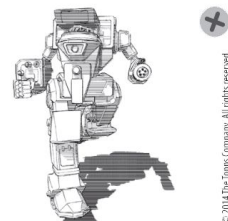
OV: **0** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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Prime **KOSHI (MIST LYNX)** **PV: 29**

#152 MW Laureus

TP: **BM** SZ: **1** TMM: **3** MV: **14"/12"**
ROLE: **Scout** SKILL: **2**

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

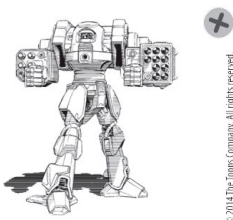
OV: **0** | HEAT SCALE **1 2 3 S**

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 STATS **BATTLETECH**



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Special

Unit

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.
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.
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.
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.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.



Clan Wolf

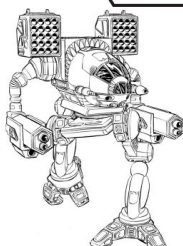
279th Battle Cluster

Prime
MAD CAT (TIMBER WOLF)

#84 SCpt Katya Kerensky

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Brawler** SKILL: **1**DAMAGE S (+0) M (+2) L (+4)
5 5 4OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●●

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

PV: **79**

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CRITICAL HITS

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

ALPHA STRIKE STATS

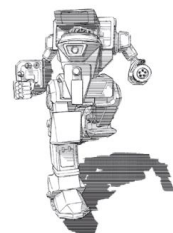
BATTLETECH

Prime
FENRIS (ICE FERRET)

#95 MW Elva

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Striker** SKILL: **2**DAMAGE S (+0) M (+2) L (+4)
3 3 2OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●

SPECIAL: CASE, OMNI, PRB, RCN

PV: **47**

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CRITICAL HITS

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

ALPHA STRIKE STATS

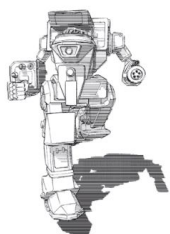
BATTLETECH

Prime
FENRIS (ICE FERRET)

#157 MW Coster

TP: **BM** SZ: **2** TMM: **3** MV: **16"**
ROLE: **Striker** SKILL: **2**DAMAGE S (+0) M (+2) L (+4)
3 3 2OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●

SPECIAL: CASE, OMNI, PRB, RCN

PV: **47**

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CRITICAL HITS

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

ALPHA STRIKE STATS

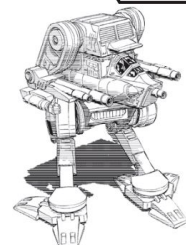
BATTLETECH

Prime
RYOKEN (STORMCROW)

#168 MW Ortilus

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: **Striker** SKILL: **2**DAMAGE S (+0) M (+2) L (+4)
5 5 2OV: **0** | HEAT SCALE **1 2 3 S**A: ○○○○○○
S: ●●●

SPECIAL: ENE, OMNI

PV: **54**

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CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH

Prime
PUMA (ADDER)

#19 MW Pollitra

TP: **BM** SZ: **1** TMM: **2** MV: **12"**
ROLE: SKILL: **3**DAMAGE S (+0) M (+2) L (+4)
3 3 3OV: **1** | HEAT SCALE **1 2 3 S**A: ○○○○
S: ●●

SPECIAL: ENE, OMNI, OVL

PV: **32**

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CRITICAL HITS

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

ALPHA STRIKE STATS

BATTLETECH



Special

Unit

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.
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.
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.
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.



Clan Wolf

4th Wolf Guards

A

DAISHI (DIRE WOLF) PV: 95

#82 SCol Jera Carns

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

DAMAGE	S (+0)	M (+2)	L (+4)
	7	8	5

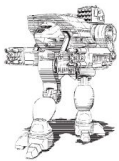
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

SPECIAL: AMS, 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 STATS **BATTLETECH**



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C

GLADIATOR (EXECUTIONER) PV: 75

#93 MW Nitfur

TP: BM SZ: 4 TMM: 2 MV: 10"/8"
ROLE: Missile Boat SKILL: 2

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

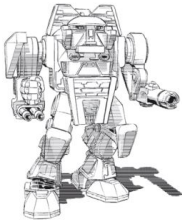
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

SPECIAL: CASE, IF2, OMNI

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**



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Prime

MAN O' WAR (GARGOYLE) PV: 49

#100 MW Aretha

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

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

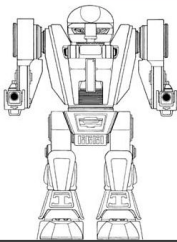
OV: 0 | HEAT SCALE 1 2 3 S

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 STATS **BATTLETECH**



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B

MASAKARI (WARHAWK) PV: 82

#165 MW Maise Ward

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

DAMAGE	S (+0)	M (+2)	L (+4)
	6	7	2

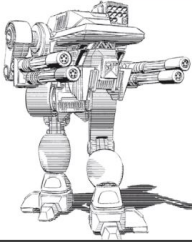
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●●

SPECIAL: CASE, OMNI, SNARC, 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 **BATTLETECH**



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Prime

MAN O' WAR (GARGOYLE) PV: 42

#164 MW Bannock

TP: BM SZ: 4 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 3

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

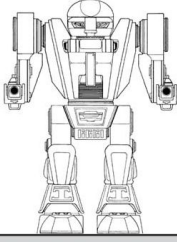
OV: 0 | HEAT SCALE 1 2 3 S

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 STATS **BATTLETECH**



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Special

Unit

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.
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.
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.
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.
Narc Missile Beacon	SNARC	A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any Indirect Fire (IF), LRM, or SRM attacks for the rest of the game unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum range of medium, while Compact Narc beacon launchers (CNARC) have a maximum range of Short. Instead of their normal attack, Narc launchers may fire specialty ammo The numerical value of this ability indicates the number of extra Narc beacon attacks the unit can deliver in a single turn.



Clan Wolf

4th Wolf Guards

Prime
MAD CAT (TIMBER WOLF)
#88 SCpt Forsinic

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Brawler SKILL: 1

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

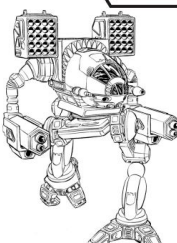
OV: 1 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



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Prime
MAD CAT (TIMBER WOLF)
#138 MW Thoreau

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

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

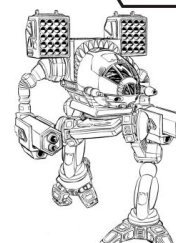
OV: 1 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



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Prime
VULTURE (MAD DOG)
#31 MW Cassiron

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

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

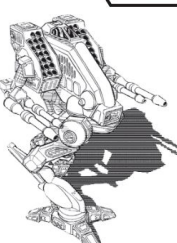
OV: 2 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



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B
THOR (SUMMONER)
#154 MW Nikita Ward

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Missile Boat SKILL: 1

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

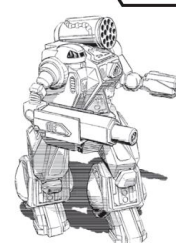
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: AMS, CASE, IF2, LRM2/2/2, OMNI, SNARC, 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 STATS + BATTLETECH



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Prime
LOKI (HELLBRINGER)
#155 MW Marcincius

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

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

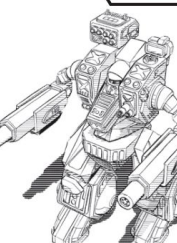
OV: 3 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



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Special Unit

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.
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.
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.
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.
Overheat Long	OVL	Unit can use Overheat ability at Long Range bracket.
Narc Missile Beacon	SNARC	A unit with the CNARC# or SNARC# special ability may make an extra weapon attack using its Narc missile beacon device. A unit hit by a Narc beacon will not suffer damage from the Narc itself, but will suffer 1 additional point of damage from any Indirect Fire (IF), LRM, or SRM attacks for the rest of the game unless the unit is within a friendly ECM bubble. Standard Narc beacon launchers (indicated by SNARC) have a maximum range of medium, instead of their normal attack, Narc launchers may fire specialty ammo. The numerical value of this ability indicates the number of extra Narc beacon attacks the unit can deliver in a single 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.
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.
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.



Clan Wolf

4th Wolf Guards

Prime
PUMA (ADDER)
#107 SCom Aleksandr

TP: BM SZ: 1 TMM: 2 MV: 12"
ROLE: Sniper SKILL: 2

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

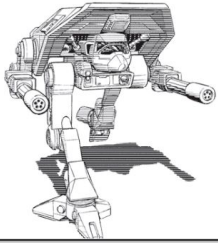
OV: 1 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



A
PUMA (ADDER)
#160 MW Regina

TP: BM SZ: 1 TMM: 2 MV: 12"
ROLE: Missile Boat SKILL: 2

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

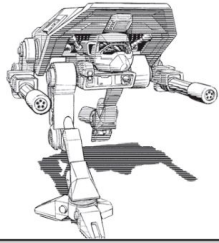
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: CASE, IF2, LRM2/2/2, OMNI

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

ALPHA STRIKE STATS + BATTLETECH



W
ULLER (KIT FOX)
#29 MW Errik

TP: BM SZ: 1 TMM: 2 MV: 12"
ROLE: Sniper SKILL: 2

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

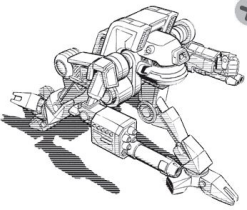
OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: ENE, OMNI

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



Prime
FENRIS (ICE FERRET)
#43 MW Israel

TP: BM SZ: 2 TMM: 3 MV: 16"
ROLE: Striker SKILL: 2

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

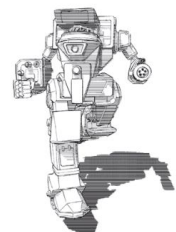
OV: 0 | HEAT SCALE 1 2 3 S

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 STATS + BATTLETECH



Prime
KOSHI (MIST LYNX)
#109 MW Canniv

TP: BM SZ: 1 TMM: 3 MV: 14"/12"
ROLE: Scout SKILL: 2

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 STATS + BATTLETECH





Special Unit

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.
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.
Overheat Long	OVL	Unit can use Overheat ability at Long 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.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.



Clan Wolf

4th Wolf Guards

Prime
JAGATAI

PV: 65

#L09 SCom Marita Ch'in

TP: AF SZ: 2 MV: 6a

ROLE: Fire-Support SKILL: 1

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

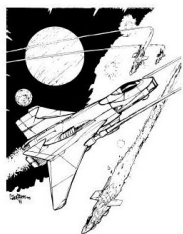
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

BATTLETECH

Prime
JAGATAI

PV: 57

#L10 Petton Leroux

TP: AF SZ: 2 MV: 6a

ROLE: Fire-Support SKILL: 2

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

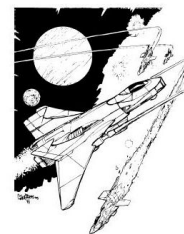
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

BATTLETECH

Prime
BATU

PV: 47

#L13 PCom Madiol

TP: AF SZ: 1 MV: 9a

ROLE: Fast Dogfighter SKILL: 2

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

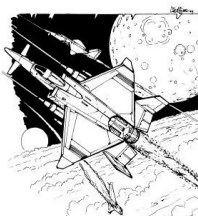
TH 2

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

BATTLETECH

Prime
BATU

PV: 47

#L14 Karah

TP: AF SZ: 1 MV: 9a

ROLE: Fast Dogfighter SKILL: 2

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

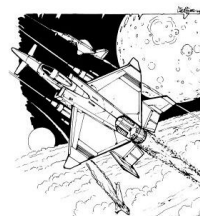
TH 2

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

BATTLETECH

A
JAGATAI

PV: 58

#L11 PCom Karah

TP: AF SZ: 2 MV: 6a

ROLE: Dogfighter SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	7	7	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

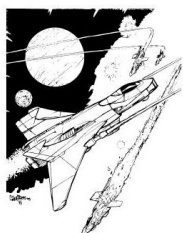
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

BATTLETECH



Special

Unit

Bomb	BOMB#	<p>Unit can carry bombs.</p> <p>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.)</p> <p>Each bomb a unit carries reduces its Thrust value by 1.</p> <p>A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario.</p>
Energie	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>
Fuel	FUEL#	<p>Maneuvers on the Capital Radar Map will expend fuel.</p>
Overheat Long	OVL	<p>Unit can use Overheat ability at Long Range bracket.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.</p>
Space-flight-Capable	SPC	<p>To operate in any sector on the Capital Radar Map.</p>
Short Takeoff & Landing	VSTOL	<p>The runway area must be at least 8 inches long for takeoff and 4 inches for landing.</p>



Clan Wolf

4th Wolf Guards

Prime
JAGATAI

PV: 57

#L12

Binnorc

TP: AF SZ: 2 MV: 6a

ROLE: Fire-Support SKILL: 2

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

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

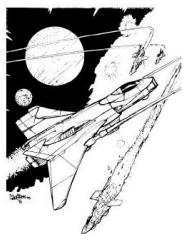
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

Prime
VISIGOTH

PV: 44

#L17

PCom Sallizia

TP: AF SZ: 2 MV: 7a

ROLE: Fast Dogfighter SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

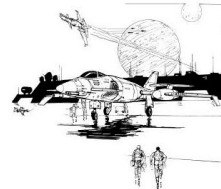
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

Prime
VISIGOTH

PV: 44

#L18

Ulliff

TP: AF SZ: 2 MV: 7a

ROLE: Fast Dogfighter SKILL: 3

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

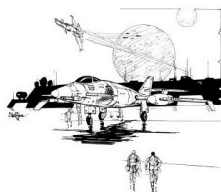
TH 3

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

Prime
BATU

PV: 47

#L28

PCom Nonnum

TP: AF SZ: 1 MV: 9a

ROLE: Fast Dogfighter SKILL: 2

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

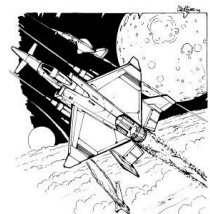
TH 2

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH

Prime
BATU

PV: 47

#L29

Jasa

TP: AF SZ: 1 MV: 9a

ROLE: Fast Dogfighter SKILL: 2

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

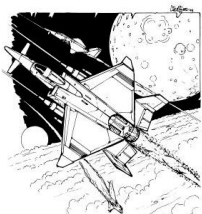
TH 2

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each



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ALPHA STRIKE STATS

+ BATTLETECH



Special

Unit

Bomb	BOMB#	<p>Unit can carry bombs.</p> <p>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.)</p> <p>Each bomb a unit carries reduces its Thrust value by 1.</p> <p>A bomb-carrying unit's card should list how many bombs the unit is carrying in the scenario.</p>
Energie	ENE	<p>A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.</p>
Fuel	FUEL#	<p>Maneuvers on the Capital Radar Map will expend fuel.</p>
Overheat Long	OVL	<p>Unit can use Overheat ability at Long Range bracket.</p>
Rear Weapons	REAR #/#/#	<p>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.</p> <p>Rear weapons <u>+1 to Hit modifier</u>, Fighter only tailling.</p>
Space-flight-Capable	SPC	<p>To operate in any sector on the Capital Radar Map.</p>
Short Takeoff & Landing	VSTOL	<p>The runway area must be at least 8 inches long for takeoff and 4 inches for landing.</p>
Point Defence	PNT#	<p>The point defense system may engage Arrow IV, capital or sub-capital missiles and IF, SRM, and LRM specials.</p> <p>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.</p> <p>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.</p>
Flak	FLK #/#/#	<p>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.</p>



Clan Wolf

4th Wolf Guards

C **VULTURE (MAD DOG)** **PV: 48**

#25 SCpt Skinner Ward

TP: **BM** SZ: 3 TMM: 2 MV: 10"
ROLE: **Sniper** SKILL: 1

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

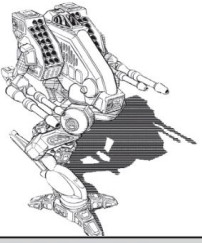
OV: 0 | HEAT SCALE 1 2 3 S

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 STATS **BATTLETECH**



Prime **RYOKEN (STORMCROW)** **PV: 54**

#169 MW Zella

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

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

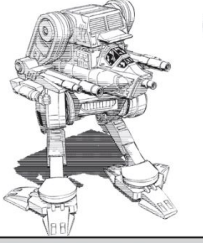
OV: 0 | HEAT SCALE 1 2 3 S

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 STATS **BATTLETECH**



A **BLACK HAWK (NOVA)** **PV: 48**

#162 MW Aletha

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

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

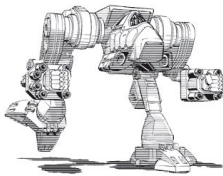
OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: AMS, 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 STATS **BATTLETECH**



A **BLACK HAWK (NOVA)** **PV: 41**

#163 MW Morill

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

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

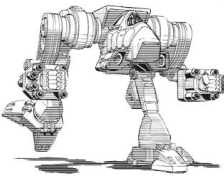
OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●●

SPECIAL: AMS, 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 STATS **BATTLETECH**



Prime **DRAGONFLY (VIPER)** **PV: 34**

#149 MW Hevva

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

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

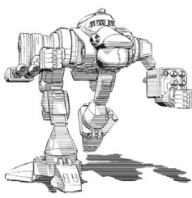
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●●●

SPECIAL: AMS, 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 STATS **BATTLETECH**





Special *Unit*

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.
Energy	ENE	A unit with this ability has little to no ammo to explode, and ignores Ammo Hit critical hits.
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.



Clan Wolf

4th Wolf Guards

[Laser]

ELEMENTAL BATTLE ARMOR

Squad 5 #i08

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Dena Shaw KILL: 2DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Laser]

ELEMENTAL BATTLE ARMOR

Squad 5 #i09

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom d. Sradac KILL: 1DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Flamer]

ELEMENTAL BATTLE ARMOR

#i10

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Bainbridge SKILL: 2DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, HT1/-, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

PV: 0

[MG]

ELEMENTAL BATTLE ARMOR

#i11

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom V. Tutola SKILL: 1DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

PV: 0

[MG]

ELEMENTAL BATTLE ARMOR

#i12

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Phan SKILL: 3DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

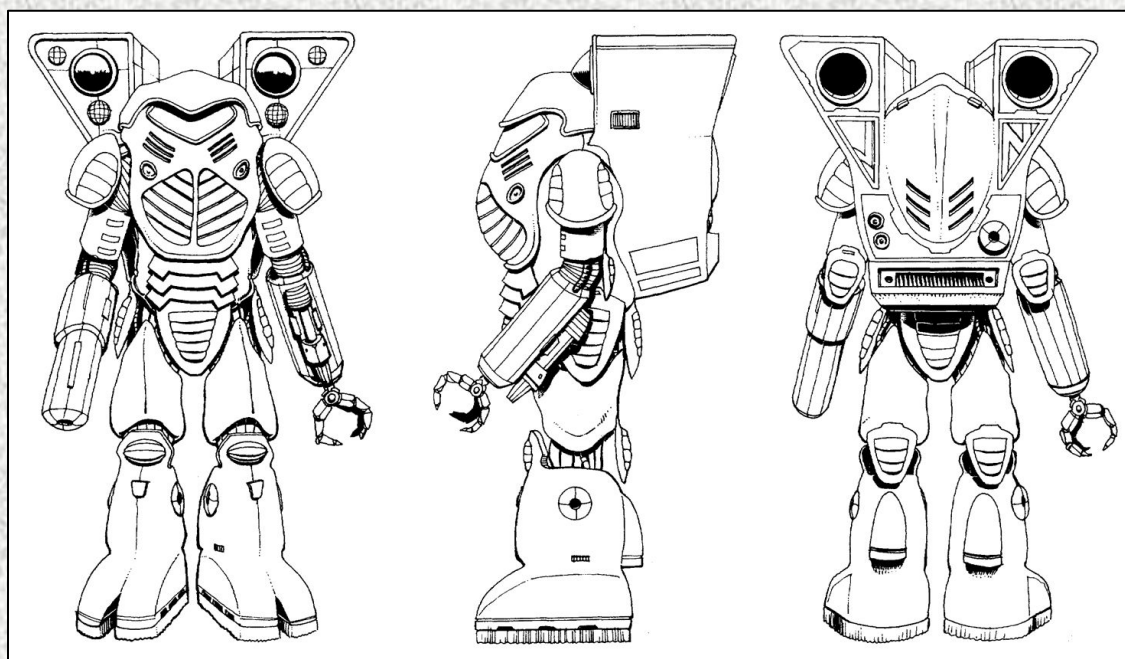
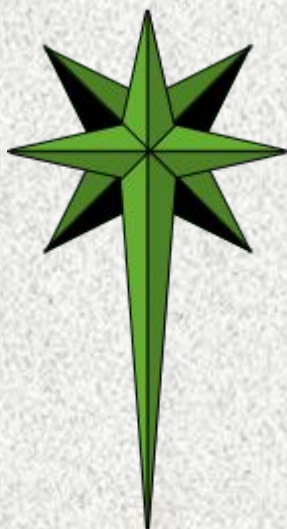
+ BATTLETECH

PV: 0



Special Unit

AM	Anti-'Mech	<p>Enables infantry swarming attacks.</p> <p>Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i>.</p> <p><i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i></p>
CAR5	Cargo	<p>CAR# Unit occupies # tons of transport space.</p> <p>Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).</p>
MEC	MEC	<p>Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.</p> <p><i>Mounting</i> to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni,</p> <p><i>Dismounting</i> to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.</p> <p>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.</p>
Heat	HT#/#/#	<p>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.</p>





Clan Wolf

328th Assault Cluster

[Laser]

ELEMENTAL BATTLE ARMOR

Squad 5 #i13

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: SCpt. H. Sradac KILL: 2

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Laser]

ELEMENTAL BATTLE ARMOR

Squad 5 #i14

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom L. Kerensky KILL: 1

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Flamer]

ELEMENTAL BATTLE ARMOR

#i15

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Dwanick SKILL: 2

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, HT1/-, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

PV: 0

[MG]

ELEMENTAL BATTLE ARMOR

#i16

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Thalia SKILL: 1

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

PV: 0

[MG]

ELEMENTAL BATTLE ARMOR

#i17

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: PCom Pharos SKILL: 3

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

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

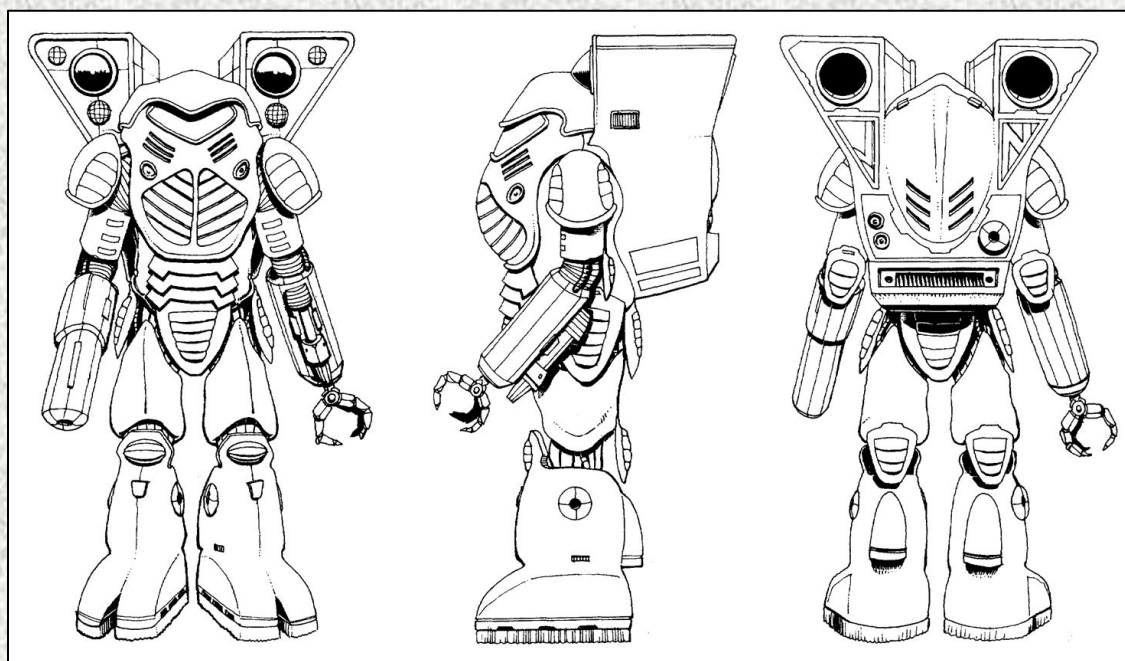
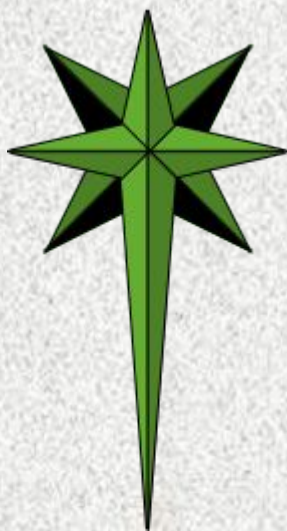
+ BATTLETECH

PV: 0



Special Unit

AM	Anti-'Mech	<p>Enables infantry swarming attacks.</p> <p>Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i>.</p> <p><i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i></p>
CAR5	Cargo	<p>CAR# Unit occupies # tons of transport space.</p> <p>Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).</p>
MEC	MEC	<p>Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.</p> <p><i>Mounting</i> to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni,</p> <p><i>Dismounting</i> to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.</p> <p>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.</p>
Heat	HT#/#/#	<p>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.</p>





Clan Wolf

328th Assault Cluster

Prime
MASAKARI (WARHAWK)
#102 MW Daphne

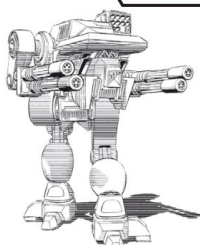
PV: 71

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

BATTLETECH

Prime
GLADIATOR (EXECUTIONER)
#26 MW Vsevolod

PV: 70

TP: BM SZ: 4 TMM: 2 MV: 10"/8"
ROLE: Sniper SKILL: 2DAMAGE 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 STATS

BATTLETECH

Prime
MAN O' WAR (GARGOYLE)
#101 MW Israel

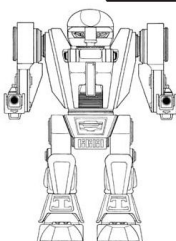
PV: 49

TP: BM SZ: 4 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 2DAMAGE 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 STATS

BATTLETECH

Prime
MAD CAT (TIMBER WOLF)
#139 MW Kellia

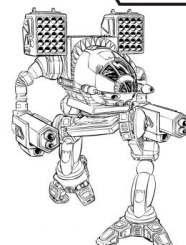
PV: 69

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Brawler SKILL: 2DAMAGE 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 STATS

BATTLETECH

Prime
DAISHI (DIRE WOLF)
#81 MW Estera

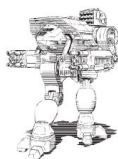
PV: 66

TP: BM SZ: 4 TMM: 1 MV: 6"
ROLE: Juggernaut SKILL: 3DAMAGE 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 STATS

BATTLETECH



Special

Unit

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.
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.
Overheat Long	OVL	Unit can use Overheat ability at Long 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.
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#	<p>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.</p> <p>Because they attack when other weapons cannot, damage from an indirect attack applies in place of the unit's normal weapon attack.</p> <p>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.</p> <p>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.</p>



Clan Wolf

328th Assault Cluster

MAD CAT (TIMBER WOLF)
#87 SCom Domask Lewis

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: SKILL: **1**

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

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

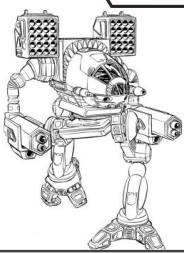
A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE, OMNI, REAR2/2/-

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

ALPHA STRIKE STATS **BATTLETECH**

PV: **73**



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MAN O' WAR (GARGOYLE)
#133 MW Frieda

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

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

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

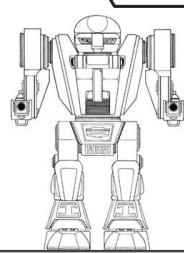
A: ○○○○○○○○
S: ●●●●

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 STATS **BATTLETECH**

PV: **62**



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MAN O' WAR (GARGOYLE)
#152 MW Binnet

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

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

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

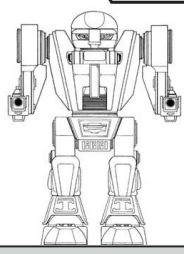
A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE, IF1, OMNI

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**

PV: **54**



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Prime DAISHI (DIRE WOLF)
#80 MW Grace

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

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

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

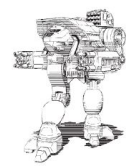
A: ○○○○○○○○○○
S: ●●●●

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 STATS **BATTLETECH**

PV: **66**



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Prime BLACK HAWK (NOVA)
#156 MW Lutharin

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

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

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

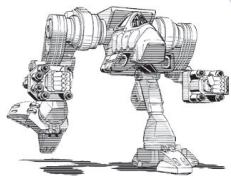
A: ○○○○○○
S: ●●●●

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 STATS **BATTLETECH**

PV: **44**



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Special

Unit

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.
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.
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 tailing.
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.



Clan Wolf

352nd Assault Cluster

[Laser]

ELEMENTAL BATTLE ARMOR

#i18

TP: BA SZ: 1 TMM: 1 MV: 6"j
SCpt. M. Shaw KILL: 2DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Laser]

ELEMENTAL BATTLE ARMOR

#i19

TP: BA SZ: 1 TMM: 1 MV: 6"j
PCom Nela Tutola KILL: 1DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[Flamer]

ELEMENTAL BATTLE ARMOR

#i20

TP: BA SZ: 1 TMM: 1 MV: 6"j
PCom Dendixen SKILL: 2DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, HT1/-, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[MG]

ELEMENTAL BATTLE ARMOR

#i31

TP: BA SZ: 1 TMM: 1 MV: 6"j
PCom Tamar SKILL: 1DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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ALPHA STRIKE STATS

+ BATTLETECH

[MG]

ELEMENTAL BATTLE ARMOR

#i32

TP: BA SZ: 1 TMM: 1 MV: 6"j
PCom Layna SKILL: 3DAMAGE S (+0) M (+2) L (+4)
2 1 0A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC



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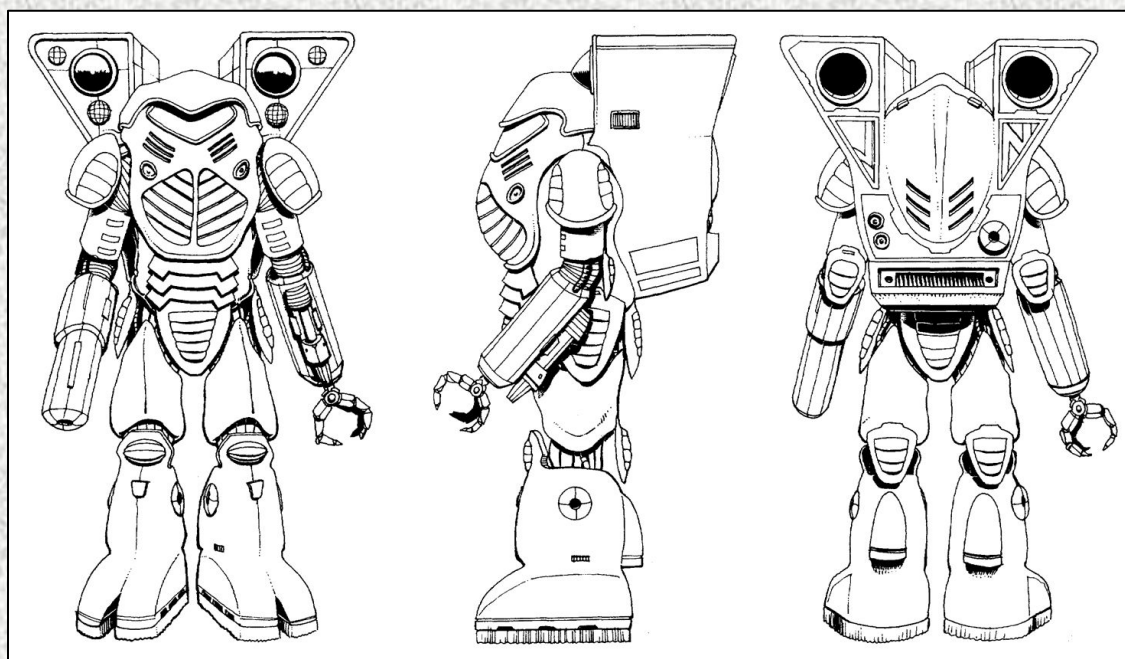
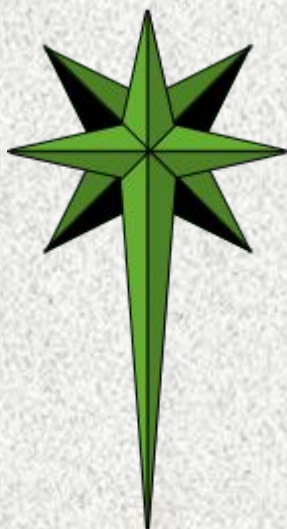
ALPHA STRIKE STATS

+ BATTLETECH



Special Unit

AM	Anti-'Mech	<p>Enables infantry swarming attacks.</p> <p>Attack against any ground units in base-to-base contact. Treated as a <i>physical attack</i>.</p> <p><i>Achtung IMMER! Waffenangriff oder Nahkampf je Runde!</i></p>
CAR5	Cargo	<p>CAR# Unit occupies # tons of transport space.</p> <p>Infantry can be carried by unit with infantry transport space (noted by the IT# special ability).</p>
MEC	MEC	<p>Battle Armor unit may ride on 'Mech or vehicle units with OMNI special.</p> <p><i>Mounting</i> to occur at the start of the transporting Omni's Movement Phase, at a cost of 2" of Move to the Omni,</p> <p><i>Dismounting</i> to occur at the end of the Omni's Movement Phase. BA may attack in the turn it dismounts, but it may not Move.</p> <p>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.</p>
Heat	HT#/#/#	<p>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.</p>





Thomas Reichel

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Nimrod

