





The great experiment that was the Republic of the Sphere has failed. Withdrawn behind the Fortress walls, the oncegreat power has become a silent, opaque remnant of its former glory. Without its influence, old hatreds have risen anew. As war once more rages across the Inner Sphere, new equipment strides across ancient battlefields. Technology, once stagnated by trade restrictions and peace treaties, now surges forward again, testing these new machines in the fierce crucible of war.

Technical Readout: 3145 introduces the wave of new battle armor, vehicle, 'Mech, and aerospace units appearing across the Inner Sphere in the Dark Age era. Featuring new and matured technology, and presented in this series of factionspecific PDFs, these combat units will add excitement and variety to any game table.

> For use with BattleTech, Total Warfare, Tactical Operations, and Strategic Operations.



TECHNICAL READOUT 3145



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INTRODUCTION

Few could have imagined, in 3050, the impact and legacy the Clan invasion would cause. Even in 3052, after the Com Guards halted the invasion at Tukayyid, most pundits believed the Inner Sphere would eventually push the Clans back into the Periphery. The reformation of the Star League and the destruction of the Smoke Jaguars just prior to the Federated Commonwealth Civil War were taken as signs of this resolve ... but then conflict, as it so often does, intervened. By the end of that great internecine conflict and the immediate eruption of the Jihad, little attention was given to driving the Clans out and, by the Jihad's end, their actions in the fight against the Word of Blake had earned them a place in the new peace.

Of course, conflict can never be far from a martial people, and the six remaining Inner Sphere Clans fought. They fought among themselves, as they had ever done, and they fought against their neighbors, in conflicts such as the Second Combine-Dominion War. The Hell's Horses fought to expand, hold and defend their occupation zone against both the Jade Falcons and the Wolves. The Jade Falcons fought anyone and everyone within reach: the Wolves and their Exiles, the Hell's Horses, the Lyran Commonwealth, even for a time the Rasalhague Dominion. But conflict has a way of dulling lines and borders.

In Rasalhague, the Ghost Bears realized their final integration with Rasalhague, and their Dominion remains one of the most powerful of the Clan enclaves. The Wolves, having parlayed an agreement with the Lyran Commonwealth into another Exodus of sorts, carved their Wolf Empire out of the Free Worlds League and the Lyran Commonwealth, even as they raced the Jade Falcon Golden Ordun toward the Lyran capital. The Nova Cats, restive under the Combine's heel, rose in rebellion against the Dragon and were destroyed. And the Sea Foxes, Diamond Sharks no longer, sail the black oceans of the jump lanes, offering sale to all those who buy and retribution to all those who deserve it.

Much has changed in the last eighty years. The fearsome warfighting technology first demonstrated on the battlefields of the The Rock and Icar, Trellwan and Turtle Bay so long ago has spread throughout the Inner Sphere. The old lines of technological division are falling; Clan equipment is built across the Inner Sphere. Sea Fox ArcShips carry it where regular supply lines cannot reach. For anyone with enough stones, a Clan-built OmniMech is almost easy to find.

With the withdrawal of the Republic behind the Fortress walls and the resumption of fighting by the Successor States, the Clans have become more restless as well. The Dominion has snapped up its Vega Prefecture; the Wolf Empire nibbles ever-closer to the wall, while the Horses and the Falcons just barely lost their bid for Hesperus II. The Sea Foxes are selling materiel as quickly as they can manufacture it, and the Nova Cats, if indeed any of their shades remain, must be thinking they moved only a year or two too early.

—Paladin Janella Lakewood 12 October 3145





GAME NOTES

Technical Readout: 3145 (The Clans) covers a wide breadth of units and equipment. To understand how these various units plug into the core BattleTech rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The Total Warfare (TW) and TechManual (TM) rulebooks present the core game and construction rules for BattleTech (BT), otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from Tactical Operations have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the BattleTech universe.

Strategic Operations (SO) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play. Interstellar Operations (IO) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*. The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (The Clans)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with Total Warfare rules only, but some Advanced rules items may be present, requiring Tactical Operations for full effect. Advanced: Any equipment mass produced "in universe"; must have Tactical Operations and/or Strategic Operations, in addition to Total Warfare, to use. Experimental Rules: Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or

simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (The Clans)* may have one or more listed positive and/or negative Design Quirks (see p. 193, SO and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.



BATTLE

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CONSTABLE PACIFICATION SUIT

Over the past century, the Clans have grown accustomed to putting down insurrections among their civilian castes. Most Clans either leave such distasteful pacification duties to their paramilitary police or, in extreme cases, bring down their full military might to neutralize the threat before it can grow out of hand. However, disturbances of the peace that require a heavier touch than standard police forces can handle often cause unacceptable levels of collateral damage. Clans more interested in integrating with their native Inner Sphere populations than in subduing them sought a better solution.

The Constable Pacification Suit fills that need by offering more protection and firepower than standard police equipment. Commissioned by the Ghost Bear Dominion's Watch to combat the terrorist group Motstånd, the suit fills its intended role well and offers the Watch several options for dealing with such threats.

CAPABILITIES

Based on a lighter version of the Rogue Bear battlesuit, the Constable provides great mobility and strength, which allows officers to reach trouble and clear wreckage or debris faster than other available options. The suit can be fitted with a wide variety of options for both defensive and offensive deployment. The dual grenade launchers can be used with gas, smoke, or flash-bang grenades for nonlethal takedown, or they can load standard grenades for offensive punch. The Constable's modular weapon mount offers even more tactical options, including increased firepower, anti-personnel weapons, electronic warfare, and target detection.

DEPLOYMENT

Although initially developed for the Dominion's Watch, the Constable proved popular enough that it became widely used by police forces throughout the Clans' occupation zones. Some Clan militaries have also chosen to use the suit in a military role by making extensive use of its improved sensors and electronic warfare capabilities.

The Constable's first deployment occurred during the Hitomi Compound Siege in 3092. A single Point was dispatched to deal with over 100 heavily armed cultists, but the Constable operators approached the situation with standard battle armor tactics, which resulted in unmitigated disaster. The Constables ultimately needed to be extracted by conventional infantry, which tainted the Dominion's opinion of the suit until the Watch saw other police and paramilitary forces use it with different tactics.

Despite its preliminary stigma as being of Dominion manufacture, the suit went on to see service in the Draconis Combine with ISF agents and the occasional Civilian Guidance Corps emergency response team. In 3103, the ISF investigated a potentially seditious religious movement that had gone to ground in an uninhabited part of Galtor III, and a squad of Constables was able to sniff out their wellprotected hiding place. The ISF agents employed nonlethal pacification methods, but the congregation fought back by collapsing the only entrance into the hidden compound. The Constables were able to guickly clear away the rubble, eliminate all armed resistance, and apprehend the leader of the movement.

NOTABLE UNITS

Agent Kiko Williams: Agent Williams graduated from the Internal Security College in 3142 and was soon drafted into the Mokonete, where she specialized in flushing out domestic terrorist cells. After gaining certification in battle armor operation, she selected the Constable as her weapon of choice. Unlike many of her peers, Agent Williams excels at capturing suspected terrorists alive for interrogation. However, her penchant for mercy backfired in 3144 when a captured saboteur escaped custody. Suspected of engineering the jailbreak, Williams has since been under ISF scrutiny for signs of disloyalty.

Point Commander Ferdinand, Chief Inspector:

A promising *ristar* in his youth, then-Star Commander Ferdinand lost two successive Trials of Bloodright for the Icaza Bloodname and could find no one to sponsor him when the third Trial occurred. A near-crippling knee injury in the subsequent Grand Melee caused him to fail his yearly retest, and soon he was demoted to the police sub-caste and required to patrol the laborer-caste slums of Hamarr with only a sidearm. Upon discovering his superior had been lax in her own patrol duties, Ferdinand challenged her and won, despite his physical limitations. He used his new position as the district's chief inspector to declare a Trial of Possession for a Constable battlesuit, which he operates during his patrols. Fewer laborers cause problems when he is around, and those that do have a short life expectancy.

CONSTABLE PACIFICATION SUIT

Type: Constable Manufacturer: BA Facility Gamma Primary Factory: Mannedorf Equipment Rating: F/X-X-E Tech Base: Clan Chassis Type: Humanoid Weight Class: Light Maximum Weight: 750 kg **Battle Value:** 25 [ECM] 28 [LMG] 35 [SRM] 25 [Sensor] 24 [TAG] Swarm/Leg Attack/Mechanized/AP: Yes/Yes/No **Notes:** Features the following Design Quirks: Easy to Maintain. Equipment Slots Mass Chassis: 150 kg Motive System: 3 Ground MP: 60 kg 3 Jump MP: 75 kg Manipulators: **Right Arm:** Battle Claw 15 kg Left Arm: 15 kg Battle Claw Standard 125 kg Armor: Armor Value: 5 + 1 (Trooper) Slots Mass Weapons and Equipment Location (Capacity) Heavy Grenade Launcher (40) 105 kg RA 1 Cutting Torch RA 1 5 kg 105 kg Heavy Grenade Launcher (40) LA 1 Cutting Torch LA 1 5 kg Modular Weapon Mount Body 1 (2) 10 kg ECM Suite 1 75 kg ____ Light Machine Gun (50) 1 75 kg SRM 1 (4 shots) 2 75 kg Improved Sensors 45 kg 1 Light TAG (60) 1 35 kg **MPLOG**

BATTLE

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BURAQ FAST BATTLE ARMOR

Hordes of Buraqs accompany the Hell's Horses Ranger Clusters. These terrifyingly fast battlesuits often outdistance their prey, including enemy BattleMechs, to cut off retreat. Anti-piracy actions along the Horses' Barrens border often rely on Buraqs to range far and wide to locate bases of operations, storage depots, landing zones, and hidden enemies. The Buraq's limited weaponry forces Points into support roles, though their great speed keeps them safe until help arrives. A Buraq Star usually consists of three Points of the standard armor, and one each of the hunter-killer and support armors; this arrangement maximizes the Star's anti-pirate utility.

CAPABILITIES

The Buraq's myomer booster more than makes up for its lack of jump jets with remarkable ground speed. This allows the quad suits to keep up with the fast OmniMechs in the Ranger Clusters. The booster consumes so much space that the Buraq's armor and weapons are severely limited. Thus the Buraq is employed more often against soft targets, or as an interdiction unit controlling avenues of approach and retreat. The Buraq's comm system is particularly robust, and allows the free-ranging suits to report through all but the strongest enemy jamming.

DEPLOYMENT

Kappa Galaxy's Eighty-fifth BattleMech Cluster responded to a pirate raid on Icar in 3122, where Sarkon's Bloody-Handed had slaughtered the constabularies of three major cities. Before the Horses could respond, the Bloody-Handed had withdrawn with several thousand slaves and two DropShips laden with loot from the world's precious metal and gem mines. The Eighty-fifth gave chase into the Barrens and tracked the pirates to Crellacor in September.

Star Captain Mellysa Ravenwater's Point of Buraqs scouted the wilds of the Taireed Valley outside Loriaq. The rainy season had just ended and the speedy Buraqs crossed the sodden ground easily compared to the Eighty-fifth's tanks and 'Mechs. She stumbled upon the pirate headquarters in a vast cave network under the Rishlin Estuary. Ravenwater communicated the find before leading her Star into the depths. When enemies were caught outside their 'Mechs, the Horse Buraqs slaughtered the bandits, though the Bloody-Handed's commanders—and those they had enslaved—were never found.

The Buraq is particularly well-suited to the Mongol Doctrine. The 666th Mechanized Assault Cluster used their Buraqs as heralds of doom. On Timkovichi in August 3142, the 666th sent three Points of Buraqs as part of a Binary to punish the populace of Greywalk for sheltering the recently-withdrawn Kell Hounds when Star Colonel Tricky Brown's hunter-killer Point happened upon a hidden Kell Hound Jaguar. Before the concealed 'Mech could call in artillery support, the Buraqs hobbled the Jaguar with concentrated Bearhunter fire. Three of Tricky's Elementals died to laser fire, but the Jaguar was downed like a caribou by a pack of wolves. Brown's report of the concealed 'Mech was intercepted by other hidden units, who called in artillery to level most of the city—and the encroaching Horses—before the area suffered a similar fate at the Horses' hands.

NOTABLE UNITS

Star Commander Shifty: Shifty came from a lauded Elemental sibko. All his sibkin either died long ago in combat or reached the rank of Star Colonel. His inability to win a Bloodname led to disgrace and degradation. Shifty was relegated to a solahma unit, but for fifteen years his skills kept him alive amongst the Horses' dregs. In 3141 he was placed in command of a Star of Burags in Kappa Galaxy's Twelfth Rangers Cluster, specializing in anti-piracy. His sibko would have considered such duty a disgrace, but Shifty knows it may be his last chance to die honorably in combat. His reckless command of his Star has resulted in significant successes, and he relentlessly drives to demonstrate his genetic superiority in spite of his checkered past.

BURAQ FAST BATTLE ARMOR

Type: Buraq Manufacturer: Csesztreg Industriplex Gamma Primary Factory: Csesztreg Equipment Rating: F/X-X-F

Tech Base: Clan

Chassis Type: Quad Weight Class: Medium Maximum Weight: 1,000 kg Battle Value: 38 (Standard) 32 (Hunter-Killer) 63 (Support)

Swarm/Leg Attack/Mechanized/AP: No/No/No/No

Notes: Features the following Design Quirks: Improved Communications.

Equipment	Slots	s Mass
Chassis:		250 kg
Motive System:		
Ground MP:	7	120 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	None	0 kg
Armor:	Standard	175 kg
Armor Value:	7 + 1 (Trooper)	

		Slots	
Weapons and Equipment	Location	(Capacity)	Tonnage
Standard			```
2 Machine Guns (50 x2)	Body	2	200 kg 🏾
Myomer Booster	Body	3	250 kg
Searchlight	Body	1	5 kg
Hunter-Killer			
Bearhunter Superheavy AC (20)	Body	2	150 kg
Myomer Booster	Body	3	250 kg
Improved Sensors	Body	1	45 kg
Searchlight	Body	1	5 kg
Support			
Advanced SRM 2 (4 shots)	Body	3	170 kg
Myomer Booster	Body	3	250 kg
Light TAG (60)	Body	1	35 kg



WRAITH BATTLE ARMOR

The Wraith is meant to support conventional infantry forces and perform infiltration and surgical strikes. Prototyped a little over fifty years ago as the Rogue Bear, the Wraith has become a centerpiece of the Rasalhague Dominion's battlesuit forces. Unlike the Clan battlesuits of last century—which were only available in limited sizes—the Wraith comes in a wide variety of interchangeable form factors, easily adjusted to accommodate a more diverse range of infantrymen. This customization does create a more complicated supply chain, however, and quartermasters dislike the unit.

CAPABILITIES

The Wraith's HUD incorporates the latest technical advances, including an automated threat prioritization system that assigns icons with different sizes, colors, and shapes depending upon the type of target and range. This system is user-customizable and can store ten preset configurations.

The unit also features a revolutionary ammunition storage magazine that can be exchanged similar to OmniMech pods, significantly decreasing reloading time. Unfortunately, modular weapon mounts were not incorporated.

DEPLOYMENT

In 3137 the Rasalhague Dominion took advantage of the Draconis Combine's preoccupation with Theodore Kurita's death to blood new warriors in a series of border raids. The Wraith earned considerable praise for its performance on Schuyler, where elements of the Fourth Bear Regulars tangled with Pesht Regulars. At 0200 hours, a Rasalhague Dominion DropShip made a low pass over the Kurokawa motor pool and dropped a Star of (mostly Wraith) battle armor. The battlesuits immediately encountered heavy resistance from three companies of conventional infantry. The Dominion force fought building to building for three hours before finally corralling the remaining defenders in a vehicle service hangar. After a failed frontal assault, Star Captain Janos led two Points of Wraiths in a flanking action while the rest of the battle armor kept the infantry pinned down. The Wraiths jumped to the top of the building, tore a hole in the roof and dropped into the bay. For the next thirty minutes, they fought bay to bay, ultimately defeating the Kuritans while suffering a handful of casualties.

When Clan Wolf moved to the Lyran/Marik border, the Falcons, Horses, and Bears fought over the worlds the Wolves had abandoned as well as others. One of the earlier clashes came in 3137 when the Rasalhague Dominion's Fourth Bear Regulars battled the Hell's Horses' 666th Mechanized Assault Cluster on New Oslo. After a day of heavy fighting neither force could claim an advantage, and the Horses dispatched a Star of battle armor to eliminate the Rasalhague Dominion commander. Two Points of Wraiths led the assault, making their way stealthily past the pickets. They intercepted the command Star and its escort, a point of Elementals, as they were leaving the unit's mobile headquarters. Although sentry 'Mechs

responded rapidly once the shooting started, they arrived too late to save the Cluster command staff.

Far from cutting the head off the snake, the strike enraged the Dominion forces and they fought with renewed vigor. The Horses quickly lost the little ground they'd gained and began fighting a defensive campaign. Two weeks later, with Dominion forces closing on their DropShips, the Hell's Horses retreated off-world.

NOTABLE UNITS

Star Commander Wilfred: A member of the 666th Mechanized, Wilfred led the headhunters on New Oslo. Wilfred is an excellent tactician specializing in small unit actions. In addition to his accomplishments on New Oslo, Wilfred has led over eighty successful missions. Considered brusque and uncouth—even by Clan standards—he has failed to find a sponsor for a Bloodname. He's entered the grand melee three times, but has yet to reach the first round.

Star Captain Andrew Vong: Vong is a legend in the Sixty-second Mechanized, holding the record for having lost the most Trials of Grievance: 203. Amazingly, he has escaped serious injury. Despite his tremendous losing streak, he's quite popular with his Cluster, and although he doesn't seem capable of winning a Trial, his battlefield performance is outstanding. Wounded in action six times, he has taken an unusual stance and received cosmetic treatments in addition to traditional medical care.

BATTLE ARMOR

WRAITH BATTLE ARMOR

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Type: Wraith

Manufacturer: BA Facility Gamma, Primary Factory: Mannedorf Equipment Rating (Standard): F/X-X-E Equipment Rating (Anti-Infantry): F/X-X-F

Tech Base (Standard): Clan Tech Base (Anti-Infantry): Mixed Clan Chassis Type: Humanoid Weight Class: Medium Maximum Weight: 1,000 kg Battle Value: 56 (Standard)

55 (Anti-Infantry)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/No Notes: Features the following Design Quirks: Non-Standard Parts.

Equipment Chassis:	2	Slots	Mass 250 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	3		150 kg
Manipulators:			
Right Arm:	Battle Claw (Vibro)		50 kg
Left Arm:	Battle Claw (Vibro)		50 kg
Armor (Standard):	Basic Stealth	3	300 kg
Armor Value:	10 + 1 (Trooper)		
Armor (Anti-Infantry):	Reactive	7	350 kg
Armor Value:	10 + 1 (Trooper)		

Weapons and Equipment Standard	Location	Slots (Capacity)	Tonnage
Machine Gun (50)	RA	1	100 kg
Machine Gun (50)	LA	1	100 kg
Anti-Infantry—Mixed Tech Firedrake Support Needler (IS) (30 Firedrake Support Needler (IS) (30 Improved Sensors		1 1 1	50 kg 50 kg 45 kg

Notes: Features the following Design Quirks: Distracting.





BLACK WOLF BATTLE ARMOR

Black Wolf battle armor debuted in 3138 as a joint effort by the scientist castes of Clan Wolfin-Exile and Clan Wolf that could have served as the harbinger of reunification. That dream died stillborn when Khan Seth Ward turned against his Lyran allies and carved the new Wolf Empire out of the Commonwealth. While the politics of the Black Wolf turned sour, the brief collaboration produced a flexible and potent heavy suit that has proved itself in the hands of both Clans.

CAPABILITIES

Reactive armor gave the new suit greatly improved survivability against artillery compared to standard Elemental battle armor, which served it well against the AMSC and LCAF. Available configurations tend to stress close-in assault and support roles, though it can be rushed into the fray by available OmniMechs. Notably, divergences in production protocols have rendered Black Wolf parts produced by either Clan incompatible with suits from the other.

DEPLOYMENT

Clan Wolf-in-Exile views the Black Wolf as a symbol of the betrayal by their parent Clan rather than the token of hope that was wished for. With Malvina Hazen and Alaric Ward breathing down the neck of the Commonwealth, though, they have had no choice but to assign it to their *touman* as quickly as it can be produced. Clan Wolf, by contrast, has shown no animus toward the Black Wolf, and Elementals of that Clan view being assigned one as a promise of glorious combat in the near future. Perhaps the bitterest irony is that Black Wolf came to prominence during the invasion of Tharkad in 3143. Embedded Lyran media recorded Black Wolf suits jumping into skyscrapers to rain death down on entrenched infantry in a redoubt outside the Triad. Fire from their heavy mortars obliterated the position, clearing the way for a push by Clan Wolf 'Mechs and Elementals into the Royal Palace. In a single moment the battlesuit that Clan Wolf-in-Exile had crafted to protect the Commonwealth became an object of terror and hatred to their Lyran comrades.

The Exile Beta Galaxy's defense of Incukalns saw the suit play to its strengths in the clash at Knockbridge. Black Wolf suits of the Second Wolf Legion took up defensive positions along the Fane River, drawing the initial Falcon artillery bombardment on themselves instead of supporting Cuchulainn suits. The LB-X armed Black Wolf suits were still in fighting trim when the Falcons advanced on them, and exploited the damage dealt by the overwatching Cuchulainns to disable an entire Star of Falcon 'Mechs with cluster ammunition. The carnage forced the Jade Falcons to stop the attack to bring up reinforcements, buying time for the rest of Beta Galaxy to retreat.

When the Falcons came again, the battle armor resisted inside Knockbridge, with the Black Wolf suits again making use of the longrange support from Cuchulainns to create openings to destroy Falcon 'Mechs. Flamerarmed suits then sprang a firetrap once the Falcons had advanced into the suburbs, and a counterattack by their plasma rifle-armed counterparts overheated a number of enemy units. That made the ferocious counterattack of a Star of Cuchulainns led by the *ristar* Barrett possible, which temporarily drove the Jade Falcons away and allowed the surviving Elementals to escape.

NOTABLE UNITS

Star Captain Eamon Sradac: Star Commander Eamon was one of the liaisons with Clan Wolf at the time of their betrayal, was one of the very few to take the Wolves up on their offer to join their Clan. He brought his Black Wolf suit with him, and soon tested up to Trinary command. He participated with distinction in the battles for Tharkad and Hesperus II, and most recently won his Bloodname from Clan Wolf. Sibkin from Clan Wolf-in-Exile have sworn to kill him for his treason.

Star Commander Evantha: A participant in the battle at Knockbridge, Evantha personally killed a *Jade Hawk* and led her Star to victory along the River Fane. She witnessed the final stand of Point Commander Barrett and used the Falcon retreat to recover a *giftake* from his body. Whether or not the DNA will be used in the Clan breeding program is a matter for the Clan leadership, but she has been lobbying her Bloodhouse on Barrett's behalf.

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BATTLE

BLACK WOLF BATTLE ARMOR

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Type: Black Wolf

Manufacturer: WC Site 2, W-7 Facilities, Corean Enterprises MacAdams-Suharno Primary Factory: Arc-Royal (Site 2), Weingarten (W-7), Stewart (CE) Equipment Rating: F/X-X-F

Tech Base: Clan (Advanced) Chassis Type: Humanoid Weight Class: Heavy Maximum Weight: 1,500 kg Battle Value: 57 [Heavy Mortar] 67 [ERSPL] 58 [LB-X] 56 [Heavy Flamer] 54 [Plasma]

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No Notes: Features the following Design Quirks: Non-Standard Parts.

Slots	Mass
	400 kg
1	0 kg
1	125 kg
Heavy Battle Claw	20 kg
None	0 kg
Reactive 7	385 kg
11 + 1 (Trooper)	
	1 1 Heavy Battle Claw None Reactive 7

		Slots	
Weapons and Equipment	Location	(Capacity)	Mass
Modular Weapon Mount	LA	1 (2)	10 kg
Heavy Mortar (IS) (60)	_	2	560 kg
ER Small Pulse Laser (24)	_	2	555 kg
BA LB-X AC (20)	_	2	440 kg
Heavy Flamer (20)	_	2	360 kg
Plasma Rifle (IS) (40)	_	2	330 kg





NACON ARMORED SCOUT

Mass: 20 tons

Movement Type: Wheeled Power Plant: Starfire 180 XL Fusion Cruising Speed: 108 kph Maximum Speed: 162 kph Armor: Compound Alpha Ferro-Fibrous Armament:

1 System 4 ATM-6 Launcher 2 Series 34NC Light Machine Guns Manufacturer: Trellshire Heavy Industries Primary Factories: Sudeten Communications System: Basix 200 Targeting and Tracking System: OptiSight 12

In anticipation of the extensive resources needed for Clan's eventual *desant* into the Republic of the Sphere, the Jade Falcons developed the Nacon Armored Scout to augment scout and recon Stars. Swift enough to keep pace with all but the fastest of BattleMechs, the Nacon falls in line with the Falcons' combat philosophies by performing fast strikes while acting as an inexpensive alternative to sacrificing hard-to-replace Jade Falcon BattleMechs and their pilots.

The Nacon was named for a Mayan war god, though the average crew deems the official Clan designation a bit of a stretch considering the armored scout's limited offensive potential. Regardless of its name, the Nacon performs the job it was designed for, and it performs far beyond Trellshire's expectations.

CAPABILITIES

Light and fast, the Nacon is intended to locate suitable enemy targets, score a few hits, and then step aside to allow its BattleMech complement to deliver the killing blows. The scout car sports more armor than most vehicles in its weight class, which lets its crew withstand all but the most concentrated frontal assaults; however, when a Nacon begs off to allow its BattleMech partners to engage, its light rear armor often presents problems. Nacons perform best in infantry screening or bait-and-switch roles.

DEPLOYMENT

The Nacon Armored Scout remains largely in use by Clans Jade Falcon and Sea Fox, although the Sea Foxes have sold a considerable number to mercenary groups.

Nacons saw effective action during the Falcons' desant into Republic Prefectures VIII and IX. The securing of Chaffee saw the armored scout utilized largely against militia groups protesting the Falcons' presence. However, the battle for Skye in mid-3134 showed the Nacon's true worth. Battles in the outskirts of Weston Heights put several Nacons at the forefront of reconnaissance units attempting to flush out Republic troops. Nacons were often sent out as decoys to draw fire. Troops that took the bait were pounced upon by heavier Falcons forces, and those that didn't found themselves pummeled by the Nacons until heavier support could arrive. Although many of the scout cars were destroyed in the fighting, the Falcons noted their contribution to the battle.

While Nacons form an important part of reconnaissance units fielded against non-Clan opponents, Clan engagements tend to fall differently. A 3135 raid on Zoetermeer by the Third Falcon Swoop Cluster pitted a Binary of light 'Mechs and Nacons against a garrison Star from the Twentieth Wolf Regulars. The Nacon drivers assumed the Wolves would ignore them in favor of 'Mech targets, but reality proved the opposite. The Wolves chose to focus their weapons on the armored scouts and took most of them out before the Falcon 'Mechs could offer support.

NOTABLE UNITS

Point Commander Damon: When handed the keys to his first Nacon, Point Commander Damon of Zeta Galaxy's First Mixed Cluster was told he had an average life expectancy of two minutes once he entered combat. To his dismay, he survived countless battles during the Falcons' *desant*. He has lived through an engine-compartment fire, an ammo explosion, and in one battle his Nacon rolled three times after a missile tore out his side wheels. Although Damon believes he should already have died gloriously in battle, he does not seek premature death by carelessly putting himself in harm's way.

Warrior Vittoria: Among Clan Sea Fox's Nacon drivers, Vittoria is as reckless as they come. She failed her MechWarrior's Trial of Position due to carelessness, but she graduated from combat vehicle training, which earned her duty in Spina Khanate's Delta Aimag. Her first battle occurred on Atreus in 3139, when she drove her Nacon into the middle of Regulan troops just to secure one moment of glory before being killed. However, the RSMC MechWarriors did not consider her a threat compared to her Star's 'Mechs, and focused on them instead. Vittoria took advantage of this tactical misstep and inflicted damage that her Starmates could exploit. In every combat since, she assumes a feigned, defensive posture to make the enemy engage her Starmates before she commits to battle, guns blazing.

12

NACON ARMORED SCOUT

Type: **Nacon** Technology Base: Clan Movement Type: Wheeled

Tonnage: 20 Battle Value: 690

Equipment Internal Structure:		Mass 2
Engine:	180	5.5
Type:	XL Fusion	
Cruise MP:	10	
Flank MP:	15	
Heat Sinks:	10	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	96	5
	Armor	
	Value	
Front	44	
R/L Side	21/21	
Rear	10	
Weapons and Ammo	Location Front	Tonnage

ATM 6	Front	3.5
Ammo (ATM) 20	Body	2
2 Light Machine Guns	Front	.5
Ammo (Light MG) 100	Body	.5

Notes: Features the following Design Quirks: Easy to Maintain.





ANAT APC

Mass: 25 tons Movement Type: Wheeled Power Plant: Fuel Cell 180 Cruising Speed: 86 kph Maximum Speed: 129 kph Armor: "Magnum" Ferro-Fibrous Composite Armament:

2 Raid Micro Pulse Lasers **Manufacturer:** Swedenborg Heavy Industries **Primary Factories:** Kirchbach **Communications System:** Build 1685 Tacticom **Targeting and Tracking System:** Series VI Integrated TTS

The Anat APC was named for an ancient Semitic goddess and has proliferated throughout the Inner Sphere and has made a mark on many of the conflicts that followed Gray Monday.

CAPABILITIES

Speed and mobility were the obsessions of the original Mongol doctrine, and the Anat provides both. As a wheeled vehicle the Anat can handle rougher terrain than a hover APC, and its limited amphibious capability means that rivers are no formidable obstacle to it. It is thus an ideal transport to keep attached infantry at the forefront of combat under almost any circumstances, though it requires escort from more heavily armed vehicles to support that infantry.

DEPLOYMENT

Anats are found in nearly every garrison and second-line Cluster of the Hell's Horses, and are deployed with frontline Clusters that embraced the original, pre-Malvina Mongol doctrine. They are also distributed around the Inner Sphere with the Sea Foxes acting as middlemen for Republic and mercenary purchasers. The Horses direct their own trade with the Wolves-in-Exile, who have also procured Anats for their Lyran hosts. The Capellan occupation of much of the rimward Republic saw large numbers of the APCs fall into their hands as well.

Preliminary testing of the Anat was assigned to Omega Galaxy over the course of 3094-3095. On Botany Bay, the Horses stumbled across a hidden base of the notorious buccaneer Black Kat. Anats from the Fifth Rangers Cluster were ordered to race infantry ahead to seize the facility and prevent Kat's escape. With support provided by a Star of Eponas, the Anats blew around the flanks of the pirate force on the flatlands of the Solander peninsula.

Defenses at the base were rudimentary, since it had been established for concealment of the pirates' *Union*-class DropShip rather than to hold off a Clan attack. The escorting Eponas blew a hole through the outer works of the base for the Anats, one of which raced through a swarm of noncombatants kicked up by the assault to deliver its infantry Star into the loading bay of the *Union*. The Clan infantry quickly seized control of the base from within, only to find that a lance of Kat's 'Mechs had broken away from the fighting and were racing for them.

The Anats formed up with the surviving Eponas to charge into the pirate lance. One Anat crashed itself into a *Fire Moth*, disabling the 'Mech at the cost of the vehicle's destruction. The remaining Anats swarmed over Black Kat's own *Cougar* but were cut down by PPC fire. The charge bought time for the Clan infantry to prepare, and their resulting ambushes destroyed the last of the lance as it attempted to retake the base. The contribution of the Anats to the battle impressed the Clan leadership sufficiently that they authorized full production.

The Sea Foxes learned about the battle shortly afterward and, after celebrating Kat's demise, issued a Trial over an Anat prototype to evaluate its potential as an export to the Inner Sphere. The Foxes won, narrowly, in a hard but honorably fought combat in which two Anat prototypes were claimed as *isorla*. Shortly afterward the Fox merchant caste began negotiating a commercial contract with the Horses.

NOTABLE UNITS

Passport: Sardonically named by its present commander, *Si-ben-bing* Linda Martov, this Anat has repeatedly switched hands since the Blackout. One of the prototypes taken as *isorla* by the Sea Foxes, it was sold to the Republic and seized by the Steel Wolves on their formation. It was subsequently salvaged by the Highlanders, then the Dragon's Fury, then the Stormhammers, before being traded to the Swordsworn and captured by the CCAF on Tikonov. How long it remains in the First Tikonov Guards has become the subject of a battalion-wide betting pool.

14

ANAT APC

....

Type: Anat Technology Base: Clan (<i>F</i> Movement Type: Wheele Tonnage: 25 Battle Value: 308	Advanced) ed		Weapons and Ammo 2 Micro Pulse Lasers Infantry Compartment Limited Amphibious Equi	Location Turret Body pment—	Tonnage 1 5 1		
Equipment Internal Structure:		Mass 2.5					
Engine:	180	8.5					
Туре:	Fuel Cell					\sim	0
Cruise MP:	8						
Flank MP:	12				Se de la companya de		
Heat Sinks:	2	1					A PARTINE
Control Equipment:	_	1.5					A 3 4 11
Lift Equipment:		0					N AND VI
Power Amplifier:		.5			Contraction of the second		1 min 1
Turret:		.5		CT-		A THURSDAY	
Armor Factor (Ferro):	67	3.5		AL ASSA	All and		
	Armor		China .			0	
	Value		1	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Th	
Front	16						
R/L Side	14/14						
Rear	13						
							S.HUDA.2013



SKADI SWIFT ATTACK VTOL

Mass: 30 tons Movement Type: VTOL Power Plant: Light Force (XL) 160 Cruising Speed: 108 kph Maximum Speed: 162 kph Armor: Compound VM22 Ferro-Fibrous Armament:

1 Type 9 Ultra Autocannon 10 2 Series 3c Micro Pulse Lasers Manufacturer: Quikscell Company Primary Factories: Pandora Communications System: K9 CommSys Targeting and Tracking System: Hunter (2) Dedicated TTS

When Pandora was recaptured by Clan Jade Falcon, the Skadi was returned to those who designed it. Decades of ownership by the Lyrans spread the Skadi through the LCAF and the Inner Sphere, as the Lyrans sold it to all who would pay. Since the Falcons reclaimed the factory, they have cut off the supply to any outside their touman.

CAPABILITIES

The Skadi serves well as a fast response unit, but the Falcons generally employ it as a fast scout because of its considerable speed and the ability to bypass hostile terrain. The Skadi has just enough armor to absorb an initial enemy fusillade without crashing. Falcon warriors have dubbed the VTOL the "swerving falcon" because of the maneuvers required to escape enemies who could not resist the temptation to attack the scouts.

DEPLOYMENT

The Hartshill militia was augmented by the mercenary Glorious Kensai when a company of the Farstar Raiders attacked in 3127. The combined-arms Kensai was training the militia as part of a garrison contract. When the Raiders hit the capital to raid a civilian vehicle factory, the defenders were isolated in the Grand Staffordshire Jungle. Only the Kensai's flight of Skadis was able to respond.

Captain Norman Stoke led the counterattack. As the four VTOLs confronted the company of light 'Mechs, Stoke knew they were outmatched, but he didn't let that stop him. The Skadis used their Clan weapons to overwhelm a Raider Locust first. The pirates' first indication of the defenders was the Locust exploding as its reactor went critical. A fierce battle ensued through the streets of Trent as both sides maximized their speed and maneuverability. Half the city was ruined as the 'Mechs took cover in buildings to launch attacks on the slashing VTOLs. Stoke's assault continued until his comrades blazed to the ground. His ammo had run dry, but he still harried the enemy with his lasers. Finally, the rest of the Kensai reached the city.

They watched Captain Stoke finish off a pirate *Commando* before fire sent him to join his comrades on the paved streets of Trent. The pirates fled when the Kensai 'Mechs arrived, leaving five of their number among the wreckage. A statue of Stoke and his comrades stands sentinel in a memorial park in the center of rebuilt Trent, to which the Raiders never returned.

NOTABLE UNITS

Stoke's Flight: The Glorious Kensai replaced their Skadi flight after the battle on Hartshill. It grew to a full company renowned for relentless training and a commitment to self-sacrifice. The Kensai often contract out Stoke's Flight independently of the rest of the command, as the elite pilots are in high demand for recon and escort duties.

Star Captain Elaine: Elaine was trained at the Blackjack school and quickly rose to command a Star. On Tharkad, she led her Star into battle with elements of the Twentieth Arcturan Guards. She led the way at perilously low elevation, often less than five meters, to limit detection and surprise the enemy. In this she was remarkably successful, though her Star came to be known as the Suicidal Skadis. She became a Star Captain after the retreat from Tharkad, mainly because she never failed in battle and few officers of her ferocity remained to challenge her for the position.

16

SKADI SWIFT ATTACK VTOL

Type: **Skadi**

Technology Base: Clan Movement Type: VTOL Tonnage: 30 Battle Value: 923

Equipment

Internal Structure:	
Engine:	160
Type:	XL Fusion
Cruise MP:	10
Flank MP:	15
Heat Sinks:	10
Control Equipment:	
Lift Equipment:	
Power Amplifier:	
VTOL Chin Turret:	
Armor Factor (Ferro):	86
	Armor
	Value
Front	23
R/L Side	16/16
Rear	16
Chin Turret	13
Rotor	2

Weapons and Ammo	Location	Tonnage
Ultra AC/10	Chin Turret	10
Ammo (Ultra) 20	Body	2
2 ER Micro Lasers	Front	.5

Notes: Features the following Design Quirks: VTOL Rotor Arrangement (Dual).





SKANDA LIGHT TANK

Mass: 35 tons Movement Type: Tracked Power Plant: Standard 245 XL Cruising Speed: 75 kph Maximum Speed: 118 kph Armor: Compound VM22 Ferro-Fibrous Armament:

2 Type 25 Ultra Autocannon 2 2 Series 2b Extended Range Medium Lasers Manufacturer: Quikscell Company Primary Factories: Pandora Communications System: K9 CommSys Targeting and Tracking System: Hunter (2) Dedicated TTS

Like the Skadi Swift Attack VTOL, the Skanda proliferated throughout the Inner Sphere while Pandora was in Lyran hands. Mercenaries employ the tank as a poor man's artillery, with the twin autocannons keeping enemies honest at range. The Jade Falcons, since recovering the Pandora factory, have assigned most Skandas to PGCs or *solahma* units. Some, though, are found attached to frontline Galaxies as shock elements or for flanking mobile enemies.

CAPABILITIES

The Skanda's armor serves it well, as the Falcons often send the tank on far-ranging recon missions when aerial reconnaissance is unfeasible. The lack of a turret limits the Skanda and is a frequent complaint from crews who find themselves taking fire from the flanks or rear. Most crews rely on the extremely stable weapon mounts to engage enemies at maximum range.

DEPLOYMENT

Tai-i Sepeiro Saitou's tank company in the Nineteenth Pesht Regulars was deployed to secure a cluster of three refineries of the Deep Ores Company on Bjarred in 3144. Their primary task in the event of an assault was to delay an enemy long enough for the Nineteenth's BattleMechs to arrive. When the far-ranging Incinerators, pirates from Santander V, were detected entering orbit in January 3145, it was clear they were headed toward Saitou's area. Instead of remaining in place to secure the refinery center, he took his Skanda platoon to meet the enemy. With the slower two-thirds of his company remaining on station, Saitou charged headlong toward the pirate landing zone.

Saitou spotted an enemy lance emerging from a beat-up *Leopard*-class DropShip. He again split his force, with one pair taking up positions among the forest approaches to ambush the enemy. Saitou and his last tank sped up the scenic Highland Overlook and began to rain fire on the pirates. The minor damage he inflicted accomplished his goal of enraging the pirates, who sought to eliminate the annoyance before continuing on to the refinery complex. This led them past the hidden pair of Skandas, who opened up at point-blank range.

The Incinerators' medium 'Mechs easily repelled the meager fire and destroyed the two ambushers. Saitou used this distraction to order his last Skanda back to the refinery while he made a rash decision. The remaining defenders might be able to hold off a light lance, but not a medium one. He delayed them by charging into their midst. His Skanda's armor shrugged off the enemy fire as he slammed into the shin of an Incinerator *Wolverine*. The 'Mech fell, but Saitou was killed instantly when its lancemates concentrated fire on his Skanda. The limping *Wolverine* made it to the refinery and was killed by a Demolisher. The rest of the pirate lance hunted down the defenders, but fled without any loot when the Nineteenth's BattleMechs finally arrived.

The Forty-first Wolf Guard Battle Cluster raided Turinge in May 3145, engaging the elite Fourth Donegal Armor Brigade. Both sides used Skandas. Each command's scouts spotted one another at about the same time. The Brigade's gunners took advantage of the less experienced Guards. The Guards were content to hold in place and exchange ranged fire, but the Fourth called in artillery and adjusted fire perfectly. The Wolves were caught by the artillery walking up from their rear and made a surprise decision: they charged. The Fourth was caught somewhat off-guard, but regrouped and held off the Wolves. A flight of Forty-first fighters ended the tank-on-tank battle, as the raiders chose to withdraw back to Chukchi III.

NOTABLE UNITS

Buzzsaw Jones: Jones is a Solaris stunt driver whose antics on the Slaughter Racing Cup circuit have earned him an unsavory reputation. His Skanda bears deep scars from the many intentional collisions with fellow racers, while his cannon barrels are etched with kill markers from competitors who tried to keep him from passing them. Jones turned up on Galatea after Solaris fell to the Wolves, but he has yet to find employment with any mercenaries.

18

SKANDA LIGHT TANK

Type: **Skanda**

Technology Base: Clan Movement Type: Tracked Tonnage: 35 Battle Value: 1,078

Equipment

Internal Structure:	
Engine:	245
Type:	XL Fusion
Cruise MP:	7
Flank MP:	11
Heat Sinks:	10
Control Equipment:	
Lift Equipment:	
Power Amplifier:	
Turret:	
Armor Factor (Ferro):	124
	Armor
	Value
Front	45
R/L Side	32/32
Rear	15

Weapons and AmmoLocationTonnage2 Ultra AC/2Front10Ammo (Ultra) 90Body22 ER Medium LasersFront2

Notes: Features the following Design Quirks: Improved Targeting (Long Range).





HADUR FAST SUPPORT VEHICLE

Mass: 50 tons Movement Type: Hover Power Plant: Type 215 XL Fusion Cruising Speed: 97 kph Maximum Speed: 151 kph Armor: Compound VM22 Ferro-Fibrous Armament:

1 Class 16 Arrow IV Heavy Launcher 2 Series 2b Extended Range Medium Lasers 2 Tau-II Anti-personnel Gauss Rifles **Manufacturer:** Csesztreg Industriplex Beta **Primary Factories:** Csesztreg **Communications System:** Build 1750/4 Tacticom **Targeting and Tracking System:** Series VI TTS

Surprising is the word most often associated with the Hadur. Although it would have been derided by most Clan tacticians a hundred years ago, the Hadur has seen remarkably widespread deployment since its introduction in 3102. It performs admirably when used in its intended role, but struggles without support from spotters like the Asshur. Concerns that the hover platform would be too unstable to allow for accurate targeting of the Arrow IV system have proved unfounded, though rumors to the contrary continue to chase the Hadur.

CAPABILITIES

Rather than four five-round ammunition magazines, the Hadur has a single twenty-round magazine. Although it's technically possible to load different types of missiles, the inability to select a missile type makes this an impractical solution. As a result, it's almost exclusively outfitted with homing missiles. The Horses have publicized this limitation, and on a few occasions, taken advantage of an enemy's expectations and surprised them with different munitions.

DEPLOYMENT

One of the more noteworthy engagements involving the Hadur occurred on Feltre in 3137, where Clan Hell's Horses fought a Trial of Possession against elements of the Jade Falcon's Fifty-third Battle Cluster. The Clans bargained to fight over three objectives, with the side controlling the majority at the end of the battle gaining control of Feltre. A terrible misstep by the Horses cost them their entire complement of Asshur spotters early in the engagement.

After losing the first objective, the Horses regrouped and headed for the second objective. A Star of OmniVehicles supported by three Points of Hadurs moved forward. As the lines closed, the Hadurs volleyed their Arrow IVs. The missiles struck along the Falcons' line, missing as often as they hit. Seeing the lack of TAG designation, the Falcons believed the Hadurs were equipped with standard missiles. The Falcons closed ranks rapidly to make it difficult for the Hadurs to engage without hitting friendly targets, and stepped into the Horses' trap.

Anticipating the Falcon reaction to Hadurs armed with standard Arrow IV missiles, the Horses loaded a single salvo of standard munitions into the first slot and then filled the remaining space with homing missiles. The Horses' battle armor detached from their vehicles and lit up the Falcon 'Mechs with light TAG. The opening volley of homing missiles destroyed three 'Mechs and sealed the Falcon's fate. Disengaging from the Horses' armor Star was no longer an option, but remaining in close fighting, where the Horses could use their homing missiles with impunity, was also a prescription for death. Dismayed, the Falcon commander chose to spare the lives of his warriors and surrendered. The disgraced Falcons were granted hegira when the Horses took Feltre.

NOTABLE UNITS

Star Captain Scott Cobb: Cobb is a Hell's Horses *ristar*. He commands the 888th's artillery assets. Known for his quick and creative thinking and tenacity both on and off the battlefield, Cobb has built an impressive reputation in a few short years. Cobb is an avid military historian. He often quotes Alexander, Sun Tzu, and McKenna. Cobb won his Bloodname two years ago, and it's likely he'll be promoted to Star Colonel as soon as a position becomes available.

Banshee: Banshee is the name of a Hadur in the Hell's Horses' 333rd Mechanized Strike Cluster. Banshee's primary lift fan was severely damaged during action on Balsta in 3141. Although the fan was replaced and the structural damage was repaired, the tank now emits a high-pitched screech when moving at flank speed. Banshee's crew has taken a liking to the sound and forbid the technician caste from attempting to repair it. Instead, they've added banshee nose art to the tank, and decorated their helmets with the same design.

HADUR FAST SUPPORT VEHICLE





AESIR MEDIUM AA VEHICLE

Mass: 55 tons

Movement Type: Wheeled Power Plant: Omni 145 Fusion Cruising Speed: 32 kph Maximum Speed: 54 kph Armor: Forging OTR20d Armament:

4 Type Sierra LB 2-X Autocannons **Manufacturer:** Gienah Automotive **Primary Factories:** Gienah **Communications System:** Build 1685 Tacticom **Targeting and Tracking System:** TRTTS Mark V AirTracker

An urgent need to shore up the defenses of their occupation zone and bolster their second-line forces led Clan Wolf to develop the Aesir in the mid 3090s. A well-armored and ammo-efficient discouragement to airborne raiding forces, Aesirs play a key role in many defense plans.

CAPABILITIES

Too slow to join in a quick strike or respond to developing fronts, Aesirs are often deployed in Stars to provide cover for fixed assets. A quartet of long-range flak cannons allows Aesir detachments to saturate a portion of airspace, while CASE and thick armor bolster the vehicle's survivability during extended engagements. Though beginning to show its age, the TRTTS Mark V AirTracker remains an effective targeting and tracking system for airborne units as small as VTOLs and as large as DropShips.

DEPLOYMENT

Shortly after its introduction into Clan Wolf garrison forces, the Aesir was targeted by Clan Wolf-in-Exile for use across the Arc-Royal Theater. The Exiled Wolves staged a successful Trial of Possession for the Aesir plans and several of the vehicles on La Grave in 3101. Through dealings with Clan Sea Fox, the tank made its way into Republic of the Sphere forces.

The Wyld's Jokers regiment of Bannson's Raiders exploited the Aesir's mobility and firepower limitations in a battle on Addicks in 3135. Operating with a BattleMech and armor screen on the outskirts of the spaceport city Neo Carthagia, a battery of Spirit Cat Aesirs disrupted efforts by the Jokers' fighter wing to damage the spaceport. The Jokers compensated by shifting the bulk of their forces away from the spaceport and instigating a battle farther from the city, while a detachment of fast vehicles swept toward the Aesir positions. Several Joker vehicles were destroyed by Spirit Cat garrison vehicles and 'Mechs, but the slow pace of the Aesirs allowed most of them to be captured, while their limited firepower against the attacking ground vehicles posed only a minimal threat. As the anti-air guns fell silent, a carefully-timed run by Joker aerospace fighters drove off the remaining garrison units.

Some of the Aesir vehicles claimed by the Exiled Wolves would play a key role decades later when the Ninth Talon Cluster struck Sargasso in 3142. A pair of Vandals located the planetary command center on mountainous Sagres Island, but moments after reporting their find the fighters came under fire from a Star of Aesirs with the Second Wolf Guards Cluster, who destroyed one Vandal and heavily damaged the other. Perfectly suited to the small island's rugged terrain, the Aesirs held waves of Jade Falcon aerospace forces at bay. Under the direction of Star Commander Kerrison, the tanks overlapped their fields of fire to devastate incoming fighters before repositioning elsewhere on the island, infuriating Falcon pilots who were unable to pin down and destroy the Aesirs.

The stalemate ended as the battle elsewhere on Sargasso turned, freeing up additional Ninth Talon fighters to increase pressure on the island and its defenders. Overwhelmed by the Falcons, the Aesir crews were unable to bring down one heavily-damaged fighter, which broke through their fire to strike the command center directly, critically injuring Kerrison. His absence accelerated the defending forces' breakdown in coordination and the eventual surrender of the command post.

VARIANTS

Clan Hell's Horses replaces the four autocannons with a single HAG 40. The larger weapon allows units to pack a greater punch when operating individually or in small groups, but makes them somewhat more ammo-dependent.

NOTABLE UNITS

Karl "Clan-Killer" Arias: A Spheroid supremacist with ties to at least one anti-Clan hate group, Arias was recruited by Bannson's Raiders while on the run from Republic authorities on Nopah, where he remains wanted for questioning in the murder of seven civilians from a Ghost Bear community. Arias captured his Aesir, Deathcloud, after losing his Demon Medium Tank in Wyld's Jokers' clash with the Spirit Cats. Though significantly different than his Demon, Deathcloud's capabilities fit Arias' needs. He often methodically works the tank around frontline enemy forces and targets both military and nonmilitary targets. His attacks against unarmed VIP transports and even civilian carriers have earned him both his nickname and the rage of several Clan enclaves.

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AESIR MEDIUM AA VEHICLE

Type: Aesir			Weapons and Ammo	Location	Tonnage	
Technology Base: Clan (A	Advanced)		4 LB 2-X AC	Turret	20	
Movement Type: Wheele			Ammo (LB-X) 90	Body	2	
Tonnage: 55			Armored Motive System	_	5.5	
Battle Value: 768			,			
			Notes: Features the foll	owing Design	Quirks: Anti-	
Equipment		Mass	Aircraft Targeting.			
Internal Structure:		5.5				
Engine:	145	7.5				
Type:	Fusion		1º gi		1	
Cruise MP:	3					7
Flank MP:	5					
Heat Sinks:	10	0	The delater in	\land /	[]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]	
Control Equipment:		3			XXXX _	
Lift Equipment:		0				
Power Amplifier:		0			32 000	
Turret:		2			1212	52
Armor Factor (Ferro):	182	9.5			100 Juliu	
	Armor		A ELECTION A PS		Jul Walt	
	Value					
Front	37					
R/L Side	36/36					
Rear	37		0- Contraction			The second secon
Turret	36				FIT A	
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GURZIL SUPPORT TANK

Mass: 80 tons Movement Type: Tracked Power Plant: Gorvachs 230 Fusion XL Cruising Speed: 43 kph Maximum Speed: 64 kph Armor: Composite Alpha-V1 Ferro-Lamellor Armament:

2 Type XV "Culverin" Streak LRM-15 Launchers 2 Series 14a Medium Pulse Lasers 2 Type VIII 'Mech Mortar 8s **Manufacturer:** Trellshire Heavy Industries **Primary Factories:** Sudeten **Communications System:** TJ6 "Bell" Integrated **Targeting and Tracking System:** Series VI TTS

The Gurzil is the Jade Falcons' answer to the JES II. A juxtaposition of two different support styles, the Gurzil often finds itself doing neither job well. Shrewd commanders deploying the Gurzil as intended rave about its performance, but they are in the minority. Many find the Gurzil a poor offering and choose singlerole alternatives like the JES II or the Carnivore Support Tank.

CAPABILITIES

The Series VI is the Sea Foxes' best vehicular target and tracking system, and the Falcons paid heavily for its use. In addition to common features like target prioritization, automated threat assessment, and computerized elevation and windage, the Series VI offers three preconfigured firing solutions. Optimized for three range brackets, each firing solution boosts telemetry data for all targets within the selected range bracket, tripling the data sample rate and significantly boosting computer's accuracy. The enhanced data processing comes with a price, though, as the sample rate for targets outside the selected range bracket drops significantly.

DEPLOYMENT

In 3142, elements of the Peregrine Galaxy invaded Arcturus. Although the world was a major manufacturing center for the Lyran Commonwealth, it was not well defended. The Fifteenth Arcturan Guards were the only unit to come to its aid. Hauptmann-General lan Chesterton divided his regiment into companies and scattered them in order to strike at multiple Falcon locations simultaneously. In the Battle of Warnemünde, the Jade Falcons deployed two Points of Gurzils and a Binary Supernova to hold the Stein Garten bridge. The bulk of the Falcon force deployed west of the bridge, putting themselves between it and the advancing Lyrans. The Gurzils remained in reserve on the far side of the river.

What the Fifteenth lacked in strategy they made up for in fearlessness. Alpha Company charged straight at the entrenched Falcons. With only five 'Mechs able to return fire, the Fifteenth had little trouble reaching the bridgehead. As the Falcon 'Mechs fell back across the bridge, the Lyrans discovered it also put them soundly in range for the Gurzils. The tanks opened up with volley after volley from their LRMs and mortars. Two minutes after gaining the bridgehead, the Fifteenth was retreating out of the Gurzils' effective range. The Fifteenth's second attempt to gain the bridge involved splitting their force to use a pincer attack that followed the riverbank. While the approach did enfilade the Falcons, the already damaged Fifteenth 'Mechs could not deliver sufficient firepower to dislodge the Falcons. By the time the Fifteenth made its third and final push for the bridge, earlier blunders had reduced them to fifty percent combat strength. Two of the Fifteenth's 'Mechs engaged the forces defending the bridge, while the remaining four-all jump-capable-attempted to ford the

Stein Garten and flank the Gurzils. As with the first two attempts, concentrated fire from the Gurzils squashed their advance.

The Fifteenth experienced similar failures elsewhere. Of the nine companies Chesterton deployed, only two were able to secure their objectives. Badly mauled by the Falcons, the Fifteenth withdrew after two days of fighting.

NOTABLE UNITS

Point Commander Joanna: Joanna commands a Point of Gurzils in Peregrine Galaxy. During the Battle of Warnemünde, her tank accounted for five of the six Lyran kills. Joanna attributes her success to frequent drills and getting to know the subtle nuances of the Series VI TTS. Joanna frequently uses the long-range mode of her Series VI and her Culverin missile launchers with deadly effect.

Star Commander Daniel: Daniel is an officer in the Second Falcon Jaegers, specializing in urban warfare. In 3140 while fighting defensively on Chahar, Daniel stymied a larger Lyran force by making effective use of his Gurzil. Coordinating with Elemental spotters, Daniel's Gurzils would lob mortars over buildings or direct-fire LRMs depending upon the LCAF tactics. During a weeklong siege by the LCAF, Daniel's forces stopped eight sorties and scored five kills.

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GURZIL SUPPORT TANK

Type: Gurzil Technology Base: Clan (A Movement Type: Tracked Tonnage: 80 Battle Value: 1,765			Weapons and Ammo 2 Streak LRM 15 Ammo (Streak) 24 2 Medium Pulse Lasers 2 'Mech Mortar 8 Ammo (Mortar) 20	Location Turret Body Turret Front Body	Tonnage 14 3 4 10 5	
Equipment		Mass		body	5	
Internal Structure:		8	Notes: Features the follo	wing Design Qu	uirks: Variable-	
Engine:	320	17.5	Range Targeting.			
Type:	XL Fusion					
Cruise MP:	4			and the second second		
Flank MP:	6	_				•
Heat Sinks:	10	0	A/100000		100000	
Control Equipment:		4 0				
Lift Equipment: Power Amplifier:		0				
Turret:		2			126000	
Armor Factor (Lamellor):	175	12.5				
	Armor				DENTRE D	
	Value	5.80	DA.2013			
Front	41					
R/L Side	34/34					
Rear	32	14		1 50 0	\sim	
Turret	34		1000 0 00 00 C	0 0	Le la construcción de la constru	
				0		HI - Chiller - Chiller
			AAAAAAA	· · · · ·	0-10	
		300				
			· 916 /		KAT	
		1 20				
				and the	A X I MA	
						Contra la

ARION

Mass: 35 tons

Chassis: Csesztreg QuadVee 35.2 Endo Steel Power Plant: Light Force (Standard) 210 Cruising Speed: 64 kph Maximum Speed: 97 kph Jump Jets: None

Jump Capacity: None Armor: Compound H17 Ferro-Fibrous Armament:

2 Type 1 Cross-Pattern SRM 4 Launchers 1 Series 7K Extended Range Large Laser **Manufacturer:** Csesztreg Industriplex Alpha Annex

Primary Factory: Csesztreg

Communications System: CH2 Series Integrated Targeting & Tracking System: Version

Gamma-V TTS

Where the *Cyllaros* was clearly a proof-ofconcept machine, aimed at exploring the feasibility of the QuadVee, the *Arion* is an effort to produce a machine that is faster and more effective as a harasser. This model was present in the first confirmed battle involving the Horses' new QuadVees (quadruped vehicles) on Derf in 3136.

Like the others of its kind, the *Arion* suffers from limited space and tonnage to excel either as a 'Mech or as a combat vehicle, but its enhanced mobility and unified cockpit style demonstrates a certain maturity in this QuadVee that is absent in the *Cyllaros*.

CAPABILITIES

As a quadruped 'Mech, the Arion can negotiate terrain with ease, and the ability to rotate its entire upper body through 360 degrees gives it a field of fire unmatched by conventional bipeds. Its dual-pilot cockpit system plays to the Horses' underlying belief in teamwork between warriors of different skill sets, placing MechWarriors and vehicular gunners in joint command of a single machine.

Unfortunately, the limiting factors of its conversion equipment, dual-pilot system, and tracks left the *Arion* with precious little room for weapons and engine power. The result is a light 'Mech that can be outpaced by modern mediums, and outgunned by vehicles lighter than itself.

DEPLOYMENT

The Arion, like all QuadVees, is exclusively used by Clan Hell's Horses. The Jade Falcons and the Wolves have shown no interest in this strange notion, and the Rasalhague Dominion seems likewise unimpressed with its performance.

There have been few confirmed combat actions involving the Arion itself, but two cases both involving the Ninety-first Mechanized Assault Cluster—have seen this QuadVee in action against the Rasalhague Dominion. The first occurred on Weingarten in 3139, when elements of the Dominion's Rasalhague Galaxy raided the planet. The second came in 3143, when the Ninety-first hit Gunzburg with a raid of its own.

On Weingarten, the Horses successfully defended against the Dominion's Second Tyr Assault Cluster, where a mixed Star of *Arions* and *Harpagoses* played an effective support role. With their long range firepower and broad firing fields the QuadVees projected damage in all directions so quickly that the Second Tyr briefly thought it was facing two supporting Stars instead of just one. Rendered cautious, the attackers slowed their advance, losing valuable momentum that the remaining Horses easily exploited. The action on Gunzburg proved less than stellar. There, the Second Freemen Cluster's artillery kept the Horses off balance, hammering a vehicle Star that included a pair of *Arions* so badly that the QuadVees had to prematurely break ranks, abandoning their disabled brethren as the 'Mechs sought cover in a thick copse of nearby woods. Ironically, this tactical blunder demonstrated the advantages of the QuadVees over vehicles—at the expense of no less than six combat crews.

NOTABLE UNITS

Nova Captain Glen DeLaurel: Glen DeLaurel considers herself a reformed Horse these days. As a Star Captain in Beta Galaxy, she was a champion of the Mongol Doctrine, and of the use of harsher, less forgiving tactics against any enemies to the Clan, and was a fervent supporter of the alliance with Malvina Hazen's Jade Falcons—until that fateful day in 3141, when the Chinggis Khan ordered the destruction of many of her comrades in a desperate effort to eradicate the Kell Hounds on Timkovichi.

Disillusioned, DeLaurel transferred to the Ninety-first Mechanized Assault after recovering from her injuries, and was given command of a Nova Trinary that included a Star of *Arion* QuadVees. After reviewing the disastrous events of the Gunzburg raid, she decided to take a more active role in honing the Horses' new edge by claiming personal command of one of these QuadVees and training intensely with the rest of her Trinary in what she refers to as "experimental tactics."

QUADVEES

ARION





CYLLAROS

Mass: 55 tons Chassis: Csesztreg QuadVee 55.4 Endo Steel Power Plant: 275 Fusion Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None Armor: Compound H17 Ferro-Fibrous Armament:

> 2 Model Vi Improved Heavy Medium Lasers 2 Tau-II Anti-personnel Gauss Rifles 1 Type XV "Crossbow" LRM-15 Launcher

Manufacturer: Csesztreg Industriplex Alpha Annex Primary Factory: Csesztreg

Communications System: CH2 Series Integrated with ECM Suite Targeting & Tracking System: Version Gamma-V TTS

When it began development in the early 3130s, the *Cyllaros* was—at least according to the Hell's Horses engineers who designed it—the start of a "brave new frontier in battlefield technology." Intended as the first of a new generation in combat units, it was the first of the QuadVees (quadruped vehicles), an experimental notion the Horses hoped would combine the best features of BattleMechs and combat vehicles.

The *Cyllaros* first saw actual battle when it debuted as part of the Clan's defense against a routine Trial of Possession in 3136. Though the jury is still out on whether these hybrids have any real place in modern warfare, to call the *Cyllaros* a failure would be misleading. As a BattleMech that can be carried and deployed as a vehicle, the convertible *Cyllaros* can surprise an unwary opponent. Its *real* trouble stems from the same source that ultimately hobbled the Land-Air 'Mechs that are its distant kin: in attempting to perform two duties, QuadVees excel at neither one.

CAPABILITIES

The *Cyllaros'* armament is focused mainly on delivering increasingly greater damage the closer it gets to its enemy, starting with a farreaching LRM, and ending with a combination of heavy lasers and anti-personnel weapons ideal for work against battle armor and light vehicles alike. With a ground speed comparable to most classic Clan heavies, and an ECM suite for good measure, the presumption is that this 'Mech is designed mainly to provide the antiinfantry, electronic warfare, and fire support needs of its Star.

DEPLOYMENT

The *Cyllaros'* limitations—if not those of the entire QuadVee concept—became readily apparent during a Trial of Possession for an armor stockpile on Derf. Against a Jade Falcon attack force almost entirely comprised of 'Mechs, the defending Horses deployed a Binary that included a full Star of QuadVees, two of them *Cyllaroses*.

Though the QuadVees did initially confuse the Falcon warriors, most accounts report that the Horses' crews had difficulty taking full advantage of their flexibility. This was especially true for the *Cyllaroses*, which featured an earlier divided-style cockpit arrangement that only served to impair crew communication. Two of the QuadVees remained in vehicular mode for the entire Trial, and both were destroyed after becoming trapped in difficult terrain while attempting to flank their opponents. One *Cyllaros* was defeated in an effort to stand toe-to-toe with an older *Cougar*. The Horses did carry the day, but only after four of the five new QuadVees were reduced to scrap.

Despite their lackluster performance on Derf, *Cyllaroses* entered full production. Many found their way into second-line Galaxies for further field testing. Most were assigned to Epsilon Galaxy (the Stonewall Brigade), and would not see action until 3138, when the Horses and Falcons converged on Clan Wolf's abandoned occupation zone. *Cyllaroses* in the Ninth Horde Cluster saw limited combat in the taking of Weingarten and Thannhausen, and a supporting role in a skirmish with Rasalhague Dominion forces on Carse. In all cases the QuadVees performed well, if not spectacularly.

None of the Hells Horses troops that fought alongside Malvina Hazen and her Golden Ordun included QuadVees, and there have been no reports of these hybrid 'Mechs fighting against Inner Sphere troops. This, of course, may change in the years ahead, as the Jade Falcons continue to pressure the Lyran Commonwealth—with the Hell's Horses riding just behind them.

NOTABLE UNITS

Star Commander Arlo: Arlo, of the Seidman Bloodhouse, is rumored to be the hero of the QuadVee program. After failing his initial Trial of Position as an Elemental, he retested into the ranks of the Hell's Horses tank forces and rose to command an Athena in the Sixty-second Mechanized Cavalry, where he developed a reputation for his bull's-eye marksmanship. This recognition led to his recruitment into the Horses' fledgling QuadVee project as a test crewman, and his assignment to the *Cyllaros* he now commands from the gunner's seat.

Arlo's *Cyllaros* was the only surviving member of the QuadVee Star the Horses deployed in the Trial on Derf, and was credited with the only 'Mech kill scored by the new machines in the fighting—an assist on the same Jade Falcon *Cougar* that felled its fellow *Cyllaros* crew. It has been rumored that, were it not for this simple achievement, the Horses' leadership might well have canceled the entire program.

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QUADVEES

CYLLAROS





HARPAGOS

Mass: 75 tons

Chassis: Csesztreg QuadVee 75.1 Endo Steel Power Plant: 300 Fusion Extralight Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None Armor: Compound H17 Ferro-Fibrous Armament:

2 Type AA4 Gauss Rifles **Manufacturer:** Csesztreg Industriplex Alpha Annex **Primary Factory:** Csesztreg

Communications System: CH2 Series Integrated

Targeting & Tracking System: Version Gamma-V TTS

The Harpagos is the largest of the QuadVees seeing limited use in the Hell's Horses touman, but its main battle tank design philosophy appears to predate that of the Cyllaros despite the use of superior engine technology. Coupled with the Arion, the simple combination of payload and profile on this machine speaks to a larger tactical plan that is almost as devious as the notion of a convertible 'Mech itself.

CAPABILITIES

The Harpagos, like all of the QuadVees, takes its name from mythological steeds and half-steed creatures—in this case being one of the immortal horses of the Dioscuri twins. But where the myths described Harpagos as a swift beast used for chariot racing, this QuadVee will likely never win any medals for speed. Instead, it boasts the heavy armor and a powerful—if unimaginative—payload of twin Gauss rifles.

This basic movement and weapons profile, more consistent with the capabilities of a standard battle tank, might have been a key element in the Horses' early concept of QuadVee deployment: the stratagem of building units tailored to making any enemy underestimate them.

DEPLOYMENT

The Horses have capitalized on their neighbors' lack of interest in the QuadVee by increasingly adding these machines into their tank forces while phasing out older combat vehicles of Star League or early Clan design. Even though a QuadVee is still a BattleMech, this move is consistent with the Horses' long tradition of blurring the distinctions in its order of battle. (A common "Horse trick," for example, is how they take advantage of other Clans' informal treatment the Nova formation, by dropping the term "Nova" when bidding. This policy often leads others to underestimate the Horses' real troop strengths, as over half of their Stars, Binaries, and Trinaries tend to be Novas.)

In the case of the new QuadVees, the Horses are once again playing with Clan norms and expectations by treating their new machines as vehicles or 'Mechs interchangeably. With two vehicles to a Point, versus one 'Mech in a typical Clan Star, a few Hell's Horses commanders have been developing the shifty tactic of treating their QuadVees as vehicles during Trial bidding. In this way, a Star of QuadVees might hit the battlefield as a ten-unit strong group, rather than the five-member 'Mech Star—a nasty surprise to any opponents who will then find themselves facing a Binary of 'Mechs.

The *Harpagos* is well suited to this scheme, and in fact its unremarkable configuration might not even make a typical Clan opponent think twice about leaving its destruction to lesser forces. A demonstration of this recently took place, in fact, when the Ninety-first BattleMech Cluster employed a "mixed vehicle Nova" in a raid on Falcon enclaves on Somerset that included two of these QuadVees.

NOTABLE UNITS

Star Captain Mikhail Robinson: Mikhail Robinson hails from a long and nearly dormant bloodline for the Horses, a line that was only revived in the last thirty years as part of the Clan's TankWarrior phenotype initiative. Serving as second in command of the aforementioned vehicle Nova, Robinson was the gunner of a *Harpagos* that scored two 'Mech kills—both after a lucky shot took out his MechWarrior driver, Nova Captain Reva Houan.

When command of the entire raiding force fell on his shoulders, and with Falcon 'Mechs closing in, Robinson detailed the Nova's lighter vehicles to keep the enemy battle armor at bay, and ordered both QuadVees to fall back. This action helped further separate the advancing Falcon 'Mechs, including their Star Commander, who had become frustrated in the unexpected resiliency of what he took to be heavy tanks. It was then that Robinson sprang his trap and ordered both 'Mechs to convert after spending the entire raid to that point in vehicle mode.

The twin transformations took the Falcons by surprise, and two of their less experienced MechWarriors panicked, falling back to reassess the situation. This was all the opening the Horses needed to isolate the Falcon Star Commander and gun down his *Summoner*. As the enemy tried to rally, Robinson scored his second kill when his Gauss rifles slammed through the cockpit of a *Shadow Hawk IIC*. With two 'Mechs down and half a Star of battlesuit troopers dead, the Falcons withdrew.

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QUADVEES

HARPAGOS





WULFEN

Mass: 30 tons Chassis: Process 12 Endo Steel Power Plant: Model 39b 300 XXL Engine Cruising Speed: 108 kph Maximum Speed: 162 kph Jump Jets: None

Jump Capacity: None Armor: Imstar V-Stealth Armament:

10 tons of pod space available **Manufacturer:** Kallon Weapon Industries **Primary Factory:** Thermopolis **Communications System:** Garret T11-b with ECM Suite

Targeting & Tracking System: Sync Tracker (39-42071)

Originally the subject of some controversy within Clan Wolf, the *Wulfen* light 'Mech has become a signature unit that *ristars* fight Trials over. The few prototypes that were available when Clan Wolf uprooted itself proved devastatingly effective in the invasions of the Republic, Free Worlds League, and Lyran Commonwealth. Success bred respect in the Wolf Empire, which has poured considerable resources into bringing the unit into production.

CAPABILITIES

The Wulfen combines exceptional speed with stealth armor, which allows it to completely dictate the terms of engagement with heavier 'Mechs. It is equally adept at wearing down opponents in an honorable long-range duel, tearing into the enemy's supply lines, hunting down reconnaissance elements, and screening a general advance. The standard configurations largely play to the unit's strengths, though some close-in loadouts like H configuration's heavy lasers exist.

DEPLOYMENT

Original production of the *Wulfen* on Weingarten was highly limited, and it was not until after 3142 that Kallon's plant on Thermopolis could be refitted to Clan standards. As a result of high demand and limited availability, the *Wulfen* is reserved for frontline Galaxies and to *ristars* within them. Beta Galaxy, Khan Ward's own command, has the highest concentration of *Wulfens*. Thus far Clan Wolf has gone to considerable lengths to prevent the *Wulfen* from being taken as salvage or *isorla*.

The Wulfen did not start off so highly regarded. Star Colonel Josiah Ward publicly denounced the 'Mech as "tainted by Spheroid dishonor" shortly after the first prototypes walked off the floor of the W-7 facility. It was a political attack on Khan Seth Ward, and was answered by saKhan Garner Kerensky challenging the offending Ward to a Trial of Grievance. Kerensky made a point of taking the first Wulfen prototype out to meet Ward's Loki.

Facing off on the trial grounds outside Krefeld, it was assumed by most observers that Ward would have the advantage thanks to his superior firepower. However Kerensky used the *Wulfen's* superior mobility to dictate the range and systematically tore apart his opponent's 'Mech with highly accurate shooting from his lone large laser. Kerensky's configuration for the Trial became the basis of the B configuration, and open complaints about the unit ceased.

Muted acceptance became admiration as the prototype *Wulfen* proved itself against the Silver Hawk Irregulars on a half-dozen worlds during the invasion of the Marik-Stewart Commonwealth. *Wulfens* further played a key role in outflanking the First Covenant Guards on New Olympia, leading to the death of former paladin Thaddeus Marik. By the time Clan Wolf turned on their Lyran allies the *Wulfen* had claimed its present status as a symbol of the *ristar*.

NOTABLE UNITS

Star Captain Paul: Paul emerged as a surprise from a seemingly unpromising Vickers sibko in 3143 by scoring three kills in his Trial of Position. Assigned to Alpha Galaxy, he continued his streak by winning a Trial of Possession with the more experienced Silvia Ward for the right to pilot a *Wulfen*. Now leading a Nova in the Third Wolf Guard Battle Cluster, he has the interest of saKhan Kerensky and is expected to accomplish great things in battles to come.

Type: Wulfen

Technology Base: Mixed Clan (Advanced) Tonnage: 30 Battle Value: 983

Equipment	Mass		
Internal Structure:	Endo Steel		1.5
Engine:	300 XXL		6.5
Walking MP:	10		
Running MP:	15		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro (XL, IS):			1.5
Cockpit:			3
Armor Factor (Stealth, IS):	104		6.5
	Internal	Armor	
	Structure	Value	
Head	3	8	
Center Torso	10	15	
Center Torso (rear)		5	
R/L Torso	7	10	
R/L Torso (rear)		4	
R/L Arm	5	10	
R/L Leg	7	14	
5			

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LIGHT 'MECHS

WULFEN

Location

Critical

Tonnage

Tonnage

Location

Critical

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	ECM Suite	0
Center Torso	2 XL Gyro	0
Right Torso	4 XXL Engine	5
	1 Endo Steel	
	2 Stealth Armor	
Left Torso	4 XXL Engine	5
	1 Endo Steel	
	2 Stealth Armor	
Right Arm	3 Endo Steel	3
	2 Stealth Armor	
Left Arm	2 Endo Steel	4
	2 Stealth Armor	
Right Leg	2 Stealth Armor	0
Left Leg	2 Stealth Armor	0

Notes: Features a Full-Head Ejection System.

Fixed Equipment ECM Suite	Location H	Critical	Tonnage 1
Weapons and Ammo Primary Weapons Configuration	Location	Critical	Tonnage
ATM 3	RA	2	1.5
Ammo (ATM) 20	RT	2	1.5
CASE II	RT	1	.5
Cargo	LT	1	.5
Ultra AC/2	LA	2	.5
Ammo (Ultra) 45	LA	1	1
CASE II	LA	1	.5
CASEII	LA		.5
Alternate Configuration A			
2 Double Heat Sinks	RT	4	2
2 Double Heat Sinks	LT	4	2
ER PPC	LA	2	6
Battle Value: 1,615	2.	-	0
Alternate Configuration B			
Supercharger	RT	1	1
Targeting Computer	LT	1	1
ER Large Laser	LA	1	4
Double Heat Sink	LA	2	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5
Battle Value: 1,806			
Alternate Configuration C			
Double Heat Sink	RA	2	1
3 ER Medium Lasers	LA	3	3
Targeting Computer	LA	1	1
Jump Jets	RT	5	2.5
Jump Jets	LT	5	2.5
Battle Value: 1,334			

Altern SRM 2 Artern Ammo CASE LB 2-X Ammo CASE	- nis V FCS o (SRM) 50 II (AC o (LB-X) 45	
ATM 3 Amme CASE ATM 3 Super Targe 2 ER M Micro Doub	o (ATM) 20 II	







LIGHT 'MECHS

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Chassis: Olivetti S1 Endo Steel Power Plant: Magna 210 XL Cruising Speed: 64 kph Maximum Speed: 97 kph Jump Jets: Clan Standard Type A2 with Partial Wing Jump Capacity: 150 meters Armor: Compound Alpha Ferro-Fibrous

2 Type 3 Advanced Tactical Missile Systems 2 Series 6a ER Medium Lasers 4 General Systems Micro Pulse Lasers Manufacturer: Olivetti Weaponry Primary Factory: Sudeten **Communications System: JF Integrated** Targeting & Tracking System: JFIX/Olivetti **Pinpoint Advanced**

Mass: 35 tons

Armament:

Initially fielded in 3087, the Eyrie was the first of Clan Jade Falcon's new signature 'Mechs. Built along the same principles as the Cougar, this completely new BattleMech emphasized a well-rounded combat specialty rather than focusing on firepower. The Eyrie was the first in an all-new breed of Falcon aesthetics in that it deliberately resembled a raptor in flight, complete with upswept wings, a prominent beak shape, and legs armed with sharp talons. The inclusion of talons also denoted another radical design departure for the Clan: the Eyrie was the first Jade Falcon BattleMech intended to take advantage of melee combat, a tactic the hidebound Falcons long considered dishonorable.

When the Eyrie first appeared during Falcon raids in the Lyran Commonwealth, the 'Mech's opponents were shocked to face this radical new design philosophy. Ever since, the Eyrie's reputation has made the 'Mech a common choice for recent sibko graduates or ristars that feel they have something to prove.

CAPABILITIES

Where the Cougar concentrates solely on firepower, the Eyrie focuses on greater mobility, heavier armor, and solid, close-range offense, making it suitable for a larger range of battlefield tactics. Its partial wing helps position the 'Mech on the battlefield, and its talons give it a noticeable edge in melee combat that other light Falcon 'Mechs lack.

DEPLOYMENT

Even after nearly sixty years of consistent combat usage, the Eyrie remains in service solely with Clan Jade Falcon. Other Clans eschew the model due to it being one of the Falcon's totem 'Mechs and thus believe it automatically inferior. Because of the LCAF and RAF's negative perception of the Eyrie, most Lyran or Republic opponents who shoot one down tend to strip it for usable parts and abandon the actual chassis. Only a non-Clan MechWarrior who wants to paint a target on his back will claim a functioning Eyrie as salvage.

The Eyrie first saw combat during the Falcon's attempt to claim the Lyran world of Zhongshan in 3087. The Second Falcon Jaegers landed to find the Thirteenth Wolf Guards, mercenary commands, and planetary militia. During the opening engagements, the sole pair of Eyries included in Star Colonel James Roshak's bid literally tore through a platoon of the militia's armor. A later battle pitted the same two 'Mechs against a Pack Hunter and a Wolfhound, and the Eyries crippled both opponents by outmaneuvering them, firing at close range, and using their talons to shred the enemy 'Mechs' legs. Although the Jade Falcons ultimately failed to take the planet, the Eyrie had demonstrated its value, and this new 'Mech quickly proliferated throughout other Falcon Clusters.

NOTABLE UNITS

Star Commander Ballard: A rugged, no-nonsense commander, Ballard has led the Fifth Battle Cluster's Eye Star in Trinary Alpha for the last three years-a Cluster record for a non-Bloodnamed warrior. He attributes his success record to his tenacity and to the Eyrie. Whenever possible, Ballard insists his Star be outfitted with as many Eyries as are available. In the two occasions when he lost his own Eyrie in battle and none were readily available, he challenged one of his Starmates to a Trial of Possession and claimed his opponent's Eyrie for himself.

MechWarrior Davina Folkner: A mediocre sibko graduate, Davina was initially assigned to the Fourth Mixed Cluster until she surprised her entire Bloodname House upon winning a Grand Melee and then rising to win the Trial of Bloodright. She had piloted an Eyrie in the Grand Melee, and her critics believe that choice alone led to her vanquishing so many opponents. After winning her Bloodname, she was reassigned to a more prestigious posting in the Ninth Falcon Striker Cluster, but her combat performance since then has been lackluster. Her Starmates believe she lost the drive to excel once her genes were guaranteed to be used in creating future sibkos. She still wins Trials, but she does so by toying with her opponent in a manner uncharacteristic of most Falcons.
EYRIE

Type: **Eyrie**

Technology Base: Clan (Advanced) Tonnage: 35 Battle Value: 1,401

Equipment

Internal Structure:	Endo Steel		
Engine:	210 XL		4
Walking MP:	6		
Running MP:	9		
Jumping MP:	5*		
Heat Sinks (Laser):	10 [20]*		(
Gyro:			1
Cockpit:			
Armor Factor (Ferro):	115		(
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	11	17	
Center Torso (rear)		5	
R/L Torso	8	11	
R/L Torso (rear)		4	
R/L Arm	6	11	
R/L Leg	8	16	

Weapons and AmmoLocationCriticalTonnagATM 3RA21.5Ammo (ATM) 20PT11

Ammo (ALM) 20	RI	1
ER Medium Laser	RT	1
2 Micro Pulse Lasers	RT	2
ER Medium Laser	LT	1
2 Micro Pulse Lasers	LT	2
Ammo (ATM) 20	LT	1
ATM 3	LA	2
Partial Wing	RT/LT	3/3
Talons	RL/LL	2/2
Jump Jets	RT	2
Jump Jet	CT	1
Jump Jets	LT	2

Notes: *Partial Wing adds +2 Jump MP and -3 Heat per turn in Standard atmosphere (see pp. 293 and 295, *TO*, for additional rules). Features the following Design Quirks: Distracting.





GDR-1D GRAVEDIGGER

Mass: 50 tons

Chassis: Kallon Type VII Endo Steel Power Plant: Nissan 200 XL Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None Armor: Compound 12A1 Standard Armament:

Armament:

1 Type OVR-X LB 5-X Autocannon 1 Type XV "Culverin" Streak LRM-15 Launcher

1 Type DDS "Kingston" Extended Range PPC

Manufacturer: Odin Manufacturing Primary Factory: Orestes Communications System: Dash-2 with Angel ECM Targeting & Tracking System: Blade 12 with Active Probe

The Gravedigger was a desperation product for Odin Manufacturing to recover from serious damage sustained in the Second Combine-Dominion War. Remarkable sales saved the company, as mercenaries snapped up the new 'Mech as fast as Odin could turn it out. Sales to non-Dominion entities were initially limited to the non-Clan variant, though over time this restriction was lifted as the Dominion's touman recovered from the war.

CAPABILITIES

Like the venerable *Hunchback*, the *Gravedigger* is draped in a thick coat of armor. Instead of relying on a single huge cannon, the GDR-1D carries a suite of complementary weapons. Some MechWarriors complain that the missile launcher carries too few reloads, but since it is a Streak system every shot finds its target. Strangely, the *Gravedigger* also mounts ECM and an active probe, capabilities that make the 'Mech appealing to mercenaries of all stripes. Because of its slow speed, the *Gravedigger*'s leg actuators are particularly stout to resist infantry attacks.

DEPLOYMENT

In the opening stages of the Victoria War, when Duchess Hasek's forces were jumping the border, the mercenary Pharaoh's Arrows brought their pair of new Gravediggers into the war. With half the battalion-strength Arrows securing the capital's HPG, the other half spread through the city to hunt down the hiding militia. The Gravediggers' fire support lance responded to an ambush on their company command lance. As the lance charged in, a company of battlesuit infantry launched another ambush. The Gravediggers shrugged off the infantry's leg attacks, while their lancemates were crippled and swarmed on the ground. Using their rotary autocannons and lasers, though, they pushed the battle armor force to the verge of retreating when the militia's 'Mech lance arrived. The Gravediggers unleashed their full complement of weapons, downing a Vindicator and shocking the militia into retreat.

When a Trinary of the Seventy-third Battle Cluster of the Rasalhague Dominion's Alpha Galaxy raided Kanowit in February 3145, they ran into a company of the First Sword of Light drilling the planetary militia. Like a scene from a holovid, both sides regarded one another across the Sarawak Fields, an immense plantation in the northern hemisphere. The Trinary's commander, Star Captain Hershel Hall, stepped forward and issued a challenge to the enemy commander. *Sho-sa* Seth Granderssen accepted. Hall's *Gravedigger* fired as Granderssen's *No-Dachi* charged through the planted rows. Hall's long-range weapons claimed a terrible toll but did not slow the sword-wielding 'Mech. Granderssen chose not to fire his weapons, keeping his 'Mech's arm tucked to the rear. As he closed, the sword sprang to the fore and chopped into Hall's *Gravedigger*. Hall's left arm fell to the turf just before the right arm. With his missiles exhausted, Hall could not salute his victorious enemy before the sword lopped off the *Gravedigger's* head. The rest of Hall's Trinary honored his bargain and filed back to their DropShip, leaving Hall and his 'Mech's wreckage behind.

VARIANTS

The older GDR-1C can be found throughout the Inner Sphere in much greater numbers than the GDR-1D that replaced it. The GDR-1C mounts Inner Sphere weapons instead of Clan versions, including a RAC/5, LRM 15, and a large laser. It also lacks the advanced electronics of the GDR-1D.

NOTABLE UNITS

Leftenant Xanthe Culturo: Leftenant Culturo skipped her final two years at the Robinson Battle Academy when the Combine invasion began. She escaped Royal after the First Robinson Rangers were destroyed and made her way back to friendly lines. Regarded a coward and refused reentry to the AFFS, Culturo was taken in by the Illician Lancers' Twentyfirst Rangers. She was given a beat-up GDR-1C and awaits the time the Rangers strike out from Brundage against the Combine or their Dragoon allies.

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MEDIUM 'MECHS

GDR-1D GRAVEDIGGER

Type: Gravedigger

Technology Base: Mixed Inner Sphere Tonnage: 50 Battle Value: 1,707

Equipment	Mas	s		
Internal Structure:	Endo S	teel		2.5
Engine:	200 እ	(L		4.5
Walking MP:	4			
Running MP:	6			
Jumping MP:	0			
Heat Sinks:	11 [2	2]		1
Gyro:				2
Cockpit:				3
Armor Factor:	169			11
	Intern	al	Armor	
	Struct	ure	Value	
Head	3		9	
Center Torso	16		25	
Center Torso (rear)			7	
R/L Torso	12		19	
R/L Torso (rear)			5	
R/L Arm	8		16	
R/L Leg	12		24	
Weapons and Ammo			al To	nnage
LB 5-X AC (C)	RA	4		7
Streak LRM 15 (C)	RT	3		7
Ammo (Streak) 8	RT	1		1
Ammo (I B-X) 20	RT	1		1

	10.0	•	,
Streak LRM 15 (C)	RT	3	7
Ammo (Streak) 8	RT	1	1
Ammo (LB-X) 20	RT	1	1
CASE II	RT	1	1
Active Probe (C)	Н	1	1
Angel ECM Suite	CT	2	2
ER PPC (C)	LA	2	6

Notes: Features the following Design Quirks: Protected Actuators, Exposed Weapon Linkage (ER PPC).





GYRFALCON

Mass: 55 tons Chassis: Olivetti Stage 3 Power Plant: 275 Fusion XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: Clan Standard Type A1 with Partial Wing Jump Capacity: 150 meters Armor: Raydient Advance Series 4 Armament:

2 Series 6b ER Large Lasers 2 Type OVR-V LB 2-X Autocannons Manufacturer: Olivetti Weaponry Primary Factory: Sudeten Communications System: Raptor X-T Type iii Targeting & Tracking System: Goshawk E-Series with Light Active Probe

Given the success of Olivetti Weaponry's Eyrie in 3087, many were surprised when the Jade Falcons waited twenty-five years to unveil the Eyrie's heavier sibling. Truthfully, Olivetti never planned to design a BattleMech to follow in the Eyrie's footsteps. A Clan Council initiative at the turn of the thirty-second century was meant to revitalize the flagging *touman* during Devlin Stone's peace, and the Gyrfalcon was the first tangible result of that program. Alongside the Eyrie, this new BattleMech was intended to inspire the next generation of Jade Falcons to new heights and to reinforce a sense of pride, patriotism, and culture in the Clan's older warriors. The initiative was a smashing success. Warriors of all stripes embraced the Gyrfalcon not only for its battlefield prowess but also for its fearsome shape that screamed "I am Jade Falcon" to all potential challengers.

CAPABILITIES

The *Gyrfalcon* is a workhorse BattleMech. Able to outrun and outmaneuver many opponents in its weight class due to MASC and its partial wing assembly, the *Gyrfalcon* can maintain considerable offensive pressure. Its weapons keep challengers at range while the MechWarrior relies on the *Gyrfalcon*'s reflective armor to fend off return fire. Although the *Gyrfalcon* lacks the razor-sharp talons of its smaller sibling, in the event of a close-range contest, the 'Mech's legs are designed to withstand the rigors of performing a Death From Above assault.

DEPLOYMENT

Like all of the Jade Falcon's totem 'Mechs, the *Gyrfalcon* only sees service with the Falcons, and it can be found in most battle Stars throughout the Clan's *touman*.

In an effort to showcase the new 'Mech's capabilities, the Second Falcon Dragoons landed on Chateau in 3113 and challenged the Hell's Horses' Thirtieth Mechanized Strike Cluster. The Trial of Possession targeted the Thirtieth's sole Star of Baliuses, one of the Horses' signature 'Mechs, and the Falcons' batchall challenged that Star to defend itself in the trial. The Falcons sought to prove that they possessed the more efficient totem 'Mech of both Clans. In the Avion Hills, a full Star of the Second Dragoons' Gyrfalcons met the Thirtieth's Balius Star. The Dragoons used the hills to their advantage and kept the heavier Horse 'Mechs at long range until the Trial's final minutes. Once the Baliuses closed the gap, two Gyrfalcons leapt from hilltops onto the Horses, instantly crushing two Baliuses with expertly timed Deaths From Above attacks. The remaining Horses fought for a short time before requesting hegira. Instead of claiming the Baliuses as isorla, Star Colonel Hazen ordered his warriors to publicly destroy the 'Mechs in front of the Horse warriors, leaving no salvageable components behind.

VARIANTS

Gyrfalcon variants commonly resulted from pilot preference and are available as refits. All known variant configurations replace the standard model's reflective armor with lighter, more common ferro-fibrous armor. The heat-efficient *Gyrfalcon 2* also replaces the active probe with two laser heat sinks. The *Gyrfalcon 3* ties dual Ultra AC/2s with a targeting computer, making this a favored configuration with aggressive risk-takers unconcerned about heat management. The least common configuration is the *Gyrfalcon 4*, a specialized model which modifies the *Gyrfalcon 2* by replacing the paired autocannon with TSEMPs.

NOTABLE UNITS

Galaxy Commander Aleksandr Hazen: Aleksandr was one of the runts of his sibko, and that nearly cost him his life. When his sibkin Malvina defended them both against nighttime attackers attempting to weed out the sibko's dead weight, she bought them both more time. Despite his small size, Aleks excelled from then on, but he and Malvina embraced different philosophies upon taking their Trials of Position. Where Malvina killed every one of her opponents in her Trial, Aleks purposely left all of his defeated opponents alive. Aleks soon won his Bloodname and quickly earned command of Zeta Galaxy for the Falcon's desant into the Republic alongside Malvina Hazen. Aleks' even temperament managed to rein in Malvina's more bloodthirsty proclivities during the desant, but on 15 August 3134, he was killed when his Gyrfalcon "White Lily" was destroyed during the battle for Skye.

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MEDIUM 'MECHS

GYRFALCON





295, TO, for additional rules). Features the following Design Quirks: Distracting, Reinforced Legs.



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Mass: 60 tons Chassis: Bergan Version 8.3 Endo Steel Power Plant: Vlar 300 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None Armor: Compound 24B2 FF Armament:

30 tons of pod space available Manufacturer: Alshain Weapons Primary Factory: Alshain Communications System: Dash-2 Optima Targeting & Tracking System: Hakkøn-Morris LAP

The Vulture Mk III descends directly from the original OmniMech that featured so prominently in the Clan invasion of the Inner Sphere in the middle of the last century. Now, as then, the Vulture is a favorite of the Ghost Bears, but it also appears in large numbers in the Raven Alliance. The Mk III's common configurations are focused on support roles instead of frontline combat since the Karhu has claimed that position.

CAPABILITIES

The Vulture Mk III carries more armor than its ancestor, giving MechWarriors greater longevity. The B configuration's jump jets allow it to serve as all-terrain fire support, while the quad missile racks of the primary make it truly fearsome from range. Configuration C is a short-range nightmare, while Configuration A is a jack-of-alltrades. Configuration D is the rarest, intended for long-term service without resupply. Regardless of the payload, the Hakkøn-Morris LAP has shown a tendency to prioritize target groups regardless of the MechWarrior's preference, occasionally sparing a vulnerable enemy.

DEPLOYMENT

The Vacaville Slaughter took place in November 3120 when a group of dissidents fomented rebellion on Constance. The rebels took over the capital and murdered most of the city's administrators, but not before a call for aid went out. The Fifty-sixth Provisional Garrison Cluster sent a Trinary to deal with the problem, including a Vulture Nova, which chased the rebels to the suburbs. The Trinary surrounded the Vacaville subdivision and called all noncombatants to exit after their initial probes stalled. A trickle of civilians were corralled by the Nova's Elementals, with Star Captain Jaymar concluding the rest were complicit with the insurrection. He ordered the Vultures, all in the primary configuration, to bombard the town. A terrifying missile barrage swept the city and leveled the southwest guarter without any response from those within. A second barrage annihilated the northwest quarter, again with no response. After reloading, the Vultures leveled the rest of the district. As the Elementals picked through the wreckage, they found warehouses filled with chained civilians along with the rebels, who had taken their own lives.

NOTABLE UNITS

Star Commander Stanton: Stanton commands a fire support Star in the 332nd Assault Cluster of the Rasalhague Dominion's Beta Galaxy. He distinguished himself when the 332nd raided Najha to test the Forty-fourth Benjamin Regulars in May 3145. He took out one Combine 'Mech and three fighters of the Forty-fourth Benjamin Aerospace Wing before Star Colonel Stewart Gurdel announced that a dozen excavators had been secured from the Najha Earthmoving Specialist factory. Stanton was glad to withdraw, as his ammunition had run dry.

Type: Mad Dog Mk III

Inner Sphere Designation: **Vulture Mk III** Technology Base: Clan Tonnage: 60 Battle Value: 2,729

Equipment	Mass		
Internal Structure:	Endo Steel		3
Engine:	300 XL		9.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	12 [24]		2
Gyro:			3
Cockpit:			3
Armor Factor (Ferro):	182		9.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	20	30	
Center Torso (rear)		9	
R/L Torso	14	20	
R/L Torso (rear)		7	
R/L Arm	10	16	
R/L Leg	14	24	

Weight and Space Allocation

		Spaces
Location	Fixed	Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	10
Left Torso	2 XL Engine	10
Right Arm	7 Ferro-Fibrous	1
Left Arm	7 Endo Steel	1
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Stable, Variable Range Targeting.

HEAVY 'MECHS

Weapons and Ammo	Location	Critical	Tonnage	Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration	n			Alternate Configuration D			
2 ER Medium Lasers	RA	2	2	Medium Pulse Laser	RA	1	2
2 LRM 20	RT	8	10	Rotary AC/5	RT	8	10
Ammo (LRM) 12	RT	2	2	Ammo (RAC) 40	RT	2	2
2 ER Medium Lasers	СТ	2	2		СТ	2	2
2 LRM 20	LT	8	10	00000 Rotary AC/5	LT	8	10
Ammo (LRM) 12	LT	2	2	0000/00/00 Ammo (RAC) 40	LT	2	2
2 ER Medium Lasers	LA	2	2	Medium Pulse Laser	LA	1	2
	271	-	-	Ammo (RAC) 40 Rotary AC/5 Ammo (RAC) 40 Rotary AC/5 Ammo (RAC) 40 Medium Pulse Laser Battle Value: 2,421	271		-
Alternate Configuration A							
Ultra AC/5	RA	3	7				
Ammo (Ultra) 20	RT	1	1				
2 SRM 6	RT	2	3				
Ammo (SRM) 15	RT	1	1				
Double Heat Sink	RT	2	1				
2 Medium Pulse Lasers 2 SRM 6	CT LT	2 2	4				
		2					
Ammo (SRM) 15	LT						
Double Heat Sink	LT	2					
Ammo (Ultra) 20	LT	1					
Ultra AC/5	LA	3	7 🔊				
Battle Value: 1,880							
Alternate Configuration B							
ER Large Laser	RA	1	4				
LRM 20	RT	4	5				
Ammo (LRM) 12	RT	2	2				
Double Heat Sink	RT	2	1				
2 ER Medium Lasers	CT	2	2				
LRM 20	LT	4	5				
Ammo (LRM) 12	LT	2	2				
Double Heat Sink	LT	2	1				
ER Large Laser	LA	2	4				
Jump Jets	RL	2	2				
Jump Jets		2	2				
	LL	Z	Z				
Battle Value: 2,572							
Alternate Configuration C							
Micro Pulse Laser	RA	1	.5				
4 Streak SRM 6	RA	8	.5 12				
Ammo (Streak) 30	RT	2	2				
2 Micro Pulse Lasers	CT	2	1				
4 Streak SRM 6	LT	8	12				
Ammo (Streak) 30	LT	2	2				
Micro Pulse Laser	LA	1	.5				
Battle Value: 2,299							
				N W _ Ass			
				4 / s			



LOKI MK II

Mass: 65 tons Chassis: T-E H65 Omni Power Plant: Model SF-3 (XL) Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None Armor: Compound H17 Ferro-Fibrous Armament:

40 tons of pod space available **Manufacturer:** Olivetti Weaponry, Csesztreg Industriplex Alpha **Primary Factory:** Sudeten (OW), Csesztreg (Alpha) **Communications System:** CH2B Alpha-Com **Targeting & Tracking System:** Version Delta-II TTS(A)

The *Loki Mk II* was introduced several years before the Blackout. In that time, it spread throughout the Clans but is most common in the Jade Falcon and the Hell's Horses *toumans*.

CAPABILITIES

The *Mk II* sacrifices some of the *Loki's* speed in exchange for a staggering forty tons of pod space and fifty percent more armor. The primary configuration is built for long-range combat, with only a mid-size missile rack for close-in work. The A configuration has a more balanced mix of anti-armor and anti-personnel weaponry, often seen operating farther from supply lines than the primary. The B configuration serves as slow fire support, but its specialization greatly limits its defensive capabilities.

DEPLOYMENT

Gamma Galaxy of the Jade Falcons was trying to bring the restive population of Sargasso under heel in July 3142. The Ninth Falcon Talon Cluster outfitted their *Loki Mk IIs* to bombard Salicastrum on the western shore of the southern continent of Perusalem. Star Captain Henry's Binary shelled the city from the Barrier Heights, an ancient coral reef long since risen due to tectonic activity. City block followed city block into ruin as the Falcons awaited the surrender of guerilla rebels within. Then the counterattacking Wolves-in-Exile arrived.

A Nova of Exile Wolves dropped into the midst of Henry's Binary. As the Elementals swarmed Henry's second Star, medium and heavy OmniMechs attacked his own. Henry displayed excellent tactical sense when he ordered his Star to target not the enemy, but the ground underfoot. As the shells shattered the fossilized coral, a rockslide began that swept up all the combatants. Henry's *Mk IIs* survived thanks to their heavy armor, but their Long Toms were rendered useless. The survivors slogged their way through the Exile Wolves and returned to friendly lines. After hasty repairs, Henry's remaining Star pounded the Wolves' flanks and helped prevent the world's recapture.

A 3144 Trial for Position in Clan Hell's Horses saw a Loki Mk II used to great effect when ristar Owen killed all three of his opponents. His Mk II layered fire right to left, alternating arm fire. His first opponent, a Black Hawk, fell to a well-placed Gauss round. His second opponent, a Mad Cat, fought him for nearly an hour. It finally succumbed to an ammunition explosion after Owen's SRMs breached its torso armor. His final opponent, a Masakari, nearly killed him outright with concentrated PPC fire. Owen relied on his lasers once the battle began, leading the other MechWarrior to believe his Gauss rifles were empty. The confident warrior sought to end the Trial guickly and maneuvered for a clear shot. When he broke into the clear,

Owen fired his last Gauss rounds. The impact knocked the *Masakari* over, and Owen closed in. His lasers burned out the *Masakari*'s engine and the Horses had their newest Star Captain.

NOTABLE UNITS

Star Captain Owen: Owen commands a heavy OmniMech Star in the Eighth Horde Cluster of the Horses' Beta Galaxy. He is a *ristar*, but strangely tolerates the rebuilding period instead of agitating for a combat posting. Most likely, he has his eyes on Star Colonel Brook DeLaurel's position.

Type: Hellbringer Mk II

Inner Sphere Designation: **Loki Mk II** Technology Base: Clan Tonnage: 65 Battle Value: 2,189

Equipment	Mass		
Internal Structure:	Endo Steel		3.5
Engine:	260 XL		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit (Small):			2
Armor Factor (Ferro):	182		9.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	21	30	
Center Torso (rear)		7	
R/L Torso	15	20	
R/L Torso (rear)		7	
R/L Arm	10	20	
R/L Leg	15	21	
5			

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HEAVY MECHS

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	2
Center Torso	None	2
Right Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Left Torso	2 XL Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	2 Endo Steel	5
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	5
	2 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Notes: Features the following Design Quirks: Multi-Trac.

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			-
Gauss Rifle	RA	6	12
ER Large Laser	RA	1	4
Streak SRM 4	RT	1	2
Ammo (Streak) 25	RT	1	1
Ammo (Gauss) 8	RT	1	1
Double Heat Sink	Н	2	1
Double Heat Sink	СТ	2	1
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
ER Large Laser	LA	1	4
Alternate Configuration A			
ER PPC	RA	2	6
Medium Pulse Laser	RA	1	2
2 Double Heat Sinks	RA	4	2
2 Improved Heavy Medium Lase	ers RT	4	2
2 AP Gauss Rifles	RT	2	1
Angel ECM Suite	RT	2	2
Double Heat Sink	Н	2	1
Double Heat Sink	CT	2	1
LB 10-X AC	LT	5	10
Ammo (LB-X) 20	LT	2	2
Ammo (AP Gauss) 40	LT	1	1
ER PPC	LA	2	6
Medium Pulse Laser	LA	1	2
2 Double Heat Sinks	LA	4	2
Battle Value: 2,249			





THOR II

Mass: 70 tons Chassis: Olivetti T4 Endo Steel Power Plant: Magna 350 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None Armor: Compound Beta FF Armament:

30.5 tons of pod space available **Manufacturer:** Eagle Craft Group **Primary Factory:** Erewhon **Communications System:** Model J-D 067 **Targeting & Tracking System:** Hawkeye 58

Lauded for its versatility and prized for its communication suite, the *Thor II* began replacing the *Thor* in 3093. While its predecessor was the masthead for Clan Jade Falcon, the *Thor II* quickly spread to all of the Inner Sphere Clans, though the largest numbers are still found with the Jade Falcons. A reliable OmniMech with multiple supported pod configurations, the 'Mech is a favorite among junior grade officers.

CAPABILITIES

Although not intended to be a command 'Mech, *Thor IIs* are frequently found in this role thanks to the Model J-D 067 comm system. Compared to competing products like the Alpha-com, the 067 can support three times the number of simultaneous connections. Additionally, when operating in max power mode, the 067 can cut through the interference created by standard ECM suites.

The Hawkeye 58 is a unique targeting and tracking system that must be reconfigured whenever the Omni's pods are changed. While the process is quick, it does briefly leave the 'Mech unable to use its weapons.

DEPLOYMENT

When Swimmer Khanate's Beta Aimag came to Feltre in 3097, Clan Wolf Star Colonel Jess Calvert challenged the Diamond Sharks to a Trial of Possession for the entire aimag. Aggressive bidding reduced each force to a Cluster. For the Trial the Diamond Sharks selected a rugged patch of terrain known as the Swordtooth Canyons, a labyrinth of ravines and canyons, dead ends and strong EM interference that fouled communications and tracking systems. The fighting quickly devolved into smallunit actions.

One of the Diamond Shark Stars, commanded by Star Captain Erna, consisted entirely of jump-capable 'Mechs including three *Thor Ils*. Erna's Star, having just mopped up a disorganized group of Wolves, was moderately damaged and low on ammo when they surprised a Star of heavy Wolf OmniMechs. Erna jumped her *Thor* into a flanking position while the remainder of her Star opened fire. Erna's Star quickly depleted their ammunition and were forced to use secondary weaponry and physical attacks to combat the Wolves.

The Wolf 'Mechs were just as badly damaged as Erna's, and just as low on ammo. After minutes of slugging it out with the Wolves, Erna's Star succeeded in pushing them into a box canyon where she ultimately forced them to surrender. It was then that Erna discovered she'd just defeated Jess Calvert.

NOTABLE UNITS

JF000-01A: The first *Thor II* to roll off the factory line on Erewhon, this 'Mech stands on a dais at the factory complex gate. Each year the Jade Falcon khan selects one Cluster to honor for its service, and JF000-01A is repainted in

that Cluster's parade colors. To date, the Third Falcon Talon Cluster has the distinction of being selected five times, one more than any other Cluster.

Type: Grand Summoner

Inner Sphere Designation: **Thor II** Technology Base: Clan Tonnage: 70 Battle Value: 2,554

Equipment	Mass		
Internal Structure:	Endo Steel		3.5
Engine:	350 XL		15
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	14 [28]		4
Gyro:			4
Cockpit:			3
Armor Factor (Ferro):	192		10
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	22	31	
Center Torso (rear)		8	
R/L Torso	15	22	
R/L Torso (rear)		7	
R/L Arm	11	20	
R/L Leg	15	23	

Weight and Space Allocation

		Spaces
Location	Fixed	Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	2 XL Engine	8
	2 Ferro-Fibrous	
Left Torso	2 XL Engine	10
Right Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Left Arm	3 Endo Steel	3
	2 Ferro-Fibrous	
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Improved Communications.

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HEAVY MECHS

THOR II

			_
Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configurat		-	_
Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
LRM 15	LT	2	3.5
ER Medium Laser	LT	1	1
Ammo (LRM) 16	LT	2	2
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
R Medium Laser	LA	1	1
imp Jets	RL	2	2
np Jet	CT	1	1
np Jets	LL	2	2
ernate Configuration A			6
PPC	RA	2	6
5	RT	1	1 / 1
io (LRM 5) 24	RT	1	111
15	LT	2	3.5
mo (LRM 15) 16	LT	2	2 5
no (LB-X) 20	LT	2	2
0-X AC	LA	5	10
p Jets	RL	2	2
o Jet	СТ	1	1 1
p Jets	LL	2	2
attle Value: 2,473			
te Configuration B			
	RA	2	3.5
15	RA RA	2 3	3.5 3
1 15 mo (LRM 15) 24	RA	2 3 1	3
1 15 mo (LRM 15) 24 small Laser	RA RT	3 1	3 .5
15 no (LRM 15) 24 mall Laser 5	RA RT RT	3 1 1	3 .5 1
1 15 mo (LRM 15) 24 imall Laser 1 5 mo (LRM 5) 24	RA RT RT RT	3 1 1 1	3 .5 1 1
1 15 mo (LRM 15) 24 imall Laser 1 5 mo (LRM 5) 24 mo (ATM 9) 21	RA RT RT RT RT	3 1 1 1 3	3 .5 1 1 3
A 15 mo (LRM 15) 24 Small Laser A 5 mo (LRM 5) 24 mo (ATM 9) 21 Small Laser	RA RT RT RT CT	3 1 1 3 1	3 .5 1 1 3 .5
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9	RA RT RT RT CT LT	3 1 1 3 1 4	3 .5 1 3 .5 5
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9 6	RA RT RT RT CT LT	3 1 1 3 1 4 3	3 .5 1 3 .5 5 3.5
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9 6	RA RT RT RT CT LT LT	3 1 1 3 1 4 3 1	3 .5 1 3 .5 5 3.5 1
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9 6 5 5 no (ATM 6) 20	RA RT RT CT LT LT LT	3 1 1 3 1 4 3 1 2	3 .5 1 3 .5 3.5 1 2
5 o (LRM 15) 24 hall Laser o (LRM 5) 24 o (ATM 9) 21 hall Laser o (ATM 6) 20 5	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
A 15 mo (LRM 15) 24 Small Laser A 5 mo (LRM 5) 24 mo (ATM 9) 21 Small Laser A 9 A 6 M 5 mo (ATM 6) 20 A 15 mo (LRM 15) 24	RA RT RT CT LT LT LT	3 1 1 3 1 4 3 1 2	3 .5 1 3 .5 3.5 1 2
RM 15 mmo (LRM 15) 24 R Small Laser RM 5 mmo (LRM 5) 24 mmo (ATM 9) 21 R Small Laser FM 9 FM 6 RM 5 mmo (ATM 6) 20 RM 15	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
M 15 nmo (LRM 15) 24 Small Laser M 5 nmo (LRM 5) 24 nmo (ATM 9) 21 Small Laser M 9 M 6 M 5 nmo (ATM 6) 20 M 15 nmo (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
M 15 nmo (LRM 15) 24 Small Laser M 5 nmo (LRM 5) 24 nmo (ATM 9) 21 Small Laser M 9 M 6 M 5 nmo (ATM 6) 20 M 15 nmo (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
RM 15 mmo (LRM 15) 24 R Small Laser RM 5 mmo (LRM 5) 24 mmo (ATM 9) 21 R Small Laser TM 9 TM 6 RM 5 mmo (ATM 6) 20 RM 15 mmo (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
Iternate Configuration B RM 15 mmo (LRM 15) 24 R Small Laser RM 5 mmo (LRM 5) 24 mmo (ATM 9) 21 R Small Laser TM 9 TM 6 RM 5 mmo (ATM 6) 20 RM 15 mmo (LRM 15) 24 Battle Value: 2,354	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
RM 15 mmo (LRM 15) 24 R Small Laser RM 5 mmo (LRM 5) 24 mmo (ATM 9) 21 R Small Laser TM 9 TM 6 RM 5 mmo (ATM 6) 20 RM 15 mmo (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
M 15 imo (LRM 15) 24 Small Laser M 5 imo (LRM 5) 24 imo (ATM 9) 21 Small Laser M 9 M 6 M 5 imo (ATM 6) 20 M 15 imo (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
15 o (LRM 15) 24 nall Laser 5 o (LRM 5) 24 o (ATM 9) 21 nall Laser 9 5 5 5 o (ATM 6) 20 15 o (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9 6 5 5 no (ATM 6) 20 15 no (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5
15 no (LRM 15) 24 mall Laser 5 no (LRM 5) 24 no (ATM 9) 21 mall Laser 9 6 5 5 no (ATM 6) 20 15 no (LRM 15) 24	RA RT RT CT LT LT LT LT	3 1 1 3 1 4 3 1 2 2	3 .5 1 3 .5 3.5 1 2 3.5



HEAVY MECHS

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WARWOLF

Charles

Mass: 75 tons Chassis: WW-1 Heavy Endo Steel Power Plant: Starfire 375 XL Cruising Speed: 54 kph Maximum Speed: 86 kph Jump Jets: None

Jump Capacity: None Armor: Forging BL2 Reactive Armament:

30 tons of pod space available **Manufacturer:** Kallon Weapon Industries **Primary Factory:** Thermopolis **Communications System:** Garret T11-b **Targeting & Tracking System:** Sync Tracker (39-42071)

The *Warwolf* is reportedly an attempt to create a new iconic heavy 'Mech for Clan Wolf's *touman* following the enthusiastic devaluation of the *Timber Wolf* by Clan Sea Fox. Like the *Wulfen*, only a handful of prototypes had been completed before the Clan abandoned their occupation zone to carve out a new Wolf Empire. Those prototypes made a terrifying impression on their enemies, and with production at full swing the *Warwolf* will certainly be at the fore of future Wolf conquests.

CAPABILITIES

The Warwolf's assignment to a handful of *ristars* produced a wide variety of weapons configurations that have since become standard. It is thus a supremely flexible cavalry 'Mech capable of filling fire support, assault, and urban combat roles. Its use of reactive armor gives it a significant advantage against Inner Sphere opponents like the FWLM and LCAF, which rely heavily on artillery and missile weapons.

DEPLOYMENT

Warwolf pilots are notable either for having the favor of Khan Ward or for the formidable skills required to win one from the former group. They are rare even in Alpha and Beta Galaxies and not found at all in second-line formations. Production at Thermopolis shows signs of steady improvement, however, so it is likely to proliferate in due time.

The Warwolf was in its element during the 3140 raid by the Eighty-eighth Wolf Battle Cluster on Bolan. Two of the 'Mechs, accompanied by a pair of *Thors* and a *Mad Cat*, broke through the lines of the First Bolan Guards outside Quetta. The Star crushed the Lyran command company, with Markus Kerensky's *Warwolf* taking down the regimental commander's *Cyclops* with a well-placed Gauss rifle shot.

Perhaps the only embarrassment the 'Mech has suffered so far came during the battle for Tharkad City. Newly transferred to Beta Galaxy, Markus led his Star into the fray but pushed ahead too far. He was separated from the rest of his command by a Lyran bombardment and stumbled into a *King Crab* just as it emerged from a hidden bunker. The assault 'Mech's point-blank strike crippled Kerensky's *Warwolf* in a matter of seconds, giving him no time to retaliate.

NOTABLE UNITS

Star Commander Markus Kerensky: Markus Kerensky went into the crucible of Tharkad City with absolute confidence in his skills. His run-in with Reiner Hogarth's *King Crab* shook the *ristar* to his core. An impressive showing on Hesperus II, where he accounted for several Jade Falcon and Lyran 'Mechs, has restored his confidence. He is expected to test up to higher rank soon.

Type: Warwolf

Technology Base: Clan (Advanced) Tonnage: 75 Battle Value: 2,706

Equipment	Mass		
Internal Structure:	Endo Steel		4
Engine:	375 XL		19.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			4
Cockpit:			3
Armor Factor (Reactive):	231		14.5
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	23	35	
Center Torso (rear)		11	
R/L Torso	16	24	
R/L Torso (rear)		8	
R/L Arm	12	24	
R/L Leg	16	32	

Weight and Space Allocation

		Spaces
Location	Fixed	Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	8
	2 Endo Steel	
Left Torso	2 XL Engine	8
	2 Endo Steel	
Right Arm	Endo Steel	6
	Reactive	
Left Arm	4 Reactive	4
Right Leg	Endo Steel	0
	Reactive	
Left Leg	Endo Steel	0
	Reactive	

WARWOLF

Tonnage

2 4

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Weapons and Ammo Primary Weapons Configuration	Location	Critical	Tonnage	Weapons and Ammo Alternate Configuration C	Location	Critical	Tonnage	Weapons and Ammo Alternate Configuration H	Location	Critical
Gauss Rifle	RA	6	12	Large Pulse Laser	RA	2	6	Gauss Rifle	RA	6
Ammo (Gauss) 16	RA	2	2	Targeting Computer	RA	2	2	Ammo (Gauss) 16	RA	2
Fargeting Computer	RT	3	3	Double Heat Sink	RA	2	1	Improved Heavy Large Laser	RT	3
.RM 10	RT	1	2.5	ATM 9	RT	4	5	Supercharger	RT	1
mmo (LRM) 12	RT	1	1	Ammo (ATM) 14	RT	2	2	Double Heat Sink	RT	2
CASE II	RT	1	.5	CASE II	RT	1	.5	CASEII	RT	1
Laser Anti-Missile System	Н	1	1	Laser Anti-Missile System	H	1 4	1	Double Heat Sink	CT LT	2
TAG	СТ	1	1	ATM 9 Ammo (ATM) 14	LT LT	4	5 2	Improved Heavy Large Laser 2 Coolant Pods	LI	3 2
LRM 10	LT	1	2.5	CASE II	LT	2	.5	Double Heat Sink	LT	2
Ammo (LRM) 12	LT	1	1	2 Double Heat Sinks	LA	4	2	CASE II	LT	1
CASEII	LT	1	.5	Jump Jet	RT	1	1	Battle Value: 3,184	<u> </u>	·
Jump Jet	RT	1	.5	Jump Jet	СТ	1	1			
Jump Jet	CT	1	1	Jump Jet	LT	1	1	61600		
Jump Jet	LT	1	1	Battle Value: 2,776			ſ			
samp set	L1					c.	()			
Alternate Configuration A						ar				
ER PPC	RA	2	6		ſ					
Medium Pulse Laser	RA	1	2		//					
2 Double Heat Sinks	RA	4	2		///					
Streak LRM 10	RT	2	5							
Ammo (Streak LRM) 12	RT	1	1		6	SOUT				
CASEII	RT	1	.5							
Double Heat Sink	RT	2	.5		AT I					
ER Medium Laser	Н	2	1			Æ	10		2	
ER Large Laser	CT	1	4		1014-				NN.	
Medium Pulse Laser	СТ	1	2							
Streak SRM 6	LT	2	3				Vigu			
Ammo (Streak SRM) 15	LT	2	1			\sim	NV XA		/ /	
CASE II	LT	1	.5				V/1		//	
Double Heat Sink	LT	2	.5 1			5	\searrow			
Battle Value: 3,100	LI	2	1						M	
battle value. 5,100					12					
Alternate Configuration B					TR	7 14	1 155		/	
Ultra AC/10	RA	4	10			/ /_				
Ammo (Ultra) 30	RA	3	3		JAL ZUI				/ /	
ER Large Pulse Laser	RT	3	6		78/	11	a late		{	
Double Heat Sink	RT	2	1	1	1 K	01-1-		$\lambda \otimes A $	/	
Laser Anti-Missile System	Н	2	1	[ر د			_	
2 Double Heat Sinks		4	2	5		\overline{n}		MAL Y M	0	
2 Double Heat Sinks	LI	4	2		$\pi \nabla K$				141	
Jump Jets	RT	4	2						1 pl	/
	CT	2	2			100		SIN27	101	Í
Jump Jet	LT	2	2			Y			131	. /
Jump Jets	LI	2	2						N.OA	/
Battle Value: 2,518										

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SHRIKE

Mass: 95 tons Chassis: DSAM Endo 4 Power Plant: Olivetti 380 XL Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: Grandthrust Mk 5 with Partial Wing Jump Capacity: 120 meters Armor: Forging ZM15 Ferro-Fibrous Armament: 2 Type 9 Ultra-5 Autocannons

1 Type X "Long Bow" LRM 10-Rack 2 Series 2b ER Large Lasers Manufacturer: Eagle Craft Group Primary Factory: Erewhon Communications System: Raptor X-T Type iii Targeting & Tracking System: Goshawk E-Series

At first glance, one might erroneously assume the fearsome Shrike is another falconthemed BattleMech of Olivetti Weaponry manufacture. While it was clearly inspired by the aesthetics of Olivetti's Flamberge and Eyrie, the Shrike's more humble origins stem from Red Devil Industries' Onager. Following in the footsteps of the Eyrie, Eagle Craft Group took the Onager concept and retooled it to satisfy the Clan Council's revitalization mandates and design philosophies. The heavier Shrike, which was unveiled shortly after Olivetti's similarly styled Gyrfalcon, met with acclaim from the warrior caste when it outperformed the Onager in all areas. After witnessing Shrikes in battle against fast, heavy 'Mechs, many Falcon warriors issued Trials of Possession for them.

Since its debut, the *Shrike* has become one of the go-to choices for Galaxy and Cluster commanders due to its mobility, heavy armor, range, accuracy, and intimidating battlefield presence.

CAPABILITIES

Although heavier than its spiritual predecessor, the *Shrike* exceeds the *Onager* in every category. It can outmaneuver many heavy and assault 'Mechs, and jump jets paired with a partial wing let the *Shrike* reach areas inaccessible to most 'Mechs in its weight class. The *Shrike*'s weapons and targeting computer allow it to maintain range on its opponents, potentially keeping the pilot out of danger without sacrificing accuracy, and reinforced legs encourage Death From Above attacks on enemies who wander too close. Heavy armor, a command station, and a menacing falcon silhouette serve to make the *Shrike* an attractive command 'Mech.

DEPLOYMENT

The *Shrike* remains exclusively a Jade Falcon asset, although a few salvaged chassis have appeared in Lyran black markets.

Many Jade Falcons were enamored with the Shrike when it rolled off the assembly line, but it initially caught the warrior caste's attention in 3115 when the Third Falcon Talon Cluster raided La Grave. Clan Wolf's Blue Keshik fielded a large number of Tundra Wolfs on the Geiranger Plateau, so the Third brought forward its trio of Shrikes to slow them down. The Shrikes chipped away at the Tundra Wolfs from long range, and once the Wolves were forced to slow down to keep from abusing MASC, the Shrikes outmaneuvered them and dove in for the kill. Upon winning the Trial, Star Colonel Howard Malthus surprised the Wolves by immediately declaring a second batchall for further resources, bidding only the same two Shrikes that had helped win the first Trial. In the first few minutes of the Trial, Star Colonel Malthus' Shrike killed the Blue Keshik's commander by destroying her Orion IIC; the remaining Wolves were granted hegira in short order.

Another notable battle occurred in 3142 along the Coventry front of the Golden Ordun invasion. The First Falcon Velites faced the Fifth Lyran Regulars on Guatavita, where a Talon Star of *Shrikes* steamrolled through two whole lances of defenders without ever letting them reach close range. The rest of the Falcons were blindsided and had to withdraw, but after regrouping, the counterthrust's *Shrike* vanguard allowed the Falcons to claim the planet.

VARIANTS

The Shrike 2 is a medium-range fighter that exchanges the standard configuration's lasers and autocannon with extended-range medium lasers and Ultra AC/10s. This version has not proven terribly popular in extended engagements due to its overreliance on ammunition. The Shrike 3 exchanges the standard configuration's autocannon for paired PPCs and five additional laser heat sinks, but heat buildup remains a problem.

NOTABLE UNITS

Star Colonel Catherine Hazen: Among *Shrike* MechWarriors, Star Colonel Catherine Hazen of the Sixth Falcon Dragoons Cluster is an anomaly. While in the sibko she would often go hungry since she was always last in line for mess. Upon passing her Trial of Position she resolved to never be last in line again. Instead of fighting from the back of the front lines, like many *Shrike* pilots do, Catherine Hazen forces her way to the front and often favors executing crippled opponents with Death From Above attacks.

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ASSAULT 'MECHS

SHRIKE

Type: Shrike Technology Base: Clan Tonnage: 95 Battle Value: 2,969				
Equipment				Mass
Internal Structure:	Endo S	Steel		5
Engine:	380	XL		20.5
Walking MP:	4			
Running MP:	6			
Jumping MP:	4*			
Heat Sinks (Laser):	12 [2	4]*		2
Gyro:				4
Cockpit:				3
Armor Factor (Ferro):	288	3		15
	Interi	nal	Armor	
	Struct	ure	Value	
Head	3		9	
Center Torso	30		44	
Center Torso (rear)			15	
R/L Torso	20		29	
R/L Torso (rear)			10	
R/L Arm	16		32	
R/L Rear Leg	20		39	
Weapons and Ammo	Location	Critica	al To	nnage
Targeting Computer	RA	5		5
ER Large Laser	RT	1		4
Ammo (LRM) 12	RT	1		1
LRM 10	CT	1		2.5
501		4		



Notes: *Partial Wing adds +1 Jump MP and -3 Heat per turn in Standard Atmosphere (see pp. 293 and 295, TO, for additional rules). Features the following Design Quirks: Command BattleMech, Distracting, Reinforced Legs, Rumble Seat, Exposed Weapon Linkage (Ultra AC/5).





ASSAULT 'MECHS

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KODIAK II

Mass: 100 tons Chassis: Alshain LXL Endo Steel Power Plant: 400 Fusion XL Cruising Speed: 43 kph Maximum Speed: 64 kph Jump Jets: None

Jump Capacity: None Armor: Forging AD56 Standard Armament:

2 Type XX "Great Bow" LRM-20 Launcher 1 Type X "Short Bow" LRM-10 1 Clan Mk. XVII ERPPC 8 Series 1 Extended Range Small Lasers **Manufacturer:** Alshain Weapons **Primary Factory:** Alshain **Communications System:** Garret L20 **Targeting & Tracking System:** RCA Instatrac Mark IX with Artemis IV

Based upon the *Kodiak 4*, the *Kodiak II* entered production in 3095 and has become the Rasalhague Dominion's favored command 'Mech. It is remarkably spacious and comfortable, particularly for a Clan 'Mech. The enhanced Garret L20 features twelve extra multifunction displays and simultaneous audio and video channels that provide commanding officers with unparalleled information while allowing them to remain in the thick of the action.

CAPABILITIES

The RCA Instatrac offers full-telemetry tracking but when running close to capacity, the system occasionally generates false-positives for missile lock. Two malfunction scenarios have been identified: unarmed fire and failure to fire. Interestingly, a normal firing sequence may still occur. Alshain Weapons issued a service bulletin for this defect in 3105, but a significant number of *Kodiak IIs* have not been updated.

DEPLOYMENT

In 3140 elements of the Jade Falcon's Fiftythird Battle Cluster tussled with the Second Bear Regulars on Jabuka. Star Colonel Anton Hall commanded the Bear Regulars from his *Kodiak II.* Using the 'Mech's sophisticated command capabilities, Star Colonel Hall was able to coordinate actions for each Trinary from a forward position where he and his command Star could also redeploy as needed.

Fighting soon bogged down in the rugged terrain surrounding Squaw Bay. Colonel Hall became preoccupied with coordinating his forces and did not observe a pair of Jade Falcon *Nagas* moving into range on the far side of the bay. Moments later, explosions engulfed his command Star as the Falcon artillery found its mark. Star Colonel Hall's *Kodiak II* weathered the storm better than its companions, and the entire Star survived the surprise strike. Having no other forces in reserve, Star Colonel Hall ordered his Star to action.

While circumnavigating the bay, two of Hall's 'Mechs succumbed to artillery fire, but the Star reached firing range. The Star Colonel unleashed the full fury of his Star on the Jade Falcon 'Mechs. Within five minutes the fighting was over.

VARIANTS

In addition to using an XXL engine and a revolutionary HarJel III system, the *Kodiak II 2* removes heat sinks and the Short Bow to upgrade the Long Bows to Long Bow Delta Series Streak missile launchers, significantly improving the 'Mech's long range firepower despite the reduction in missiles launched.

NOTABLE UNITS

Star Captain Frank: Frank pilots a *Kodiak II 2* in the First Rasalhague Bears, and is is known for his prowess, having defeated three opponents when testing out and two kills on his first combat mission. Frank's proclivity toward practical jokes has hindered his advancement potential, and it's unlikely that he will ever earn a higher rank.





TOMAHAWK I

Mass: 100 tons Chassis: DSAM Endo 10-Composite Power Plant: Starfire 300 XL Cruising Speed: 32 kph Maximum Speed: 54 kph Jump Jets: None

Jump Capacity: None Armor: Advanced/3 Armament:

56 tons of pod space available **Manufacturer:** Earthwerks-FWL, Inc. **Primary Factory:** Keystone **Communications System:** Khan Series (Type 3a) **Targeting & Tracking System:** Build 4 MadCat TTS

Few assault 'Mechs can stand comparison to the *Tomahawk II*. The superior technology of the Clans means that legendary Inner Sphere units like the *Atlas*, *Devastator*, or *Marauder II* fall short. Even the dreaded *Daishi* and *Turkina* suffer in comparison with it. In many ways the *Tomahawk II* is the most powerful 'Mech ever built, and the only efficient counter to one in the hands of an elite pilot is a saturation artillery bombardment.

CAPABILITIES

The Tomahawk II stacks even more weaponry on its chassis than the Daishi without sacrificing speed or survivability. This is possible thanks to the endo-composite skeleton, which lightens the 'Mech while leaving plenty of internal space available. Standard configurations stress heavy firepower at all ranges, though the Primary betrays a slight close-in bias with its hyper-assault Gauss rifles and the A configuration's LB-X autocannons are particularly effective defending against aerospace fighters. Jump Jets make the B configuration a good choice for urban combat, while the C configuration is a heavy support unit.

DEPLOYMENT

Full production of the *Tomahawk II* began in 3088 at the W-7 facilities on Weingarten. Clan Wolf thus had a large number available before their relocation. The superior facilities available on Keystone also meant that, unlike with the *Wulfen* and *Warwolf*, the *Tomahawk II* could be put back into production without having to substitute new components for key electronics. Clan Hell's Horses also fields the *Tomahawk II* thanks to decades of Trials with Clan Wolf.

The most infamous triumph of the *Tomahawk II* came during the 3143 invasion of Tharkad. Galaxy Commander Alaric Wolf decided that the best way to demoralize the Lyrans was to crush their infamous "wall of steel" with his own. He gathered together a Binary of elite pilots with *Tomahawk IIs* to meet and defeat the Second Royal Guards defending the Nagelring. On 13 July the Binary smashed apart two companies of heavy and assault Lyran machines in two hours of furious combat while suffering the loss of only a single *Tomahawk II*. The Wolf pilots withdrew once they had exhausted their ammunition and lighter elements from the Guards threatened to cut off their position.

VARIANTS

Clan Wolf experimented with a prototype unit, the original *Tomahawk*, for some years before the Jihad. It lacked the endo-composite structure of the *Tomahawk II* but showed promise in testing by Omega Galaxy. The unit never entered serial production, perhaps due to the loss of Clan Wolf's Homeworld facilities.

NOTABLE UNITS

Star Captain Dana: Hailing from a prestigious if fading Kerensky bloodline, Dana earned a respectable reputation without being considered a *ristar*. She was sufficiently skilled to be tapped

by Alaric Wolf for the *ad hoc* Binary in the assault on the Nagelring, but her *Tomahawk II* was the only one to be disabled. A fault in the ejection system led to a bad landing that cost her both of her legs. Dana opted for bionics, forcing her to miss the opportunity to participate in a Trial of Bloodright. The leg replacements have made her an object of fear for civilians in the Wolf Empire.

Type: Tomahawk II

Technology Base: Clan Tonnage: 100 Battle Value: 3,334

Left Leg

Equipment	Mass		
Internal Structure:	Endo-Composite		7.5
Engine:	300 XL		9.5
Walking MP:	3		2.5
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	12 [24]		2
Gyro:	(,		3
Cockpit:			3
Armor Factor:	304		19
	Internal	Armor	
	Structure	Value	
Head	3	9	
Center Torso	31	46	
Center Torso (re	ear)	15	
R/L Torso	21	32	
R/L Torso (rear)		10	
R/L Arm	17	34	
R/L Leg	21	41	
Weight and Space A	llocation		
Location	Fixed		Spaces
Remaining			
Head	None		1
Center Torso	None		2
Right Torso	2 XL Engine		10
Left Torso	2 XL Engine		10
Right Arm	None		8
Left Arm	None		8
Right Leg	2 Endo-Composite		0

Notes: Features the following Design Quirks: Rumble Seat, Difficult Ejection.

2 Endo-Composite

0

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ASSAULT 'MECHS

WWeapons and Ammo	Location	Critical
Primary Configuration	RA	8
HAG 30	RA	8
ER Large Laser CASE II	RA	1
Medium Pulse Laser	RT	1
Ammo (HAG) 16	RT	4
2 Double Heat Sinks	RT	4
ER Large Laser	Н	1
Double Heat Sink	СТ	2
Medium Pulse Laser	LT	1
Ammo (HAG) 16	LT	4
2 Double Heat Sinks	LT	4
HAG 30	LA	8
ER Large Laser	LA	1
CASE II	LA	1
Alternate Configuration A		
LB 10-X AC	RA	5
Ammo (LB-X) 20	RA	2
2 AP Gauss Rifles	RA	2
CASE II	RA	1
Large Pulse Laser	RT	2
Medium Pulse Laser	RT	1
3 Double Heat Sinks	RT	6
Ammo (AP Gauss) 40 ER Large Laser	RT H	1 1
Double Heat Sink	СТ	2
Large Pulse Laser	LT	2
Medium Pulse Laser	LT	1
3 Double Heat Sinks	LT	6
Ammo (AP Gauss) 40	LT	1
LB 10-X AC	LA	5
Ammo (LB-X) 20	LA	2
2 AP Gauss Rifles	LA	2
CASE II	LA	1
Battle Value: 2,697		
Alternate Configuration B		
ER Large Pulse Laser	RA	3
Streak LRM 15	RA	3
Ammo (Streak) 16	RA	2
Double Heat Sink	RA	2
ER Large Laser	RT	1
4 Double Heat Sinks	RT	8
Laser Anti-Missile System	H	1
ER Medium Laser	СТ	1
ER Large Laser 4 Double Heat Sinks	LT LT	1 8
ER Large Pulse Laser	LI	о 3
Streak LRM 15	LA	3
Ammo (Streak) 16	LA	2
Double Heat Sink	LA	2
Jump Jet	RT	1
Jump Jet	СТ	1
Jump Jet	LT	1
Battle Value: 3,513		

<image/>	S HUDA 20			
	Weapons and Ammo	Location	Critical	Tonnage
	Alternate Configuration C 2 LRM 15	RA	4	7
	Ammo (LRM) 40	RA	5	5
	CASEII	RA	1	.5
	Large Pulse Laser	RT	2	6
	LRM 15	RT	2	3.5
4	3 Double Heat Sinks	RT	6	3
	Large Pulse Laser	CT	2	6
	Large Pulse Laser	LT	2	6
	LRM 15 3 Double Heat Sinks	LT LT	2 6	3.5 3
	2 LRM 15	LI	4	5 7
	Ammo (LRM) 40	LA	5	5
	CASE II Battle Value: 2,938	LA	1	.5

BATTI_E	TECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Constable [ECM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - Cutting Torch [E] - - - Cutting Torch [E] - - - Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Mechanized: 🐼 Swarm: \mathbf{V} AP: \mathbf{P}		LEG ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 0 3 +2 2 +5 1 +7 SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD 2 Type: Constable [ECM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - - Cutting Torch [E] - - - Cutting Torch [E] - - - Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 3 Searchlight [E] - - - - Mechanized: Swarm: Leg: AP: -		$\begin{array}{cccccccccccccccccccccccccccccccccccc$
BATTLE ARMOR: SQUAD 3 Type: Constable [ECM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - - Cutting Torch [E] - - - Cutting Torch [E] - - - Heavy Grenade Launcher 1 [DB,AI] 1 2 3 Heavigtt Swarm: Eg: - - -	1 00000 2 00000 3 00000 4 00000 5 00000	1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION* 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
BATTLE ARMOR: SQUAD 4 Type: Constable [ECM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw [2] [E] — — Cutting Torch [E] — — Heavy Grenade Launcher 1 [DB,AI] — 9	BV: 154/22 1 00000 2 00000 3 00000 4 00000 5 00000 5 00000	2D6BIPEDALFOUR-LEGGEDROLLLOCATIONLOCATION2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5 Type: Constable [ECM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) Cutting Torch [E] Cutting Torch [E] Cutting Torch [E] Cutting Torch [E] ECM Suite (Body) [E] Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Searchlight [E] 9 Mechanized: Swarm: Leg: AP:	BV: 154/22 1 00000 2 00000 3 00000 4 00000 5 00000 5 00000	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LocAtion Right Side 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso Rear 6 Canter Torso Rear 7 Right Side (Unit 1/Unit 2) Rear 1 Right Side (Unit 1/Unit 2) Eft Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) Eft Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) Eft Side (Unit 1/Unit 2)

BATTI_E	TECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Constable [LMG] Era: Dark Age Gunnery Skill: Ground MP: 3 Jump: 3	1 00000 2 000000	LEG ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 0
Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] -	3 0 00000 4 0 00000 5 0 00000	3 +2 2 +5 1 +7 SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 2 Type: Constable [LMG] Era: Dark Age	BV: 171/24	BATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-6+21-3+5
Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - <t< th=""><td>2 000000 3 000000 4 000000 5 000000</td><td>SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +1 +2 -5 6 5 +0 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5</td></t<>	2 000000 3 000000 4 000000 5 000000	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +1 +2 -5 6 5 +0 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 3 Type: Constable [LMG] Era: Dark Age Gunnery Skill: Arti-'Mech Skill:	BV: 171/24	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION*
Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] –	3 0 00000 4 0 00000 5 0 00000	'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 4 Type: Constable [LMG] Era: Dark Age	BV: 171/24	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head 3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - - Cutting Torch [E] - - - - Cutting Torch [E] - - - - - Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Heavy Grenade Launcher 1 [DB,AI] - 1 2 3 Light Machine Gun (Body) 1 [DB,AI] - 2 4 6	2 000000 3 000000 4 000000 5 000000	 Front Right Torso Rear Right Torso Rear Right Torso Right Arm Front Center Torso Front Center Torso Front Left Torso Front Left Torso Rear Left Torso Rear Center Torso Rear Center Torso Head
Mechanized: Swarm: Leg: AP:	BV: 171/24	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION 1 Bight Torso Bight Side
Type: Constable [LMG] Era: Dark Age Gunnery Skill:	2 000000 3 000000 4 000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear TROOPER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2)
Cutting Torch [E] -	5 000000	1 Alight Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTILET	ECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 2		LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7SWARM ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT
Type: Constable [SHM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - - - 4 Cutting Torch [E] - - - - 4 Heavy Grenade Launcher 1 [DB,Ai] - 1 2 3 Searchlight [E] - - - 9 5 Mechanized: [C] Swarm: [C] Apr. 5	000000 000000 000000 000000	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +1 +2 +3 4 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
Type: Constable [SRM] Era: Dark Age 1 Gunnery Skill: Anti-'Mech Skill: 2 Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Battle Claw (2) [E] - - - Cutting Torch [E] - - - 4 Heavy Grenade Launcher 1 [DBAI] - 1 2 3 Searchlight [E] - - - 4 Searchlight [E] - - 9 5	• 00000 • 00000 • 00000 • 00000 • 00000 • 00000	BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative -2
Mechanized: Swarm: Leg: AP: BU BATTLE ARMOR: SQUAD 4 Type: Constable [SRM] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw [2] Cutting Torch [E] Cutting Torch [E] Cutting Torch [E] Cutting Torch [E] Heavy Grenade Launcher 1 [DB.A] - 1 2 3 Bearchight SHM 1 (Body] 2/Mel[M.C.S] - 3 6 9	• 226/32 • 00000 • 00000 • 00000 • 00000 • 00000	2D6 ROLLBIPEDAL LOCATIONFOUR-LEGGED LOCATION2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso5Front Right TorsoRear Center Torso6Right ArmFront Right Torso7Front Center TorsoFront Right Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoRear Center Torso12HeadHead
Mechanized:	2: 226/32 000000	TRANSPORT POSITIONS TABLE TROOPER 'MECH LOCATION VEHICLE LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Left Side 6 Center Torso Rear 7 Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) Effective 3 Left Side (Unit 1/Unit 2) Effective 4 Left Side (Unit 1/Unit 2) Effective 6 Rear (Unit 1/Unit 2) Effective

BATTILETECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Drng Min Sht Med Lng 3 000000 Batte Claw (2) [E] - Cutting Torch [E] - - Heavy Grenade Launcher 1 (DBAI) - 1 2 3 Heavy Grenade Launcher 1 (DBAI) - 1 2 3 Heavy Grenade Launcher 1 (DBAI) - 1 2 3 Heavy Grenade Launcher 1 (DBAI) - - Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 2 BV: 154/22	LEG ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 0 3 +2 2 +5 1 +7 SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5
Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] Cutting Torch [E] Heavy Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] EI - Heavy Grenade Launcher 1 [DBAI] EI - Mechanized: Swarm: Mechanized: Swarm:	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE 6 +O +O +O +I +2 +3 6 +O +O +O +I +2 +3 +4 +2 +3 +4 +5 +4 +5 +1 +2 +3 +4 +5 +1 +2 +3 +4 +5 +1 +2 +3 +4 +5 +5 +6 +5
BATTLE ARMOR: SQUAD 3 Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Claw (2) [E] - - Cutting Torch [E] - - - Heavy Grenade Launcher 1 (DB,Ai) - 1 2 3 3 Heavy Grenade Launcher 1 (DB,Ai) - 1 2 3 5 00000 Searchlight [E] - - - - 5 00000 Mechanized: Swarm: K Leg: AP: - - -	1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
BATTLE ARMOR: SQUAD 4 Type: Constable [Sensor] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 3 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng 3 Battle Claw (2) [E] Cutting Torch [E] Heavy Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] E - Heavy Grenade Launcher 1 [DBAI] E - Heavy Grenade Launcher 1 [DBAI] E - Generotight [E] E - Heavy Grenade Launcher 1 [DBAI] E - - Searchtight [E] Heavy Grenade Launcher 1 [DBAI] Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] E - - Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] Heavy Grenade Launcher 1 [DBAI] Heav	2D6 ROLLBIPEDAL LOCATIONFOUR-LEGGED LOCATION2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Right Torso5Front Right TorsoRear Right Torso6Right ArmFront Center Torso7Front Center TorsoFront Center Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Mechanized:	TRANSPORT POSITIONS TABLE TROOPER NUMBER 'MECH LOCATION VEHICLE LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Left Side 6 Center Torso Rear 7 Rooper Center Torso (rear) Rear 8 Center Torso Rear 9 Center Torso Rear 1 Right Side (Unit 1/Unit 2) Rear 2 Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) Composer 3 Left Side (Unit 1/Unit 2) Composer 4 Left Side (Unit 1/Unit 2) Composer 4 Left Side (Unit 1/Unit 2) Composer 5 Rear (Unit 1/Unit 2) Composer

ΒΛΤ	TI_ET	ECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMO		1 000000	LEG ATTACKS TABLE
Type: Constable [TAG] Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:	2 000000	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER
Ground MP: 3	Jump: 3	3 000000	4-6 O 3 +2
	ng min one meu Eng (2 +5
Cutting Torch Cutting Torch Heavy Grenade Launcher 1 [D	[E] — — — — — — [E] — — — — — — [[B,AI] — 1 2 3 (B,AI] — 1 2 3 [E] — 3 6 9	4 0 00000	1 +7
Heavy Grenade Launcher 1 [D Light TAG (Body) Searchlight	IE] — — — — — — — I IB[AI] — 1 2 3 [IB[AI] — 1 2 3 [IE] — 3 6 9 [IE] — 9	5 000000	SWARM ATTACKS TABLE
	🖌 Leg: 🖌 AP: 🗌	BV : 144/21	BATTLE ARMOR TROOPERS ACTIVE MODIFIER
BATTLE ARMO			4-6 +2 1-3 +5
Type: Constable [TAG]	Era: Dark Age	1 0 00000	
Gunnery Skill: Ground MP: 3	Jump: 3	2 000000	SWARM ATTACK MODIFIERS TABLE
		3 000000	ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR ARMOR TROOPERS ACTIVE
Cutting Torch Cutting Torch	(F)	4_0 00000	TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +1 +2
Heavy Grenade Launcher 1 [D	[E] [E] 1 2 3 [B,AI] 1 2 3 [E] 3 6 9 [E] 3 6 9 [E] 9	5 00000	5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4
_	Leg: 🚺 AP:	BV : 144/21	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
BATTLE ARMO			BATTLE ARMOR EQUIPMENT
Type: Constable [TAG]	Era: Dark Age	1 000000	Claws with magnets -1
Gunnery Skill:		2 000000	SITUATION *
Ground MP: 3 Weapons & Equip. Dn	Jump: 3 ng Min Sht Med Lng	3 00000)	'Mech prone –2 'Mech or vehicle immobile –4
Battle Claw (2) Cutting Torch		4 000000	Vehicle –2
Cutting Torch Heavy Grenade Launcher 1 [D Heavy Grenade Launcher 1 [D	E] — — — — B,AI] — 1 2 3 B,AI] — 1 2 3 E] — 3 6 9	5 00000	*Modifiers are cumulative
Searchlight	[Ē] <u> </u>		SWARM ATTACKS HIT LOCATION TABLE
Mechanized: 🗹 Swarm: 🚺	Leg: 🖌 AP:	BV : 144/21	2D6 BIPEDAL FOUR-LEGGED
BATTLE ARMO			ROLL LOCATION LOCATION 2 Head Head
Type: Constable [TAG]	Era: Dark Age	1_0 00000	3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso
Gunnery Skill: Ground MP: 3	Anti-'Mech Skill: Jump: 3	2 00000	5Front Right TorsoRear Right Torso6Right ArmFront Right Torso
Weapons & Equip. Dr	ng Min Sht Med Lng	3 000000	7Front Center TorsoFront Center Torso8Left ArmFront Left Torso
Cutting Torch	(E) <u> </u>	4 000000	9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso
Heavy Grenade Launcher 1 [D Heavy Grenade Launcher 1 [D)B,AI] — 1 2 3)B,AI] — 1 2 3	5 000000	11Rear Center TorsoFront Left Torso12HeadHead
Searchlight Mechanized: Swarm:	[Ē] — — — 9		TRANSPORT POSITIONS TABLE
		BV : 144/21	TROOPER 'MECH VEHICLE
BATTLE ARMO		1 00000	NUMBER LOCATION LOCATION 1 Right Torso Right Side 2 Left Torso Right Side
Type: Constable [TAG] Gunnery Skill:	Era: Dark Age Anti-'Mech Skill:	2 000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side
Ground MP: 3	Jump: 3	3 000000	5 Center Torso (rear) Rear 6 Center Torso Rear
Weapons & Equip. Dn Battle Claw (2) Cutting Torch			TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION *
Cutting Torch Heavy Grenade Launcher 1 [D	(F) <u> </u>		1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2)
Heavy Grenade Launcher 1 [D Light TAG (Body) Searchlight	B_A] 1 2 3 B_A] 1 2 3 E] 3 6 9 E] 9	5 000000	3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2)
Mechanized: 🗹 Swarm: 🚺	Leg: 🖌 AP:	BV : 144/21	6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

EATTLE ARMOR: SQUAD 1 Image: Source			BATTLE ARMOR RECORD SHEET
BAM Arrow Booker Method Rame Implifying Implifying <thimplifying< th=""> Implifying</thimplifying<>	Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill Ground MP: 7 7	1 0000000 2 0000000	BATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+2
BATTLE ARMOR: SQUAD 2 MODIFIER The OPER ACTIVE MODIFIER Gunnery Skit Anti-Mach Skilt 2	BA Myomer Booster [E] — — — — — — — — — — 1 2 Machine Gun 2 [DB,Al] — 1 2 Searchlight [E] — 1 2	4 0 000000 5 0 000000	1 +7 SWARM ATTACKS TABLE
Weepons & Equip. B Mycene Ban Sectoring M Drog Min Sht Md Lng 2 (EA) - 1 2 3 3 0000000 Comparison of the sector of the secto	BATTLE ARMOR: SQUAD Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill	2 BV: 268/38 10000000	TROOPERS ACTIVEMODIFIER4-6+21-3+5
Mechanized: Swarm: Leg: AP: BY: 268/38 BY: 268/38 PATTLE ARMOR: SQUAD 3 1 0000000 Type: Buraq Ena: Dark Age 1 0000000 Gunnery Skill: Anti-Mech Skilt 2 00000000 BA Myerrar Boostar Ena: Dark Age 1 00000000 BA Myerrar Boostar Ena: Dark Age -1 Machine Gun 2 (DE A) -1 2 Swarm: Leg: AP. BY: 268/38 Four Left Torso Mechanized: Swarm: Leg: AP. BY: 268/38 Four Left Torso Gunnery Skilt: Anti-Mech Skilt 0 0 Ocococo Four Left Torso Gunnery Skilt: Anti-Mech Skilt 0 0 Ococococo Four Left Torso Gunnery Skilt: Anti-Mech Skilt 0 0 Ococococo Four Left Torso Gunnery Skilt: Anti-Mech Skilt	Weapons & Equip.DmgMinShtMeeBA Myomer Booster[E]–––Machine Gun2 [DB,AI]–12Machine Gun2 [DB,AI]–12Searchlight[E]–––	4 0000000 5 0000000	BATTLE ARMOR TROOPERS ACTIVE ARMOR TROOPERS ACTIVE 6 +0 +0 +0 5 6 6 +0 +0 +0 +1 +2 -3 4 +0 +0 +0 +1 +2 -3 -4
Type: Bureq Ere: Dark Age 1 0 <td></td> <td>BV: 268/38</td> <td>2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7</td>		BV: 268/38	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7
Mechanized: Swarm: Leg: AP: BV: 268/38 BV: 268/38 BV: 268/38 BV: 268/38 BV: 268/38 Control Right Torso FOUL-LEGGED BV: 268/38 Control Right Torso BV: 268/38 Control Right Torso FOUL-LEGGED BV: 268/38 Control Right Torso Four Right Torso Four Right Torso Four Right Torso Ground MP: 7 Mechanized: Drog Min Sht Med Lug Control Right Torso Four Left Torso Fou	Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill Ground MP: 7 Weapons & Equip. Dmg Min Sht Me	1 0000000 2 0000000 3 0000000 3 4 3 4	Claws with magnets-1SITUATION *'Mech prone-2'Mech or vehicle immobile-4Vehicle-2
BATTLE ARMOR: SQUAD 4 I Image: Construct of the system of the syste		BV: 268/38	2D6 BIPEDAL FOUR-LEGGED
BY: 268/38 BY: 268/38 BY: 268/38 BY: 268/38 BY: 268/38 BATTLE ARMOR: SQUAD 5 Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 1 0	Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill Ground MP: 7 Meapons & Equip. Weapons & Equip. Dmg Min BA Myomer Booster [E] — Machine Gun 2 [DB,Ai] — 1 2 [DB,Ai] — 1 2	1 0000000 2 0000000 3 0000000 3 4 0000000	2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Left Torso9Front Left TorsoRear Center Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso
BATTLE ARIVIOR: SQUAD 5 Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 1 000000 Ground MP: 7 Anti-'Mech Skill: 2 0000000 3 Right Torso (rear) Left Side Machine Gun 2 Dmg Min Sht Med Lng 3 0000000 Rear BA Myomer Booster 2 Dmg Min Sht Med Lng 3 0000000 1 Right Side Rear Machine Gun 2 DB,AI] 1 2 3 0000000 1 Right Side (Unit 1/Unit 2) Rear Searchlight EI - - 9 00000000 1 Right Side (Unit 1/Unit 2) Anti-Yeine (Unit 1/Unit 2) Anti-Yein		BV: 268/38	
B Beer II Init 1 / Init 21	Type: Buraq Era: Dark Age Gunnery Skill: Anti-'Mech Skill Ground MP: 7 Meapons & Equip. Weapons & Equip. Dmg Min BA Myomer Booster [E] - Machine Gun 2 [DB,Ai] - 1 2 [DB,Ai] - 1 2	$\begin{array}{c c} 1 & 0 & 0 & 0 & 0 & 0 \\ \hline 2 & 0 & 0 & 0 & 0 & 0 \\ \hline 3 & 0 & 0 & 0 & 0 & 0 \\ \hline 3 & 1 & 0$	NUMBER LOCATION LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear 7 TROOPER LARGE SUPPORT 1 Right Side (Unit 1 / Unit 2) Right Side (Unit 1 / Unit 2) 3 Left Side (Unit 1 / Unit 2) Context Side (Unit 1 / Unit 2) 3 Left Side (Unit 1 / Unit 2) Context Side (Unit 1 / Unit 2)

BATTLE ARMOR: SQUAD 1 Type: Buraq (Hunter-Killer) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 2 0000000 Weapons & Equip. Dmg Min Sht Med Lng BA Myomer Booster [E] - - Bearhunter Superheavy AC 3 [DB,AI] - - 2 Improved Sensors [E] - - 2 Searchlight [E] - - 2	LEG ATTACKS TABLEBATTLE ARMORBASE TO-HITTROOPERS ACTIVEMODIFIER4-603+22+51+7
Mechanized: Swarm: Leg: AP: BV: 226/32 BATTLE ARMOR: SQUAD 2 1 000000000000000000000000000000000000	SWARM ATTACKS TABLEBATTLE ARMORBASE TO-HITTROOPERS ACTIVEMODIFIER4-6+21-3+5
Type: Buraq [Hunter-Killer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 3 Weapons & Equip. Dmg Min Sht Med Lng BA Myomer Booster [E] [E] - Bearhunter Superheavy AC 3 [DB,AI] Searchlight [E] [E] - [E] - Searchlight [E] [E] - Searchlight [E]	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE 6 +0 +0 +0 +1 +2 6 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4
Mechanized: Swarm: Leg: AP: BV: 226/32 BATTLE ARMOR: SQUAD 3 Type: Buraq (Hunter-Killer) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 Ground MP: 7 Min Sht Med Lng BA Myomer Booster [E] - - Bearhunter Superheavy AC 3 (DB,AI) - -	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 -1 SITUATION * 'Mech prone -2 -4 Vehicle -2 -2
BA Myomer Booster [E] - - 1 2 Bearhunter Superheavy AC 3 [DB,AI] - - 1 2 Improved Sensors [E] - - 2 Searchlight [E] - - - 2 Mechanized: Swarm: Leg: AP: BV: 226/32 BATTLE ARMOR: SQUAD 4 Type: Burag (Hunter-Killer) Era: Dark Age 1 0000000	*Modifiers are cumulative SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED COCATION 2 Head Head 3 Rear Center Torso Front Right Torso 4 Rear Right Torso Rear Center Torso
Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 Weepons & Equip. Dmg Min Sht Med Lng BA Myomer Booster [E] Bearbunter Superheevy AC 3 [DB,AI] Improved Sensors [E] [E]	 Front Right Torso Rear Right Torso Rear Right Torso Rear Right Torso Rear Right Torso Front Center Torso Front Center Torso Front Left Torso Front Left Torso Rear Center Torso Rear Center Torso Head
Mechanized: Swarm: Leg: AP: BV: 226/32 BATTLE ARMOR: SQUAD 5 Type: Buraq (Hunter-Killer) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 0000000 Ground MP: 7 Weapons & Equip. Dmg Min Sht Med Lng 3 0000000 3	TRANSPORT POSITIONS TABLE TROOPER NUMBER 'MECH LOCATION VEHICLE LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear
Weepons & Equip. Ding Win Shit Wee Ling BA Myomer Booster [E] - - - - - 4 0000000 Bearhunter Superheavy AC 3 [DB,AI] - - 1 2 4 0000000 5 Improved Sensors [E] - - - 2 5 0000000 Mechanized: Swarm: Leg: AP: BV: 226/32 BV: 226/32	TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION * 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTILETECI-I		BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Buraq (Support) Era: Dark Age Gunnery Skill: Ground MP: 7 Weapons & Equip. Min Sht Med Lng Advanced SRM 2 Advanced SRM 2 Ammo 0 0 0 BA Myomer Booster [E] Light TAG [E]	1 0000000 2 0000000 3 0000000 4 0000000 5 0000000	LEG ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 0 3 +2 2 +5 1 +7 SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 2 Type: Buraq (Support) Era: Dark Age	BV: 444/63	BATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-6+21-3+5
Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 Dmg Min Sht Med Lng Advanced SRM 2 2/Msl [M.C.S] – 4 8 12 Ammo O O O O 2/Msl [M.C.S] – 4 8 12 BA Myomer Booster [E] – – – – Light TAG [E] – 3 6 9	2 0000000 3 0000000 4 0000000 5 0000000	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE TROOPERS ACTIVE 1 2 3 4 5 6 6 6 6 6 +0 +0 +1 +2
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 3 Type: Buraq (Support) Era: Dark Age	BV: 444/63	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1
Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 Dmg Min Sht Med Lng Advanced SRM 2 2/Mal [M.C.S] – 4 8 12 Ammo 0 0 0 0 BA Myomer Booster [E] – – – Light TAG [E] – 3 6 9	2 0000000 3 0000000 4 0000000 5 0000000	SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 4	BV : 444/63	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head
Type: Buraq (Support) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 Dmg Min Sht Med Lng Advanced SRM 2 2/Msl [M.C.S] 4 8 12 Ammo 0 0 0 0 BA Myomer Booster [E] - - - - Light TAG [E] - 3 6 9	1 00000000 2 00000000 3 00000000 4 00000000 5 00000000	 Rear Center Torso Rear Right Torso Rear Right Torso Rear Center Torso Front Right Torso Rear Center Torso Right Arm Front Right Torso Rear Right Torso Front Center Torso Front Center Torso Left Arm Front Center Torso Front Left Torso Rear Left Torso Rear Left Torso Rear Center Torso Rear Center Torso Rear Left Torso Rear Center Torso Rear Center Torso Rear Center Torso Rear Center Torso Head Head
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5	BV : 444/63	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type: Buraq (Support) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 7 Dmg Min Sht Med Lng Advanced SRM 2 2/Msl (M.C.S) – 4 8 12 Ammo 0 0 0 0 BA Myomer Booster [E] – -	1 0000000 2 0000000 3 0000000 4 0000000 5 0000000	Itematical Location 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear 1 Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2)

ΒΛΤ	TLET	ECI-I	BATTLE ARMOR RECORD SHEET
Type: Wraith Gunnery Skill: Ground MP: 1	Image: Second state Second	1 000000000 2 000000000 3 000000000 4 000000000 5 0000000000	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7
	-0/+1/+2) arm: 2 Leg: 2 AP: -	BV: 392/56	SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2 4-0 +2
Type: Wraith Gunnery Skill: Ground MP: 1 Weapons & Equip. Battle Vibro Claw (2) Machine Gun Machine Gun Machine Gun Armor: Basic Stealth (+ Mechanized: 💽 Sw	Era: Dark Age Anti-'Mech Skill: Jump: 3 Dmg Min Sht Med Lng [E]	1 000000000 2 000000000 3 000000000 4 000000000 5 000000000	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Type: Wraith Gunnery Skill: Ground MP: 1 Weapons & Equip. Battle Vibro Claw (2) Machine Gun Machine Gun	Image: Second	BV: 392/56 1 000000000 2 000000000 3 000000000 4 000000000 5 000000000	1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION* -1 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative -4
	-0/+1/+2] arm: Leg: AP: arm: Leg: AP: Component AP: AP: Leg: AP: AP: Ap: Ap: Ap: Jump: 3 Ap: Domg Min Sht Ap: Ap: Ap: Ap: Ap: Ap: Jump: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap: Ap:	BV: 392/56 1 000000000 2 000000000 3 000000000 4 000000000 5 000000000	SWARM ATTACKS HIT LOCATION TABLE2D6BIPEDAL LOCATIONFOUR-LEGGED LOCATION2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Armor: Basic Stealth (+ Mechanized: Sw BATTLE AR Type: Wraith Gunnery Skill: Ground MP: 1 Weapons & Equip. Battle Vibro Claw (2) Machine Gun Machine Gun		BV: 392/56 1 000000000 2 000000000 3 000000000 4 000000000 5 000000000	TRANSPORT POSITIONS TABLE TROOPER 'MECH LOCATION VEHICLE LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso Rear 6 Center Torso Rear 7 Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2) 3 LARGE SUPPORT VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2) Right Side (Unit 1/Unit 2)
Armor: Basic Stealth (+ Mechanized: 🖌 Sw		BV: 392/56	4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTILETECI-I	BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Wraith (Anti-Infantry) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Vibro Claw (2) [E] - - Firedrake Needler (IS) 1 (DB,AI) - 1 2 Armor: Reactive - 1 2 3	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7SWARM ATTACKS TABLE
Mechanized: Swarm: Leg: AP: BV: 382/55 BATTLE ARMOR: SQUAD 2 Type: Wraith (Anti-Infantry) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 Ground MP: 1 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng	BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5 SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY FRIENDLY MECHANIZED BATTLE BATTLE ARMOR FRIENDLY MECHANIZED BATTLE
Battle Vibro Claw (2) [E] - <td>TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +0 +1 +2 5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT</td>	TROOPERS ACTIVE 1 2 3 4 5 6 6 +0 +0 +0 +0 +1 +2 5 +0 +0 +0 +1 +2 +3 4 +0 +0 +1 +2 +3 +4 3 +0 +1 +2 +3 +4 +5 2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT
Type: Wraith (Anti-Infantry) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Vibro Claw (2) [E] - 1 2 Firedrake Needler (IS) 1 (DB,AI) - 1 2 3 Armor: Reactive Anti-'Mech Skill: - 3 0 0 0	Claws with magnets -1 SITUATION * 'Mech prone 'Mech or vehicle immobile -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative -2
Mechanized: Swarm: Leg: AP: BV: 382/55 BATTLE ARMOR: SQUAD 4 BV: 382/55 Type: Wraith (Anti-Infantry) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2 000000000 Ground MP: 1 Jump: 3 Weapons & Equip. Dmg Min Sht Med Lng Battle Vibro Claw (2) [E] T T Firedrake Needler (IS) 1 (DBAI) T 2 3	SWARM ATTACKS HIT LOCATION TABLE2D6BIPEDAL LOCATIONFOUR-LEGGED LOCATION2HeadHead3Rear Center TorsoFront Right Torso4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Right Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso
Armor: Reactive Mechanized: Swarm: Leg: AP: BV: 382/55 BATTLE ARMOR: SQUAD 5 Type: Wraith (Anti-Infantry) Era: Dark Age Gunnery Skill: Anti-'Mech Skill: 2000000000 Ground MP: 1 Jump: 3 20000000000	TRANSPORT POSITIONS TABLE TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION 1 Right Torso Right Side 2 Left Torso (rear) Left Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso Rear 6 Center Torso Rear
Weapons & Equip. Dmg Min Sht Med Lng 3 0 <th< th=""><td>TROOPER LARGE SUPPORT 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units</td></th<>	TROOPER LARGE SUPPORT 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTLET		BATTLE ARMOR RECORD SHEET
BATTILE ARMOR: SQUAD 1 Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] 2 2 4 6	1 0000000000 2 0000000000 3 0000000000 4 00000000000	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7
Armor: Reactive Mechanized: Swarm: Leg: AP:	5 0000000000 BV: 396/57	SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD 2 Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] 2 2 4 6 Armor: Reactive Mechanized: Swarm: Leg: AP: 1	1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
BATTILE ARMOR: SQUAD 3 Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] 2 2 4 6	BV: 396/57 1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 00000000000	1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTILE ARMOR: SQUAD 4. Type: Black Wolf [Heavy Mortar] Era: Dark Age	BV: 396/57	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head 3 Rear Center Torso Front Right Torso
Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] Heavy Mortar (IS) 3 [DB,AI] 2 2 4	2 0000000000 3 0000000000 4 0000000000 5 00000000000	4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Left Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5	BV: 396/57	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION
Type: Black Wolf [Heavy Mortar] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] -	1 0000000000 2 0000000000 3 0000000000 4 00000000000 5 000000000000	1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION* 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2)
Armor: Reactive Mechanized: 🖌 Swarm: 🗌 Leg: 🗌 AP: 🗌	BV: 396/57	4 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units



		BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Black Wolf [LB-X] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Battle Armor LB-X AC 4 [DB.C/F] 2 5 8 Arnmo Heavy Battle Claw [E] - - -	1 00000000000 2 00000000000 3 00000000000 4 0000000000 5 000000000000	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 2	BV: 407/58	SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2
Type: Black Wolf [LB-X] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Battle Armor LB-X AC 4 [DB,C/F] 2 5 8 Ammo Heavy Battle Claw [E] - - - Armor: Reactive Mechanized: Swarm: Leg: AP: -	1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
BATTLE ARMOR: SQUAD 3 Type: Black Wolf [LB-X] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Battle Armor LB-X AC 4 [DB.C/F] 2 5 8 Anmo Heavy Battle Claw [E] – – –	BV: 407/58 1 0000000000 2 000000000 3 0000000000 4 0000000000 5 00000000000	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2 *Modifiers are cumulative
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 4	BV: 407/58	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head 3 Rear Center Torso Front Right Torso
Type: Black Wolf [LB-X] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Battle Armor LBX AC 4 [DB,C/F] 2 Ammo [E] - -	2 0000000000 3 0000000000 4 0000000000 5 00000000000	4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5 Type: Black Wolf [LB-X] Era: Dark Age	BV: 407/58 1 0000000000	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE Image: Number Location Location 1 Right Torso Right Side 2 Left Torso Right Side
Gunnery Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Battle Armor LB-X AC 4 [DB,C/F] 2 5 8 Ammo Heavy Battle Claw [E] – – –	2 0000000000 3 0000000000 4 0000000000 5 00000000000	3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION * 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2)
Armor: Reactive Mechanized: 🖌 Swarm: 🗌 Leg: 🗌 AP: 🗌	5 0 000000000000000000000000000000000	3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTLET	BATTLE ARMOR RECORD SHEET	
BATTLE ARMOR: SQUAD 1 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] — — — — Heavy Flamer 4 [DE,H,AI] — 2 3 4	1 0000000000 2 00000000000 3 00000000000 4 00000000000	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7
Armor: Reactive Mechanized: 🖌 Swarm: Leg: AP: .	5 000000000000000000000000000000000000	SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2
BATTLE ARMOR: SQUAD 2 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] — — — — — — — Heavy Battle Claw [E] — … — … — … … … … … … … … … … … … … … … … … … … <td< th=""><th>1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000</th><th>$\begin{array}{cccccccccccccccccccccccccccccccccccc$</th></td<>	1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
BATTLE ARMOR: SQUAD 3 Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] - - - Heavy Flamer 4 [DE,H,AI] - 2 3 4	BV: 389/56 1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 00000000000	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 -1 SITUATION* -2 -4 -4 'Mech prone -2 -2 -4 Vehicle -2 -2 *
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 4	BV: 389/56	SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head
Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] - 2 3 4 Heavy Flamer 4 [DE,H,AI] - 2 3 4	1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000	 Rear Center Torso Rear Right Torso Rear Right Torso Rear Center Torso Front Right Torso Rear Right Torso Front Right Torso Front Center Torso Front Center Torso Rear Left Torso Rear Center Torso Rear Center Torso Rear Center Torso Head Head
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5	BV: 389/56 1 0000000000	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION 1 Right Torso Right Side 2 Loft Torso Right Side
Type: Black Wolf [Heavy Flamer] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] - - - - - 4 Heavy Flamer 4 [DE,H,AI] - 2 3 4	2 •0000000000 3 •0000000000 4 •0000000000	2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear TROOPER LARGE SUPPORT NUMBER VEHICLE LOCATION ★ 1 Right Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2)
Armor: Reactive Mechanized: 🖌 Swarm: Leg: AP:	5 0 000000000000000000000000000000000	3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units

BATTLET		BATTLE ARMOR RECORD SHEET
BATTLE ARMOR: SQUAD 1 Type: Black Wolf [Plasma] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] — = # =	1 0000000000 2 0000000000 3 0000000000 4 0000000000	LEG ATTACKS TABLEBATTLE ARMOR TROOPERS ACTIVEBASE TO-HIT MODIFIER4-603+22+51+7
Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 2	5 0000000000 BV: 377/54	SWARM ATTACKS TABLE BATTLE ARMOR BASE TO-HIT TROOPERS ACTIVE MODIFIER 4-6 +2 1-3 +5
Type: Black Wolf [Plasma] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] -	1 0000000000 2 0000000000 3 0000000000 4 0000000000 5 0000000000	SWARM ATTACK MODIFIERS TABLE ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE 6 +O +O +I +2 +3 6 +O +O +O +1 +2 +3 4 +O +O +1 +2 +3 +4 3 +O +1 +2 +3 +4
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 3 Type: Back Wolf [Plasma] Era: Dark Age Gunnery Skill: Anti-'Mech Skill:	BV: 377/54 1 0000000000 2 0000000000 3 0000000000	2 +1 +2 +3 +4 +5 +6 1 +2 +3 +4 +5 +6 +7 BATTLE ARMOR EQUIPMENT Claws with magnets -1 SITUATION * 'Mech prone -2 'Mech or vehicle immobile -4 Vehicle -2
Plasma Hifle (IS) 2 [DE,H] – 2 4 6 Armor: Reactive Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 4 Type: Black Wolf [Plasma] Era: Dark Age	4 • 000000000 5 • 000000000 BV: 377/54 1 • 00000000000	*Modifiers are cumulative SWARM ATTACKS HIT LOCATION TABLE 2D6 BIPEDAL FOUR-LEGGED ROLL LOCATION LOCATION 2 Head Head 3 Rear Center Torso Front Right Torso 4 Rear Opting Eront Torso
Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: 1 Weepons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] Plasma Rifle (IS) 2 [DE,H] 4 6	2 0000000000 3 0000000000 4 0000000000 5 00000000000	4Rear Right TorsoRear Center Torso5Front Right TorsoRear Right Torso6Right ArmFront Right Torso7Front Center TorsoFront Center Torso8Left ArmFront Center Torso9Front Left TorsoRear Left Torso10Rear Left TorsoRear Center Torso11Rear Center TorsoFront Left Torso12HeadHead
Mechanized: Swarm: Leg: AP: BATTLE ARMOR: SQUAD 5 Type: Back Wolf [Plasma] Era: Dark Age Gunnery Skill: Anti-'Mech Skill: Ground MP: 1 Jump: Weapons & Equip. Dmg Min Sht Med Lng Heavy Battle Claw [E] - - Plasma Rifle [IS] 2 [DE,H] - 2 4	BV: 377/54 1 0000000000 2 0000000000 3 0000000000 4 0000000000	TRANSPORT POSITIONS TABLE TROOPER 'MECH VEHICLE NUMBER LOCATION LOCATION 1 Right Torso Right Side 2 Left Torso Right Side 3 Right Torso (rear) Left Side 4 Left Torso (rear) Left Side 5 Center Torso (rear) Rear 6 Center Torso Rear 7 LARGE SUPPORT Mage 1 Right Side [Unit 1/Unit 2]
Armor: Reactive Mechanized: 🖌 Swarm: 🗌 Leg: 🗌 AP: 🗌	5 0 000000000000000000000000000000000	1 night Side (Unit 1/Unit 2) 2 Right Side (Unit 1/Unit 2) 3 Left Side (Unit 1/Unit 2) 4 Left Side (Unit 1/Unit 2) 5 Rear (Unit 1/Unit 2) 6 Rear (Unit 1/Unit 2) *Unit 1 and Unit 2 represent two battle armor units



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GROUND COMBAT VEHICLE HIT LOCATION TABLE



*A result of 2 or 12 (or an B if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacks player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 1492 in *Table Warders* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turnet; if the vehicle has A result or 12 on the Ground Combat Vehicles Hit Location label may inflict critical int against the turret, if the venicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ΜΟΤΙΛ	/E SYSTEM	1 DAMAGE TAE	BLE
2D6 Roll 2–5 6–7	EFFECT* No effect	1 modifier to all Driving Skil	L Dalla
8–9	Moderate damage Driving Skill Rolls	e; –1 Cruising MP, +2 modi	fier to all
10–11 12+	+3 modifier to all	nly half Cruising MP (round Driving Skill Rolls o movement for the rest of	
	Vehicle is immobile	е.	ule game.
Attack Direction N		Vehicle Type Modifiers:	
Hit from rear Hit from the sides	+1 +2	Tracked, Naval Wheeled	+0 +2
The normale sides	τĽ	Hovercraft, Hydrofoil WiGE	+3 +4
VVICL VVICL + A start of the second start of the second with the second start of th			

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT
2–5	No Critical Hit
6	Driver Hit
7	Weapon Malfunct
8	Stabilizer
9	Sensors
10	Commander Hit
11	Weapon Destroy
12	Crew Killed

SIDE No Critical Hit Cargo/Infantry Hit on Malfunction Weapon Malfunction **Crew Stunned** Stabilizer mmander Hit Weapon Destroyed pon Destroyed Engine Hit Fuel Tank*

REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank*

TURRET No Critical Hit Stabilizer Turret, Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition* Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side †	Left Side †	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thics Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thic Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The static may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hit strike the side as indicated by the attack direction. For example, if an attack hits the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE					
2D6 Roll 2–5	EFFECT* No effect				
6–7 8–9	Minor damage; +1 modifier to all Driving Skill Rolls Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls				
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls				
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.				
Attack Direction N Hit from rear Hit from the sides	Nodifier: +1 +2	Vehicle Type Modifiers: Tracked, Naval Wheeled Hovercraft, Hydrofoil WiGE	+0 +2 +3 +4		
*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a units Crusing MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system Banage and to 18 a 12, the -4 immobile target would take effect during the Phase). Hysical Attack Phase, it a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.					

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll 2–5 N 6 Vea 8 9 10 Ca 11 We 12

FRONT No Critical Hit Driver Hit C Weapon Malfunction W Stabilizer Sensors Commander Hit V Weapon Destroyed Crew Killed

SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit Fuel Tank* REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank * TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition ** Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.




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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side †	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thics Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thic Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The static may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hit strike the side as indicated by the attack direction. For example, if an attack hits the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ΜΟΤΙ	/E SYSTEI	M DAMAGE TAE	BLE	
2D6 Roll 2-5 6-7 8-9		+1 modifier to all Driving Skill ge; –1 Cruising MP, +2 modit		
10–11 12+	Heavy damage; +3 modifier to a	only half Cruising MP (round II Driving Skill Rolls no movement for the rest of		
Attack Direction Modifier: Vehicle Type Modifiers: Hit from rear +1 Tracked, Naval +0 Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 Hovercraft, Hydrofoil +4				
VViGE +4 *All movement and Driving Skill Roll pendites are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage take the value during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.				

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll 2-5 6 7 We 8 9 10 C 11 We

12

FRONT No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Crew Killed SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit Fuel Tank* REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank *

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition ** Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side †	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attackshing player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 129 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 129 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The section, but the attack direction, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the ettack direction. For example, if an attack hits deer flow and the section of the strike the right side, all Side results strike the night side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ΜΟΤΙ	/E SYSTEI	M DAMAGE TAE	BLE	
2D6 Roll 2–5 6–7 8–9		+1 modifier to all Driving Skill ge; –1 Cruising MP, +2 modif		
10–11 12+	Heavy damage; +3 modifier to a	only half Cruising MP (round II Driving Skill Rolls no movement for the rest of		
Attack Direction Modifier: Vehicle Type Modifiers: Hit from rear +1 Tracked, Naval +0 Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 +3				
Hovercraft, Hydrofoil +3 WiGE +4 *All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase, if a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.				

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll 2–5 N 6 7 Wea 8 9 10 Co 11 Wea 12

FRONT No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Crew Killed SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit Fuel Tank* REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank *

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition ** Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thics Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thic Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The static may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hit strike the side as indicated by the attack direction. For example, if an attack hits the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ΜΟΤΙ	/E SYSTEN	/I DAMAGE TAE	BLE		
2D6 Roll 2–5 6–7	EFFECT * No effect Minor damage; +	1 modifier to all Driving Skill	Rolls		
8–9	Driving Skill Rolls	e; –1 Cruising MP, +2 modil			
10–11 12+	+3 modifier to all Major damage; n	nly half Cruising MP (round Driving Skill Rolls o movement for the rest of	-		
Attack Direction N	Vehicle is immobile. Attack Direction Modifier: Vehicle Type Modifiers:				
Hit from rear	+1 +2	Tracked, Naval Wheeled	+0		
Hit from the sides	+2	Vvneeled Hovercraft, Hydrofoil WiGE	+2 +3 +4		
WiGE +4 *All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a units Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase, if a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.					

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	
2-5	N
6	
7	Wea
8	
10	Co
11	Wea
12	1

FRONT lo Critical Hit Driver Hit pon Malfunction Stabilizer Sensors mmander Hit apon Destroyed Crew Killed

SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction **Crew Stunned** Stabilizer Weapon Destroyed Engine Hit Fuel Tank*

REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank*

TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition* Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front [†]	Rear†	Side †
5	Right Side†	Left Side †	Front [†]
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thics Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thic Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The static may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hit strike the side as indicated by the attack direction. For example, if an attack hits the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE				
2D6 Roll 2–5	EFFECT*			
6–7 8–9		+1 modifier to all Driving Skill ge; –1 Cruising MP, +2 modi s		
10-11	Heavy damage; (+3 modifier to al	only half Cruising MP (round I Driving Skill Rolls		
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.			
Attack Direction Modifier: Vehicle Type Modifiers: Hit from rear +1 Tracked, Naval +0 Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 WiGE +4				
VVIGE +44 *All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to Q, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage cocurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage take the, and the first unit inflicts motive system damage take the volid take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.				

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll 2–5 N 6 7 Wea 8 9 10 Co 11 Wea

12

FRONT No Critical Hit Driver Hit Ca Weapon Malfunction We Stabilizer Sensors Commander Hit W Weapon Destroyed Crew Killed

SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit Fuel Tank* REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank * TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition ** Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thics Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Thic Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The static may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Side hit strike the side as indicated by the attack direction. For example, if an attack hits the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

ΜΟΤΙΛ	/E SYSTEI	M DAMAGE TAE	BLE	
2D6 Roll 2–5	EFFECT* No effect			
6-7 8-9		+1 modifier to all Driving Skil ge; –1 Cruising MP, +2 modi s		
10-11	Heavy damage; +3 modifier to a	only half Cruising MP (round II Driving Skill Rolls		
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.			
Attack Direction Modifier: Vehicle Type Modifiers: Hit from rear +1 Tracked, Naval +0 Hit from the sides +2 Wheeled +2 Hovercraft, Hydrofoil +3 WiGE +4				
*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to Q, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hower vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.				

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll 2–5 N 6 7 Weay 8 9 10 Co 11 Wea 12

FRONT No Critical Hit Driver Hit Weapon Malfunction Stabilizer Sensors Commander Hit Weapon Destroyed Crew Killed SIDE No Critical Hit Cargo/Infantry Hit Weapon Malfunction Crew Stunned Stabilizer Weapon Destroyed Engine Hit Fuel Tank* REAR No Critical Hit Weapon Malfunction Cargo/Infantry Hit Stabilizer Weapon Destroyed Engine Hit Ammunition ** Fuel Tank * TURRET No Critical Hit Stabilizer Turret Jam Weapon Malfunction Turret Locks Weapon Destroyed Ammunition ** Turret Blown Off

* If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit. ** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.






























































































