

ACCURATE INTELLIGENCE



Mission

+1 initiative
Choose one of your 'Mechs. That 'Mech gets +1 attack.

*"Information is ammunition."
—Credo of Major Adam Steiner,
1st Somerset Strikers*

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C112

AEROSPACE FIGHTER MISSION



Command

Scrap Aerospace Fighter Mission when it is revealed.
Deal 5 damage divided any way you choose among any number of 'Mechs and/or sites.

*"Kings of the battlefield? Hah! From where I sit, 'Mechs are nothing but targets."
—Pilot Carew, Clan Wolf*

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C102

ALEX MALLORY



Command • Unique • Inner Sphere • Davion

☉: Look at opponent's hand and choose a card. Opponent restocks that card and draws a card. Use this ability only during your Missions phase but not during a mission.
Scrap Alex Mallory to roll a die: 1-6, gain +(1-6) resources. Use this ability only during your Deploy phase.

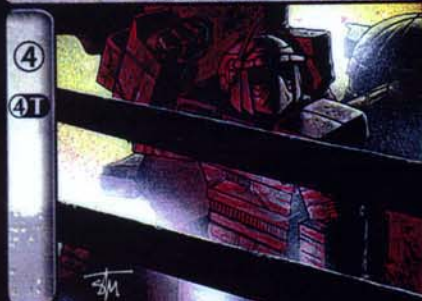
• Deputy Secretary,
Federated Commonwealth
Ministry of Intelligence

3 1

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R053

AMBUSH!



Command • Subterfuge

Scrap Ambush! when it is revealed.
Reveal Ambush! when opponent attacks. Deal 1 damage to each attacking 'Mech for each 1 construction above the cost of Ambush! Use this effect only during a mission.

*"So we lured the Jaguars into a bog on Wolcott—not honorable, perhaps, but we achieved a great victory and won hope for all the Inner Sphere."
—Kanrei Theodore Kurita, Luthien, 15 Nov 3050*

Illus. Stuart Beel
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C083

AMMO EXPLOSION



Mission

Play only when blocked or blocking.
Choose a 'Mech. Roll a die: 1-3, no effect; 4-6, that 'Mech receives damage equal to its base attack. This damage cannot be prevented. That 'Mech may still deal damage.

*"One lucky shot to her machine gun ammo was all it took—200 rounds does a lot of damage when it all hits in one place."
—MechWarrior Eric Colby, The Outlaws*

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U111

ARMS REDUCTION



Command

Scrap Arms Reduction when it is revealed. Players cannot spend more than ☉☉ on construction each turn until any one player pays ☉☉ during his or her Deploy phase.

*"History proves that no war ever ended by arms reduction, and this conflict was no exception."
—Precursor Martial Anastasius Focht,
The Gallant Defense of Mankind*

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R075

ARROW IV BATTERY



Command • Artillery

☉: Deal 1 structure damage to one site. Use this ability only during your Missions phase but not during a mission.

*"This rediscovered Star League system, seemingly custom-made for BattleMechs, has modern field commanders rethinking their artillery strategies."
—All the Inner Sphere's Artillery, 3049*

0 3

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U075

ASSASSIN ASN-21



'Mech • Inner Sphere

Mass: 40 tons
Main Armament:
Med Laser,
5 LRMs, 2 SRMs

Jump (-1 attack: +1 initiative)

The uncommon Assassin is coveted for its prodigious jump capability.

0 4

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U003

ATLAS A57-D



'Mech • Inner Sphere

Mass: 100 tons
Main Armament:
AC/20, 20 LRMs,
6 SRMs

Missile 1
Alpha Strike: +2 attack

The menacing visage of the Atlas is feared throughout known space.

3 11

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C072

ATLAS A57-K

⑦

2A 2L

1M

Mass: 100 tons
Main Armament:
Gauss Rifle,
20 LRMs,
2 Lg Lasers



'Mech • Inner Sphere • Kurita

Missile 1
Overheat 4: +4 attack
Anti-missile (Each missile assigned to a 'Mech in a group that includes Atlas deals -1 damage)

3 11

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2

R027

AWESOME AWS-80

⑥

Mass: 80 tons
Main Armament:
3 PPCs



'Mech • Inner Sphere

If the Awesome attacks and is blocked, it may deal 1 of its damage to the target.
The Awesome's massive armament has earned it a fierce reputation.

3 10

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C071

AWESOME AWS-9M

⑦

1A

Mass: 80 tons
Main Armament:
3 PPCs, 4 SRMs



'Mech • Inner Sphere • Marik

Overheat 2: +2 attack
Many consider the AWS-9M upgrade inferior to the original Awesome.

3 10

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4

C070

AXMAN AXM-IN

⑥

Mass: 65 tons
Main Armament:
Hatchet, AC/20,
Lg Laser, 3 Med
Lasers



'Mech • Inner Sphere • Davion • Steiner

Alpha Strike: +2 attack
Jump (-1 attack; +1 initiative)
If Axman blocks or is blocked by at least one slow 'Mech, Axman deals +1 damage to one of those slow 'Mechs.

3 6

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4

R023

BANSHEE BNC-55

⑧

2A

Mass: 95 tons
Main Armament:
Gauss Rifle,
2 PPCs, 6 SRMs



'Mech • Inner Sphere • Davion • Steiner

Overheat 4: +3 attack
An XL engine makes room for heavier weapons in the BNC-55.

3 9

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5

C074

BANSHEE BNC-3E

④

Mass: 95 tons
Main Armament:
PPC, AC/5



'Mech • Inner Sphere

The unpopular BNC-3E lacks adequate firepower for an assault 'Mech.

3 9

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2

U042

BATTALION SUPPORT

③

4L



Command

Put five infantry counters on Battalion Support. During your Deploy phase, you may pay Ⓢ for each infantry counter you move to another site. Each infantry counter adds +1 attack to that site. When that site is damaged, opponent may choose to redirect 1 damage to an infantry counter for each infantry counter on that site, scrapping those counters.

2 1

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U081

BEARER OF MCKENSY HAMMER

②

2T



Command • Inner Sphere • Steiner

Pilot: +1 initiative
When 'Mech piloted by Bearer of McKensy Hammer attacks or blocks, roll a die: 1-3, no effect; 4-6, untap that 'Mech at end of current mission.
"Of course he knows what he's doing tactically. They gave him the Hammer, didn't they?"
—Hauptmann Lyle Brunvald, 10th Donegal Guards, Chateau, 27 Mar 3050

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R085

BJORN JORGENSEN

③

3T



Command • Clan • Ghost Bear

Pilot
'Mech piloted by Bjorn Jorgenson deals +5 damage to any target other than a 'Mech.
"Being a warrior means killing your enemies; but equally important is knowing which of your enemies to kill."
—Clan Ghost Bear Officers Manual
• Senior Khan

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R067

BLACK HAWK A Nova

7

1A 1M

1T

Mass: 50 tons
Main Armament:
2 PPCs,
Med Laser



'Mech • Clan • Omni

Overheat 2: +2 attack
Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Black Hawk A deals -1 damage)

1 7

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5

C040

BLACK HAWK B Nova

5

Mass: 50 tons
Main Armament:
Lg Laser, AC/5



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)
If Black Hawk B attacks and is blocked, it may deal 1 of its damage to the target.
Configuration B features highly accurate, long-range weapons.

1 7

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4

C033

BLACK HAWK D Nova

2

3A

Mass: 50 tons
Main Armament:
AC/5, 20 LRMs



'Mech • Clan • Omni

Missile 2
Jump (-1 attack: +1 initiative)
The fire-support variant of the Nova is rarely used.

1 7

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0

C019

BLACK HAWK PRIME Nova

13

1L 2M

Mass: 50 tons
Main Armament:
12 Med Lasers



'Mech • Clan • Omni

Overheat 4: +6 attack
Jump (-1 attack: +1 initiative)
This deadly Omni carries more weapons than it can effectively use.

1 7

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7

C044

BLACK KNIGHT BL6-KNT

5

2A

Mass: 75 tons
Main Armament:
PPC, 2 Lg Lasers,
4 Med Lasers



'Mech • Inner Sphere

Overheat 3: +3 attack
The rare Black Knight carries a devastating array of lasers.

2 8

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3

U046

BLACKJACK BJ2

3

2A

Mass: 45 tons
Main Armament:
2 Lg Lasers,
8 SRMs



'Mech • Inner Sphere • Davion

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)
Recovered technology gave new life to the previously lackluster Blackjack.

1 6

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3

C058

CAESAR CES-3R

4

2A 1M

Mass: 70 tons
Main Armament:
Gauss Rifle, PPC,
2 Med Lasers



'Mech • Inner Sphere • Davion • Steiner

Still untested in battle, Johnston Industries' Caesar looks promising.

2 6

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5

C066

CANDACE LIAO

4

2P

Command • Unique • Inner Sphere • St. Ives

If Candace Liao is in play, all Subterfuge cards that are revealed are scrapped with no effect.
"She has all the Liao cunning and is sane, too. Pity, really; otherwise she might have murdered Romano as a child and saved us all a lot of trouble."
—Colonel Jaime Wolf, Wolf's Dragoons
• Prime Minister of the St. Ives Compact

4 2

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1

R043

CATAPHRACT CTF-30

5

Mass: 70 tons
Main Armament:
AC/10, AC/5,
2 Med Lasers



'Mech • Inner Sphere • Liao

Alpha Strike: +1 attack
Jump (-1 attack: +1 initiative)
This versatile heavy 'Mech is the pride of the Capellan military.

2 6

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4

U044

CATAPULT CPT-C3

5

Mass: 65 tons
Main Armament:
4 Med Lasers,
Arrow IV



'Mech • Artillery • Inner Sphere • Liao

Overheat 2: +2 attack

Jump (-1 attack: +1 initiative)

☉: Deal 1 damage to 'Mech or target. Use this ability only during a mission.

2 6

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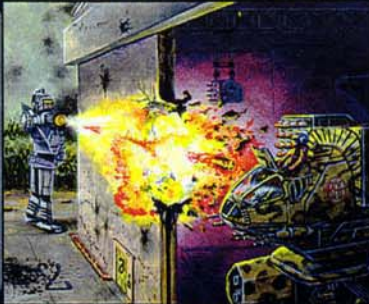
3

C067

CAUGHT IN HANGAR

2

4T



Command

Scrap Caught in Hangar when it is revealed.
Reveal Caught in Hangar during your Missions phase but not during a mission. Choose a 'Mech opponent controls. That 'Mech may be attacked, regardless of its speed.

"It's shooting fish in a barrel. A 'Mech's a big fish, but a hangar still feels like a pretty small barrel."
—Sergeant Marty Rumble, 10th Lyran Guards, Skondia, 17 July 3049

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C103

CENTURION CN9-A

2

Mass: 50 tons
Main Armament:
AC/10, 10 LRMs



'Mech • Inner Sphere

Alpha Strike: +1 attack

The Centurion is best known for making slow, steady advances.

1 6

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2

C057

CENTURION CN9-D

2

2A

Mass: 50 tons
Main Armament:
AC/10, 10 LRMs



'Mech • Inner Sphere

Alpha Strike: +2 attack

The upgraded CN9-D moves quickly, thanks to an extralight engine.

1 6

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2

U041

CHAPARRAL MISSILE TANK

1

2L

2M



Command • Artillery • Inner Sphere

☉: Deal 1 structure damage to one 'Mech. Use this ability only during battle.

"Though rare on the modern battlefield, the Chaparral is a firm favorite of those commanders who want the impressive, useful flexibility of mobile artillery."
—All the Inner Sphere's Armor, 3049

0 3

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U091

CHARGER C6R-1A1

1

1A 1P

Mass: 80 tons
Main Armament:
5 Sm Lasers



'Mech • Inner Sphere • Kurita

Kurita surpluses guarantee its use in combat despite poor performance.

1 7

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1

U019

CICADA CDA-2A

0

1A

Mass: 40 tons
Main Armament:
2 Med Lasers,
Sm Laser



'Mech • Inner Sphere

Fast but lightly armed, the CDA-2A remains rare.

0 3

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1

C001

CICADA CDA-3M

1

1A

Mass: 40 tons
Main Armament:
2 Med Lasers,
AC/5



'Mech • Inner Sphere • Marik

Factories on Gibson have begun producing the up-gunned CDA-3M.

Created for reference only

0 3

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2

C003

CLINT CLNT-2-3T

1

1A

Mass: 40 tons
Main Armament:
2 Med Lasers,
AC/5



'Mech • Inner Sphere

Jump (-1 attack: +1 initiative)

The Clint is an efficient scout but is difficult to repair.

1 3

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2

U017

CLINT CLNT-2-3U

①

3A

Mass: 40 tons
Main Armament:
2 Med Lasers,
PPC



'Mech • Inner Sphere • Liao

M

Overheat 2: +1 attack
Jump (-1 attack: +1 initiative)

Serious heat problems plague this otherwise excellent scout 'Mech.

1 3

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2

U018

COMBAT ENGINEERS

③

3L

2M



Command • Enhancement

Play Combat Engineers only on a site.
Site Combat Engineers enhances gets +2 attack.
When that site is damaged, attacker may choose to redirect 5 of that damage to Infantry Support, scrapping it.
You may move Combat Engineers to a different site during your Deploy phase.
Playing Combat Engineers does not count as a deployment if revealed the turn you play it.

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+2

U087

COMMANDO COM-20

①

1A 1M

Mass: 25 tons
Main Armament:
10 SRMs,
Med Laser



'Mech • Inner Sphere • Steiner

M

House Steiner is proud of this hard-hitting scout 'Mech.

1 2

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2

C014

COMMUNICATIONS BLACKOUT

①



Command

Scrap Communications Blackout when it is revealed.
Until the beginning of your next turn, no player may play Mission cards.

"Well, men, I guess we just sit tight until HQ comes back on line."

—Chu-i David Ralph, 11th Pesht Regulars, Teniente, 20 Jan 3052

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U089

COMMUNICATIONS FAILURE



Mission

Put a static counter on each attacking 'Mech. Each time a 'Mech with a static counter would normally untap, roll a die: 1-3, 'Mech remains tapped; 4-6, untap that 'Mech and remove all static counters.

"A good MechWarrior can survive in the absence of communications with his base—a lack of orders is no obstacle to carrying out the mission."

—Light 'Mech Pilot's Handbook, Chapter 5, Section 1

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R105

COMSTAR BANK ACCOUNT

①

2A



Command • Resource • Inner Sphere

☉: Put a deposit counter on ComStar Bank Account. Use this ability only during your Deploy phase.
☉: ☉, plus ☉ for each deposit counter you remove from ComStar Bank Account.

"Entrust your House bills to our blessed accounts."
—Ad for ComStar Financial Affairs Branch

1 5

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U063

CONTRACT WITH GRAY DEATH LEGION

①

6P



Command • Unique • Mercenary • Inner Sphere

☉: One of your 'Mechs gets +3 attack and +2 armor. Use this ability only during a mission. If that 'Mech receives 5 or more damage, scrap Contract with Gray Death Legion.
During your Repair/Reload phase, pay ① 2P or tap Contract with Gray Death Legion and choose an opponent. That opponent gains control of Contract with Gray Death Legion.

2 4

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2

R080

CONTRACT WITH WOLF'S DRAGOONS

⑤

6P



Command • Unique • Mercenary • Inner Sphere

☉: One of your 'Mechs gets +4 attack and +4 armor. Use this ability only during a mission. If that 'Mech receives 5 or more damage, scrap Contract with Wolf's Dragoons.
During your Repair/Reload phase, pay ① 2P or tap Contract with Wolf's Dragoons and choose an opponent. That opponent gains control of Contract with Wolf's Dragoons.

2 4

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R079

COVENTRY METAL WORKS

①

2P



Command • Resource • Inner Sphere • Steiner

☉: ☉
☉: Reroll one of your missile die rolls. Use this ability immediately after rolling the missile die roll.
Munitions (If you have Munitions in play and you roll a 3 on a missile roll, that missile volley deals 3 damage)

4 2

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V054

CRITICAL HIT



Mission

Play only when blocked or blocking.
Choose one of your 'Mechs. Roll a die: 1-5, return Critical Hit to your hand after mission; 6, your 'Mech gets +6 attack.

"Make it a priority to locate your enemy's ammo bin. Once you figure out where the ammunition is stored, the rest is easy."

—Light 'Mech Pilot's Handbook, Chapter 12, Section 3

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C107

CROCKETT CRK-5003-1



'Mech • Inner Sphere

Mass: 85 tons
Main Armament:
2 Lg Lasers,
12 SRMs, AC/10

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)

Created as a training 'Mech, the Crockett has exceeded all expectations.

3 9

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5

U052

CULLING



Command • Clan • Jade Falcon

Scrap Culling when it is revealed and remove it from the game.
Restock the top card from your Scrapheap for each 3 construction above the cost of Culling.

"Trust Khan Elias Crichell to make the Camelot Command fiasco look like a victory—even we know that not all warriors deserve to be Falcons."

—MechWarrior Marthe, Clan Jade Falcon, Quarell, Dec 3051

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R095

CYCLOPS CP 11-A



'Mech • Inner Sphere

Mass: 90 tons
Main Armament:
Gauss Rifle,
10 LRMs,
2 Med Lasers

Alpha Strike: +1 attack

Popular as a command vehicle, the Cyclops is rare elsewhere.

1 7

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4

C063

DAISHI A Dire Wolf



'Mech • Clan • Omni • Smoke Jaguar

Mass: 100 tons
Main Armament:
Gauss Rifle,
12 SRMs,
3 Lg Lasers

Anti-missile (Each missile assigned to a 'Mech in a group that includes Daishi A deals -1 damage)
If Daishi A attacks and is blocked, it may deal up to 4 of its damage to the target.

4 11

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12

R032

DASHER C Fire Moth



'Mech • Clan • Omni • Ghost Bear

Mass: 20 tons
Main Armament:
10 LRMs

Missile 1
Anti-missile (Each missile assigned to a 'Mech in a group that includes Dasher C deals -1 damage)
If Dasher C is fully constructed when you reveal it, you may immediately place it in your Patrol region.

0 2

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0

U001

DASHER D Fire Moth



'Mech • Clan • Omni • Ghost Bear

Mass: 20 tons
Main Armament:
5 Med Lasers

Overheat 1: +3 attack
If Dasher D is fully constructed when you reveal it, you may immediately place it in your Patrol region.
Five lasers linked to a targeting computer provide devastating firepower.

0 2

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3

C011

DASHER PRIME Fire Moth



'Mech • Clan • Omni

Mass: 20 tons
Main Armament:
2 Med Lasers,
10 SRMs

If Dasher Prime is fully constructed when you reveal it, you may immediately place it in your Patrol region.

The Dasher has unmatched speed.

0 2

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C007

DEATH COMMANDO STRIKE



Command • Subterfuge • Inner Sphere • Liao

Scrap Death Commando Strike when it is revealed. Scrap one card in play other than a 'Mech.

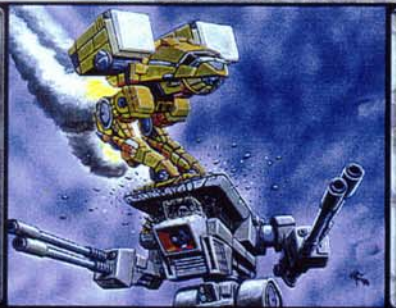
"Though only a handful of operations can confidently be laid at their door, the Liao special forces are widely regarded as the finest in the Inner Sphere."

—Intelligence Secretary Alex Mallory, New Avalon, 10 June 3052

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R090

DEATH FROM ABOVE



Mission • Inner Sphere

Choose one of your 'Mechs with Jump. Roll a die: 1, that 'Mech receives 1 damage and return Death From Above to your hand after mission; 2-6, roll one die. If your 'Mech is 60 tons or more, roll an additional die. Your 'Mech and an engaged 'Mech opponent controls each receive that much damage.

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U119

DERVISH DV-6M



'Mech • Inner Sphere

Mass: 55 tons
Main Armament:
20 LRMs,
4 SRMs,
2 Med Lasers

Missile 1
Overheat 2: +1 attack
Jump (-1 attack: +1 initiative)

This 'Mech performs well as a mobile fire-support unit.

1 5

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C018

DERVISH DV-7D



'Mech • Inner Sphere • Davion

Mass: 55 tons
Main Armament:
20 LRMs,
4 SRMs,
2 Med Lasers

Missile 1
Jump (-1 attack: +1 initiative)

This Davion upgrade gained armor protection and advanced targeting systems.

1 6

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C029

DEST PILOT



Command • Inner Sphere • Kurita

Pilot: +1 initiative, +2 attack
If 'Mech piloted by DEST Pilot is scrapped, roll a die: 1-4, no effect; 5-6, return DEST Pilot to your hand.

"If we'd had a few Draconis Elite Strike Teams fighting for our planets, our rebellions might have had more effect."

—Elected Prince Haakon Magnusson,
Outreach, 15 Jan 3051

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+2

R094

DRAGON DRG-1N



'Mech • Inner Sphere • Kurita

Mass: 60 tons
Main Armament:
10 LRMs, AC/5

The Dragon is fast but insufficiently armed for a heavy 'Mech.

1 7

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C022

DRAGONFLY A Viper



'Mech • Clan • Omni • Ghost Bear

Mass: 40 tons
Main Armament:
5 Med Lasers,
6 SRMs

Overheat 2: +2 attack
Jump (-1 attack: +1 initiative)

This Dragonfly is well-equipped for close encounters.

1 5

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R005

DRAGONFLY B Viper



'Mech • Clan • Omni • Ghost Bear

Mass: 40 tons
Main Armament:
PPC, 2 Sm Lasers

Overheat 2: +1 attack
Jump (-1 attack: +1 initiative)

With only one main weapon, this configuration is not popular.

1 5

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3

U010

DRAGONFLY C Viper



'Mech • Clan • Omni • Ghost Bear

Mass: 40 tons
Main Armament:
2 Med Lasers,
4 MGs, 3 Flammers

Jump (-1 attack: +1 initiative)
AP (Dragonfly C deals +1 damage to any target other than a 'Mech)

This Omni's anti-personnel weaponry is well suited to urban fighting.

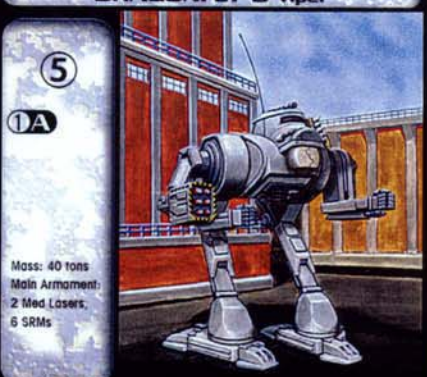
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U009

DRAGONFLY D Viper



'Mech • Clan • Omni • Ghost Bear

Mass: 40 tons
Main Armament:
2 Med Lasers,
6 SRMs

Jump (-1 attack: +1 initiative)

This configuration carries a variety of weapons for any situation.

1 5

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4

U012

DRAGONFLY PRIME Viper

3
2A 1M
2T

Mass: 40 tons
Main Armament:
2 Med Lasers,
4 SRMs



'Mech • Clan • Omni

Jump (-1 attack; +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Dragonfly Prime deals -1 damage)
The Dragonfly earned its name from its erratic and speedy movement.

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U011

DROPSHIP SITE

0
2L
6P



Command

Ⓡ, Ⓞ: Draw a card. Use this ability only during your Draw phase.

"A battalion of the finest 'Mechs is not worth spit if you cannot get them to the combat zone."

—Captain Jeroen Frestadt, 1st Somerset Strikers, DropShip Kwaidan

0 6 Illus. Chris Trevas
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U057

EFFECTIVE GROUNDWORK

5
5L



Command

Scrap Effective Groundwork when it is revealed. Choose a site. Double the damage dealt to that site this turn.

"We conquered Rasalhague more easily than we expected, thanks to the unique intelligence provided by Phelan."

—Khan Ulric Kerensky, Rasalhague, 10 July 3050

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U096

ELEMENTAL POINT

0
2A



Command • Clan

Elemental Point attacks and blocks with a 'Mech. The speed of Elemental Point is the same as the 'Mech with which it attacks or blocks.

"The Dragon have mercy! They looked like men, but their mottled flesh and the armored plates on their bodies marked them as alien. What the hell were those things?"

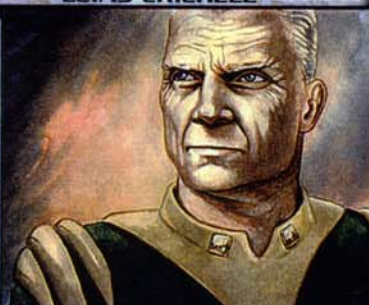
—Sho-sa Shin Yodama, Turtle Bay, 30 Mar 3050

1 1 Illus. Stuart Beel
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U084

ELIAS CRICHELL

3
6P



Command • Unique • Jade Falcon • Clan

Ⓞ: Untap up to two resources. Use this ability only during your Deploy phase.

"His ambition has propelled him further than he could have imagined. Let us hope it does not do the same to the Clans."

—Khan Ulric Kerensky, Clan Wolf, Strana Mechty, 15 Mar 3047

• Senior Khan

3 2 Illus. Janine Johnston
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R050

ELITE INFANTRY

0
4L
1M



Command • Enhancement • Inner Sphere

Play Elite Infantry only on a site. Site Elite Infantry enhances gets +1 attack. When that site is damaged, attacker may choose to redirect 5 of that damage to Elite Infantry, scrapping it.

You may move Elite Infantry to a different site during your Deploy phase.

Playing Elite Infantry does not count as a deployment if revealed the turn you play it.

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+1

R083

ELITE MECHWARRIOR

1
2T



Command

Pilot: +1 initiative, +1 attack.
If 'Mech piloted by Elite MechWarrior is fast, it cannot be blocked except by a fast 'Mech guarding the target.

"Tai-i Shin Yodama's service record proves that social privilege and a prestigious education are not required elements in the making of an elite MechWarrior."

—Kanrei Theodore Kurita, Luthien, 20 May 3052

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+1

U073

ENFORCER ENF-4R

2
1A



Mass: 50 tons
Main Armament:
AC/10, Lg Laser

'Mech • Inner Sphere • Davion

Alpha Strike: +1 attack
Jump (-1 attack; +1 initiative)

The Enforcer was created due to Davion interest in autocannons.

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2

C053

ENFORCER ENF-5D

2
1A 1M



Mass: 50 tons
Main Armament:
AC/10, Lg Laser

'Mech • Inner Sphere • Davion

Alpha Strike: +1 attack
Jump (-1 attack; +1 initiative)

House Davion's upgraded Enforcer is faster and significantly tougher.

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2

C024

EVANTHA FETLADRAL

0
2T



Command • Unique • Clan • Wolf

☉: +1 initiative and choose a 'Mech. That 'Mech gets +1 attack. Use this ability only during a mission.

"Elementals can be nasty by themselves, but combine them with 'Mechs and you have a real problem."

—Sho-sa Shin Yodama, Turtle Bay
• Elemental Star Commander

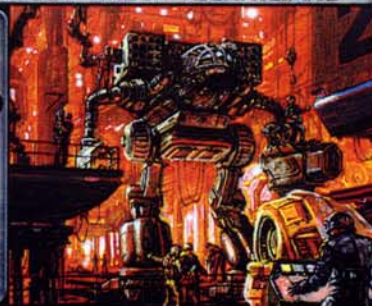
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R097

EXPERT 'MECH TECHNICIANS

2
2L



Command • Resource

☉: ☉
☉: Scrap a card from your hand and choose a 'Mech. Untap that 'Mech at end of your turn. Use this ability only during your Missions phase but not during a mission.

1 6

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C099

EXTERMINATOR EXT-40

3
1A 1M



Mass: 65 tons
Main Armament:
4 Med Lasers,
10 LRMs

'Mech • Inner Sphere

M

Jump (-1 attack; +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Terminator deals -1 damage)

The Star League Terminator was designed to destroy enemy command units.

1 7

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3

U026

EXTRA ARMOR PLATING

0
2A



Command • Enhancement

Play Extra Armor Plating only on a 'Mech. Scrap Extra Armor Plating to prevent up to 2 damage to that 'Mech. Use this ability only during a mission. Playing Extra Armor Plating does not count as a deployment if revealed the turn you play it. Draw a card when you reveal Extra Armor Plating.

"I can't work miracles, sir! If you want an extra two tons of armor, you gotta lose two medium lasers."
—Sergeant Marty Rumble, 10th Lyran Guards

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C090

FALCON FLC-4P

0
1A 1M



Mass: 30 tons
Main Armament:
Med Laser,
2 Sm Lasers

'Mech • Inner Sphere • Wolf's Dragoons

M

Jump (-1 attack; +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Falcon deals -1 damage)
The Falcon is rare outside Wolf's Dragoons.

1 3

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1

U016

FEINT



Mission

Choose one of your 'Mechs. Roll a die: 1, no effect; 2-6, prevent all damage dealt and received by that 'Mech.

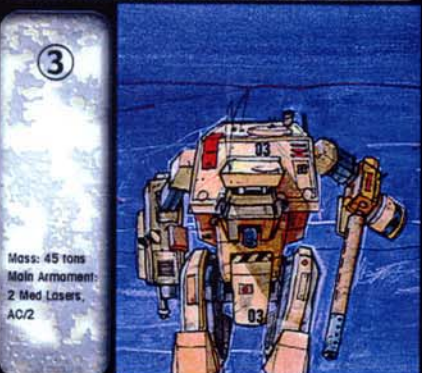
"All warfare is based on deception."
—Sun Tzu, The Art of War

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C113

FENRIS A Ice Ferret

3



Mass: 45 tons
Main Armament:
2 Med Lasers,
AC/2

'Mech • Clan • Omni • Wolf

Anti-missile (Each missile assigned to a 'Mech in a group that includes Fenris A deals -1 damage)
The Fenris A sports an accurate, long-range autocannon.

1 6

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2

U008

FENRIS C Ice Ferret

2
3A



Mass: 45 tons
Main Armament:
15 LRMs

'Mech • Clan • Omni • Wolf

Missile 1
Sometimes the Fenris is called on to provide fire support.

1 6

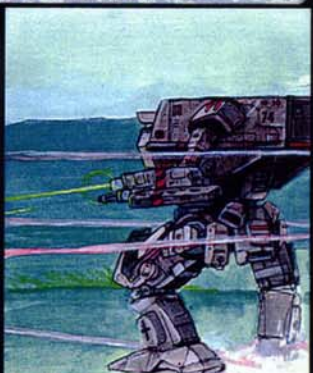
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1

C008

FENRIS D Ice Ferret

6
2A 1M
1T



Mass: 45 tons
Main Armament:
4 Med Lasers

'Mech • Clan • Omni • Wolf

Anti-missile (Each missile assigned to a 'Mech in a group that includes Fenris D deals -1 damage)
Pulse lasers make this configuration deadly without depending on resupply.

1 6

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5

C012

FENRIS PRIME Ice Ferret

③
1A 1M
1T

Mass: 45 tons
Main Armament:
PPC, Sm Laser



'Mech • Clan • Omni

The fast and tough Fenris is a favorite of Clan Wolf.

1 6

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C010

FERRO-FIBROUS ARMOR

①
2A



Command • Enhancement

Play Ferro-Fibrous Armor only on a 'Mech. Add +1 to that 'Mech's Armor.
Playing Ferro-Fibrous Armor does not count as a deployment if revealed the turn you play it. Draw a card when you reveal Ferro-Fibrous Armor.

"Utilizing a weave of ferro-steel and ferro-titanium fibers, this armor plating increases tensile strength by 12 percent."
—Star League Field Library Facility, Helm

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C091

FIRESTARTER F59-H

①
2A 1T

Mass: 35 tons
Main Armament:
2 Med Lasers,
3 Flamers



'Mech • Inner Sphere

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)

This Firestarter upgrade features more special equipment.

1 3

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C015

FIRESTARTER F59-S

①
1A

Mass: 35 tons
Main Armament:
3 Flamers,
2 Med Lasers



'Mech • Inner Sphere

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Firestarter deals -1 damage)
This Firestarter upgrade features more special equipment.

1 3

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R006

FLASHMAN FL5-8K

⑧

Mass: 75 tons
Main Armament:
3 Lg Lasers,
4 Med Lasers



'Mech • Inner Sphere

Overheat 3: +3 attack
Anti-missile (Each missile assigned to a 'Mech in a group that includes Flashman deals -1 damage)
The Flashman's lasers light up the IR scanner like a Christmas tree.

2 8

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R011

FLEA FLE-17

①
2L

Mass: 20 tons
Main Armament:
2 Med Lasers,
2 Sm Lasers



'Mech • Inner Sphere • Wolf's Dragoons

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)
You may deploy Flea revealed to make an additional deployment this turn.

0 2

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U015

FORGED MISSION ORDERS



Mission

Play only when blocked.
Untap one blocking 'Mech. That 'Mech neither deals nor receives damage. If no blocking 'Mechs remain, deal damage to the target as if unblocked.
"A good soldier never questions orders. This is both his greatest strength and weakness."
—ISF Director Subhash Indrohar,
Wisdom of the Dragon's Senses

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C120

GALEN COX

①
ST



Command • Unique • Inner Sphere • Steiner

Pilot
If 'Mech piloted by Galen Cox is faster than attacking 'Mech opponent controls, 'Mech piloted by Galen Cox may block while tapped.
"He has it all: brains, courage, cunning—and a right hook that can pound sense into anyone."
—Victor Steiner-Davion
• Aide to Victor Steiner-Davion

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R064

GLADIATOR A Executioner

⑫
2L 2M

Mass: 95 tons
Main Armament:
3 Lg Lasers,
4 Med Lasers



'Mech • Clan • Omni • Ghost Bear

Overheat 4: +3 attack
Jump (-1 attack: +1 initiative)

Extended missions behind enemy lines call for this all-laser configuration.

3 10

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U055

8

GLADIATOR B Executioner

8

1A 3M

1T

Mass: 95 tons
Main Armament:
AC/20, PPC



'Mech • Clan • Omni • Ghost Bear

Alpha Strike: +1 attack
Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Gladiator B deals -1 damage)
This brutal variant attacks with a deadly one-two punch.

5

3 10

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6

R028

GLADIATOR C Executioner

8

1A 1M

Mass: 95 tons
Main Armament:
AC/20, 20 LRMs



'Mech • Clan • Omni • Ghost Bear

Missile 1
Alpha Strike: +1 attack
Jump (-2 attack: +1 initiative)
Sophisticated targeting systems distinguish this fire-support configuration.

5

3 10

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6

U051

GLADIATOR PRIME Executioner

9

Mass: 95 tons
Main Armament:
Gauss Rifle,
2 Lg Lasers



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)
If Gladiator Prime attacks and is blocked, it may deal up to 2 of its damage to the target.
Speed and ferocity are hallmarks of this menacing Omni.

5

3 10

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6

C073

GOOD SHOOTING!



Mission

Choose one of your 'Mechs. That 'Mech gets +2 attack.

"Good shooting, newbie. Let's see you do it again."
—Captain Zachary Hawkins, 1st Somerset Strikers, JumpShip Katana, Aug 3050

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C111

GRAND DRAGON DRG-5K

4

Mass: 60 tons
Main Armament:
PPC, 10 LRMs



'Mech • Inner Sphere • Kurita

Overheat 2: +1 attack
New technology greatly improved the Draconis Combine's favorite heavy 'Mech.

M

2 6

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3

C031

GRASSHOPPER GHR-5H

4

Mass: 70 tons
Main Armament:
Lg Laser,
4 Med Lasers



'Mech • Inner Sphere

Jump (-1 attack: +1 initiative)
The Grasshopper has a reputation as a high-intensity fighter.

5

2 8

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3

C059

GRAY DEATH PILOT

0

2T



Command • Mercenary • Inner Sphere

Pilot: +3 initiative
Prevent 1 damage to 'Mech piloted by Gray Death Pilot. Use this ability only during a mission.

"The Falcons hammered us on Sudeten, but by the time they hit Pandora we knew how to bring 'em down."

—Sgt. Israel Curry, Gray Death Legion, Pandora, 15 Feb 3052

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U069

GRAYSON DEATH CARLYLE

4

8P



Command • Unique • Inner Sphere

☞: Your 'Mechs may block during current mission, regardless of their speed. Use this ability before assigning blockers.

"From the very start, Grayson has managed to get more out of the Legion than anyone thought possible from a unit that size."

—Prince Hanse Davion, Tharkad, 25 June 3049
• Commander, Gray Death Legion

2 7

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R062

GUERRILLA SUPPORT

3

6T



Command • Operation • Inner Sphere

Put three operation counters on Guerrilla Support when it is revealed. Remove an operation counter at the beginning of your turn. When the last operation counter has been removed, scrap Guerrilla Support and opponent scraps a card at the beginning of his or her turn until end of game.

4 9

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R076

GUILLOTINE GLT-5M

4

2A

Mass: 70 tons
Main Armament:
Lg Laser, 4 Med
Lasers, 6 SRMs



'Mech • Inner Sphere • Marik

Jump (-1 attack: +1 initiative)

*The recovery of endo steel technology
resurrected the Star League Guillotine.*

2 7

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4

R021

HANSE DAVION "THE FOX"

6

6P



Command • Unique • Inner Sphere • Davion

For each Resource card scrapped from opponent's
Stockpile, gain one resource at the beginning of
your next Deploy phase.

☉: +1 initiative. Use this ability only during a mission.
Tactics (If you have Tactics in play, add +1 to your
initiative)

• Prince of the Federated Suns

T

5 1

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R057

HATAMOTO-CHI HTM-27T

4

Mass: 80 tons
Main Armament:
2 PPCs, 12 SRMs



'Mech • Inner Sphere • Kurita

Overheat 2: +1 attack

*This advanced 'Mech is a major conversion
of the Charger.*

3 8

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3

U045

HATCHETMAN HCT-3F

2

1A

Mass: 45 tons
Main Armament:
Hatchet, AQ/10,
2 Med Lasers



'Mech • Inner Sphere • Davion • Steiner

Jump (-1 attack: +1 initiative)

If Hatchetman blocks or is blocked by at least one slow
'Mech, Hatchetman deals +1 damage to one of those
slow 'Mechs.

This frail 'Mech gets its name from its massive hatchet.

1 4

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3

C052

HATCHETMAN HCT-5S

2

3A

Mass: 45 tons
Main Armament:
Hatchet, AQ/10,
3 Med Lasers



'Mech • Inner Sphere • Davion • Steiner

Overheat 1: +1 attack

Jump (-1 attack: +1 initiative)

If Hatchetman blocks or is blocked by at least one
slow 'Mech, Hatchetman deals +1 damage to one of
those slow 'Mechs.

1 6

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2

U040

HEAD SHOT



Mission

Choose an engaged 'Mech opponent controls. For
each structure damage dealt to that 'Mech, roll a
die: 1-2, prevent the damage; 3-5, no effect; 6, that
'Mech is scrapped. If you don't roll at least one 6,
return Head Shot to your hand after mission.

*"Being in a head-shot 'Mech makes you feel like an
egg in an oil drum rolling down a long, bumpy hill."
—Sergeant Marty Rumble, 10th Lyran Guards,
Skondia, 30 July 3049*

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U102

HEAVY FOG



Mission

Attacking 'Mechs each get -2 attack and
receive 2 less damage.

*"The fighting on Hanover proves that
bad weather can be just as effective in
a battle as a good weapon."*

—Chu-i Tetsuhara Kaneda, Hanover
Militia, Hanover, 3050

Illus. Dylan Martin

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U116

HEAVY INDUSTRY

0



Command • Resource

☉: ☉☉. Using this ability counts as one of
your deployments.

*"Nobody builds them bigger than us."
—Defiance Industries ad slogan*

4 1

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V030

HELICOPTER SUPPORT



Command • Inner Sphere

Helicopter Support cannot be attacked.
☉: Deal 1 damage to one engaged 'Mech opponent
controls or one target and roll a die: 1-3, scrap
Helicopter Support; 4-6, untap Helicopter Support.
Use this ability only during battle.

*"Fast, deadly, and highly vulnerable to damage,
VTOLS and their pilots suffer the highest mortality
rate of any type of combat vehicle."
—Precentor Martial Anastasius Focht*

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C093

HEROIC SACRIFICE



Mission

Play only if you have Tactics in play and only when blocked or blocking.
Double all damage dealt to one of your 'Mechs. Deal that 'Mech's damage to the target.

"What is one MechWarrior's life when weighed against the glory of victory?"
—Coordinator Takashi Kurita, Luthien, 5 Jan 3052

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C110

HIGHLANDER HGN-732



'Mech • Inner Sphere

Mass: 90 tons
Main Armament:
Gauss Rifle,
20 LRMs,
2 Med Lasers

Missile 1
Overheat 3: +2 attack
Jump (-1 attack: +1 initiative)
Many unfortunate light 'Mechs have received a "Highlander Burial."

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R025

HOLOGRAPHIC DECOY



Command • Subterfuge

Scrap Holographic Decoy when it is revealed.
Tap one 'Mech for each 3 construction above the cost of Holographic Decoy.

"I registered three kills before I realized the Mauler was not even there."
—Star Commander Julianna Bekker, Clan Ghost Bear, Rubigen, Apr 3050

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C079

HOPLITE HOP-40



'Mech • Inner Sphere • Wolf's Dragoons

Mass: 55 tons
Main Armament:
AC/10, 5 LRMs

Alpha Strike: +1 attack

This odd-looking 'Mech is found exclusively among the Dragoons.

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R019

HORNET HNT-171



'Mech • Inner Sphere • Wolf's Dragoons • Davion

Mass: 20 tons
Main Armament:
Med Laser,
5 LRMs

Jump (-1 attack: +1 initiative)
You may deploy Hornet revealed to make an additional deployment this turn.

This Dragoon enigma is quite slow for a light 'Mech.

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U023

HOVERTANK DETACHMENT



Command • Inner Sphere

Hover Tank Detachment cannot be attacked.
G: Deal 1 damage to one engaged 'Mech opponent controls or one target and roll a die: 1-2, scrap Hover Tank Detachment; 3-4, no effect; 5-6, untap Hover Tank Detachment. Use this ability only during battle.

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C092

HUNCHBACK HBK-46



'Mech • Inner Sphere

Mass: 50 tons
Main Armament:
2 Med Lasers,
AC/20

Alpha Strike: +2 attack

The Hunchback's massive autocannon sends its enemies screaming for cover.

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C055

HUSSAR HSR 200-0



'Mech • Inner Sphere

Mass: 30 tons
Main Armament:
Lg Laser

You may deploy Hussar revealed to make an additional deployment this turn.

The Hussar's speed is the only thing protecting it from destruction.

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U004

IMP IMP-3E



'Mech • Inner Sphere • Wolf's Dragoons

Mass: 100 tons
Main Armament:
2 PPCs, 4 Med Lasers, 15 LRMs

Overheat 4: +3 attack
Alpha Strike: +1 attack

Few MechWarriors live to tell of battles with this juggernaut.

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U049

IMPROVISED WEAPON



Mission • Inner Sphere

Choose one of your 'Mechs. If engaged 'Mech opponent controls is dealt structure damage, put a +1 attack dubbing limb counter on your 'Mech.

"The object of war is to hurt the other guy, and in that pursuit, any weapon is a good weapon."
—Sergeant Kenton Parker, 12th Donegal Guards, Trel I, 17 Apr 3050

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U103

INEXORABLE ADVANCE



Mission

Play only when blocked.
Choose one of your 'Mechs. If that 'Mech receives no structure damage, untap that 'Mech after mission.

"In the face of the enemy our objective is to destroy him utterly, and there must be no hesitation or lack of resolve in this regard."
—Dictum Honorium Volume II, Passages 40–78

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C119

INFANTRY PLATOON



Command • Enhancement

Play Infantry Platoon only on a site.
Site Infantry Platoon enhances gets +1 attack. When that site is damaged, attacker may choose to redirect 3 of that damage to Infantry Platoon, scrapping it. Scrap Infantry Platoon to prevent 1 damage to the site it enhances. Use this ability only during a mission. You may move Infantry Platoon to a different site during your Deploy phase.
Playing Infantry Platoon does not count as a deployment if revealed the turn you play it.

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+1

U085

INSIDE JOB



Command • Subterfuge

Scrap Inside Job when it is revealed.
Choose one of your 'Mechs. If that 'Mech attacks alone, it cannot be blocked this turn.

"Does the bastard who betrayed us really believe we'll have a better life with the Clans?"
—Provincial Governor Jenny Ming, Ardoz, Feb 3052

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C082

ISF COUNTERESPIONAGE



Command • Inner Sphere • Kurita

Scrap ISF Counterespionage when it is revealed.
Reveal only when opponent reveals a Subterfuge card. That card is scrapped with no effect.

"Her warning of the imminent Clan attack on Luthien marked Precentor Sharilar Mori as one of our most valuable and loyal agents."
—ISF Director Subhash Indrhar, Luthien, 22 Nov 3051

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R093

JAGERMECH JM6-00



Mass: 65 tons
Main Armament:
2 AC/5, 2 AC/2,
2 Med Lasers

'Mech • Inner Sphere • Davion • Kurita

Alpha Strike: +1 attack

New upgrades only marginally improved the JagerMech's lackluster performance.

1 5

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3

C056

JAGERMECH JM6-5



Mass: 65 tons
Main Armament:
2 AC/5, 2 AC/2,
2 Med Lasers

'Mech • Inner Sphere • Davion • Liao

Alpha Strike: +1 attack

The poorly armed JagerMech's only asset is its long range.

1 4

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2

C048

JAIME WOLF



Command • Unique • Mercenary • Wolf's Dragoons • Inner Sphere

Pilot: +2 initiative
'Mech piloted by Jaime Wolf gets +1 attack for each other 'Mech in a group that includes 'Mech piloted by Jaime Wolf.
During your Draw phase, you may pay Ⓢ and scrap a card from your Stockpile. If that card is a 'Mech, put it into your hand. You may repeat this process as often as you wish.
• Commander, Wolf's Dragoons

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+?

R045

JAVELIN JVN-10N



Mass: 30 tons
Main Armament:
10 SRMs

'Mech • Inner Sphere

Jump (-1 attack: +1 initiative)

This agile Davion 'Mech is rare in other House armies.

0 3

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2

C013

JENNER JR7-0

②

1A 1M

Mass: 35 tons
Main Armament:
4 Med Lasers,
4 SRMs

'Mech • Inner Sphere • Kurita

Overheat 2: +2 attack
Jump (-1 attack: +1 initiative)

The DCMS has always employed the agile Jenner in its front lines.

1 2

Illus. Jack

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2

C006

JUMP INTO COVER



Mission

Choose one of your 'Mechs with Jump. Roll a die: 1-2, that 'Mech receives 1-2 damage and return Jump Into Cover to your hand after mission; 3-6, prevent 3-6 damage to that 'Mech.

"Armor doesn't make you invincible. Use cover at every opportunity."

—Light 'Mech Pilot's Handbook,
Chapter 4, Section 3

Illus. Kelly Krantz

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U117

JUSTIN XIANG ALLARD

③

9P



Command • Unique • Inner Sphere • Davion

☞ Look at the top card of opponent's Stockpile. You may choose to have opponent restock that card. Use this ability only during your Missions phase but not during a mission.

"His strength is not in guessing what the enemy will do, but in making the enemy do what he wants them to do."

—Deputy Secretary Alex Mallory

• Secretary, Ministry of Intelligence

1 4

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R058

KAI ALLARD-LIAO

⑤

7T



Command • Unique • Inner Sphere • Davion • St. Ives

Pilot: +3 initiative, +3 attack
Prevent up to 2 damage to each 'Mech in a group that includes 'Mech piloted by Kai Allard-Liao. When 'Mech piloted by Kai Allard-Liao attacks or blocks, you may reveal the top card of your Stockpile. If that card is a Mission card, put it into your hand. If it is not a Mission card, restock it.

• Help to the St. Ives Compact

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+3

R044

KAMIKAZE MECHWARRIOR

②

2T



Command • Inner Sphere • Kurita

Pilot: +1 initiative
If 'Mech piloted by Kamikaze MechWarrior is faster than engaged 'Mech opponent controls, you may scrap 'Mech piloted by Kamikaze MechWarrior and roll two dice: 2-12, deal +(2-12) damage to engaged 'Mech opponent controls. Use this ability only during a mission.

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U072

KATANA CRK-5003-2

⑤

2A 1M



Mass: 85 tons
Main Armament:
2 Lg Lasers,
12 SRMs, AC/10

'Mech • Inner Sphere • Kurita

Overheat 3: +2 attack
Jump (-1 attack: +1 initiative)

A variant of the Crockett, the Katana contains few changes.

2 7

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4

C061

KELL HOUND PILOT

①

3T



Command • Mercenary • Inner Sphere

Pilot: +1 initiative, +1 attack

"Are the Kell Hounds good? Damn straight. No one pays us to be lousy."

—Major Christian Kell, Kell Hounds,
Outreach, 15 Jan 3051

Illus. Douglas Shuler

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+1

U070

KOSHI A Mist Lynx

①

Mass: 25 tons
Main Armament:
Flamer, MG



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Koshi A deals -1 damage)
AP (Koshi A deals +1 damage to any target other than a 'Mech)

0 3

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0

R002

KOSHI B Mist Lynx

④

Mass: 25 tons
Main Armament:
2 Med Laser,
12 SRMs



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)

With its lasers and missiles, this 'Mech packs a real wallop.

0 4

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4

C009

KOSHI C Mist Lynx



'Mech • Clan • Omni • Smoke Jaguar

Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Koshi C deals -1 damage)
ECM (Each 'Mech in a group that includes at least one 'Mech with ECM gets +1 armor)

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R004

KOSHI D Mist Lynx



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)
Used sparingly, this variant is only effective in special situations.

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U005

KOSHI PRIME Mist Lynx



'Mech • Clan • Omni

Jump (-1 attack: +1 initiative)
Known as the "Small Death," this 'Mech has earned its name.

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C005

LANCE COMMANDER



Command • Inner Sphere

Pilot: +2 initiative
 Prevent 1 damage to any 'Mech in a group that includes 'Mech piloted by Lance Commander. Use this ability only during a mission.

"Get back here, Phelan! That's an order! Dammit, follow my orders just for once!"
 —Lieutenant Tang, Kell Hounds, The Rock, 13 Aug 3049

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U067

LANCELOT LNC25-01



'Mech • Inner Sphere

Overheat 4: +1 attack
The relatively quick Lancelot carries considerable firepower.

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R009

LEAP BEFORE YOU LOOK



Mission

Play only when blocked or blocking. Choose a 'Mech with Jump. Deal 4 damage to that 'Mech.

"His Blackjack was so torn up that when he jumped he ripped his 'Mech apart. Bad move."
 —Phelan, Kell Hounds, The Rock, 10 Apr 3051

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U121

LEO SHOWERS



Command • Unique • Clan

☞ Draw a card. Use this ability only during your Draw phase.

"The ultimate product of the Clan breeding program? The man caused the slaughter of millions. He was clearly bred for evil."
 —Prince Hanse Davion

• IlKhan of the Clans

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R051

LOKI A Hellbringer



'Mech • Clan • Omni • Jade Falcon

Missile 1
Overheat 3: +2 attack
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

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U033

LOKI B Hellbringer



'Mech • Clan • Omni • Jade Falcon

This "utterly mad" 'Mech is infamous among Inner Sphere forces.

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U029

LOKI PRIME Hellbringer

12

1A 2L

2M 3T

Mass: 65 tons
Main Armament:
2 PPCs,
3 Med Lasers,
6 SRMs



'Mech • Clan • Omni

M

Overheat 5: +6 attack
Anti-missile (Each missile assigned to a 'Mech in a group that includes LOKI PRIME deals -1 damage)
ECM (Each 'Mech in a group that includes at least one 'Mech with ECM gets +1 armor)
AP (LOKI PRIME deals +1 damage to any target other than a 'Mech)

1 5

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6

U036

LONG RANGE TARGETING SYSTEM

0

4A



Command • Enhancement

Play Long Range Targeting System only on a 'Mech. That 'Mech deals one-half its non-missile damage (rounded down) to the target it is attacking, even if that 'Mech is blocked.

Playing Long Range Targeting System does not count as a deployment if revealed the turn you play it.

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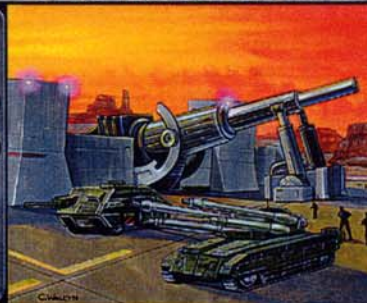
C086

LONG TOM BATTERY

4

4L

4M



Command • Artillery

Deal 3 damage to one site. Use this ability only during your Missions phase but not during a mission.

"The first rule of jungle warfare is, obviously, eliminate the jungle."
—Star Captain Glen Osis, Clan Smoke Jaguar, Albiero, July 3050

0 3

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U060

LUCK OF THE FOX



Mission • Inner Sphere • Davion

Choose a 'Mech opponent controls. Roll a die: 1, no effect; 2-3, return Luck of the Fox to your hand after mission; 4-6, prevent all damage dealt by that 'Mech.

"Davion was a genius. He accomplished things no other leader in the Successor States had done—and it wasn't all due to his legendary luck."
—Sho-sa Shin Yodama, Port Moseby, 21 Mar 3052

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R116

LURED INTO BOG



Mission

Play only when attacked.
All attacking 'Mechs may be blocked, regardless of their speed, until end of turn.

*open green meadow
will not let soldier pass through
the embracing mud*

—Death haiku

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U118

MAD CAT A Timber Wolf

14

Mass: 75 tons
Main Armament:
2 PPCs, 3 Med
Lasers, 6 SRMs



'Mech • Clan • Omni • Wolf

M

Overheat 1: +1 attack

Ample firepower and heat sinks make this 'Mech particularly dangerous.

2 9

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9

U038

MAD CAT B Timber Wolf

9

1A 1M

Mass: 75 tons
Main Armament:
Lg Laser, Gauss
Rifle, 10 LRMs



'Mech • Clan • Omni • Wolf

M

Less common than other variants, it still packs a punch.

2 9

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7

U035

MAD CAT C Timber Wolf

11

4A 1M

1T

Mass: 75 tons
Main Armament:
2 Lg Lasers,
30 LRMs



'Mech • Clan • Omni • Wolf

M

Overheat 2: +3 attack

Missile 1
Anti-missile (Each missile assigned to a 'Mech in a group that includes Mad Cat C deals -1 damage)

2 9

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5

R016

MAD CAT D Timber Wolf

13

4A 4M

Mass: 75
Main Armament:
2 PPCs, 12 SRMs



'Mech • Clan • Omni • Wolf

M

Overheat 4: +4 attack

Its many weapons allow it to fight in the enemy's midst.

2 9

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7

U039

MAD CAT PRIME Timber Wolf

15

2L

Mass: 75 tons
Main Armament:
2 Lg Lasers,
40 LRMs,
2 Med Lasers



'Mech • Clan • Omni

Missile 2
Overheat 3: +3 attack

This powerful OmniMech was the first seen by Inner Sphere forces.

2 9

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C045

MAN O' WAR A Gargoyl

12

3M

Mass: 80 tons
Main Armament:
2 PPCs, Lg Laser



'Mech • Clan • Omni • Wolf

Overheat 4: +5 attack

Paired PPCs give this 'Mech lethal firepower at any range.

3 7

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R013

MAN O' WAR B Gargoyl

5

2A

Mass: 80 tons
Main Armament:
Gauss Rifle,
10 LRMs, 4 SRMs



'Mech • Clan • Omni • Wolf

Though not as powerful as other configurations it is still dangerous.

3 7

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R014

MAN O' WAR C Gargoyl

14

4M

Mass: 80 tons
Main Armament:
6 Med Lasers,
AC/20



'Mech • Clan • Omni • Wolf

Alpha Strike: +3 attack

Bristling lasers and a massive AC make this a fearsome 'Mech.

3 7

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R018

MAN O' WAR PRIME Gargoyl

5

2A

Mass: 80 tons
Main Armament:
2 AC/S,
12 SRMs



'Mech • Clan • Omni

This assault 'Mech's exceptional speed makes it an unpredictable foe.

3 7

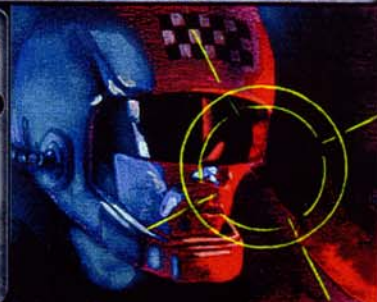
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C036

MANEUVERING ACE

0

3T



Command

Pilot: +1 initiative
'Mech piloted by Maneuvering Ace may attack and block as if one speed faster. If 'Mech piloted by Maneuvering Ace is a fast 'Mech, it cannot be blocked except by 'Mechs guarding the target.

*"The trick is finding the right place, then hanging around until it is the right time to be there."
—Star Commander Denise, Clan Jade Falcon, Bone Norman, 9 Mar 3050*

Illus. O. Alexander Gregory
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U066

MANIPULATION OF ROMANO

3

6P



Command • Subterfuge • Inner Sphere • Liao

Scrap Manipulation of Romano when it is revealed.
Tap all guarding 'Mechs.

"Romano's paranoia makes her dangerous. Giving her something to focus it on makes her decidedly less so."

—Prime Minister Candace Liao,
Outreach, 13 Jan 3051

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R059

MARIK ARMS TRADE

1

2M



Command • Resource • Inner Sphere • Marik

☞: ☞: Marik Arms Trade deals 1 damage to attacking 'Mech. Use this ability only during a mission.
Munitions (If you have Munitions in play and you roll a 3 on a missile roll, that missile volley deals 3 damage)

M

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U084

MARISSA MORGAN

1

3T



Command • Unique • Inner Sphere • Marik

☞: +1 initiative and choose one of your 'Mechs. Prevent up to 2 damage to that 'Mech. Use this ability only during a mission.

"You wanna know how I got my men off Garstedt? Well, I just used the same tactic as old General Morgan used to get her troops away from Exedor in 3044."

—Tai-sa Albert Brookhaven, 3rd Alshain Regulars
• Commander, Fusiliers of Oriente

Illus. David Roach
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R091