

**BNC-5S**  
**BANSHEE** PV: 42

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

|        |             |             |             |
|--------|-------------|-------------|-------------|
| DAMAGE | S (+0)<br>4 | M (+2)<br>4 | L (+4)<br>4 |
|--------|-------------|-------------|-------------|

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**



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**ZEU-9T**  
**ZEUS** PV: 42

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

|        |             |             |             |
|--------|-------------|-------------|-------------|
| DAMAGE | S (+0)<br>4 | M (+2)<br>4 | L (+4)<br>3 |
|--------|-------------|-------------|-------------|

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
 S: ●●●●

SPECIAL: CASE, IF1

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

ALPHA STRIKE STATS **BATTLETECH**



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**ON1-MD**  
**ORION** PV: 40

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

|        |             |             |             |
|--------|-------------|-------------|-------------|
| DAMAGE | S (+0)<br>5 | M (+2)<br>5 | L (+4)<br>2 |
|--------|-------------|-------------|-------------|

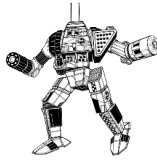
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
 S: ●●●●

SPECIAL: CASE, IF1, LRM1/1/1, SNARC

**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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**HCT-6S**  
**HATCHETMAN** PV: 28

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

|        |             |             |             |
|--------|-------------|-------------|-------------|
| DAMAGE | S (+0)<br>3 | M (+2)<br>3 | L (+4)<br>1 |
|--------|-------------|-------------|-------------|

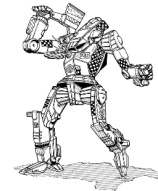
OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○  
 S: ●●

SPECIAL: CASE, FLK1/1/1, 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**



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