

BATTLETECH

RANDOM ASSIGNMENT & RARITY TABLES

3028-3057

Version 10.2 – 28 Aug 2019

INTRODUCTION

The Random Assignment Tables (RATs) beginning on page 7 can be used to generate random mech and vehicle assignments for the following eras:

- Late Star League (2750)
- Late Third Succession War (3028)
- War of 3039
- Clan Invasion (3050)
- Operation Guerrero (3057)

The assignment tables use three ten-sided dice (aka D1000) to generate a result from 1 to 1000. Designate the first die as the “100” digit, the next as the “10” digit, and the last as the single digit before rolling the dice. For example, if the first die comes up a “0”, the second a “0”, and the third a “9”, then your result is 9 (009). A result of “000” is 1000.

Units are ranked in the tables in ascending order using Battle Value 2.0: for example, a low roll gets you a low-BV model. As such, rolling high won't necessarily get you the heaviest machine, but it should get you a better one.

Salvage

If a “Salvage” entry is rolled, you immediately switch to the random deployment table of the faction indicated and re-roll, in the same weight class and applying the same modifiers (if any). Use the same era as well, unless the salvage table specifies otherwise. For example, rolling 004 for 3028 Liao Medium Mechs gives a result of “Salvage: Davion”. You would then reroll on the 3028 Davion Medium Mechs table, apply any equipment rating modifiers (see below), and take whatever machine results. It's possible that you roll salvage several times for a single machine, in which case it has one hell of a story to tell.

Second-Line **

While good-quality units will generally roll up good-quality machines, even in the mech-strapped Mad Max-era of 3028 there were certain models delegated almost entirely to second-line positions. For example, the Capellans consistently consigned their Blackjacks to militia units. “**” denotes these sorts of machines, those that should rarely be in the ranks of A-rated units, and may be uncommon in even B-rated units. If such a machine is rolled for an A-rated unit you may wish to reroll. Bear in mind though that the hereditary Battlemech philosophy—the passing down of increasingly rare mechs from one generation of a family to the next—does result in elite pilots equipped with colossally worthless machines. In addition, poorer and newly born nations are often not in a position to be picky. As vehicles are generally thought of as an inherently second-line force to begin with (and because there are fewer to play with), there are no special second-line indicators for them—Bad Reputation Quirks and unit equipment rating modifiers will have to suffice.

Equipment Rating Modifiers

As described in the Field Manual series, each unit has a letter code representing its equipment rating: how favoured the unit is in terms of machine assignments, as well as its access to supplies and spare parts. "A" is normally the highest rating (elite units) and "F" is the worst (backwater militias, political unreliables).

- When rolling on the 3028, 3029, and 3050 mech assignment tables (except 3050 Steiner; see below), "A" units add 100 to their rolls. "B" units add 50 to their rolls, while "D" units subtract 50. "F" units subtract 100 from their rolls.
- When rolling on the 3057 tables (and the 3050 Steiner tables), apply the following modifiers instead: B (-50), C (+50), F (-100). Lastly, F-rated units must re-roll any unit marked with a ^L (this signifies a machine with Lostech, which was highly unlikely to have trickled down to such low-rated units this early in the technological recovery, regardless of the BV of the machine in question).

In both cases, do not apply a unit rating modifier to the roll if by doing so it would create a result under 0 or over 1000 (e.g. if you roll 900 for an A-rated unit in 3028, add the usual 100; if you roll 901 for that same unit, add nothing).

Notes on Availability

If a machine is not listed with a faction it's not to say that that machine cannot be found there at all, but rather that there is no significant amount and no native supply. Belonging to this category are one-offs and extremely rare experimental variants (Victor -9S), as well as machines acquired solely due to Succession Wars salvage (Capellan Sturmfeuers). In the chaos of the Succession Wars it's perfectly feasible to see at least one of any given machine in the ranks of any faction: these tables merely try to depict typical native deployments while attempting to maintain a sense of uniqueness for each faction.

Finally, specialist units with known oddball compositions can throw off attempts at random generation, and so such units will be ignored with regards to overall mech amounts. For example, Cochrane's Goliaths (a battalion entirely made up of otherwise extremely rare Goliaths) likely contained more Goliaths than did the rest of the CCAF combined. Any attempt to take this unit into account while assigning a percentage chance to roll up a Goliath in the Liao ranks would either assign too many Goliaths to every individual CCAF unit, or not enough to the CCAF as a whole, failing either way.

The Mercenary / Periphery General list is for any old generic force of that type. However, if you're rolling up such a unit, and it is tied specifically to one area, it may be more accurate to use the House/Periphery state list closest in proximity to the unit in question. For example, a highly localized band of pirate mechs might be better off using the Taurian Concordat table, while a mercenary unit so static as to be essentially a House unit, like McCarron's Armoured Cavalry, might be better off using the lists of the House they have been serving for so long.

See *Strategic Operations*, pp. 328-335, for many more force generation tables.

Faction Lists

The Faction Lists beginning on p. 3 contain every mech that appears on the RATs, organized alphabetically, with Av ratings for each unit, so that you can tell at a glance which faction has access to which units.

Error Reports

Found a mistake, or want to discuss the amounts given out to faction X in period Y? Head over to this project's thread and mention it:
<https://bg.battletech.com/forums/index.php?topic=12190>

NOTE: Though these tables have been produced by a member of the MUL team, this is a wholly unofficial fan product, with no canon standing whatsoever.

FACTION LISTS INTRODUCTION

A few notes regarding the following:

- Faction tables are laid out one per faction, and contain only the machines that are available on that faction's random assignment tables.
- On Availability ("Av" for short): I rated each unit's Availability on a ten-point scale. The scale is *only* meant to represent how often that particular machine appears *within both its weight class and the force(s) it serves with*. It is not meant to give an accurate picture of exact numbers of the machine currently in service. Besides the fact that hard production numbers are almost nonexistent, different weight classes have different deployment ratios. For example, assault mechs are usually about a mere 10% of a mech force, while mediums are the most common, so that a common but Steiner-only assault mech like the Zeus may have fewer examples in existence than a widespread but rare for its class medium like the Scorpion.

Av 10 machines are those where at least one example should be found in every appropriate lance or star (Wasp, Zeus, Hermes II), while Av 1 is incredibly rare (a handful of examples in the entire faction, like the original variants of the Clint and Cicada). Availability is just meant to be just a basic guideline—don't bother trying to derive hard numbers from it or embrace it as in any way canon, but instead use it as a comparative guide. As a general guide (because having very many or very few types of units in a single weight category distorts those numbers), each Av value roughly translates into the following frequency for that weight category:

1	Very Rare	1 in 200
2	Very Rare	1 per regiment
3	Rare	1 per two battalions
4	Rare	1 per battalion
5	Uncommon	1 per two companies
6	Uncommon	1 in 20
7	Common	1 per company
8	Common	1 per binary
9	Very Common	1 per demi-company
10	Very Common	1 per lance

With regards to the distortion mentioned above, the reason this is only a general guide is because having few units in a weight class makes a given rating be worth more than normal, while having a lot of units in a weight class produces the opposite result. For example, giving 3028 Steiner an Av of 7 for their Atlases doesn't mean they're swimming in AS7-Ds compared to 3028 Kurita (whose Atlases are Av 4). This is because the Kuritans have very few assault models then (making Av 4 worth a lot more on their list than someone else's Av 4), while Steiner has the opposite problem (tons of assault models, making Av 7 worth a lot less). The result is that Steiner does have more, but not three times as many, as the difference between Av 4 and Av 7 normally indicates. Basically, the exact number of machines an Av rating represents changes for each faction, era, and unit quality division.

- If a machine is very rare (Av 1 or 2) in a faction, that faction will often not have any variants of it listed unless a Technical Readout specifically states that one is in service with that faction. Again, this is not to say examples don't exist there, but that the numbers are so small as to be not worth including.
- In the Kuritan 3039 column you'll come across an A* rating—this denotes mechs only found in Kuritan A*-rated units. The A* rating is only used for Kurita, and only for the 3039 era.

INNER SPHERE GENERAL INFORMATION

3028

With regards to weight distributions, there are some regional variations. As far as we know, House Liao's CCAF and House Davion's AFFS generally obey the average distribution ratios. However, House Kurita's DCMS places a great deal of emphasis on operational mobility and as such favours the use of light mechs, while believing that medium mechs represent a useless compromise. House Steiner's LCAF has reached the opposite conclusion: thinking the general answer to any problem is to throw more weight at it, the Lyrans are perhaps the only force that employs the Charger as a scout mech with a straight face. Lastly, in the pre-Clan era House Marik's FWLM (as well as its various provincial forces) strayed from the standard ratios, but due to supply shortages rather than a difference in doctrine; the Free Worlds League was chronically short of assault mechs, and in an attempt to compensate increased production of heavy mechs as much as possible.

REGIONAL WEIGHT DISTRIBUTION: 3028

Military (House)	Light	Medium	Heavy	Assault
Average 3025 distribution	30	40	20	10
Capellan Confederation Armed Forces (Liao)	30	40	20	10
Draconis Combine Mustered Soldiery (Kurita)	40	20	30	10
Armed Forces of the Federated Suns (Davion)	30	40	20	10
Free Worlds League Military (Marik)	30	40	22.5	7.5
Lyran Commonwealth Armed Forces (Steiner)	20	30	35	15

The average distribution percentages for 3028 are canon (albeit very old—1987), but the varying regional distribution percentages are unofficial conjecture. However, I based any attempt to make the assignment tables reflect canon mech amounts (e.g. “there are less than 200 of these mechs left in service amongst the Great Houses”) on these figures.

3057

Information in the Field Manual series of products gives us enough information to construct a series of guesses as to what each House would prefer to work with (as opposed to what they were forced to work with in the Third War-era of scarcity). Liao massively increases their number of regiments, but has no native assault mech production, meaning that their remaining pool of assaults is heavily diluted. We are told that Kurita’s heavy losses of light mechs, combined with the ability of new technologies to create faster heavy mechs, meant that they moved away from their most extreme reliance on lights. However, they still dislike mediums. The AFFS is overall a slightly lighter force, but we aren’t given anything in the way of details to determine what that means. Lastly, although this isn’t specifically stated, I assume that Marik’s new status as the armaments workshop of the Inner Sphere means they are able to redress their traditional skewing towards heavies and away from assaults (always a matter of necessity for them due to manufacturing shortfalls, rather than preference). My non-canon estimates I used to create the 3057 tables are as follows.

REGIONAL WEIGHT DISTRIBUTION: 3057

Military (House)	Light	Medium	Heavy	Assault
Average 3025 distribution	30	40	20	10
Capellan Confederation Armed Forces (Liao)	30	45	20	5
Draconis Combine Mustered Soldiery (Kurita)	35	20	35	10
Armed Forces of the Federated Suns (Davion)	30	42.5	17.5	10
Free Worlds League Military (Marik)	30	40	20	10
Lyran Commonwealth Armed Forces (Steiner)	20	30	35	15

NUMBER OF 'MECH REGIMENTS PER ERA

Military (House)	Number of House 'Mech Regiments									
	3028	3039	3050	3054	3057 ^E	Interim ^F	3067	3075	3085	3145
Capellan Confederation Armed Forces (Liao)	40.66	16 ^E	16.33	19	31	44 (3063)	42	22.33	29.66	51.33
Draconis Combine Mustered Soldiery (Kurita)	66	94 (19 A*)	98.33	60	73	76 (3059)	62	22.66	25	39
Armed Forces of the Federated Suns (Davion)	78	87.33	93.33 [†]		91	86.66 (3062)	66.66	30.33	32.66	31
Free Worlds League Military (Marik)	56	55	55	55	69.33	73.66 (3059)	66	29.66	NA [‡]	24.33 + 6 Clusters
Lyran Commonwealth Armed Forces (Steiner)	52.66	67.33	93**		72	77.66 (3062)	73	22.33	33.33	33.33

Totals are not the number of units, but the number of regiments worth of 'Mechs (as in, all 'Mech battalions added up and divided by three, regardless of how they are organized). Only House units are included; mercenaries are left out of these totals.

^E Non-canon estimate: no absolute canon data exists. In the case of the 3057 numbers, I used the average rate of growth between the nearest two canon figures (for Liao and Marik) and rough estimates of Clan Invasion losses (for the others).

^F These totals are taken from the Field Manual series of books, each of which is placed at a different in-universe date.

[†] The figures here as compared to *20 Year Update* are different because mercenaries and St. Ives units were removed from the totals entirely, while pre-unification Lyran and Davion units were counted as belonging to their original Houses (regardless of their garrison location within the Federated Commonwealth).

[‡] The FWL is fractured at this point into its various component substates.

THE STAR LEAGUE 2750

Information on Star League mech allocation is extremely spotty, scattered, and subject to frequent retcons and clarifications, but fortunately the MUL helps a lot by providing canon deployment dates for all Star League-era machines (insert further shameless team promotion here). Still, as with many other eras, availability ratings are often so much guesswork: I'd welcome any corrections or clarifications drawn from the source material that I missed.

As the Star League spans such a large period of time there's room for numerous tables, depending on which point in time you choose to focus on. I've chosen 2750, the same date of the classic Technical Readout that introduced us to Star League equipment in the first place, and ten years before Richard Cameron's murder. There are two different types of Star League tables—Regular Army and Royal. Regular Army is for your typical Star League force. Royal is for those Terran Hegemony-staffed units equipped with the latest and greatest the Star League had to offer (see TR 3075 pp. 168-169 for more info).

Historical: Operation Klondike tells us that the Star League finished a major overhaul to remove many of their centuries-old designs from service just prior to Kerenky's Periphery campaigns. I've done what I can to show this, but the medium tables in particular really suffer from a lack of advanced designs, forcing me to stick with what would become Succession War staples. Note that several of the mechs, though listed as available for the date in question, were fielded in an extremely limited fashion (either by numbers or by deployment) and so have been left out. Lastly, several Star League mechs did not appear until after the 2750 date (such as many of the Operation Klondike machines).

The proportion of Royal to Regular mech units in 2750 was about 1 in 6.

Mechs – Star League Regular Army

Mechs – Star League Royal

INNER SPHERE MECHS 3028

The following tables show the typical distribution of experience amongst regiments in service with the Successor Lords in 3028:

REGIMENT EXPERIENCE DISTRIBUTION

		<i>Experience Level Breakdown Within Regiment</i>			
Regiment Class	% of Regiments	Green	Regular	Veteran	Elite
Light	30	45	25	20	10
Medium	60	30	30	20	20
Heavy & Assault	10	5	20	35	40

MECHWARRIOR EXPERIENCE DISTRIBUTION

Level	% of Mechwarriors
Green	25
Regular	40
Veteran	25
Elite	10

For example, 60% of all regiments belong to the Medium weight class. Of those Medium regiments, 30% can be classified as Green, 30% as Regular, 20% as Veteran, and 20% as Elite. If you're just examining individual Mechwarriors, 25% of all Inner Sphere Mechwarriors are Veterans. These two tables are from BattleForce, 1st edition.

Mechs – Capellan Confederation (House Liao)

Mechs – Draconis Combine (House Kurita)

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028
051-126	STG-3R Stinger [20]	051-053	CLNT-2-4T Clint [40]	051-134	JM6-S Jagermech [65]	051-063	VTR-9A Victor [80]
127-252	WSP-1A Wasp [20]	054-069	VL-2T Vulcan [40]	135-273	RFL-3N Rifleman [60]**	064-076	VTR-9A1 Victor [80]
253-328	WSP-1D Wasp [20]	070-085	CDA-2A Cicada [40]	274-277	RFL-3C Rifleman [60]	077-126	CP-10-Z Cyclops [90]
329-389	LCT-1M Locust [20]	086-088	CLNT-1-2R Clint [40]	278-285	CHP-2N Champion [60]	127-240	LGB-0W Longbow [85]
390-465	LCT-1V Locust [20]	089-104	ASN-21 Assassin [40]	286-293	JM6-A Jagermech [65]	241-476	VTR-9B Victor [80]
466-469	HNT-152 Hornet [20]**	105-107	ASN-101 Assassin [40]	294-297	RFL-4D Rifleman [60]	477-590	BNC-3E Banshee [95]**
470-473	HNT-151 Hornet [20]**	108-113	CLNT-2-3T Clint [40]	298-309	QKD-4G Quickdraw [60]	591-597	GOL-1H Goliath [80]
474-480	LCT-3V Locust [20]	114-116	HCT-3F Hatchetman [45]	310-313	QKD-5A Quickdraw [60]	598-604	AWS-8R Awesome [80]
481-518	STG-3G Stinger [20]	117-179	SHD-2D Shadow Hawk [55]	314-321	MLN-1A Merlin [60]	605-617	STC-2C Striker [80]
519-579	UM-R60 Urbanmech [30]**	180-182	BJ-1DC Blackjack [45]	322-351	OSR-2C Ostroc [60]	618-624	AWS-8V Awesome [80]
580-583	SDR-5D Spider [30]	183-191	VL-5T Vulcan [40]	352-382	TDR-5D Thunderbolt [65]	625-637	BLR-1G Battlemaster [85]
584-594	LCT-1E Locust [20]	192-295	CN9-A Centurion [50]	383-386	OSR-2L Ostroc [60]	638-657	BLR-1D Battlemaster [85]
595-670	JVN-10N Javelin [30]	296-304	CN9-AH Centurion [50]	387-390	QKD-4H Quickdraw [60]	658-664	STK-4N Stalker [85]
671-689	OTT-7J Ostscout [30]	305-354	BJ-1 Blackjack [45]	391-394	OTL-4F Ostsol [60]	665-735	STK-3F Stalker [85]
690-696	HER-1A Hermes [30]	355-376	WTH-1 Whitworth [40]	395-462	OTL-4D Ostsol [60]	736-748	CP-10-Q Cyclops [90]
697-700	FLC-4N Falcon [30]	377-379	TBT-5S Trebuchet [50]	463-466	OSR-3C Ostroc [60]	749-755	AWS-8T Awesome [80]
701-727	SDR-5V Spider [30]	380-385	WVE-6N Wyvern [45]	467-470	ON1-V Orion [75]	756-826	AWS-8Q Awesome [80]
728-740	JVN-10A Javelin [30]	386-388	BJ-1DB Blackjack [45]	471-538	WHM-6R Warhammer [70]	827-897	LGB-7Q Longbow [85]
741-767	VLK-QF Valkyrie [30]	389-404	SCP-1N Scorpion [55]**	539-550	WHM-6K Warhammer [70]	898-904	STK-3H Stalker [85]
768-771	HER-1B Hermes [30]	405-561	ENF-4R Enforcer [50]	551-634	CRD-3R Crusader [65]	905-917	AS7-A Atlas [100]
772-832	FS9-H Firestarter [35]	562-611	PXH-1 Phoenix Hawk [45]	635-638	ON1-VA Orion [75]	918-930	KGC-0000 King Crab [100]
833-958	VLK-QA Valkyrie [30]	612-633	HBK-4G Hunchback [50]	639-680	TDR-5S Thunderbolt [65]	931-943	AS7-RS Atlas [100]
959-969	MON-67 Mongoose [25]	634-642	CN9-AL Centurion [50]	681-710	CRD-3D Crusader [65]	944-993	AS7-D Atlas [100]
970-973	FS9-K Firestarter [35]	643-673	SHD-2H Shadow Hawk [55]	711-718	BMB-10D Bombardier [65]**	994-000	CP-10-HQ Cyclops [90]
974-000	JVN-10F Javelin [30]	674-676	HBK-4H Hunchback [50]	719-748	MAD-3R Marauder [75]		
		677-707	PXH-1D Phoenix Hawk [45]	749-752	GLT-4P Guillotine [70]		
		708-710	HBK-4N Hunchback [50]	753-756	CPLT-C1 Catapult [65]		
		711-741	WVR-6R Wolverine [55]	757-777	GLT-4L Guillotine [70]		
		742-765	WVR-6D Wolverine [55]	778-807	GHR-5H Grasshopper [70]		
		766-768	HBK-4P Hunchback [50]	808-837	ON1-K Orion [75]		
		769-777	CRB-20 Crab [50]	838-845	BL-7-KNT Black Knight [75]		
		778-780	HBK-4J Hunchback [50]	846-853	STK-4P Stalker [75]		
		781-843	DV-6M Dervish [55]	854-895	MAD-3D Marauder [75]		
		844-874	KTO-18 Kintaro [55]	896-916	WHM-6D Warhammer [70]		
		875-890	TBT-5N Trebuchet [50]	917-000	ARC-2R Archer [70]		
		891-994	GRF-1N Griffin [55]				
		995-997	GLD-3R Gladiator [55]**				
		998-000	GLD-4R Gladiator [55]**				

Mechs – Free Worlds League (House Marik)

Mechs – Lyran Commonwealth (House Steiner)

Vehicles – Capellan Confederation (House Liao)

Vehicles – Draconis Combine (House Kurita)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion
026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner
051-106	Galleon GAL-100 [30]	051-114	Vedette (AC2) [50]	051-078	AC2 Carrier [60]	051-061	Partisan (AC2) [80]
107-110	Galleon GAL-200 [30]	115-691	Vedette [50]	079-125	Bulldog (AC2) [60]	062-163	Partisan [80]
111-122	Karnov (Gunship) [30]	692-699	Hetzer (Laser) [40]	126-163	Laser Carrier [60]	164-174	Schrek AC Carrier [80]
123-128	Skulker (MG) [20]	700-732	Goblin [45]	164-351	Bulldog [60]	175-234	Schrek PPC Carrier [80]
129-140	Warrior H-7A [21]	733-799	Hetzer [40]	352-383	Pike [60]	235-409	Demolisher [80]
141-164	Warrior H-7 [21]	800-807	Hetzer (SRM) [40]	384-392	Tokugawa TKG-151 [60]	410-420	Partisan (LRM) [80]
165-284	Scorpion [25]	808-812	Goblin (SRM) [45]	393-398	Pike (AC/5) [60]	421-473	Devastator [80]
285-332	Skulker [20]	813-820	Hetzer (LRM) [40]	399-455	Tokugawa TKG-150 [60]	474-736	Behemoth [100]
333-338	Skulker (SRM) [20]	821-833	Maxim (SRM4) [50]	456-502	Bulldog (LRM) [60]	737-789	Rhino (Flamer) [80]
339-350	Scorpion (ML) [25]	834-884	Prowler (Succession Wars) [55]	503-643	SRM Carrier [60]	790-842	Rhino (MG) [80]
351-360	Harasser (Laser) [25]	885-897	Maxim (SRM2) [50]	644-784	LRM Carrier [60]	843-982	Rhino [80]
361-402	Packrat [20]	898-000	Maxim [50]	785-972	Manticore [60]	983-000	Rhino (SL) [80]
403-438	Scorpion (SRM) [25]			973-976	Von Luckner VNL-K70 [75]		
439-446	Harasser (LRM) [25]			977-000	Von Luckner VNL-K65N [75]		
447-470	Harasser [25]						
471-482	Scorpion (LRM) [25]						
483-494	J. Edgar (ICE) [25]						
495-500	J. Edgar (Flamer) [25]						
501-506	Warrior H-7C [21]						
507-512	J. Edgar (MG) [25]						
513-536	Peregrine [30]						
537-626	Scimitar [35]						
627-662	J. Edgar [25]						
663-679	Striker [35]						
680-683	Striker (SRM) [35]						
684-764	Saladin [35]						
765-774	Saladin (Armour) [35]						
775-780	Hunter (LRM15) [35]						
781-784	Striker (LRM) [35]						
785-904	Pegasus [35]						
905-910	Hunter (LRM10) [35]						
911-940	Hunter [35]						
941-000	Saracen [35]						

Vehicles – Federated Suns (House Davion)

Vehicles – Free Worlds League (House Marik)

Vehicles – Lyran Commonwealth (House Steiner)

Vehicles – Mercenary / Periphery General

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-020	Salvage: Davion	001-020	Salvage: Davion	001-020	Salvage: Davion	001-020	Salvage: Davion
021-040	Salvage: Kurita	021-040	Salvage: Kurita	021-040	Salvage: Kurita	021-040	Salvage: Kurita
041-060	Salvage: Liao	041-060	Salvage: Liao	041-060	Salvage: Liao	041-060	Salvage: Liao
061-080	Salvage: Marik	061-080	Salvage: Marik	061-080	Salvage: Marik	061-080	Salvage: Marik
081-100	Salvage: Steiner	081-100	Salvage: Steiner	081-100	Salvage: Steiner	081-100	Salvage: Steiner
101-126	Ferret [5]	101-156	Vedette (AC2) [50]	101-126	AC2 Carrier [60]	101-116	Partisan (AC2) [80]
127-135	Ferret (Armour) [5]	157-662	Vedette [50]	127-169	Bulldog (AC2) [60]	117-269	Partisan [80]
136-170	Galleon GAL-100 [30]	663-673	Hetzer (Laser) [40]	170-204	Laser Carrier [60]	270-285	Schrek AC Carrier [80]
171-187	Karnov (Gunship) [30]	674-707	Goblin [45]	205-378	Bulldog [60]	286-375	Schrek PPC Carrier [80]
188-204	Warrior H-7A [21]	708-842	Hetzer [40]	379-407	Pike [60]	376-560	Demolisher [80]
205-239	Warrior H-7 [21]	843-853	Hetzer (SRM) [40]	408-412	Pike (AC/5) [60]	561-576	Partisan (LRM) [80]
240-412	Scorpion [25]	854-887	Condor [50]	413-455	Bulldog (LRM) [60]	577-629	Devastator [80]
413-429	Skulker [20]	888-898	Hetzer (LRM) [40]	456-628	SRM Carrier [60]	630-894	Behemoth [100]
430-446	Scorpion (ML) [25]	899-907	Maxim (SRM4) [50]	629-801	LRM Carrier [60]	895-905	Rhino (Flamer) [80]
447-460	Harasser (Laser) [25]	908-930	Prowler (Succession Wars) [55]	802-974	Manticore [60]	906-916	Rhino (MG) [80]
461-486	Packrat [20]	931-939	Maxim (SRM2) [50]	975-000	Von Luckner VNL-K65N [75]	917-995	Rhino [80]
487-538	Scorpion (SRM) [25]	940-000	Maxim [50]			996-000	Rhino (SL) [80]
539-550	Harasser (LRM) [25]						
551-585	Harasser [25]						
586-602	Scorpion (LRM) [25]						
603-609	J. Edgar (ICE) [25]						
610-612	J. Edgar (Flamer) [25]						
613-621	Warrior H-7C [21]						
622-624	J. Edgar (MG) [25]						
625-659	Peregrine [30]						
660-694	Scimitar [35]						
695-715	J. Edgar [25]						
716-734	Striker [35]						
735-737	Striker (SRM) [35]						
738-798	Saladin [35]						
799-801	Hunter (LRM15) [35]						
802-804	Striker (LRM) [35]						
805-934	Pegasus [35]						
935-937	Hunter (LRM10) [35]						
938-965	Hunter [35]						
966-000	Saracen [35]						

Vehicles – Magistracy Of Canopus

Vehicles – Outworlds Alliance

Vehicles – Taurian Concordat

INNER SPHERE MECHS 3039

By 3039 the Inner Sphere had changed significantly:

Battle Casualties: the 4th Succession War (3028-3030) inflicted massive and widespread casualties to every House except Marik, which is made up for by the heavy losses incurred by the League in the various Andurien Wars of 3030 to 3035. In addition, the Ronin War of 3034 and its political fallout caused substantial Kuritan mech losses through battle or defection to the newly-formed Free Rasalhague Republic. That having been said, we know nothing about specific models being hit harder than others, with the exception of TR3039 mentions of Liao Thunderbolt and Battlemaster losses and the known extinction of the Exterminator in the 4th War. As such I've assumed that losses were applied effectively even across the board and so overall mech ratios (Availability numbers) stayed the same. Salvage has been increased and the ratios altered for most factions however.

Conquests: the 4th Succession War gave, and the 4th Succession War took away. The Capellan Confederation lost several of their best factories, either to the Federated Suns or to their breakaway province, the St. Ives Compact. The Federated Suns also lost in that war, their facilities on Marduk captured by the Combine. Lastly, the Kuritans lost several factories to the breakaway Free Rasalhague Republic. Each of these facilities began producing their usual designs for their new masters. However, as they were old, occasionally damaged in the fighting, and working with debased Succession Wars technology, their output compared to the number of mechs already in service was small. Thus, the tables do not change too much due to new production, except where relatively new designs are concerned (e.g. Hornet, Wolfhound, Raven, Merlin).

New Nations: the St. Ives Compact and the Free Rasalhague Republic were created in this period.

Tech Transfers: In 3033 Theodore Kurita signed an agreement with ComStar that would provide them with many regiments of new mechs. Several of these designs were previously quite rare (the Crab), or had been extinct altogether (the Thorn). In addition, a cemented alliance and an enlarged Terran Corridor facilitated mass transfers of new machines from one half of the newly-formed Federated Commonwealth to another, meaning that designs such as the Enforcer, Commando, and Zeus appear where they had never been seen before.

Three new factions appear at this time: St. Ives Compact, Free Rasalhague Republic, and Draconis Combine A*. The Kurita A* table is only for mechs, and represents the best of the best, those units with access to the pick of the Star League treasure chest. There are no modifiers applied when rolling on it, though you may reroll the lowest result per lance if you wish (the result of the second roll must be kept).

Though proto-Star League technologies make their first appearances in this time period, for the most part they are extremely rare and expensive prototypes, not yet ready for production. Assigned only to super-elite units or specialist testing cadres, it is suggested that such technologies be deliberately employed, rather than randomly assigned, and machines utilizing them perhaps be assigned the "Prototype" Quirk. The sole exception are the Star League-era machines provided in very limited numbers to the DCMS by ComStar, which are found in the Kuritan A* assignment table and are not prototypes.

REGIONAL WEIGHT DISTRIBUTION: 3039

Military (House)	Light	Medium	Heavy	Assault	Number of House Regiments
Average distribution	30	40	20	10	
Capellan Confederation Armed Forces (Liao)	30	40	20	10	16 (estimate)
Draconis Combine Mustered Soldiery (Kurita)	40	20	30	10	94 (19 A*)
Armed Forces of the Federated Suns (Davion)	30	40	20	10	87.33
Free Worlds League Military (Marik)	30	40	22.5	7.5	55
Lyran Commonwealth Armed Forces (Steiner)	20	30	35	15	67.33

Mechs – Capellan Confederation (House Liao)

Mechs – Draconis Combine (House Kurita)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-102	STG-3R Stinger [20]	061-097	VL-2T Vulcan [40]	061-109	RFL-3N Rifleman [60]**	061-286	CGR-1A1 Charger [80]**
103-144	WSP-1K Wasp [20]	098-134	STN-3K Sentinel [40]**	110-113	CHP-2N Champion [60]	287-335	DCMS-MX90-D Daboku [90]
145-269	WSP-1A Wasp [20]	135-161	CDA-2A Cicada [40]	114-336	DRG-1N Dragon [60]	336-383	CP-10-Z Cyclops [90]
270-394	LCT-1V Locust [20]	162-188	ASN-21 Assassin [40]	337-375	QKD-4G Quickdraw [60]	384-431	LGB-0W Longbow [85]
395-402	LCT-3V Locust [20]	189-193	CLNT-2-3T Clint [40]	376-392	QKD-5A Quickdraw [60]	432-479	VTR-9B Victor [80]
403-415	STG-3G Stinger [20]	194-198	WTH-1S Whitworth [40]	393-399	DRG-1C Dragon [60]	480-491	CGR-1A9 Charger [80]
416-419	THE-T Thorn [20]	199-203	VL-5T Vulcan [40]	400-403	MLN-1A Merlin [60]	492-601	BNC-3E Banshee [95]**
420-423	SDR-5K Spider [30]	204-213	CN9-A Centurion [50]	404-428	OSR-2C Ostroc [60]	602-608	GOL-1H Goliath [80]
424-486	UM-R60 Urbanmech [30]**	214-250	BJ-1 Blackjack [45]**	429-430	OSR-2L Ostroc [60]	609-615	AWS-8R Awesome [80]
487-499	HSR-300-D Hussar [30]	251-260	HER-4K Hermes II [40]	431-511	LNC25-02 Lancelot [60]	616-627	STC-2C Striker [80]
500-512	LCT-1E Locust [20]	261-313	WTH-1 Whitworth [40]	512-518	QKD-4H Quickdraw [60]	628-661	THG-10E Thug [80]
513-516	MCY-98 Mercury [20]	314-318	TBT-5S Trebuchet [50]	519-557	OTL-4D Ostsol [60]	662-668	AWS-8V Awesome [80]
517-533	JVN-10N Javelin [30]	319-323	TBT-7K Trebuchet [50]	558-559	OSR-3C Ostroc [60]	669-702	BLR-1G Battlemaster [85]
534-550	OTT-7J Ostscout [35]	324-360	WVE-6N Wyvern [45]	560-576	CRD-3K Crusader [65]	703-709	HTM-26T Hatamoto-Chi [80]
551-558	HER-1A Hermes [30]	361-387	SCP-1N Scorpion [55]**	577-578	ON1-V Orion [75]	710-716	STK-4N Stalker [85]
559-566	FLC-4N Falcon [30]	388-493	PXH-1 Phoenix Hawk [45]	579-617	WHM-6R Warhammer [70]	717-784	STK-3F Stalker [85]
567-608	SDR-5V Spider [30]	494-546	HBK-4G Hunchback [50]	618-642	DRG-1G Dragon (Grand) [60]	785-796	CP-10-Q Cyclops [90]
609-612	HER-1B Hermes [30]	547-551	HBK-4SP Hunchback [50]	643-654	WHM-6K Warhammer [70]	797-803	AWS-8T Awesome [80]
613-675	FS9-H Firestarter [35]	552-588	SHD-2H Shadow Hawk [55]	655-702	CRD-3R Crusader [65]	804-871	AWS-8Q Awesome [80]
676-679	HSR-350-D Hussar [30]	589-593	HBK-4H Hunchback [50]	703-727	CPLT-K2 Catapult [65]	872-890	LGB-7Q Longbow [85]
680-683	MON-68 Mongoose [25]	594-646	PXH-1K Phoenix Hawk [45]	728-729	ON1-VA Orion [75]	891-897	STK-3H Stalker [85]
684-696	MON-67 Mongoose [25]	647-651	HBK-4N Hunchback [50]	730-778	TDR-5S Thunderbolt [65]	898-916	CRK-5003-0 Crockett [85]
697-700	FS9-K Firestarter [35]	652-704	WVR-6R Wolverine [55]	779-790	BMB-10D Bombardier [65]**	917-928	AS7-A Atlas [100]
701-908	PNT-9R Panther [35]	705-709	HBK-4P Hunchback [50]	791-871	ARC-2K Archer [70]	929-947	HGN-733 Highlander [90]
909-912	JVN-10F Javelin [30]	710-746	CRB-20 Crab [50]	872-888	MAD-3R Marauder [75]	948-959	KGC-0000 King Crab [100]
913-995	JR7-D Jenner [35]	747-751	HBK-4J Hunchback [50]	889-890	GLT-4P Guillotine [70]	960-993	AS7-D Atlas [100]
996-000	JR7-F Jenner [35]	752-778	DV-6M Dervish [55]	891-894	CPLT-C1 Catapult [65]	994-000	CP-10-HQ Cyclops [90]
		779-831	SHD-2K Shadow Hawk [55]	895-911	GLT-4L Guillotine [70]		
		832-868	TBT-5N Trebuchet [50]	912-928	GHR-5H Grasshopper [70]		
		869-895	WVR-6K Wolverine [55]	929-945	ON1-K Orion [75]		
		896-000	GRF-1N Griffin [55]	946-947	BL-7-KNT Black Knight [75]		
				948-951	STK-4P Stalker [75]		
				952-000	ARC-2R Archer [70]		

Mechs – Draconis Combine (House Kurita): A-Rated Units

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-028	STG-3R Stinger [20]	001-033	VL-2T Vulcan [40]	001-024	RFL-3N Rifleman [60]	001-089	DCMS-MX90-D Daboku [90]
029-048	WSP-1K Wasp [20]	034-055	STN-3K Sentinel [40]	025-028	CHP-2N Champion [60]	090-144	CP-10-Z Cyclops [90]
049-111	WSP-1A Wasp [20]	056-079	CDA-2A Cicada [40]	029-076	DRG-1N Dragon [60]	145-233	LGB-0W Longbow [85]
112-174	LCT-1V Locust [20]	080-103	ASN-21 Assassin [40]	077-115	QKD-4G Quickdraw [60]	234-261	VTR-9B Victor [80]
175-181	LCT-3V Locust [20]	104-151	STN-3M Sentinel [40]	116-132	QKD-5A Quickdraw [60]	262-300	CGR-1A9 Charger [80]
182-192	STG-3G Stinger [20]	152-156	VL-5T Vulcan [40]	133-139	DRG-1C Dragon [60]	301-306	GOL-1H Goliath [80]
193-196	THE-T Thorn [20]	157-165	HER-4K Hermes II [40]	140-188	DRG-5N Dragon [60]	307-312	AWS-8R Awesome [80]
197-200	SDR-5K Spider [30]	166-213	WTH-1 Whitworth [40]	213-212	OSR-2C Ostroc [60]	313-322	STC-2C Striker [80]
201-240	THE-S Thorn [20]	214-218	TBT-5S Trebuchet [50]	213-292	CHP-1N Champion [60]	323-361	THG-10E Thug [80]
241-303	HSR-300-D Hussar [30]	219-223	TBT-7K Trebuchet [50]	293-294	OSR-2L Ostroc [60]	362-367	AWS-8V Awesome [80]
304-382	THE-N Thorn [20]	224-256	WVE-6N Wyvern [45]	295-311	LNC25-02 Lancelot [60]	368-395	BLR-1G Battlemaster [85]
383-393	LCT-1E Locust [20]	257-351	PXH-1 Phoenix Hawk [45]	312-318	QKD-4H Quickdraw [60]	396-405	HTM-26T Hatamoto-Chi [80]
394-400	MCY-98 Mercury [20]	352-399	HBK-4G Hunchback [50]	319-357	OTL-4D Ostsol [60]	406-411	STK-4N Stalker [85]
401-420	JVN-10N Javelin [30]	400-404	HBK-4SP Hunchback [50]	358-359	OSR-3C Ostroc [60]	412-594	STK-3F Stalker [85]
421-440	OTT-7J Ostscout [35]	405-452	SHD-2H Shadow Hawk [55]	360-376	CRD-3K Crusader [65]	595-604	CP-10-Q Cyclops [90]
441-447	HER-1A Hermes [30]	453-457	HBK-4H Hunchback [50]	377-378	ON1-V Orion [75]	605-610	AWS-8T Awesome [80]
448-454	FLC-4N Falcon [30]	458-505	PXH-1K Phoenix Hawk [45]	379-417	WHM-6R Warhammer [70]	611-720	AWS-8Q Awesome [80]
455-494	SDR-5V Spider [30]	506-510	HBK-4N Hunchback [50]	418-466	DRG-1G Grand Dragon [60]	721-748	LGB-7Q Longbow [85]
495-534	HSR-200-D Hussar [30]	511-667	WVE-5N Wyvern [45]	467-478	WHM-6K Warhammer [70]	749-754	STK-3H Stalker [85]
535-538	HER-1B Hermes [30]	668-715	WVR-6R Wolverine [55]	479-527	CRD-3R Crusader [65]	755-782	CRK-5003-2 Katana [85]
539-601	FS9-H Firestarter [35]	716-720	HBK-4P Hunchback [50]	528-551	CPLT-K2 Catapult [65]	783-821	THG-11E Thug [80]
602-629	HER-1S Hermes [30]	721-753	CRB-20 Crab [50]	552-553	ON1-VA Orion [75]	822-837	CRK-5003-0 Crockett [85]
630-636	HSR-350-D Hussar [30]	754-758	HBK-4J Hunchback [50]	554-602	TDR-5S Thunderbolt [65]	838-847	AS7-A Atlas [100]
637-643	MON-68 Mongoose [25]	759-782	DV-6M Dervish [55]	603-682	ARC-2K Archer [70]	848-875	HGN-733 Highlander [90]
644-683	MON-67 Mongoose [25]	783-815	SHD-2K Shadow Hawk [55]	683-721	MAD-3R Marauder [75]	876-885	KGC-0000 King Crab [100]
684-711	MON-66 Mongoose [25]	816-848	TBT-5N Trebuchet [50]	722-723	GLT-4P Guillotine [70]	886-940	AS7-D Atlas [100]
712-715	FS9-K Firestarter [35]	849-872	WVR-6K Wolverine [55]	724-730	EXT-4D Exterminator [65]	941-956	KGC-000 King Crab [100]
716-913	PNT-9R Panther [35]	873-967	GRF-1N Griffin [55]	731-734	CPLT-C1 Catapult [65]	957-984	HGN-732 Highlander [90]
914-917	JVN-10F Javelin [30]	968-000	KTO-20 Kintaro [55]	735-783	GLT-4L Guillotine [70]	985-000	CP-10-HQ Cyclops [90]
918-996	JR7-D Jenner [35]			784-807	GLT-3N Guillotine [70]		
997-000	JR7-F Jenner [35]			808-887	LNC25-01 Lancelot [60]		
				888-904	GHR-5H Grasshopper [70]		
				905-921	ON1-K Orion [75]		
				922-923	BL-7-KNT Black Knight [75]		
				924-972	ARC-2R Archer [70]		
				973-976	BL-6-KNT Black Knight [75]		
				977-000	FLS-8K Flashman [75]		

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-140	STG-3R Stinger [20]	071-073	CLNT-2-4T Clint [40]	071-151	JM6-S Jagermech [65]	071-083	VTR-9A Victor [80]
141-249	WSP-1A Wasp [20]	074-089	VL-2T Vulcan [40]	152-284	RFL-3N Rifleman [60]**	084-096	VTR-9A1 Victor [80]
250-319	WSP-1D Wasp [20]	090-105	CDA-2A Cicada [40]	285-288	RFL-3C Rifleman [60]	097-145	CP-10-Z Cyclops [90]
320-375	LCT-1M Locust [20]	106-108	CLNT-1-2R Clint [40]	289-295	CHP-2N Champion [60]	146-256	LGB-0W Longbow [85]
376-445	LCT-1V Locust [20]	109-124	ASN-21 Assassin [40]	296-302	JM6-A Jagermech [65]	257-485	VTR-9B Victor [80]
446-449	HNT-152 Hornet [20]**	125-127	ASN-101 Assassin [40]	303-306	RFL-4D Rifleman [60]	486-596	BNC-3E Banshee [95]**
450-474	HNT-151 Hornet [20]**	128-133	CLNT-2-3T Clint [40]	307-317	QKD-4G Quickdraw [60]	597-615	ZEU-6T Zeus [80]**
475-480	LCT-3V Locust [20]	134-149	HCT-3F Hatchetman [45]	318-321	QKD-5A Quickdraw [60]	616-622	GOL-1H Goliath [80]
481-515	STG-3G Stinger [20]	150-211	SHD-2D Shadow Hawk [55]	322-328	MLN-1A Merlin [60]	623-629	AWS-8R Awesome [80]
516-571	UM-R60 Urbanmech [30]**	212-214	BJ-1DC Blackjack [45]	329-356	OSR-2C Ostroc [60]	630-642	STC-2C Striker [80]
572-575	SDR-5D Spider [30]	215-223	VL-5T Vulcan [40]	357-384	TDR-5D Thunderbolt [65]	643-649	AWS-8V Awesome [80]
576-585	COM-2D Commando [25]	224-325	CN9-A Centurion [50]	385-388	OSR-2L Ostroc [60]	650-662	BLR-1G Battlemaster [85]
586-595	LCT-1E Locust [20]	326-334	CN9-AH Centurion [50]	389-392	QKD-4H Quickdraw [60]	663-681	BLR-1D Battlemaster [85]
596-665	JVN-10N Javelin [30]	335-384	BJ-1 Blackjack [45]	393-396	OTL-4F Ostsol [60]	682-688	STK-4N Stalker [85]
666-683	OTT-7J Ostscout [30]	385-406	WTH-1 Whitworth [40]	397-460	OTL-4D Ostsol [60]	689-758	STK-3F Stalker [85]
684-689	HER-1A Hermes [30]	407-409	TBT-5S Trebuchet [50]	461-464	OSR-3C Ostroc [60]	759-771	CP-10-Q Cyclops [90]
690-693	FLC-4N Falcon [30]	410-415	WVE-6N Wyvern [45]	465-468	ON1-V Orion [75]	772-778	AWS-8T Awesome [80]
694-718	SDR-5V Spider [30]	416-418	BJ-1DB Blackjack [45]	469-532	WHM-6R Warhammer [70]	779-848	AWS-8Q Awesome [80]
719-728	RVN-1X Raven [35]	419-424	SCP-1N Scorpion [55]**	533-543	WHM-6K Warhammer [70]	849-897	LGB-7Q Longbow [85]
729-738	JVN-10A Javelin [30]	425-579	ENF-4R Enforcer [50]	544-571	CTF-1X Cataphract [70]	898-904	STK-3H Stalker [85]
739-763	VLK-QF Valkyrie [30]	580-629	PXH-1 Phoenix Hawk [45]	572-651	CRD-3R Crusader [65]	905-917	AS7-A Atlas [100]
764-767	HER-1B Hermes [30]	630-651	HBK-4G Hunchback [50]	652-655	ON1-VA Orion [75]	918-930	KGC-0000 King Crab [100]
768-823	FS9-H Firestarter [35]	652-654	HBK-4SP Hunchback [50]	656-695	TDR-5S Thunderbolt [65]	931-937	AS7-RS Atlas [100]
824-939	VLK-QA Valkyrie [30]	655-663	CN9-AL Centurion [50]	696-723	CRD-3D Crusader [65]	938-944	DVS-1D Devastator [100]
940-949	MON-67 Mongoose [25]	664-694	SHD-2H Shadow Hawk [55]	724-730	BMB-10D Bombardier [65]**	945-993	AS7-D Atlas [100]
950-953	FS9-K Firestarter [35]	695-697	HBK-4H Hunchback [50]	731-734	CTF-2X Cataphract [70]	994-000	CP-10-HQ Cyclops [90]
954-978	JVN-10F Javelin [30]	698-728	PXH-1D Phoenix Hawk [45]	735-762	MAD-3R Marauder [75]		
979-982	RVN-2X Raven [35]	729-731	HBK-4N Hunchback [50]	763-766	GLT-4P Guillotine [70]		
983-992	WLF-1 Wolfhound [35]	732-762	WVR-6R Wolverine [55]	767-770	CPLT-C1 Catapult [65]		
993-996	WLF-1A Wolfhound [35]	763-784	WVR-6D Wolverine [55]	771-790	GLT-4L Guillotine [70]		
997-000	WLF-1B Wolfhound [35]	785-787	HBK-4P Hunchback [50]	791-818	GHR-5H Grasshopper [70]		
		788-796	CRB-20 Crab [50]	819-846	ON1-K Orion [75]		
		797-799	HBK-4J Hunchback [50]	847-853	BL-7-KNT Black Knight [75]		
		800-861	DV-6M Dervish [55]	854-860	STK-4P Stalker [75]		
		862-877	KTO-18 Kintaro [55]	861-900	MAD-3D Marauder [75]		
		878-893	TBT-5N Trebuchet [50]	901-920	WHM-6D Warhammer [70]		
		894-994	GRF-1N Griffin [55]	921-000	ARC-2R Archer [70]		
		995-997	GLD-3R Gladiator [55]**				
		998-000	GLD-4R Gladiator [55]**				

Mechs – Free Rasalhague Republic

Mechs – Free Worlds League (House Marik)

Mechs – Lyran Commonwealth (House Steiner)

Mechs – St. Ives Compact

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028
051-097	WSP-1L Wasp [20]	051-055	CLNT-2-4T Clint [40]	051-092	JM6-S Jagermech [65]	051-087	CGR-1L Charger [80]**
098-249	STG-3R Stinger [20]	056-060	CDA-2B Cicada [40]	093-230	RFL-3N Rifleman [60]**	088-097	VTR-9A Victor [80]
250-480	WSP-1A Wasp [20]	061-083	VL-2T Vulcan [40]	231-251	CHP-2N Champion [60]	098-107	VTR-9A1 Victor [80]
481-632	LCT-1V Locust [20]	084-106	CDA-2A Cicada [40]	252-263	QKD-4G Quickdraw [60]	108-144	CP-10-Z Cyclops [90]
633-640	UM-R60L Urbanmech [30]**	107-111	CLNT-1-2R Clint [40]	264-267	QKD-5A Quickdraw [60]	145-198	LGB-0W Longbow [85]
641-648	LCT-3V Locust [20]	112-119	CLNT-2-3T Clint [40]	268-271	MLN-1A Merlin [60]	199-465	VTR-9B Victor [80]
649-694	STG-3G Stinger [20]	120-124	CDA-3C Cicada [40]	272-301	OSR-2C Ostroc [60]	466-551	BNC-3E Banshee [95]**
695-786	UM-R60 Urbanmech [30]**	125-129	VL-5T Vulcan [40]	302-305	OSR-2L Ostroc [60]	552-556	CGR-1A5 Charger [80]
787-799	LCT-1E Locust [20]	130-137	CN9-A Centurion [50]	306-309	QKD-4H Quickdraw [60]	557-561	AWS-8R Awesome [80]
800-822	JVN-10N Javelin [30]	138-209	BJ-1 Blackjack [45]**	310-376	OTL-4D Ostsol [60]	562-615	STC-2C Striker [80]
823-845	OTT-7J Ostscout [35]	210-217	VND-1AA Vindicator [45]	377-380	CPLT-A1 Catapult [65]	616-620	AWS-8V Awesome [80]
846-853	HER-1A Hermes [30]	218-230	WTH-1 Whitworth [40]	381-384	OSR-3C Ostroc [60]	621-674	BLR-1G Battlemaster [85]
854-858	FLC-4N Falcon [30]	231-235	TBT-5S Trebuchet [50]	385-414	CRD-3L Crusader [65]	675-679	STK-4N Stalker [85]
859-890	SDR-5V Spider [30]	236-243	WVE-6N Wyvern [45]	415-418	ON1-V Orion [75]	680-765	STK-3F Stalker [85]
891-903	RVN-1X Raven [35]	244-248	VND-1X Vindicator [45]	419-485	WHM-6R Warhammer [70]	766-775	CP-10-Q Cyclops [90]
904-908	HER-1B Hermes [30]	249-271	SCP-1N Scorpion [55]**	486-506	WHM-6L Warhammer [70]	776-780	AWS-8T Awesome [80]
909-982	FS9-H Firestarter [35]	272-496	VND-1R Vindicator [45]	507-518	CTF-1X Cataphract [70]	781-866	AWS-8Q Awesome [80]
983-990	MON-67 Mongoose [25]	497-645	PXH-1 Phoenix Hawk [45]	519-602	CRD-3R Crusader [65]	867-881	LGB-7Q Longbow [85]
991-995	FS9-K Firestarter [35]	646-690	HBK-4G Hunchback [50]	603-606	ON1-VA Orion [75]	882-886	STK-3H Stalker [85]
996-000	JVN-10F Javelin [30]	691-695	HBK-4SP Hunchback [50]	607-745	TDR-5S Thunderbolt [65]	887-896	AS7-A Atlas [100]
		696-767	SHD-2H Shadow Hawk [55]	746-753	BMB-10D Bombardier [65]**	897-950	HGN-733 Highlander [90]
		768-772	HBK-4H Hunchback [50]	754-761	CTF-2X Cataphract [70]	951-960	KGC-0000 King Crab [100]
		773-777	HBK-4N Hunchback [50]	762-765	CPLT-C4 Catapult [65]	961-970	HGN-733C Highlander [90]
		778-849	WVR-6R Wolverine [55]	766-786	MAD-3R Marauder [75]	971-980	HGN-733P Highlander [90]
		850-854	HBK-4P Hunchback [50]	787-798	MAD-3L Marauder [75]	981-995	AS7-D Atlas [100]
		855-862	CRB-20 Crab [50]	799-802	GLT-4P Guillotine [70]	996-000	CP-10-HQ Cyclops [90]
		863-867	HBK-4J Hunchback [50]	803-844	CPLT-C1 Catapult [65]		
		868-890	DV-6M Dervish [55]	845-865	GLT-4L Guillotine [70]		
		891-922	TBT-5N Trebuchet [50]	866-895	GHR-5H Grasshopper [70]		
		923-990	GRF-1N Griffin [55]	896-925	ON1-K Orion [75]		
		991-995	GLD-3R Gladiator [55]**	926-933	STK-4P Stalker [75]		
		996-000	GLD-4R Gladiator [55]**	934-000	ARC-2R Archer [70]		

Vehicles – Capellan Confederation (House Liao)

Vehicles – Draconis Combine (House Kurita)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-110	Galleon GAL-100 [30]	061-120	Vedette (AC2) [50]	061-069	Po [60]	061-070	Partisan (AC2) [80]
111-113	Galleon GAL-200 [30]	121-663	Vedette [50]	070-097	AC2 Carrier [60]	071-171	Partisan [80]
114-124	Karnov (Gunship) [30]	664-670	Hetzer (Laser) [40]	098-143	Bulldog (AC2) [60]	172-181	Schrek AC Carrier [80]
125-129	Skulker (MG) [20]	671-701	Goblin [45]	144-180	Laser Carrier [60]	182-240	Schrek PPC Carrier [80]
130-140	Warrior H-7A [21]	702-764	Hetzer [40]	181-364	Bulldog [60]	241-415	Demolisher [80]
141-161	Warrior H-7 [21]	765-771	Hetzer (SRM) [40]	365-395	Pike [60]	416-425	Partisan (LRM) [80]
162-268	Scorpion [25]	772-776	Goblin (SRM) [45]	396-404	Tokugawa TKG-151 [60]	426-477	Devastator [80]
269-311	Skulker [20]	777-783	Hetzer (LRM) [40]	405-411	Pike (AC/5) [60]	478-739	Behemoth [100]
312-316	Skulker (SRM) [20]	784-795	Maxim (SRM4) [50]	412-466	Tokugawa TKG-150 [60]	740-791	Rhino (Flamer) [80]
317-327	Scorpion (ML) [25]	796-843	Prowler (Succession Wars) [55]	467-512	Bulldog (LRM) [60]	792-843	Rhino (MG) [80]
328-336	Harasser (Laser) [25]	844-855	Maxim (SRM2) [50]	513-650	SRM Carrier [60]	844-983	Rhino [80]
337-374	Packrat [20]	856-951	Maxim [50]	651-788	LRM Carrier [60]	984-000	Rhino (SL) [80]
375-406	Scorpion (SRM) [25]	952-961	Drillson (SRM) [50]	789-972	Manticore [60]		
407-414	Harasser (LRM) [25]	962-000	Drillson [50]	973-976	Von Luckner VNL-K70 [75]		
415-435	Harasser [25]			977-000	Von Luckner VNL-K65N [75]		
436-456	Plainsman [35]						
457-467	Scorpion (LRM) [25]						
468-478	J. Edgar (ICE) [25]						
479-483	J. Edgar (Flamer) [25]						
484-488	Warrior H-7C [21]						
489-493	J. Edgar (MG) [25]						
494-514	Peregrine [30]						
515-621	Scimitar [35]						
622-653	J. Edgar [25]						
654-665	Striker [35]						
666-667	Striker (SRM) [35]						
668-763	Saladin [35]						
764-774	Saladin (Armour) [35]						
775-779	Hunter (LRM15) [35]						
780-781	Striker (LRM) [35]						
782-888	Pegasus [35]						
889-893	Hunter (LRM10) [35]						
894-920	Hunter [35]						
921-000	Saracen [35]						

Vehicles – Federated Suns (House Davion)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-138	Ferret [5]	071-114	Vedette (AC2) [50]	071-079	Po [60]	071-079	Partisan (AC2) [80]
139-155	Ferret (Armour) [5]	115-511	Vedette [50]	080-107	AC2 Carrier [60]	080-210	Partisan [80]
156-195	Darter [15]	512-516	Hetzer (Laser) [40]	108-126	Bulldog (AC2) [60]	211-219	Schrek AC Carrier [80]
196-218	Galleon GAL-100 [30]	517-552	Goblin (MG) [45]	127-164	Laser Carrier [60]	220-268	Schrek PPC Carrier [80]
219-258	Savannah Master [5]	553-659	Goblin [45]	165-267	Bulldog [60]	269-326	Ontos [95]
259-269	Karnov (Gunship) [30]	660-705	Hetzer [40]	268-299	Pike [60]	327-471	Demolisher [80]
270-280	Warrior H-7A [21]	706-749	Condor (Davion) [50]	300-305	Pike (AC/5) [60]	472-477	Partisan (LRM) [80]
281-303	Warrior H-7 [21]	750-754	Hetzer (SRM) [40]	306-314	Brutus (PPC) [75]	478-521	Devastator [80]
304-417	Scorpion [25]	755-772	Condor [50]	315-333	Bulldog (LRM) [60]	522-739	Behemoth [100]
418-440	Skulker [20]	773-808	Goblin (LRM) [45]	334-408	Brutus [75]	740-748	Sturmfeur (SRM) [85]
441-451	Scorpion (ML) [25]	809-813	Hetzer (LRM) [40]	409-549	SRM Carrier [60]	749-783	Sturmfeur [85]
452-460	Harasser (Laser) [25]	814-820	Maxim (SRM4) [50]	550-690	LRM Carrier [60]	784-827	Rhino (Flamer) [80]
461-517	Packrat [20]	821-856	Prowler (Succession Wars) [55]	691-699	Brutus (LRM) [75]	828-871	Rhino (MG) [80]
518-551	Scorpion (SRM) [25]	857-863	Maxim (SRM2) [50]	700-765	Rommel [65]	872-985	Rhino [80]
552-559	Harasser (LRM) [25]	864-911	Maxim [50]	766-831	Patton [65]	986-000	Rhino (SL) [80]
560-582	Harasser [25]	912-929	Drillson (SRM) [50]	832-972	Manticore [60]		
583-605	Plainsman [35]	930-000	Drillson [50]	973-976	Von Luckner VNL-K100 [75]		
606-616	Scorpion (LRM) [25]			977-000	Von Luckner VNL-K65N [75]		
617-621	J. Edgar (ICE) [25]						
622-623	J. Edgar (Flamer) [25]						
624-629	Warrior H-7C [21]						
630-631	J. Edgar (MG) [25]						
632-654	Peregrine [30]						
655-694	Scimitar [35]						
695-708	J. Edgar [25]						
709-775	Striker [35]						
776-784	Striker (SRM) [35]						
785-824	Saladin [35]						
825-830	Hunter (LRM15) [35]						
831-839	Striker (LRM) [35]						
840-925	Pegasus [35]						
926-931	Hunter (LRM10) [35]						
932-960	Hunter [35]						
961-000	Saracen [35]						

Vehicles – Free Rasalhague Republic

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028
006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028
051-102	Galleon GAL-100 [30]	051-109	Vedette (AC2) [50]	051-058	Po [60]	051-060	Partisan (AC2) [80]
103-105	Galleon GAL-200 [30]	110-636	Vedette [50]	059-081	AC2 Carrier [60]	061-160	Partisan [80]
106-116	Karnov (Gunship) [30]	637-643	Hetzer (Laser) [40]	082-119	Bulldog (AC2) [60]	161-170	Schrek AC Carrier [80]
117-122	Skulker (MG) [20]	644-673	Goblin [45]	120-150	Laser Carrier [60]	171-229	Schrek PPC Carrier [80]
123-133	Warrior H-7A [21]	674-769	Hetzer [40]	151-303	Bulldog [60]	230-402	Demolisher [80]
134-155	Warrior H-7 [21]	770-776	Hetzer (SRM) [40]	304-329	Pike [60]	403-412	Partisan (LRM) [80]
156-264	Scorpion [25]	777-781	Goblin (SRM) [45]	330-337	Tokugawa TKG-151 [60]	413-464	Devastator [80]
265-308	Skulker [20]	782-788	Hetzer (LRM) [40]	338-342	Pike (AC/5) [60]	465-724	Behemoth [100]
309-314	Skulker (SRM) [20]	789-800	Maxim (SRM4) [50]	343-388	Tokugawa TKG-150 [60]	725-741	Sturmfeur [85]
315-325	Scorpion (ML) [25]	801-847	Prowler (Succession Wars) [55]	389-426	Bulldog (LRM) [60]	742-793	Rhino (Flamer) [80]
326-334	Harasser (Laser) [25]	848-859	Maxim (SRM2) [50]	427-541	SRM Carrier [60]	794-845	Rhino (MG) [80]
335-373	Packrat [20]	860-953	Maxim [50]	542-656	LRM Carrier [60]	846-983	Rhino [80]
374-406	Scorpion (SRM) [25]	954-962	Drillson (SRM) [50]	657-709	Axel Mk. 2 [65]	984-000	Rhino (SL) [80]
407-414	Harasser (LRM) [25]	963-000	Drillson [50]	710-762	Axel Mk. 1 [65]		
415-436	Harasser [25]			763-793	Rommel [65]		
437-447	Scorpion (LRM) [25]			794-824	Patton [65]		
448-458	J. Edgar (ICE) [25]			825-977	Manticore [60]		
459-464	J. Edgar (Flamer) [25]			978-980	Von Luckner VNL-K70 [75]		
465-470	Warrior H-7C [21]			981-000	Von Luckner VNL-K65N [75]		
471-476	J. Edgar (MG) [25]						
477-498	Peregrine [30]						
499-608	Scimitar [35]						
609-641	J. Edgar [25]						
642-653	Striker [35]						
654-655	Striker (SRM) [35]						
656-754	Saladin [35]						
755-765	Saladin (Armour) [35]						
766-771	Hunter (LRM15) [35]						
772-773	Striker (LRM) [35]						
774-883	Pegasus [35]						
884-889	Hunter (LRM10) [35]						
890-917	Hunter [35]						
918-000	Saracen [35]						

Vehicles – Free Worlds League (House Marik)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-077	Ferret [5]	051-116	Vedette (AC2) [50]	051-069	Po [60]	051-058	Partisan (AC2) [80]
078-084	Ferret (Armour) [5]	117-709	Vedette [50]	070-098	AC2 Carrier [60]	059-182	Partisan [80]
085-230	Galleon GAL-100 [30]	710-717	Hetzer (Laser) [40]	099-166	Zhukov [75]	183-190	Schrek AC Carrier [80]
231-240	Karnov (Gunship) [30]	718-785	Hetzer [40]	167-214	Bulldog (AC2) [60]	191-237	Schrek PPC Carrier [80]
241-250	Warrior H-7A [21]	786-793	Hetzer (SRM) [40]	215-253	Laser Carrier [60]	238-471	Ontos [95]
251-270	Warrior H-7 [21]	794-801	Hetzer (LRM) [40]	254-449	Bulldog [60]	472-609	Demolisher [80]
271-367	Scorpion [25]	802-812	Maxim (SRM4) [50]	450-482	Pike [60]	610-615	Partisan (LRM) [80]
368-401	Skulker [20]	813-865	Prowler (Succession Wars) [55]	483-488	Pike (AC/5) [60]	616-656	Devastator [80]
402-411	Scorpion (ML) [25]	866-876	Maxim (SRM2) [50]	489-536	Bulldog (LRM) [60]	657-697	Ontos (LRM) [95]
412-431	Harasser (Laser) [25]	877-947	Maxim [50]	537-681	SRM Carrier [60]	698-794	Behemoth [100]
432-458	Packrat [20]	948-958	Drillson (SRM) [50]	682-826	LRM Carrier [60]	795-835	Rhino (Flamer) [80]
459-487	Scorpion (SRM) [25]	959-000	Drillson [50]	827-971	Manticore [60]	836-876	Rhino (MG) [80]
488-507	Harasser (LRM) [25]			972-000	Von Luckner VNL-K65N [75]	877-986	Rhino [80]
508-566	Harasser [25]					987-000	Rhino (SL) [80]
567-586	Plainsman [35]						
587-596	Scorpion (LRM) [25]						
597-600	J. Edgar (ICE) [25]						
601-602	J. Edgar (Flamer) [25]						
603-607	Warrior H-7C [21]						
608-609	J. Edgar (MG) [25]						
610-616	Packrat (ML) [20]						
617-636	Peregrine [30]						
637-670	Scimitar [35]						
671-682	J. Edgar [25]						
683-693	Striker [35]						
694-695	Striker (SRM) [35]						
696-768	Saladin [35]						
769-773	Hunter (LRM15) [35]						
774-775	Striker (LRM) [35]						
776-873	Pegasus [35]						
874-878	Hunter (LRM10) [35]						
879-902	Hunter [35]						
903-000	Saracen [35]						

Vehicles – Lyran Commonwealth (House Steiner)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028
051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028
071-101	Ferret [5]	071-114	Vedette (AC2) [50]	071-077	Po [60]	071-080	Partisan (AC2) [80]
102-109	Ferret (Armour) [5]	115-508	Vedette [50]	078-099	AC2 Carrier [60]	081-175	Partisan [80]
110-131	Galleon GAL-100 [30]	509-513	Hetzer (Laser) [40]	100-136	Bulldog (AC2) [60]	176-185	Schrek AC Carrier [80]
132-171	Savannah Master [5]	514-559	Hetzer [40]	137-166	Laser Carrier [60]	186-240	Schrek PPC Carrier [80]
172-182	Karnov (Gunship) [30]	560-564	Hetzer (SRM) [40]	167-315	Bulldog [60]	241-305	Ontos [95]
183-193	Warrior H-7A [21]	565-696	Condor [50]	316-340	Pike [60]	306-468	Demolisher [80]
194-260	Warrior H-7 [21]	697-701	Hetzer (LRM) [40]	341-344	Pike (AC/5) [60]	469-478	Partisan (LRM) [80]
261-371	Scorpion [25]	702-710	Maxim (SRM4) [50]	345-381	Bulldog (LRM) [60]	479-527	Devastator [80]
372-393	Skulker [20]	711-745	Prowler (Succession Wars) [55]	382-493	SRM Carrier [60]	528-641	Behemoth [100]
394-404	Scorpion (ML) [25]	746-754	Maxim (SRM2) [50]	494-605	LRM Carrier [60]	642-657	Sturmfeur (SRM) [85]
405-413	Harasser (Laser) [25]	755-868	Maxim [50]	606-717	Rommel [65]	658-755	Sturmfeur [85]
414-497	Packrat [20]	869-886	Drillson (SRM) [50]	718-829	Patton [65]	756-804	Rhino (Flamer) [80]
498-530	Scorpion (SRM) [25]	887-000	Drillson [50]	830-978	Manticore [60]	805-853	Rhino (MG) [80]
531-538	Harasser (LRM) [25]			979-000	Von Luckner VNL-K65N [75]	854-984	Rhino [80]
539-560	Harasser [25]					985-000	Rhino (SL) [80]
561-582	Plainsman [35]						
583-593	Scorpion (LRM) [25]						
594-599	J. Edgar (ICE) [25]						
600-602	J. Edgar (Flamer) [25]						
603-608	Warrior H-7C [21]						
609-610	J. Edgar (MG) [25]						
611-621	Peregrine [30]						
622-660	Scimitar [35]						
661-688	J. Edgar [25]						
689-711	Striker [35]						
712-719	Striker (SRM) [35]						
720-758	Saladin [35]						
759-764	Hunter (LRM15) [35]						
765-772	Striker (LRM) [35]						
773-883	Pegasus [35]						
884-889	Hunter (LRM10) [35]						
890-961	Hunter [35]						
962-000	Saracen [35]						

Vehicles – St. Ives Compact

Vehicles – Mercenary / Periphery General

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-020	Salvage: Davion 3028	001-020	Salvage: Davion 3028	001-020	Salvage: Davion 3028	001-020	Salvage: Davion 3028
021-040	Salvage: Kurita 3028	021-040	Salvage: Kurita 3028	021-040	Salvage: Kurita 3028	021-040	Salvage: Kurita 3028
041-060	Salvage: Liao 3028	041-060	Salvage: Liao 3028	041-060	Salvage: Liao 3028	041-060	Salvage: Liao 3028
061-080	Salvage: Marik 3028	061-080	Salvage: Marik 3028	061-080	Salvage: Marik 3028	061-080	Salvage: Marik 3028
081-100	Salvage: Steiner 3028	081-100	Salvage: Steiner 3028	081-100	Salvage: Steiner 3028	081-100	Salvage: Steiner 3028
101-138	Ferret [5]	101-152	Vedette (AC2) [50]	101-125	AC2 Carrier [60]	101-116	Partisan (AC2) [80]
139-153	Ferret (Armour) [5]	153-625	Vedette [50]	126-150	Zhukov [75]	117-269	Partisan [80]
154-183	Galleon GAL-100 [30]	626-635	Hetzer (Laser) [40]	151-192	Bulldog (AC2) [60]	270-285	Schrek AC Carrier [80]
184-198	Karnov (Gunship) [30]	636-666	Goblin [45]	193-226	Laser Carrier [60]	286-375	Schrek PPC Carrier [80]
199-213	Warrior H-7A [21]	667-792	Hetzer [40]	227-395	Bulldog [60]	376-640	Demolisher [80]
214-243	Warrior H-7 [21]	793-802	Hetzer (SRM) [40]	396-424	Pike [60]	641-656	Partisan (LRM) [80]
244-394	Scorpion [25]	803-833	Condor [50]	425-429	Pike (AC/5) [60]	657-709	Devastator [80]
395-409	Skulker [20]	834-843	Hetzer (LRM) [40]	430-471	Bulldog (LRM) [60]	710-894	Behemoth [100]
410-424	Scorpion (ML) [25]	844-851	Maxim (SRM4) [50]	472-639	SRM Carrier [60]	895-905	Rhino (Flamer) [80]
425-436	Harasser (Laser) [25]	852-893	Prowler (Succession Wars) [55]	640-807	LRM Carrier [60]	906-916	Rhino (MG) [80]
437-459	Packrat [20]	894-901	Maxim (SRM2) [50]	808-975	Manticore [60]	917-995	Rhino [80]
460-504	Scorpion (SRM) [25]	902-958	Maxim [50]	976-000	Von Luckner VNL-K65N [75]	996-000	Rhino (SL) [80]
505-515	Harasser (LRM) [25]	959-966	Drillson (SRM) [50]				
516-545	Harasser [25]	967-000	Drillson [50]				
546-560	Scorpion (LRM) [25]						
561-566	J. Edgar (ICE) [25]						
567-569	J. Edgar (Flamer) [25]						
570-577	Warrior H-7C [21]						
578-580	J. Edgar (MG) [25]						
581-610	Peregrine [30]						
611-663	Scimitar [35]						
664-681	J. Edgar [25]						
682-698	Striker [35]						
699-701	Striker (SRM) [35]						
702-777	Saladin [35]						
778-785	Hunter (LRM15) [35]						
786-788	Striker (LRM) [35]						
789-901	Pegasus [35]						
902-909	Hunter (LRM10) [35]						
910-947	Hunter [35]						
948-000	Saracen [35]						

Vehicles – Magistracy Of Canopus

Vehicles – Outworlds Alliance

Vehicles – Taurian Concordat

Mechs – Mercenary / Periphery General

Mechs – Magistracy Of Canopus

\dagger = change to Liao 3028 after 3034

\dagger = change to BNC-3MC after 3034

Mechs – Outworlds Alliance

Mechs – Taurian Concordat

CLAN MECHS 3050

The 3050 tables include all front-line Clan machines appearing up to and including the battles of Luthien and Tukayyid (3052). Realistically there should be separate Smoke Jaguar and Nova Cat tables for the initial invasion, Luthien, and Tukayyid too, as well as two separate Steel Viper tables. However, that requires far more space than it's worth (and it seems unlikely that the mechs of TR3058, fluffed as appearing for the first time at Luthien or Tukayyid, are also very common, as the Smoke Jaguar's Hankyu deployment describes—not appearing in the first wave or even at Luthien, until Tukayyid, where it's suddenly 1-in-5 of that Clan's light mechs). So, I've decided to treat as first-wave mechs anything that was in production before the Clan Invasion AND appeared through to Tukayyid in significant numbers. This rules out the Grendel, Pouncer etc, which will appear later.

In theory, the strength of the Omnimech, and the founding concept behind it, is versatility: the power to mix and match weapon loadouts as the situation demands. Any one pilot could hypothetically equip their Omnimech however they wish. However, if you desire to model a Clan's forces as you would likely encounter them, Omnimech variants must be taken into account, as each Clan has very distinct preferences. TR3050 Upgrade was the primary source for the Av rating decisions made. I've used the original TR3050, as well as the Tukayyid scenario pack and the Clan sourcebooks, to fill in a few blanks when their information did not conflict with 3050U. Tukayyid in particular was heavily relied on, primarily in regards to the availability of alternate configurations on a per-Clan basis.

As befitting the known fighting tactics of the Clans in this era, when lacking any canon info I've given priority to configurations heavy on ammunition over those emphasizing energy weapons. This known preference caused me to ignore much of the Tukayyid sourcebook's information on the Wolf Clan deployment; we know that Ulric for that campaign reconfiguring his Clan's mechs from their typical loadouts in order to be less reliant on ammunition, producing an energy-heavy deployment that does not reflect the usual Wolf preferences of the initial invasion. For the First through Fifth Waves Wolf seems to have used their normal loadouts, but dealt with the problem of supply through exceptionally large supply caches and their unique Logistical Augmentation Program (LAP). As there's no evidence that the Wolf focus on energy weapons was anything more than a strategic move made for the Tukayyid campaign alone, I suggest using energy-heavy loadouts just for Tukayyid and then returning to the regular Wolf charts for the post-truce raids that follow.

Lacking both large enough dedicated caches and an elaborate salvage and scavenge network, the Ghost Bears dealt with their supply troubles by issuing orders in January 3052 to reconfigure their mechs to less ammo-reliant configurations. On Tukayyid they would be second only to the Wolves in number of energy-heavy configurations employed. As such, use the initial Ghost Bear charts for battles up to and including Alshain; the remaining battles of the Fifth Wave (Tinaca through Rubigen, as well as Tukayyid itself) use the second set of charts.

On Clan tables, "Isorla" results replace the normal Salvage entries. Isorla (either Isorla: Major Rival, or Isorla: Other Clan) generally works the same as Salvage: if you roll one, switch to the random front-line deployment table of an appropriate Clan and roll on that instead. However, if I haven't worked up tables for an appropriate Clan, then you'll have to use an official table from a published source.

I've decided to cover just front-line Clan units at this time; a future release will provide charts for second-line units.

Note: for space considerations, on these tables the Prime configuration is the one unmarked (e.g. Stooping Hawk Prime will be listed as "Stooping Hawk").

Mechs – Diamond Shark

Mechs – Ghost Bear: Initial invasion through Alshain

Mechs – Ghost Bear: Tinaca through Tukayyid

Mechs – Jade Falcon

Mechs – Nova Cat

Mechs – Smoke Jaguar

Mechs – Steel Viper

Mechs – Wolf

Mechs – Wolf: Tukayyid

INNER SPHERE MECHS 3050

Between 3039 and 3050, two of the Houses undergo heavy expansion of their militaries. The CCAF was reduced to about 12 mech regiments in size by 3031, but rebuilt by 3050 to about 16 regiments, with most of this coming post-3036. This doesn't sound like much, but means that by 3050, 25% of the CCAF is new-built. The Steiner military, meanwhile, undergoes phenomenal growth, going from 67 to 93 regiments, an increase of 26 regiments (28%). It's with these two Houses that you see the first older machines begin to disappear off the tables—the Capellans through attrition and the Lyrans through being flooded out by new construction.

There is also the matter of new technology. The original Technical Readout 3050 (non-Upgraded) detailed the first Inner Sphere mechs in the modern era built using Star League technologies. The book has an in-universe publishing date of February 3052, which would make most of its machines (described as just entering service at that time) not available for service in the Clan Invasion. However, during work by the MUL team to iron out factory placement it was realized that TR3050 describes Inner Sphere mechs about to roll off the assembly lines of planets that, assuming the book's Feb 3052 date was correct, had already been captured by Clan forces months or years earlier. The intro to that book does state that it was originally compiled by ComStar staffers in 3050, but was supposedly held back and revised for later so that it wouldn't already be obsolete upon release. It's obvious that the introduction was added as an afterthought, after the rest of the book had already been written, and that the book's contents do not reflect this supposed revision.

As a result, we've decided to officially errata the original TR3050 introduction by striking it altogether: the book's mech production details are now set in 3050, rather than 3052. In addition, as the MUL team has been required to create canon deployment dates for every unit in the Battletech universe, I can now state with absolute certainty what would be available at the dawn of the Clan Invasion. As always, the Av numbers and table percentages I come up with are pure bits of unofficial guesswork, with no canon standing whatsoever.

It's important to note that, in 3050, Star League technology would still be trickling onto the scene: the simple fact of the matter is that, excepting the most elite units, the Inner Sphere fought the Clan Invasion using largely the same machines it possessed in 3039 (which of course is much of the reason why they did so badly). Even in these elite units, not all the machines of TR3050 are available: some are described as still on the drawing board, up to three years away from even *starting* production. The real difference in A-rated units at this time would be in the *quality* of their machines (that is, their overall age), not their type, as well as the unit's access to parts and skilled techs and the high levels of experience possessed by its pilots.

There is no official list of the units that were fielding Star League recovered technology in 3050, but generally any Elite unit with a Loyalty rating of Reliable or Fanatical, or any Veteran unit with a Loyalty rating of Fanatical, would likely qualify. A potential list of candidates for A-rated status is as follows:

Capellan Confederation:

Capellan Hussars: 1st (Red Lancers), 3rd (Blandford's Grenadiers)

Death Commandos

1st McCarron's Armored Cavalry

Warrior Houses: Dai Da Chi, Fujita, Hiritsu, Ijori, Kamata, Lu Sann, Ma Tsu-Kai

Draconis Combine:

Dieron Regulars: 18th

Otomo

Proserpina Hussars: 1st, 3rd

Sword of Light: 1st, 2nd, 7th

Federated Suns:

Avalon Hussars: 20th, 33rd

Crucis Lancers: 1st, 3rd, 7th

Davion Brigade of Guards: Assault Guards, Heavy Guards, Light Guards, 1st Davion Guards, 2nd Davion Guards, 4th Davion Guards, 5th Davion Guards

1st Federated Suns Armored Cavalry

New Ivaarsen Chasseurs: 1st

Team Banzai

Free Worlds League:

Free Worlds Guards: 1st, 2nd

Fusiliers of Oriente: 1st Brigade, Ducal Guard

Marik Militia: 1st, 6th

Lyran Commonwealth:

Arcturan Guards: 17th, 19th

Donegal Guards: 3rd

Lyran Guards: 3rd, 6th, 11th, 15th

Royal Guards: 1st, 2nd, 3rd

Syrtis Fusiliers: 6th

NOTE: Do not apply the usual roll modifiers for the two 3050 Steiner tables.

Mechs – Capellan Confederation (House Liao)

Mechs – Draconis Combine (House Kurita)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-099	STG-3R Stinger [20]	061-095	VL-2T Vulcan [40]	061-065	JM6-DD Jagermech [65]	061-253	CGR-1A1 Charger [80]**
100-138	WSP-1K Wasp [20]	096-120	STN-3K Sentinel [40]**	066-115	RFL-3N Rifleman [60]**	254-294	CP-10-Z Cyclops [90]
139-267	WSP-1A Wasp [20]	121-145	CDA-2A Cicada [40]	116-120	CHP-2N Champion [60]	295-335	LGB-0W Longbow [85]
268-396	LCT-1V Locust [20]	146-170	ASN-21 Assassin [40]	121-203	DRG-1N Dragon [60]	336-376	VTR-9B Victor [80]
397-400	MCY-97 Mercury [20]	171-175	STN-3M Sentinel [40]	204-243	QKD-4G Quickdraw [60]	377-405	CGR-1A9 Charger [80]
401-407	LCT-3V Locust [20]	176-180	CLNT-2-3T Clint [40]	244-261	QKD-5A Quickdraw [60]	406-498	BNC-3E Banshee [95]**
408-418	STG-3G Stinger [20]	181-185	WTH-1S Whitworth [40]	262-266	DRG-1C Dragon [60]	499-504	GOL-1H Goliath [80]
419-422	THE-T Thorn [20]	186-190	VL-5T Vulcan [40]	267-271	MLN-1A Merlin [60]	505-515	MAL-1R Mauler [90]
423-426	SDR-5K Spider [30]	191-199	CN9-A Centurion [50]	272-296	DRG-5N Dragon [60]	516-521	AWS-8R Awesome [80]
427-465	UM-R60 Urbanmech [30]**	200-234	BJ-1 Blackjack [45]**	297-321	OSR-2C Ostroc [60]	522-550	STC-2C Striker [80]
466-472	THE-S Thorn [20]	235-243	HER-4K Hermes II [40]	322-334	CHP-1N Champion [60]	551-579	THG-10E Thug [80]
473-492	HSR-300-D Hussar [30]	244-292	WTH-1 Whitworth [40]	335-417	LNC25-02 Lancelot [60]	580-585	AWS-8V Awesome [80]
493-499	THE-N Thorn [20]	293-297	TBT-5S Trebuchet [50]	418-424	QKD-4H Quickdraw [60]	586-614	BLR-1G Battlemaster [85]
500-510	LCT-1E Locust [20]	298-302	TBT-7K Trebuchet [50]	425-429	QKD-5K Quickdraw [60]	615-625	HTM-26T Hatamoto-Chi [80]
511-514	MCY-98 Mercury [20]	303-337	WVE-6N Wyvern [45]	430-469	OTL-4D Ostsol [60]	626-631	CP-11-A Cyclops [90]
515-534	JVN-10N Javelin [30]	338-362	SCP-1N Scorpion [55]**	470-472	OSR-3C Ostroc [60]	632-637	CP-11-C Cyclops [90]
535-554	OTT-7J Ostscout [35]	363-461	PXH-1 Phoenix Hawk [45]	473-490	CRD-3K Crusader [65]	638-643	STK-4N Stalker [85]
555-561	HER-1A Hermes [30]	462-510	HBK-4G Hunchback [50]	491-493	ON1-V Orion [75]	644-701	STK-3F Stalker [85]
562-568	FLC-4N Falcon [30]	511-545	SHD-2H Shadow Hawk [55]	494-533	WHM-6R Warhammer [70]	702-707	HTM-27W Hatamoto-Ku [80]
569-607	SDR-5V Spider [30]	546-550	HBK-4H Hunchback [50]	534-583	DRG-1G Dragon (Grand) [60]	708-718	CP-10-Q Cyclops [90]
608-614	HSR-200-D Hussar [30]	551-599	PXH-1K Phoenix Hawk [45]	584-596	WHM-6K Warhammer [70]	719-724	AWS-8T Awesome [80]
615-618	HER-1B Hermes [30]	600-604	HBK-4N Hunchback [50]	597-646	CRD-3R Crusader [65]	725-730	HTM-27V Hatamoto-Kaze [80]
619-681	FS9-H Firestarter [35]	605-639	WVE-5N Wyvern [45]	647-671	CPLT-K2 Catapult [65]	731-788	AWS-8Q Awesome [80]
682-685	HER-1S Hermes [30]	640-688	WVR-6R Wolverine [55]	672-721	TDR-5S Thunderbolt [65]	789-829	HTM-27T Hatamoto-Chi [80]
686-689	HSR-350-D Hussar [30]	689-693	HBK-4P Hunchback [50]	722-728	BMB-10D Bombardier [65]**	830-845	LGB-7Q Longbow [85]
690-693	MON-68 Mongoose [25]	694-742	CRB-20 Crab [50]	729-811	ARC-2K Archer [70]	846-851	STK-3H Stalker [85]
694-713	MON-67 Mongoose [25]	743-747	HBK-4J Hunchback [50]	812-829	MAD-3R Marauder [75]	852-857	HTM-27U Hatamoto-Hi [80]
714-717	MON-66 Mongoose [25]	748-772	DV-6M Dervish [55]	830-832	GLT-4P Guillotine [70]	858-863	CRK-5003-2 Katana [85]
718-721	FS9-K Firestarter [35]	773-821	SHD-2K Shadow Hawk [55]	833-837	CPLT-C1 Catapult [65]	864-869	THG-11E Thug [80]
722-917	PNT-9R Panther [35]	822-856	TBT-5N Trebuchet [50]	838-862	GLT-4L Guillotine [70]	870-898	CRK-5003-0 Crockett [85]
918-921	JVN-10F Javelin [30]	857-881	WVR-6K Wolverine [55]	863-867	GLT-3N Guillotine [70]	899-909	CGR-3K Charger [80]
922-984	JR7-D Jenner [35]	882-980	GRF-1N Griffin [55]	868-880	LNC25-01 Lancelot [60]	910-920	AS7-A Atlas [100]
985-995	JR7-K Jenner [35]	981-989	GRF-1DS Griffin [55]	881-905	GHR-5H Grasshopper [70]	921-936	HGN-733 Highlander [90]
996-000	JR7-F Jenner [35]	990-000	KTO-20 Kintaro [55]	906-923	ON1-K Orion [75]	937-947	KGC-0000 King Crab [100]
				924-936	CPLT-K3 Catapult [65]	948-976	AS7-D Atlas [100]
				937-941	STK-4P Stalker [75]	977-982	KGC-000 King Crab [100]
				942-985	ARC-2R Archer [70]	983-988	AS7-K Atlas [100]
				986-990	GHR-5N Grasshopper [70]	989-994	HGN-732 Highlander [90]
				991-995	BL-6-KNT Black Knight [75]	995-000	CP-10-HQ Cyclops [90]
				996-000	MAD-5D Marauder [75]		

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-134	STG-3R Stinger [20]	071-073	CLNT-2-4T Clint [40]	071-146	JM6-S Jagermech [65]	071-081	VTR-9A Victor [80]
135-239	WSP-1A Wasp [20]	074-088	VL-2T Vulcan [40]	147-153	JM6-DD Jagermech [65]	082-092	VTR-9A1 Victor [80]
240-303	WSP-1D Wasp [20]	089-103	CDA-2A Cicada [40]	154-278	RFL-3N Rifleman [60]**	093-136	CP-10-Z Cyclops [90]
304-319	WSP-1S Wasp [20]	104-106	CLNT-1-2R Clint [40]	279-282	RFL-3C Rifleman [60]	137-235	LGB-0W Longbow [85]
320-370	LCT-1M Locust [20]	107-121	ASN-21 Assassin [40]	283-289	CHP-2N Champion [60]	236-440	VTR-9B Victor [80]
371-376	LCT-3D Locust [20]	122-124	ASN-101 Assassin [40]	290-296	JM6-A Jagermech [65]	441-539	BNC-3E Banshee [95]**
377-440	LCT-1V Locust [20]	125-129	CLNT-2-3T Clint [40]	297-300	RFL-4D Rifleman [60]	540-556	ZEU-6T Zeus [80]**
441-443	HNT-152 Hornet [20]**	130-144	HCT-3F Hatchetman [45]	301-311	QKD-4G Quickdraw [60]	557-562	GOL-1H Goliath [80]
444-475	HNT-151 Hornet [20]**	145-203	SHD-2D Shadow Hawk [55]	312-315	QKD-5A Quickdraw [60]	563-568	AWS-8R Awesome [80]
476-481	LCT-3V Locust [20]	204-206	BJ-1DC Blackjack [45]	316-322	MLN-1A Merlin [60]	569-599	STC-2C Striker [80]
482-513	STG-3G Stinger [20]	207-214	VL-5T Vulcan [40]	323-348	OSR-2C Ostroc [60]	600-605	AWS-8V Awesome [80]
514-564	UM-R60 Urbanmech [30]**	215-311	CN9-A Centurion [50]	349-374	TDR-5D Thunderbolt [65]	606-616	BLR-1G Battlemaster [85]
565-567	SDR-5D Spider [30]	312-319	CN9-AH Centurion [50]	375-378	OSR-2L Ostroc [60]	617-633	BLR-1D Battlemaster [85]
568-570	COM-3A Commando [25]	320-366	BJ-1 Blackjack [45]	379-382	QKD-4H Quickdraw [60]	634-639	CP-11-A Cyclops [90]
571-592	COM-2D Commando [25]	367-386	WTH-1 Whitworth [40]	383-386	OTL-4F Ostsol [60]	640-645	CP-11-C Cyclops [90]
593-601	LCT-1E Locust [20]	387-389	TBT-5S Trebuchet [50]	387-446	OTL-4D Ostsol [60]	646-651	STK-4N Stalker [85]
602-607	JVN-10P Javelin [30]	390-394	WVE-6N Wyvern [45]	447-450	OSR-3C Ostroc [60]	652-713	STK-3F Stalker [85]
608-671	JVN-10N Javelin [30]	395-397	BJ-1DB Blackjack [45]	451-454	ON1-V Orion [75]	714-724	CP-10-Q Cyclops [90]
672-687	OTT-7J Ostscout [30]	398-543	ENF-4R Enforcer [50]	455-514	WHD-6R Warhammer [70]	725-730	AWS-8T Awesome [80]
688-693	HER-1A Hermes [30]	544-590	PXH-1 Phoenix Hawk [45]	515-525	WHD-6K Warhammer [70]	731-829	AWS-8Q Awesome [80]
694-696	FLC-4N Falcon [30]	591-610	HBK-4G Hunchback [50]	526-551	CTF-1X Cataphract [70]	830-873	LGB-7Q Longbow [85]
697-718	SDR-5V Spider [30]	611-615	SHD-2D2 Shadow Hawk [55]	552-627	CRD-3R Crusader [65]	874-879	STK-3H Stalker [85]
719-727	RVN-1X Raven [35]	616-623	CN9-AL Centurion [50]	628-631	ON1-VA Orion [75]	880-910	ZEU-9S Zeus [80]**
728-736	JVN-10A Javelin [30]	624-652	SHD-2H Shadow Hawk [55]	632-669	TDR-5S Thunderbolt [65]	911-921	AS7-A Atlas [100]
737-758	VLK-QF Valkyrie [30]	653-655	HBK-4H Hunchback [50]	670-695	CRD-3D Crusader [65]	922-932	KGC-0000 King Crab [100]
759-761	HER-1B Hermes [30]	656-684	PXH-1D Phoenix Hawk [45]	696-702	BMB-10D Bombardier [65]**	933-938	AS7-RS Atlas [100]
762-812	FS9-H Firestarter [35]	685-687	HBK-4N Hunchback [50]	703-706	CTF-2X Cataphract [70]	939-944	DVS-1D Devastator [100]
813-917	VLK-QA Valkyrie [30]	688-716	WVR-6R Wolverine [55]	707-732	MAD-3R Marauder [75]	945-988	AS7-D Atlas [100]
918-926	MON-67 Mongoose [25]	717-736	WVR-6D Wolverine [55]	733-743	AXM-1N Axman [65]	989-994	DVS-2 Devastator [100]
927-929	FS9-S Firestarter [35]	737-739	HBK-4P Hunchback [50]	744-747	GLT-4P Guillotine [70]	995-000	CP-10-HQ Cyclops [90]
930-932	FS9-K Firestarter [35]	740-747	CRB-20 Crab [50]	748-751	CPLT-C1 Catapult [65]		
933-941	VLK-QD Valkyrie [30]	748-750	HBK-4J Hunchback [50]	752-770	GLT-4L Guillotine [70]		
942-944	FS9-S1 Firestarter [35]	751-809	DV-6M Dervish [55]	771-796	GHR-5H Grasshopper [70]		
945-966	JVN-10F Javelin [30]	810-824	KTO-18 Kintaro [55]	797-822	ON1-K Orion [75]		
967-970	RVN-2X Raven [35]	825-839	TBT-5N Trebuchet [50]	823-829	BL-7-KNT Black Knight [75]		
971-992	WLF-1 Wolfhound [35]	840-859	PXH-3S Phoenix Hawk [45]	830-836	CRD-5S Crusader [65]		
993-996	WLF-1A Wolfhound [35]	860-864	BJ-3 Blackjack [45]	837-840	AXM-2N Axman [65]		
997-000	WLF-1B Wolfhound [35]	865-961	GRF-1N Griffin [55]	841-847	STK-4P Stalker [75]		
		962-964	GLD-3R Gladiator [55]**	848-885	MAD-3D Marauder [75]		
		965-969	GRF-1DS Griffin [55]	886-904	WHM-6D Warhammer [70]		
		970-972	GLD-4R Gladiator [55]**	905-979	ARC-2R Archer [70]		
		973-980	PXH-3D Phoenix Hawk [45]	980-986	GHR-5N Grasshopper [70]		
		981-985	TBT-7M Trebuchet [50]	987-993	CES-3R Caesar [70]		
		986-000	DV-7D Dervish [55]	994-000	MAD-5D Marauder [75]		

Mechs – Free Worlds League (House Marik)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-063	FLE-14 Flea [15]	051-091	VL-2T Vulcan [40]	051-107	RFL-3N Rifleman [60]**	051-068	CP-10-Z Cyclops [90]
064-212	STG-3R Stinger [20]	092-117	CDA-2A Cicada [40]	108-112	CHP-2N Champion [60]	069-185	LGB-0W Longbow [85]
213-432	WSP-1A Wasp [20]	118-130	ASN-21 Assassin [40]	113-157	QKD-4G Quickdraw [60]	186-203	VTR-9B Victor [80]
433-437	FLE-15 Flea [20]	131-133	CLNT-2-3T Clint [40]	158-165	QKD-5A Quickdraw [60]	204-215	BNC-3Q Banshee [95]
438-469	FLE-4 Flea [20]	134-261	HER-2S Hermes II [40]	166-168	MLN-1A Merlin [60]	216-240	BNC-3E Banshee [95]**
470-618	LCT-1V Locust [20]	262-266	ICR-1S Icarus II [40]**	169-176	RFL-5M Rifleman [60]	241-265	GOL-1H Goliath [80]
619-626	LCT-3V Locust [20]	267-273	HER-2M Hermes II [40]	177-196	OSR-2C Ostroc [60]	266-300	AWS-8R Awesome [80]
627-671	STG-3G Stinger [20]	274-278	VL-5T Vulcan [40]	197-199	OSR-2L Ostroc [60]	301-325	STC-2C Striker [80]
672-743	UM-R60 Urbanmech [30]**	279-291	CN9-A Centurion [50]	200-207	OSR-2M Ostroc [60]	326-396	THG-10E Thug [80]
744-756	LCT-1E Locust [20]	292-309	BJ-1 Blackjack [45]**	208-215	QKD-4H Quickdraw [60]	397-431	AWS-8V Awesome [80]
757-779	JVN-10N Javelin [30]	310-316	WTH-1 Whitworth [40]	216-260	OTL-4D Ostsol [60]	432-502	BLR-1G Battlemaster [85]
780-802	OTT-7J Ostscout [35]	317-323	TBT-5S Trebuchet [50]	261-263	OSR-3C Ostroc [60]	503-520	GOL-3M Goliath [80]
803-807	HER-3S2 Hermes [30]	324-328	WVE-6N Wyvern [45]	264-277	ON1-V Orion [75]	521-524	CP-11-A Cyclops [90]
808-815	HER-1A Hermes [30]	329-341	SCP-1N Scorpion [55]**	278-370	WHM-6R Warhammer [70]	525-528	CP-11-C Cyclops [90]
816-820	FLC-4N Falcon [30]	342-469	PXH-1 Phoenix Hawk [45]	371-512	CRD-3R Crusader [65]	529-553	STK-4N Stalker [85]
821-892	SDR-5V Spider [30]	470-553	HBK-4G Hunchback [50]	513-517	ON1-VA Orion [75]	554-730	STK-3F Stalker [85]
893-900	HER-3S Hermes [30]	554-566	HBK-5M Hunchback [50]	518-537	MAD-3M Marauder [75]	731-736	CP-10-Q Cyclops [90]
901-905	HER-1B Hermes [30]	567-607	SHD-2H Shadow Hawk [55]	538-630	TDR-5S Thunderbolt [65]	737-771	AWS-8T Awesome [80]
906-977	FS9-H Firestarter [35]	608-612	HBK-4H Hunchback [50]	631-644	BMB-10D Bombardier [65]**	772-781	BNC-3M Banshee [95]
978-982	HER-3S1 Hermes [30]	613-617	HBK-4N Hunchback [50]	645-652	MAD-3R Marauder [75]	782-898	AWS-8Q Awesome [80]
983-990	MON-67 Mongoose [25]	618-620	SCP-1O Scorpion [55]	653-655	GLT-4P Guillotine [70]	899-933	LGB-7Q Longbow [85]
991-995	FS9-K Firestarter [35]	621-646	WVR-6R Wolverine [55]	656-658	CPLT-C1 Catapult [65]	934-958	STK-3H Stalker [85]
996-000	JVN-10F Javelin [30]	647-651	HBK-4P Hunchback [50]	659-686	GLT-4L Guillotine [70]	959-968	BLR-3M Battlemaster [85]
		652-656	CRB-20 Crab [50]	687-689	BL-7-KNT-L Black Knight [75]	969-974	AS7-A Atlas [100]
		657-661	HBK-4J Hunchback [50]	704-703	ON1-M Orion [75]	975-978	KGC-0000 King Crab [100]
		662-674	DV-6M Dervish [55]	704-723	GHR-5H Grasshopper [70]	979-996	AS7-D Atlas [100]
		675-725	TBT-5N Trebuchet [50]	724-865	ON1-K Orion [75]	997-000	CP-10-HQ Cyclops [90]
		726-751	TBT-5J Trebuchet [50]	866-868	BL-7-KNT Black Knight [75]		
		752-802	GRF-1N Griffin [55]	869-873	STK-4P Stalker [75]		
		803-805	GLD-3R Gladiator [55]**	874-878	GLT-5M Guillotine [70]		
		806-808	GLD-4R Gladiator [55]**	879-971	ARC-2R Archer [70]		
		809-936	WVR-6M Wolverine [55]	972-985	WHM-7M Warhammer [70]		
		937-954	PXH-3M Phoenix Hawk [45]	986-990	TDR-7M Thunderbolt [65]		
		955-959	CNS-3M Cronus [55]	991-995	GHR-5N Grasshopper [70]		
		960-977	TBT-7M Trebuchet [50]	996-000	ARC-4M Archer [70]		
		978-995	SHD-5M Shadow Hawk [55]				
		996-000	GRF-3M Griffin [55]				

Mechs – Lyran Commonwealth (House Steiner): A/B-Rated Units

Mechs – Lyran Commonwealth (House Steiner): C/D/F-Rated Units

INNER SPHERE MECHS 3057

Between 3050 and 3057 we see surprisingly heavy changes in mech distribution. There are two reasons for this. First and foremost is the effect of the Clan Invasion, which decimates the forces of Steiner and Kurita. This wipes out large numbers of oldtech machines. The second is the general technological renaissance sparked by the recovery of the Helm Memory Core, which at last allows mass manufacturing of Mechs both new and old.

By 3050, the CCAF had rebuilt from its 4th War-shellacking to about 16 regiments, with most of this coming post-3036. It continued its impressive growth rate into 3057, almost doubling in size to approximately 31 regiments. This made table adjustment relatively easy: I simply reduced the Av numbers for all CCAF Star League/Succession War leftovers by half.

The Steiner and Kuritan militaries are harder to deal with. Part of the problem is that we have no firm force totals for the exact year of 3057, since the Field Manual series gives staggered force overviews from 3059 into the early 3060s, depending on the faction covered. The other issue is that the writers of this time remembered to detail those regiments destroyed in the Clan Invasion, but often failed to account for new manufacturing. For example, the DCMS had 98 regiments in 3050 and 76 regiments in 3059, as stated in *Field Manual DCMS*: a difference of 22 regiments. By comparing *20 Year Update* with *Field Manual DCMS*, we get 36 regiments that were either destroyed in the Invasion or disbanded in the five-year period afterward. This gives 14 new-built regiments for the DCMS to get to our 3059 total of 76 regiments; as we know that the Combine built eight regiments of new omnimechs alone in this time (before even taking into account traditionally high-volume manufacture of non-omnis, like the Dragon), this is entirely plausible.

Thanks to the Field Manuals we know that upgrade percentages are very high very early on, reaching 60 and 70 percent by the early 3060s. Between that, the extreme manufacturing rates mentioned in *Field Manual DCMS*, and the fact that we have the tables now split between A/B units and C/D/F units, I've not been shy about rolling out newtech machines in larger numbers on these tables, especially the A/B ones. At the same time, the fact that Succession War-era machines survive into the 3085 Field Manual RATs means that they're not going anywhere, even in units that are the most favoured and the best of the best.

Mechs – Capellan Confederation (House Liao): A/B Rated

Mechs – Capellan Confederation (House Liao): C/D/F Rated

Mechs – Draconis Combine (House Kurita): A/B Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-012	STG-3R Stinger [20]	001-010	VL-2T Vulcan [40]	001-019	JM6-DD Jagermech [65]	001-026	CP-10-Z Cyclops [90]
013-026	WSP-1K Wasp [20]	011-027	STN-3K Sentinel [40]	020-032	RFL-3N Rifleman [60]	027-052	LGB-0W Longbow [85]
027-033	WSP-1A Wasp [20]	028-037	CDA-2A Cicada [40]	033-037	CHP-2N Champion [60]	053-078	CGR-1A9 Charger [80]
034-045	LCT-1V Locust [20]	038-043	ASN-23 Assassin [40]	038-064	DRG-1N Dragon [60]	079-138	MAL-1R Mauler [90]
046-052	MCY-97 Mercury [20]	044-053	ASN-21 Assassin [40]	065-083	QKD-4G Quickdraw [60]	139-145	AWS-8R Awesome [80]
053-064	OTT-7K Ostsout [30]	054-056	STN-3M Sentinel [40]	084-102	DRG-5N Dragon [60]	146-183	MAL-C Mauler [90]
065-071	LCT-3V Locust [20]	057-059	CLNT-2-3T Clint [40]	103-121	QKD-C Quickdraw [60]	184-202	STC-2C Striker [80]
072-092	RTX1-OD Raptor [25]	060-062	WTH-1S Whitworth [40]	122-134	OSR-2C Ostroc [60]	203-221	THG-10E Thug [80]
093-104	STG-3G Stinger [20]	063-072	WTH-2 Whitworth [40]	135-147	CHP-1N Champion [60]	222-228	AWS-8V Awesome [80]
105-111	THE-T Thorn [20]	073-075	VL-5T Vulcan [40]	148-174	LNC25-02 Lancelot [60]	229-247	BLR-1G Battlemaster [85]
112-118	THE-S Thorn [20]	076-081	CN9-A Centurion [50]	175-193	QKD-5M Quickdraw [60]	248-254	CP-11-A Cyclops [90]
119-139	HSR-300-D Hussar [30]	082-087	HER-4K Hermes II [40]	194-201	QKD-4H Quickdraw [60]	255-261	CP-11-C Cyclops [90]
140-146	THE-N Thorn [20]	088-115	WTH-1 Whitworth [40]	202-228	QKD-5K Quickdraw [60]	262-268	STK-4N Stalker [85]
147-158	LCT-1E Locust [20]	116-118	TBT-5S Trebuchet [50]	229-247	CRD-4K Crusader [65]	269-306	STK-3F Stalker [85]
159-162	MCY-98 Mercury [20]	119-121	TBT-7K Trebuchet [50]	248-274	OTL-4D Ostsol [60]	307-325	HTM-27W Hatamoto-Ku [80]
163-174	JVN-10N Javelin [30]	122-156	WVE-6N Wyvern [45]	275-293	CRD-3K Crusader [65]	326-332	CP-10-Q Cyclops [90]
175-186	OTT-7J Ostsout [30]	157-226	PXH-1 Phoenix Hawk [45]	294-336	WHM-6R Warhammer [70]	333-370	CGR-C Charger [80]
187-193	HER-1A Hermes [30]	227-261	HBK-4G Hunchback [50]	337-379	DRG-1G Dragon (Grand) [60]	371-377	AWS-8T Awesome [80]
194-200	FLC-4N Falcon [30]	262-278	DMO-2K Daimyo [40]	380-392	BHKU-OB Black Hawk-KU [60]	378-396	HTM-27V Hatamoto-Kaze [80]
201-221	RTX1-OB Raptor [25]	279-302	SHD-2H Shadow Hawk [55]	393-405	WHM-6K Warhammer [70]	397-407	SD1-OB Sunder [90]
222-262	SDR-7M Spider [30]	303-305	HBK-4H Hunchback [50]	406-424	CRD-3R Crusader [65]	408-445	AWS-8Q Awesome [80]
263-303	SDR-5V Spider [30]	306-361	WFT-1 Wolf Trap [45]	425-467	CPLT-K2 Catapult [65]	446-520	HTM-27T Hatamoto-Chi [80]
304-310	HSR-200-D Hussar [30]	362-396	PXH-1K Phoenix Hawk [45]	468-510	TDR-5S Thunderbolt [65]	521-531	LGB-7Q Longbow [85]
311-331	OW-1D Owens [35]	397-399	HBK-4N Hunchback [50]	511-564	ARC-2K Archer [70]	532-538	STK-3H Stalker [85]
332-335	MON-68 Mongoose [25]	400-434	WVE-5N Wyvern [45]	565-607	DRG-5K Dragon (Grand) [60]	539-564	HTM-C Hatamoto-Hi [80]
336-356	OW-1A Owens [35]	435-469	WVR-6R Wolverine [55]	608-620	MAD-3R Marauder [75]	565-583	HTM-27U Hatamoto-Hi [80]
357-360	HER-1B Hermes [30]	470-493	CRB-C Crab [50]	621-633	GHR-C Grasshopper [70]	584-587	CRK-5003-2 Katana [85]
361-389	FS9-H Firestarter [35]	494-496	HBK-4P Hunchback [50]	634-652	AV1-O Avatar [70]	588-598	THG-11E Thug [80]
390-393	HER-1S Hermes [30]	497-520	CRB-20 Crab [50]	653-660	OSR-2D Ostroc [60]	599-668	CGR-3K Charger [80]
394-459	RTX1-O Raptor [25]	521-523	HBK-4J Hunchback [50]	661-687	GLT-4L Guillotine [70]	669-687	HTM-27Y Hatamoto-Mizo [80]
460-463	HSR-350-D Hussar [30]	524-579	FS9-O Firestarter [45]	688-695	AV1-OC Avatar [70]	688-713	CRK-5003-0 Crockett [85]
464-484	MON-67 Mongoose [25]	580-596	DV-6M Dervish [55]	696-708	LNC25-01 Lancelot [60]	714-739	VTR-9K Victor [80]
485-505	OW-1B Owens [35]	597-631	SHD-2K Shadow Hawk [55]	709-735	GHR-5H Grasshopper [70]	740-765	SD1-O Sunder [90]
506-509	MON-66 Mongoose [25]	632-655	DMO-1K Daimyo [40]	736-748	ON1-K Orion [75]	766-772	AS7-A Atlas [100]
510-513	FS9-K Firestarter [35]	656-665	TBT-5N Trebuchet [50]	749-761	CPLT-K3 Catapult [65]	773-798	HGN-733 Highlander [90]
514-534	RTX1-OA Raptor [25]	666-682	WVR-6K Wolverine [55]	762-766	STK-4P Stalker [75]	799-805	KGC-0000 King Crab [100]
535-546	PNT-10KA Panther [35]	683-738	GRF-1N Griffin [55]	767-820	ARC-2R Archer [70]	806-812	LGB-7V Longbow [85]
547-587	SDR-9K Venom [35]	739-762	GRF-1DS Griffin [55]	821-828	AV1-OA Avatar [70]	813-831	AS7-D Atlas [100]
588-608	JR7-C Jenner [35]	763-768	KTO-C Kintaro [55]	829-836	AV1-OB Avatar [70]	832-838	KGC-0000 King Crab [100]
609-612	JVN-10F Javelin [30]	769-838	WVR-7K Wolverine [55]	837-841	GHR-5N Grasshopper [70]	839-876	NG-C3A Naginata [95]
613-819	PNT-10K Panther [35]	839-862	TBT-7M Trebuchet [50]	842-854	BHKU-OD Black Hawk-KU [60]	877-895	MR-V2 Cerberus [95]
820-860	OW-1 Owens [35]	863-865	KTO-20 Kintaro [55]	855-859	BL-6-KNT Black Knight [75]	896-906	SD1-OA Sunder [90]
861-872	HM-2 Hitman [30]	866-921	PXH-3K Phoenix Hawk [45]	860-872	BHKU-OC Black Hawk-KU [60]	907-917	AS7-CM Atlas [100]
873-884	SDR-9KA Venom [35]	922-938	KIM-2A Komodo [45]	873-899	DAI-01 Daikyu [70]	918-936	AS7-C Atlas [100]
885-905	RTX1-OC Raptor [25]	939-941	KTO-K Kintaro [55]	900-912	JM6-DG Jagermech [65]	937-974	AS7-K Atlas [100]
906-946	JR7-K Jenner [35]	942-965	GRF-3M Griffin [55]	913-931	WHM-7K Warhammer [70]	975-981	HGN-732 Highlander [90]
947-975	HM-1 Hitman [30]	966-000	KIM-2 Komodo [45]	932-958	BHKU-O Black Hawk-KU [60]	982-000	CP-10-HQ Cyclops [90]
976-996	OW-1C Owens [35]			959-971	BHKU-OA Black Hawk-KU [60]		
997-000	JR7-F Jenner [35]			972-000	MAD-5D Marauder [75]		

Mechs – Draconis Combine (House Kurita): C/D/F Rated

Mechs – Federated Suns (House Davion): A/B Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-023	STG-3R Stinger [20]	001-005	VL-2T Vulcan [40]	001-006	JM6-S Jagermech [65]	001-013	VTR-9A Victor [80]
024-046	WSP-1A Wasp [20]	006-013	CDA-2A Cicada [40]	007-057	JM6-DD Jagermech [65]	014-026	VTR-9A1 Victor [80]
047-079	ALM-7D Fireball [20]	014-028	ASN-23 Assassin [40]	058-066	CHP-2N Champion [60]	027-096	CP-10-Z Cyclops [90]
080-102	WSP-1D Wasp [20]	029-043	CLNT-2-3T Clint [40]	067-072	JM6-A Jagermech [65]	097-145	LGB-0W Longbow [85]
103-155	WSP-1S Wasp [20]	044-064	VL-5S Vulcan [40]	073-081	QKD-4G Quickdraw [60]	146-180	VTR-9B Victor [80]
156-172	LCT-1M Locust [20]	065-072	VL-5T Vulcan [40]	082-097	OSR-2C Ostroc [60]	181-292	STK-5S Stalker [85]
173-195	LCT-1V Locust [20]	073-121	CN9-A Centurion [50]	098-129	OTL-4D Ostsol [60]	293-327	BLR-3S Battlemaster [85]
196-218	LCT-3D Locust [20]	122-129	CN9-AH Centurion [50]	130-180	WHM-6R Warhammer [70]	328-340	GOL-1H Goliath [80]
219-241	DRT-3S Dart [25]	130-134	BJ-1 Blackjack [45]	181-190	WHM-6K Warhammer [70]	341-347	AWS-8R Awesome [80]
242-258	OTT-7K Ostscout [30]	135-155	WTH-1 Whitworth [40]	191-206	CRD-4D Crusader [65]	348-382	STC-2C Striker [80]
259-264	LCT-3V Locust [20]	156-161	WVE-6N Wyvern [45]	207-228	CTF-1X Cataphract [70]	383-389	AWS-8V Awesome [80]
265-267	RTX1-OD Raptor [25]	162-191	ENF-4R Enforcer [50]	229-250	CRD-3R Crusader [65]	390-402	BLR-1G Battlemaster [85]
268-290	STG-3G Stinger [20]	192-240	HCT-5S Hatchetman [45]	251-266	CTF-3D Cataphract [70]	403-422	BLR-1D Battlemaster [85]
291-299	ALM-9D Fireball [20]	241-261	PXH-1 Phoenix Hawk [45]	267-317	TDR-5S Thunderbolt [65]	423-429	CP-11-A Cyclops [90]
300-308	LCT-1E Locust [20]	262-282	HBK-4G Hunchback [50]	318-339	CRD-3D Crusader [65]	430-436	CP-11-C Cyclops [90]
309-361	COM-5S Commando [25]	283-287	NGS-5S Nightsky [50]	340-345	CTF-2X Cataphract [70]	437-449	STK-4N Stalker [85]
362-370	ALM-8D Fireball [20]	288-336	SHD-2D2 Shadow Hawk [55]	346-396	ARC-5S Archer [70]	450-469	STK-3F Stalker [85]
371-436	JVN-10P Javelin [30]	337-344	CN9-AL Centurion [50]	397-405	MAD-3R Marauder [75]	470-476	CP-10-Q Cyclops [90]
437-453	OTT-7J Ostscout [30]	345-359	SHD-2H Shadow Hawk [55]	406-437	AXM-1N Axman [65]	477-483	AWS-8T Awesome [80]
454-459	HER-1A Hermes [30]	360-362	HBK-4H Hunchback [50]	438-501	RFL-5D Rifleman [60]	484-553	AWS-8Q Awesome [80]
460-465	FLC-4N Falcon [30]	363-392	PXH-1D Phoenix Hawk [45]	502-517	OSR-2D Ostroc [60]	554-602	LGB-7Q Longbow [85]
466-471	RTX1-OB Raptor [25]	393-395	HBK-4N Hunchback [50]	518-533	GLT-4L Guillotine [70]	603-615	STK-3H Stalker [85]
472-494	SDR-5V Spider [30]	396-416	WVR-6R Wolverine [55]	534-555	GHR-5H Grasshopper [70]	616-685	VTR-9D Victor [80]
495-511	DRT-6S Dart [25]	417-431	WVR-6D Wolverine [55]	556-577	ON1-K Orion [75]	686-705	AS7-A Atlas [100]
512-544	VLK-QF Valkyrie [30]	432-480	CN9-D Centurion [50]	578-583	BL-7-KNT Black Knight [75]	706-718	KGC-0000 King Crab [100]
545-561	DRT-4S Dart [25]	481-483	HBK-4P Hunchback [50]	584-634	CRD-5S Crusader [65]	719-731	LGB-7V Longbow [85]
562-584	JVN-11B Javelin [30]	484-491	CRB-20 Crab [50]	635-650	CPLT-C4C Catapult [65]	732-766	AWS-9Ma Awesome [80]
585-590	HER-1B Hermes [30]	492-494	HBK-4J Hunchback [50]	651-659	AXM-2N Axman [65]	767-779	AS7-RS Atlas [100]
591-643	FS9-H Firestarter [35]	495-555	DV-6M Dervish [55]	660-665	STK-4P Stalker [75]	780-792	AS7-D Atlas [100]
644-660	RTX1-O Raptor [25]	556-585	NGS-4S Nightsky [50]	666-697	MAD-3D Marauder [75]	793-841	AS7-S Atlas [100]
661-713	VLK-QA Valkyrie [30]	586-600	KTO-18 Kintaro [55]	698-713	WHM-6D Warhammer [70]	842-861	MR-V2 Cerberus [95]
714-722	MON-67 Mongoose [25]	601-615	TBT-5N Trebuchet [50]	714-745	ARC-2R Archer [70]	862-910	BNC-5S Banshee [95]
723-755	FS9-S Firestarter [35]	616-620	BSW-X1 Bushwacker [55]	746-796	WHM-7S Warhammer [70]	911-980	DVS-2 Devastator [100]
756-761	FS9-K Firestarter [35]	621-641	PXH-3S Phoenix Hawk [45]	797-828	TDR-9S Thunderbolt [65]	981-000	CP-10-HQ Cyclops [90]
762-764	RTX1-OA Raptor [25]	642-646	END-6Q Enfield [50]	829-837	GHR-5N Grasshopper [70]		
765-830	VLK-QD Valkyrie [30]	647-651	BJ-3 Blackjack [45]	838-843	PTR-4F Penetrator [75]		
831-863	FS9-S1 Firestarter [35]	652-681	GRF-1N Griffin [55]	844-894	CES-3R Caesar [70]		
864-886	SCB-9A Scarabus [30]	682-730	GRF-1DS Griffin [55]	895-910	PTR-4D Penetrator [75]		
887-889	RTX1-OC Raptor [25]	731-735	NGS-4T Nightsky [50]	911-916	MTR-5K Maelstrom [75]		
890-895	BZK-G1 Hollander [35]	736-796	ENF-5D Enforcer [50]	917-925	GAL-1GLS Gallowglas [70]		
896-904	SCB-9T Scarabus [30]	797-845	WVR-7D Wolverine [55]	926-931	CTS-6Y Cestus [65]		
905-927	BZK-F3 Hollander [35]	846-906	PXH-3D Phoenix Hawk [45]	932-934	MDG-1B Rakshasa [75]		
928-933	NTK-2Q Night Hawk [35]	907-921	CN9-D3 Centurion [50]	935-966	MAD-5D Marauder [75]		
934-966	WLF-2 Wolfhound [35]	922-926	TBT-7M Trebuchet [50]	967-972	MDG-1A Rakshasa [75]		
967-983	JVN-11A Javelin [30]	927-987	DV-7D Dervish [55]	973-978	GAL-2GLS Gallowglas [70]		
984-000	SPR-5F Sceptor [35]	988-995	LNX-9Q Lynx [55]	979-000	FLC-8R Falconer [75]		
		996-000	LNX-9R Lynx [55]				

Mechs – Federated Suns (House Davion): C/D/F Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-128	STG-3R Stinger [20]	071-087	VL-2T Vulcan [40]	071-140	JM6-S Jagermech [65]	071-082	VTR-9A Victor [80]
129-186	WSP-1A Wasp [20]	088-104	CDA-2A Cicada [40]	141-157	JM6-DD Jagermech [65] ^l	083-094	VTR-9A1 Victor [80]
187-215	ALM-7D Fireball [20] ^l	105-113	ASN-21 Assassin [40]	158-227	RFL-3N Rifleman [60]	095-112	CP-10-Z Cyclops [90]
216-273	WSP-1D Wasp [20]	114-137	HCT-3F Hatchetman [45]	228-233	RFL-3C Rifleman [60]	113-215	LGB-0W Longbow [85]
274-293	WSP-1S Wasp [20] ^l	138-171	SHD-2D Shadow Hawk [55]	234-239	JM6-A Jagermech [65]	216-428	VTR-9B Victor [80]
294-339	LCT-1M Locust [20]	172-174	BJ-1DC Blackjack [45]	240-245	RFL-4D Rifleman [60]	429-492	BNC-3E Banshee [95]
340-396	LCT-1V Locust [20]	175-180	WTH-2 Whitworth [40] ^l	246-255	QKD-4G Quickdraw [60]	493-510	ZEU-6T Zeus [80]
397-416	LCT-3D Locust [20] ^l	181-204	VL-5T Vulcan [40]	256-261	QKD-5A Quickdraw [60]	511-516	GOL-1H Goliath [80]
417-430	DRT-3S Dart [25] ^l	205-271	CN9-A Centurion [50]	262-296	OSR-2C Ostroc [60]	517-522	AWS-8R Awesome [80]
431-435	HNT-152 Hornet [20]	272-280	CN9-AH Centurion [50]	297-302	OSR-2L Ostroc [60]	523-540	STC-2C Striker [80]
436-464	HNT-151 Hornet [20]	281-304	BJ-1 Blackjack [45]	303-308	QKD-4H Quickdraw [60]	541-546	AWS-8V Awesome [80]
465-469	LCT-3V Locust [20]	305-310	WTH-1 Whitworth [40]	309-325	OTL-4F Ostsol [60]	547-558	BLR-1G Battlemaster [85]
470-498	STG-3G Stinger [20]	311-313	WVE-6N Wyvern [45]	326-381	OTL-4D Ostsol [60]	559-576	BLR-1D Battlemaster [85]
499-544	UM-R60 Urbanmech [30]	314-316	BJ-1DB Blackjack [45]	382-387	OSR-3C Ostroc [60]	577-582	CP-11-A Cyclops [90]
545-547	SDR-5D Spider [30]	317-383	ENF-4R Enforcer [50]	388-393	ON1-V Orion [75]	583-588	CP-11-C Cyclops [90]
548-567	HNT-171 Hornet [20] ^l	384-437	PXH-1 Phoenix Hawk [45]	394-449	WHM-6R Warhammer [70]	589-594	STK-4N Stalker [85]
568-570	COM-3A Commando [25]	438-454	HBK-4G Hunchback [50]	450-459	WHM-6K Warhammer [70]	595-658	STK-3F Stalker [85]
571-590	COM-2D Commando [25]	455-478	SHD-2D Shadow Hawk [55] ^l	460-476	CRD-4D Crusader [65] ^l	659-670	CP-10-Q Cyclops [90]
591-598	LCT-1E Locust [20]	479-487	CN9-AL Centurion [50]	477-500	CTF-1X Cataphract [70]	671-676	AWS-8T Awesome [80]
599-612	COM-5S Commando [25] ^l	488-511	SHD-2H Shadow Hawk [55]	501-569	CRD-3R Crusader [65]	677-740	AWS-8Q Awesome [80]
613-617	JVN-10P Javelin [30]	512-545	WTC-4M Watchman [40]	570-575	ON1-VA Orion [75]	741-785	LGB-7Q Longbow [85]
618-675	JVN-10N Javelin [30]	546-548	HBK-4H Hunchback [50]	576-631	TDR-5S Thunderbolt [65]	786-791	STK-3H Stalker [85]
676-695	SDR-5V Spider [30]	549-582	SNT-04 Sentry [40] ^l	632-655	CRD-3D Crusader [65]	792-836	ZEU-9S Zeus [80] ^l
696-703	RVN-1X Raven [35]	583-606	PXH-1D Phoenix Hawk [45]	656-661	BMB-10D Bombardier [65]	837-868	BNC-3S Banshee [95]
704-717	JVN-10A Javelin [30]	607-609	HBK-4N Hunchback [50]	662-671	CTF-2X Cataphract [70]	869-886	ZEU-9S2 Zeus [80] ^l
718-737	VLK-QF Valkyrie [30]	610-633	WVR-6R Wolverine [55]	672-681	GHR-5J Grasshopper [70] ^l	887-904	AS7-A Atlas [100]
738-766	FS9-H Firestarter [35]	634-650	WVR-6D Wolverine [55]	682-705	MAD-3R Marauder [75]	905-911	KGC-0000 King Crab [100]
767-861	VLK-QA Valkyrie [30]	651-674	CN9-D Centurion [50] ^l	706-722	AXM-1N Axman [65] ^l	912-923	AS7-RS Atlas [100]
862-869	MON-67 Mongoose [25]	675-677	HBK-4P Hunchback [50]	723-728	GLT-4P Guillotine [70]	924-955	DVS-1D Devastator [100]
870-874	FS9-K Firestarter [35]	678-683	CRB-20 Crab [50]	729-745	RFL-5D Rifleman [60] ^l	956-000	AS7-D Atlas [100]
875-888	BH-K305 Battle Hawk [30] ^l	684-686	HBK-4J Hunchback [50]	746-762	GLT-4L Guillotine [70]		
889-908	VLK-QD Valkyrie [30] ^l	687-753	DV-6M Dervish [55]	763-797	GHR-5H Grasshopper [70]		
909-928	JVN-10F Javelin [30]	754-777	BJ-2 Blackjack [45] ^l	798-821	ON1-K Orion [75]		
929-936	RVN-2X Raven [35]	778-794	KTO-18 Kintaro [55]	822-827	BL-7-KNT Black Knight [75]		
937-956	WLF-1 Wolfhound [35]	795-803	TBT-5N Trebuchet [50]	828-844	CRD-5S Crusader [65] ^l		
957-970	BZK-F3 Hollander [35] ^l	804-827	BJ-3 Blackjack [45] ^l	845-850	AXM-2N Axman [65] ^l		
971-975	WLF-1A Wolfhound [35]	828-894	GRF-1N Griffin [55]	851-856	STK-4P Stalker [75]		
976-980	WLF-1B Wolfhound [35]	895-896	GLD-3R Gladiator [55]	857-873	MAD-3D Marauder [75]		
981-000	WLF-2 Wolfhound [35] ^l	897-920	GRF-1DS Griffin [55] ^l	874-890	WHM-6D Warhammer [70] ^l		
		921-922	GLD-4R Gladiator [55]	891-960	ARC-2R Archer [70]		
		923-946	ENF-5D Enforcer [50] ^l	961-966	GHR-5N Grasshopper [70]		
		947-970	WVR-7D Wolverine [55] ^l	967-983	CES-3R Caesar [70] ^l		
		971-976	PXH-3D Phoenix Hawk [45] ^l	984-000	MAD-5D Marauder [75] ^l		
		977-000	DV-7D Dervish [55] ^l				

Mechs – Free Worlds League (House Marik): A/B Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-009	FLE-14 Flea [15]	001-012	VL-2T Vulcan [40]	001-020	QKD-4G Quickdraw [60]	001-018	CP-10-Z Cyclops [90]
010-057	STG-3R Stinger [20]	013-029	CDA-2A Cicada [40]	021-028	QKD-5A Quickdraw [60]	019-088	LGB-0W Longbow [85]
058-151	WSP-1A Wasp [20]	030-033	ASN-23 Assassin [40]	029-086	RFL-5M Rifleman [60]	089-094	VTR-9B Victor [80]
152-247	WSP-3M Wasp [20]	034-035	ASN-21 Assassin [40]	087-094	OSR-2C Ostroc [60]	095-104	BNC-3Q Banshee [95]
248-252	FLE-15 Flea [20]	036-154	HER-2S Hermes II [40]	095-097	OSR-2L Ostroc [60]	105-129	GOL-1H Goliath [80]
253-285	FLE-4 Flea [20]	155-178	VL-5M Vulcan [40]	098-126	QKD-5M Quickdraw [60]	130-164	AWS-8R Awesome [80]
286-333	LCT-1V Locust [20]	179-202	CDA-3M Cicada [40]	127-134	QKD-4H Quickdraw [60]	165-182	STC-2C Striker [80]
334-429	STG-5M Stinger [20]	203-209	HER-2M Hermes II [40]	135-154	OTL-5M Ostsol [60]	183-252	THG-10E Thug [80]
430-438	OTT-7K Ostscout [30]	210-213	VL-5T Vulcan [40]	155-157	OSR-3C Ostroc [60]	253-287	AWS-8V Awesome [80]
439-447	LCT-3V Locust [20]	214-225	CN9-A Centurion [50]	158-172	ON1-V Orion [75]	288-357	BLR-1G Battlemaster [85]
448-495	STG-3G Stinger [20]	226-229	WTH-1 Whitworth [40]	173-269	WHM-6R Warhammer [70]	358-392	GOL-3M Goliath [80]
496-591	LCT-3M Locust [20]	230-236	TBT-5S Trebuchet [50]	270-327	CRD-3R Crusader [65]	393-396	CP-11-A Cyclops [90]
592-604	LCT-1E Locust [20]	237-240	WVE-6N Wyvern [45]	328-332	ON1-VA Orion [75]	397-400	CP-11-C Cyclops [90]
605-613	JVN-10N Javelin [30]	241-264	PXH-1 Phoenix Hawk [45]	333-352	TDR-5S Thunderbolt [65]	401-425	STK-4N Stalker [85]
614-622	OTT-7J Ostscout [30]	265-288	HBK-4G Hunchback [50]	353-367	MAD-3M Marauder [75]	426-495	STK-3F Stalker [85]
623-646	HER-3S2 Hermes [30]	289-408	HBK-5M Hunchback [50]	368-375	MAD-3R Marauder [75]	496-530	AWS-8T Awesome [80]
647-655	HER-1A Hermes [30]	409-432	SHD-2H Shadow Hawk [55]	376-378	GLT-4P Guillotine [70]	531-540	BNC-3M Banshee [95]
656-660	FLC-4N Falcon [30]	433-436	HBK-4H Hunchback [50]	379-398	GLT-4L Guillotine [70]	541-575	AWS-8Q Awesome [80]
661-736	SDR-5V Spider [30]	437-440	HBK-4N Hunchback [50]	399-495	CRD-5M Crusader [65]	576-600	LGB-7Q Longbow [85]
737-749	HMR-3S Hammer [30]	441-464	WVR-6R Wolverine [55]	496-498	BL-7-KNT-L Black Knight [75]	601-625	STK-3H Stalker [85]
750-782	HER-3S Hermes [30]	465-468	HBK-4P Hunchback [50]	499-556	ON1-M Orion [75]	626-681	STK-5M Stalker [85]
783-787	HER-1B Hermes [30]	469-472	CRB-20 Crab [50]	557-559	TMP-3MA Tempest [65]	682-691	ALB-3U Albatross [95]
788-820	FS9-H Firestarter [35]	473-476	HBK-4J Hunchback [50]	560-567	GHR-5H Grasshopper [70]	692-747	BLR-3M Battlemaster [85]
821-844	HER-3S1 Hermes [30]	477-488	DV-6M Dervish [55]	568-625	ON1-K Orion [75]	748-757	AS7-A Atlas [100]
845-853	MON-67 Mongoose [25]	493-516	TBT-5N Trebuchet [50]	626-640	ANV-3M Anvil [60]	758-761	KGC-0000 King Crab [100]
854-901	EGL-1M Eagle [25]	517-533	TBT-5J Trebuchet [50]	641-643	BL-7-KNT Black Knight [75]	762-931	AWS-9M Awesome [80]
902-906	FS9-K Firestarter [35]	534-557	APL-1M Apollo [55]	644-648	STK-4P Stalker [75]	932-937	LGB-7V Longbow [85]
907-982	HMR-3M Hammer [30]	558-564	CDA-3G Cicada [40]	649-695	MAD-5M Marauder [75]	938-955	T-IT-N10M Grand Titan [100]
983-987	JVN-10F Javelin [30]	565-588	GRF-1N Griffin [55]	696-724	GLT-5M Guillotine [70]	956-980	AS7-D Atlas [100]
988-000	HMR-3C Hammer [30]	589-592	APL-2S Apollo [55]	725-771	ARC-2R Archer [70]	981-990	MR-5M Cerberus [95]
		593-616	TR1 Wraith [55]	772-791	WHM-7M Warhammer [70]	991-000	CP-10-HQ Cyclops [90]
		617-640	WVR-6M Wolverine [55]	792-888	TDR-7M Thunderbolt [65]		
		641-754	PXH-3M Phoenix Hawk [45]	889-908	ON1-MA Orion [75]		
		755-766	CDA-3F Cicada [40]	909-913	GHR-5N Grasshopper [70]		
		767-773	CNS-3M Cronus [55]	914-918	HRC-LS-9000 Hercules [70]		
		774-821	TBT-7M Trebuchet [50]	919-926	GAL-1GLS Gallowglas [70]		
		822-900	SHD-5M Shadow Hawk [55]	927-984	ARC-4M Archer [70]		
		901-948	GRF-3M Griffin [55]	985-992	TMP-3M Tempest [65]		
		949-952	HUR-WO-R4M Huron Warrior [50]	993-995	TMP-3G Tempest [65]		
		953-000	WVR-7M Wolverine [55]	996-000	GAL-2GLS Gallowglas [70]		

Mechs – Free Worlds League (House Marik): C/D/F Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-062	FLE-14 Flea [15]	051-093	VL-2T Vulcan [40]	051-152	RFL-3N Rifleman [60]	051-054	CP-10-Z Cyclops [90]
063-205	STG-3R Stinger [20]	094-120	CDA-2A Cicada [40]	153-158	CHP-2N Champion [60]	055-181	LGB-0W Longbow [85]
206-348	WSP-1A Wasp [20]	121-134	ASN-21 Assassin [40]	159-207	QKD-4G Quickdraw [60]	182-192	VTR-9B Victor [80]
349-391	WSP-3M Wasp [20] ^L	135-137	CLNT-2-3T Clint [40]	208-216	QKD-5A Quickdraw [60]	193-203	BNC-3Q Banshee [95]
392-396	FLE-15 Flea [20]	138-227	HER-2S Hermes II [40]	217-225	OSR-2C Ostroc [60]	204-230	BNC-3E Banshee [95]
397-426	FLE-4 Flea [20]	228-235	VL-5M Vulcan [40] ^L	226-231	OSR-2M Ostroc [60]	231-257	GOL-1H Goliath [80]
427-569	LCT-1V Locust [20]	236-254	CDA-3M Cicada [40] ^L	232-240	QKD-4H Quickdraw [60]	258-296	AWS-8R Awesome [80]
570-612	STG-5M Stinger [20] ^L	255-281	HER-5S Hermes II [40]	241-249	OTL-5M Ostsol [60] ^L	297-307	STC-2C Striker [80]
613-620	LCT-3V Locust [20]	282-290	ICR-1S Icarus II [40]	250-255	OTL-4D Ostsol [60]	308-384	THG-10E Thug [80]
621-663	STG-3G Stinger [20]	291-295	VL-5T Vulcan [40]	256-258	OSR-3C Ostroc [60]	385-423	AWS-8V Awesome [80]
664-733	UM-R60 Urbanmech [30]	296-309	CN9-A Centurion [50]	259-273	ON1-V Orion [75]	424-500	BLR-1G Battlemaster [85]
734-776	LCT-3M Locust [20] ^L	310-328	BJ-1 Blackjack [45]	274-375	WHM-6R Warhammer [70]	501-504	CP-11-A Cyclops [90]
777-788	LCT-1E Locust [20]	329-333	WTH-1 Whitworth [40]	376-477	CRD-3R Crusader [65]	505-508	CP-11-C Cyclops [90]
789-810	JVN-10N Javelin [30]	334-341	TBT-5S Trebuchet [50]	478-483	ON1-VA Orion [75]	509-535	STK-4N Stalker [85]
811-818	HER-1A Hermes [30]	342-346	WVE-6N Wyvern [45]	484-585	TDR-5S Thunderbolt [65]	536-728	STK-3F Stalker [85]
819-822	FLC-4N Falcon [30]	347-360	SCP-1N Scorpion [55]	586-607	MAD-3M Marauder [75]	729-735	CP-10-Q Cyclops [90]
823-892	SDR-5V Spider [30]	361-496	PXH-1 Phoenix Hawk [45]	608-616	BMB-10D Bombardier [65]	736-774	AWS-8T Awesome [80]
893-896	HER-1B Hermes [30]	497-550	HBK-4G Hunchback [50]	617-625	MAD-3R Marauder [75]	775-785	BNC-3M Banshee [95]
897-966	FS9-H Firestarter [35]	551-569	HBK-5M Hunchback [50] ^L	626-628	GLT-4P Guillotine [70]	786-912	AWS-8Q Awesome [80]
967-970	MON-67 Mongoose [25]	570-612	SHD-2H Shadow Hawk [55]	629-631	CPLT-C1 Catapult [65]	913-951	LGB-7Q Longbow [85]
971-974	FS9-K Firestarter [35]	613-617	HBK-4H Hunchback [50]	632-662	GLT-4L Guillotine [70]	952-978	STK-3H Stalker [85]
975-996	HMR-3M Hammer [30] ^L	618-622	HBK-4N Hunchback [50]	663-693	CRD-5M Crusader [65] ^L	979-982	KGC-0000 King Crab [100]
997-000	JVN-10F Javelin [30]	623-625	SCP-1O Scorpion [55] ^L	694-702	GHR-5H Grasshopper [70]	983-993	AWS-9M Awesome [80] ^L
		626-652	WVR-6R Wolverine [55]	703-855	ON1-K Orion [75]	994-000	AS7-D Atlas [100]
		653-657	HBK-4P Hunchback [50]	856-861	STK-4P Stalker [75]		
		658-662	CRB-20 Crab [50]	862-883	MAD-5M Marauder [75] ^L		
		663-667	HBK-4J Hunchback [50]	884-892	GLT-5M Guillotine [70] ^L		
		668-675	DV-6M Dervish [55]	893-994	ARC-2R Archer [70]		
		676-718	TBT-5N Trebuchet [50]	995-000	HRC-LS-9001 Hercules [70] ^L		
		719-745	TBT-5J Trebuchet [50]				
		746-799	GRF-1N Griffin [55]				
		800-802	GLD-3R Gladiator [55]				
		803-805	GLD-4R Gladiator [55]				
		806-941	WVR-6M Wolverine [55]				
		942-946	CNS-3M Cronus [55]				
		947-973	TBT-7M Trebuchet [50] ^L				
		974-000	GRF-3M Griffin [55] ^L				

Mechs – Lyran Commonwealth (House Steiner): A/B Rated

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-037	STG-3R Stinger [20]	001-020	VL-2T Vulcan [40]	001-009	JM6-DD Jagermech [65]	001-006	CP-10-Z Cyclops [90]
038-096	WSP-1A Wasp [20]	021-029	ASN-23 Assassin [40]	010-015	CHP-2N Champion [60]	007-056	LGB-0W Longbow [85]
097-114	ALM-7D Fireball [20]	030-035	ASN-21 Assassin [40]	016-031	QKD-4G Quickdraw [60]	057-104	ZEU-6S Zeus [80]
115-187	WSP-1S Wasp [20]	036-067	HCT-3F Hatchetman [45]	032-040	OSR-2C Ostroc [60]	105-126	VTR-9B Victor [80]
188-213	LCT-1V Locust [20]	068-117	VL-5S Vulcan [40]	041-062	OTL-4D Ostsol [60]	127-176	STK-5S Stalker [85]
214-250	DRT-3S Dart [25]	118-123	VL-5T Vulcan [40]	063-113	WHM-6R Warhammer [70]	177-207	ZEU-6T Zeus [80]
251-309	LCT-1S Locust [20]	124-132	CN9-A Centurion [50]	114-162	CRD-3R Crusader [65]	208-269	BLR-3S Battlemaster [85]
310-319	OTT-7K Ostscout [30]	133-138	WTH-1 Whitworth [40]	163-178	CTF-3D Cataphract [70]	270-285	GOL-1H Goliath [80]
320-326	LCT-3V Locust [20]	139-144	TBT-5S Trebuchet [50]	179-194	TDR-5S Thunderbolt [65]	286-288	AWS-8R Awesome [80]
327-363	STG-3G Stinger [20]	145-147	WVE-6N Wyvern [45]	195-226	TDR-5SS Thunderbolt [65]	289-291	STC-2C Striker [80]
364-373	ALM-9D Fireball [20]	148-169	ENF-4R Enforcer [50]	227-289	ARC-5S Archer [70]	292-307	BLR-1S Battlemaster [85]
374-399	COM-3A Commando [25]	170-219	HCT-5S Hatchetman [45]	290-311	MAD-3R Marauder [75]	308-310	AWS-8V Awesome [80]
400-436	COM-2D Commando [25]	220-269	PXH-1 Phoenix Hawk [45]	312-343	AXM-1N Axman [65]	311-341	BLR-1G Battlemaster [85]
437-446	LCT-1E Locust [20]	270-291	HBK-4G Hunchback [50]	344-346	GLT-4P Guillotine [70]	342-344	CP-11-A Cyclops [90]
447-519	COM-5S Commando [25]	292-297	NGS-5S Nightsky [50]	347-378	ARC-2S Archer [70]	345-347	CP-11-C Cyclops [90]
520-537	COM-1D Commando [25]	298-313	CN9-AL Centurion [50]	379-441	RFL-5D Rifleman [60]	348-363	STK-4N Stalker [85]
538-547	ALM-8D Fireball [20]	314-345	SHD-2H Shadow Hawk [55]	442-457	OSR-2D Ostroc [60]	364-425	STK-3F Stalker [85]
548-565	JVN-10N Javelin [30]	346-395	WVR-6R Wolverine [55]	458-473	GLT-4L Guillotine [70]	426-428	CP-10-Q Cyclops [90]
566-583	OTT-7J Ostscout [30]	396-427	CN9-D Centurion [50]	474-505	GHR-5H Grasshopper [70]	429-450	PPR-5T Salamander [80]
584-587	HER-1A Hermes [30]	428-433	CRB-20 Crab [50]	506-527	ON1-K Orion [75]	451-453	AWS-8T Awesome [80]
588-605	SDR-5V Spider [30]	434-442	FS9-O Firestarter [45]	528-530	BL-7-KNT Black Knight [75]	454-503	AWS-8Q Awesome [80]
606-615	DRT-6S Dart [25]	443-474	DV-6M Dervish [55]	531-593	CRD-5S Crusader [65]	504-525	LGB-7Q Longbow [85]
616-625	DRT-4S Dart [25]	475-506	NGS-4S Nightsky [50]	594-615	CPLT-C4C Catapult [65]	526-541	STK-3H Stalker [85]
626-698	FS9-H Firestarter [35]	507-528	TBT-5N Trebuchet [50]	616-624	AXM-2N Axman [65]	542-696	ZEU-9S Zeus [80]
699-724	VLK-QA Valkyrie [30]	529-537	BSW-X2 Bushwacker [55]	625-675	ARC-2R Archer [70]	697-727	VTR-9D Victor [80]
725-734	MON-67 Mongoose [25]	538-569	BSW-X1 Bushwacker [55]	676-738	WHM-7S Warhammer [70]	728-749	BNC-3S Banshee [95]
735-760	FS9-S Firestarter [35]	570-727	PXH-3S Phoenix Hawk [45]	739-789	FLS-7K Flashman [75]	750-780	PPR-5S Salamander [80]
761-765	FS9-K Firestarter [35]	728-743	END-6Q Enfield [50]	790-852	TDR-9S Thunderbolt [65]	781-830	ZEU-9S2 Zeus [80]
766-772	FS9-M Firestarter [35]	744-775	GRF-1S Griffin [55]	853-858	GHR-5N Grasshopper [70]	831-836	AS7-A Atlas [100]
773-831	VLK-QD Valkyrie [30]	776-797	GRF-1N Griffin [55]	859-864	PTR-4F Penetrator [75]	837-858	HGN-73S Highlander [90]
832-857	FS9-S1 Firestarter [35]	798-860	GRF-1DS Griffin [55]	865-915	CES-3R Caesar [70]	859-864	KGC-0000 King Crab [100]
858-861	JVN-10F Javelin [30]	861-866	NGS-4T Nightsky [50]	916-931	PTR-4D Penetrator [75]	865-870	LGB-7V Longbow [85]
862-868	BZK-G1 Hollander [35]	867-875	BSW-S2 Bushwacker [55]	932-937	CTS-6Y Cestus [65]	871-886	AWS-9Ma Awesome [80]
869-894	WLF-1 Wolfhound [35]	876-897	ENF-5D Enforcer [50]	938-940	MDG-1B Rakshasa [75]	887-889	DVS-1D Devastator [100]
895-920	BZK-F3 Hollander [35]	898-929	WVR-7D Wolverine [55]	941-946	MDG-1A Rakshasa [75]	890-911	AS7-D Atlas [100]
921-924	WLF-1A Wolfhound [35]	930-945	PXH-3D Phoenix Hawk [45]	947-978	MAD-5S Marauder [75]	912-933	AS7-S Atlas [100]
925-928	WLF-1B Wolfhound [35]	946-954	CN9-D3 Centurion [50]	979-000	FLC-8R Falconer [75]	934-942	MR-V2 Cerberus [95]
929-938	NTK-2Q Night Hawk [35]	977-976	DV-7D Dervish [55]			943-948	BRZ-B3 Berserker [100]
939-975	WLF-2 Wolfhound [35]	977-985	STY-3C Starslayer [50]			949-970	BNC-5S Banshee [95]
976-982	TLN-5W Talon [35]	986-994	LNX-9Q Lynx [55]			971-979	BRZ-A3 Berserker [100]
983-000	SPR-5F Spector [35]	995-000	LNX-9R Lynx [55]			980-985	DVS-2 Devastator [100]
						986-991	TDK-7X Thunder Hawk [100]
						992-000	CP-10-HQ Cyclops [90]

Mechs – Lyran Commonwealth (House Steiner): C/D/F Rated