

BATTLETECH™

COMBAT MANUAL

KURITA™



TO HONOR THE DRAGON



Some soldiers fight for money, some to spread their version of liberty, still others for a sense of adventure. For the men and women of the Draconis Combine Mustered Soldiery there is only one reason for service: the honor of the Dragon.

From the moment Shiro Kurita raised the Dragon's banner, the soldiers of House Kurita have remained dedicated to the warrior's path above all others. For seven centuries they have spread fear and respect in equal measure, expanding and protecting the Dragon with loyalty and honor tempered by the ancient code of bushido and forged in battles on a hundred worlds.

BattleTech Combat Manual: Kurita contains information on these warriors. This manual examines the combat commands of the Draconis Combine, detailing their histories, tactics, unit crests, paint schemes, and notable personnel. This *Alpha Strike* expansion includes special rules for unique character abilities, faction-specific rules, force-building, and a mini-Technical Readout—everything you need to field your favorite Draconis Combine unit on the tabletop, or create your own.

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COMBAT MANUAL: KURITA





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TEST OF HONOR

Barryland Spaceport
Nowhere
Draconis Combine
14 April 3039

 *hu-sa* Branek “Nek” Meiyo swiped a hand past the few wisps of hair left on his scalp, then flicked away the sweat that had beaded atop his head. He gulped down another of the foul-tasting pills and grimaced away the abdominal pain. He focused his anger on the incoming enemy.

His command lance from the Sixth Pesht Regulars’ Third Battalion stood between the spaceport and the pirate DropShip grounded in the vast plain east of the city of Barryland. Third Battalion’s First and Second Companies stumbled along in the wake of the pirates’ retreat to their DropShip. The inexperienced MechWarriors would be laughable if their performance were viewed in an entertainment holo.

However, these were Nek’s charges. He was supposed to forge them into a legitimate fighting force. But every MechWarrior he trained to even the barest level of competence was quickly transferred out of the Pesht Regulars and replaced with another green warrior. Meiyo was missing the war with the invading Federated Commonwealth to shepherd these warriors-to-be; only the occasional pirate raiders lit the fading fire of his warrior spirit. These pirates would pay for all the indignities heaped upon Nek since his “retirement” from the Second Sword of Light into the Sixth Pesht. Instead of the graceful transition from combat to command to retirement among the greatest warriors in the Combine, he was saddled with playing nursemaid to a bunch of overeager tenderfeet. That was bad enough. Then came the diagnosis of his illness.

TEST OF HONOR

Nek shook his head and glared through his cockpit canopy at the oncoming enemy. He tied his *Catapult*'s PPCs into his right-hand trigger and his medium lasers into his left. The extended range of Nek's PPCs, purchased with his personal funds to upgrade his *Catapult*, allowed him to hit even further out than his lancemates' missiles. He'd had another pair of medium lasers installed to replace the machine guns on his father's Kurita-variant *Catapult*. The pirates were closing range quickly. The cloud cover in the darkling sky was thrown into stark relief as the sun set behind the spaceport, silhouetting the enemy into perfect targets. Nek bared his gap-toothed smile like some cave-dwelling savage. He thumbed the comm channel for his command lance, and gave the order. "Fire."

Unlike the rest of the battalion, whose only experienced warriors commanded the three companies, Nek's battalion command lance consisted entirely of veteran officers. The four of them had more time under fire than the entire rest of the regiment combined. They were about to put it to good use against the dregs of humanity foolish enough to raid a world under his protection.

Long-range missiles and PPCs beams lit the dusk with rocket contrails and licking blue tracers. The front rank of the company of pirates, all light- and medium-class 'Mechs, staggered under the unexpected onslaught. Nek gasped against the sudden waste heat flooding his cockpit from the PPC discharge. Sweat poured again into his eyes. He blinked furiously against the stinging blur.

Three of those 'Mechs, a *Wasp* and two *Locusts*, crashed to the ground and did not rise again. The lightest—and thus the lightest-armored—'Mechs were out front, leading the panicked retreat to their DropShip. Their flimsy armor was no match for the firepower of the heavy 'Mechs waiting for them.

Nek could imagine the cries flitting back and forth over the pirate comm channels. Impending night helped conceal Nek's lance from view, but it was the advanced ECM systems on the Nightshade VTOLs flying parallel or darting back and forth above the pirates that kept their sensors from detecting the enemies their eyes could not. The VTOLs were among the gifts of Star League-era combat equipment from ComStar. Unlike the gifted BattleMechs, which were put into front-line service





immediately, vehicles like the Nightshades were shipped to rear-echelon units. Nek realized that the ancient rotor-wing aircraft still possessed advanced electronic countermeasures far beyond anything currently manufactured in the Inner Sphere—and certainly beyond the technology of mere pirate raiders, whose BattleMechs were often on the verge of collapsing into wreckage on the best of days.

Nek's smile was short-lived, however, as pain lanced through his belly again. He grunted involuntarily and tightened his finger on the trigger once more. Another purifying wash of heat blasted over him, and an enemy *Commando* stumbled and was knocked down by the pirates close on its heels. It attempted to rise, but its arms, trampled by its fellows, snapped under the strain and the 'Mech belly-flopped back to the flattened grass.

Nek shoved his throttle controls forward and charged into the onrushing enemy. He could not fire the PPCs again without risking shutdown, but his lasers generated a far smaller heat load. The members of his lance could follow if they chose. Nek did not micro-manage his officers in combat; he trusted them to apply themselves where they could do the most good. They knew what he sought, and would not attempt to interrupt it.

He wondered if one of these pirates could give him what he wanted. Nek was not just a warrior, he was a *Warrior*. A Warrior's duty was death, whether the enemy's, or his own. Nek's entire life had been lived in service to the Dragon. He could not bear to die in a hospital. Somewhere among the Dragon's enemies was one worthy of Nek, one who could give him the *good death*, one earned in combat against an enemy of comparable skill. Nek had considered *seppuku*, but it seemed a cowardly way out for one who had no loss of honor to redeem. It would simply be fleeing the battle his body waged against itself. Nek would not allow his legacy to be cowardice. He had never fled from an enemy, and he would not begin when the enemy was within.

As he waded into the enemy, throwing them into further disarray, he knew his *good death* would not come from any of these wretches. Their warrior spirit was pathetic.

Nek singled out the most imposing of the pirate 'Mechs. The *Marauder* had seen better days, but it was the heaviest of the enemy units. Nek's *Catapult* possessed back-canted legs similar to those of the *Marauder*; unlike humanoid 'Mechs, bowing one of these two 'Mechs was far from simple. He slewed to a stop on the sward, canting his right foot forward. His gyro whined as he tipped the nose of his 'Mech forward and dipped nearly to ninety degrees before pausing for a two-count. He threw himself against the back of the command couch, letting his neurohelmet send a signal from his inner ear to the gyro and stabilize the nine-meter lord of the battlefield before it flopped onto its face.

The enemy 'Mech might be piloted by a mere pirate, but it was clearly the leader of the raiding group. Nek offered the bow as the traditional request for a duel, a show of respect rarely bestowed on such an opponent by a warrior of the Draconis Combine.

The *Marauder's* pilot had no such honor. As Nek straightened, the *Marauder* opened fire. Lasers and PPCs lanced into Nek's *Catapult*. If Nek had been less-experienced, his 'Mech would likely have toppled under such an onslaught. However, while he possessed honor and offered respect for his enemy, he never expected to receive the same in return and was ready for the attack. Nek had to be true to himself. He sought out the greatest of his enemies for single combat, and he would not be denied.

Nek charged forward and pulled his left trigger. A quartet of lasers converged on the rotation ring between the *Marauder's* torso and leg assembly. The component was vulnerable to crippling damage. The pirate, though, had cannily installed improvised armor over the linkage site. Its presence was all that allowed the *Marauder* to lumber forward in a late attempt at a dodge, as more than a ton of armor ablated under the assault. Nek danced forward and to the left as the pirate lurched right.

His lasers cycled green and he poured another salvo into the pirate. Nek was on top of the enemy now. The *Marauder* spun to face him and bracketed him with another brace of lasers and PPCs. Unlike Nek's PPCs, the pirate's were of the more common vintage from the past few centuries, and were notoriously inaccurate at close ranges. The lasers battered Nek as the particle beams blasted past harmlessly.

Rather than fire again, Nek rushed the *Marauder*. He spun his torso to the left at the last second, plowing the shoulder cowling over his right PPC into the *Marauder's* nose. The unexpected impact shook the enemy as surely as it did Nek himself. But Nek was prepared, and fought his control sticks hard enough to stay upright. The *Marauder* crashed to the ground.

The *Marauder's* legs and arms flailed as it tried to roll onto its belly and stand back up. Had the MechWarrior shown a speck of honor, Nek might allow it that luxury. Since the pilot had revealed his true colors, however, Nek had no mercy to spare. He kicked and stomped the *Marauder's* arms to ruin, then poured megajoules of laser energy into its cockpit. He'd never know the name or nature of his enemy. He didn't care.

Nek turned back to the battlefield, such as it was. The enemy company was strewn about the field in heaps of wreckage. His command lance had matched his savagery, giving no ground to the criminals. Stalled in their retreat, the pirates were then hit from behind by Nek's pursuing battalion. The green warriors may have given the pirates longer lives than they deserved thanks to errant weapons fire, but none of the enemy had escaped. It was an acceptable result.

Another stab of pain reminded Nek that today was anything but a good day.

TEST OF HONOR

District Headquarters
Canube, Pesht
Draconis Combine
4 May 3039

Nek stood at perfect parade-ground attention before *Tai-shu* Teyasu Ashora, Warlord of the Pesht Military District. The Warlord sat behind a desk large enough to serve as a drill field for a BattleMech company. Ashora wore a severe expression on his bland face, and his widow's-peak thrust forward from his scalp like a spear poised to impale Nek. The Warlord leaned forward in his immense chair, seeming prepared to leap over the gargantuan desk at the merest hint of a threat, so that he might meet it on even terms.

Standing to the Warlord's left was Kagoshima Prefecture commander *Tai-sho* Elena Pajari. Pajari was a striking beauty with the barest hint of Asian ancestry reaching her eyes. Her long black hair was tied back in a practical ponytail, exposing the shorn sides and back of her head, a reminder to all of her MechWarrior training and experience. Pajari was a formidable warrior, whose position as aide to Ashora made her second in command of the district. She radiated a sort of sardonic calm, a firm counterpoint to Ashora's barely-restrained hostility. Nek was glad for her presence.

Over the Warlord's right shoulder stood *Tai-sa* Ano Rentoshi, commander of the First Sword of Light. His visage was stern but compassionate, the perfect blend of warrior and poet espoused by *bushido*. While he exuded neutrality, his hands rested calmly on the handle of his *katana*. As a consummate warrior, Rentoshi was always prepared for combat, even in so innocuous a setting as the Warlord's office, surely the most secure room on Pesht.

The trio served as the hands of fate for Nek. He awaited their decision regarding his request to transfer out of the Sixth Pesht Regulars. In the Sixth, he would miss the war entirely. And he needed to go to war. He needed his *good death*.

Ashora spoke first. "If you leave, what's to stop every other officer requesting a transfer? If I let you leave, I will have to let them leave, too!"

Nek wisely kept his mouth closed. Arguing with one's superior was inappropriate. He would abide by the decision rendered, not argue with it. They all knew why he was making the request. It fell to their honor to grant or deny his request, hopefully in consideration of how they themselves would wish to meet the end of their service to the Dragon.

Rentoshi looked to his left and met Pajari's gaze. He raised his eyebrows inquisitively and she offered a slight nod in reply. Rentoshi looked back at Nek and appeared thoughtful for a moment. "This warrior still wishes to serve the Dragon. As a veteran of the Second Sword, he knows what awaits him, no matter our decision.

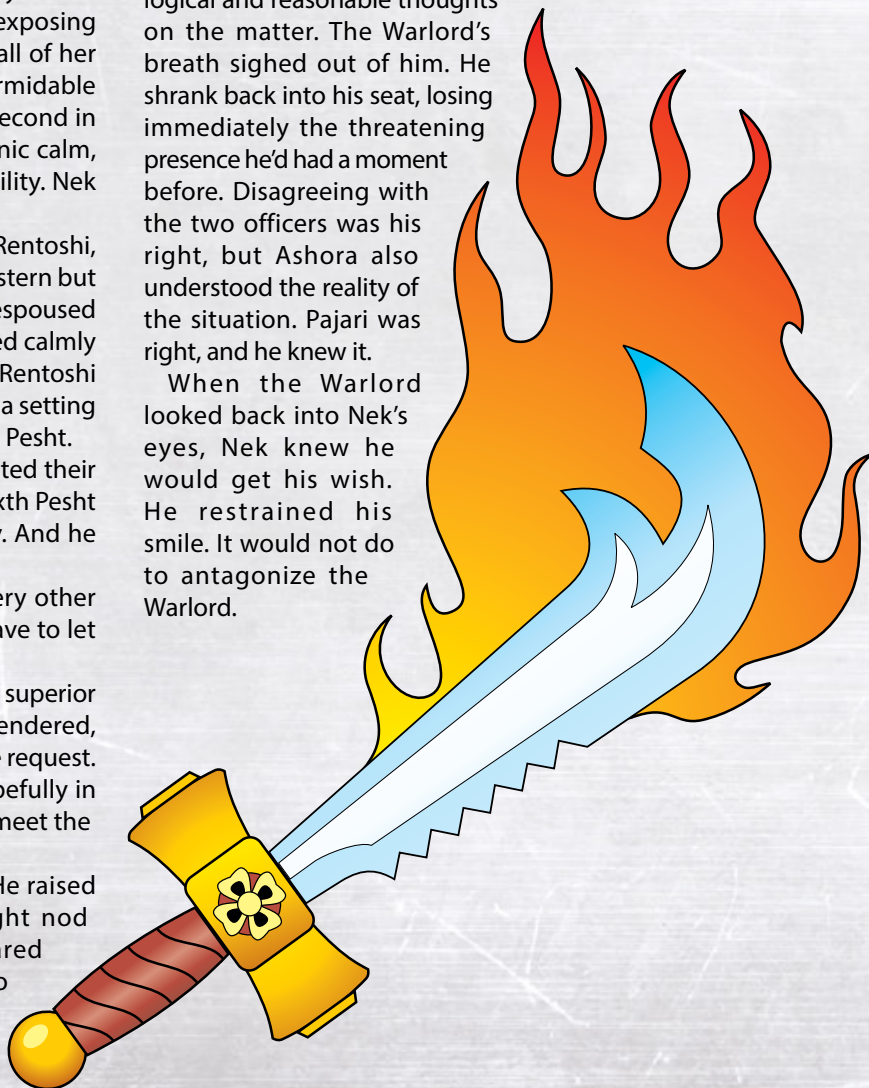
I would grant his request. The First Sword of Light is preparing to depart for the front, and we would be honored if *Chu-sa* Meiyo accompanied us."

Ashora inhaled a deep and telling breath, prepared to breathe forth his venom in rebuttal. Before he could vent his fury, Pajari spoke.

"I would wish to end my service in combat with the enemy. Who among us would not? Look into his eyes, *Tai-shu*. He will not return to the Sixth. If we refuse his transfer, I expect *hara-kiri* will be his fate, perhaps this very night. That loss serves no one. Letting him dispatch our enemies serves the Dragon and *Chu-sa* Meiyo simultaneously." Her voice was lilting, like the soothing tones of a harp plucked before a reflecting pool during a full moon.

Nek swallowed hard at the shadow that darkened the Warlord's eyes. He had ultimate authority in this decision. But the other two officers had offered logical and reasonable thoughts on the matter. The Warlord's breath sighed out of him. He shrank back into his seat, losing immediately the threatening presence he'd had a moment before. Disagreeing with the two officers was his right, but Ashora also understood the reality of the situation. Pajari was right, and he knew it.

When the Warlord looked back into Nek's eyes, Nek knew he would get his wish. He restrained his smile. It would not do to antagonize the Warlord.



TEST OF HONOR



Industrial Area 4-73-A
Halstead Station
Draconis Combine
12 September 3039

The battle for Halstead Station was already won, but some of the enemy warriors had yet to realize it. *Tai-i* Branek Meiyo lamented that the enemy had broken so quickly. His condition was deteriorating quickly. If he didn't find his *good death* in the next week, he knew he would never do so. He'd accepted a lower rank to gain a place in the counterattack. He couldn't fail now.

Tracking down those enemies who had escaped the Dragon's wrath was complicated by the company of Twenty-second Avalon Hussars that had arrived from Telos IV to aid the retreating Fifth FedCom RCT. Nek charged ahead of his lance in pursuit of the Fifth FedCom lance he'd spotted breaking away from his company's ambush.

The enemy ducked into a ruined industrial district, and Nek lost their sensor returns amidst the steel beam-filled rubble. He issued curt orders to his lance to follow him into the sensorial murk, then charged forward, seeking visual contact with the enemy. He paused after cresting a treacherous pile of wreckage that was once a foundry, squinting through the dust cast into the air from the enemy's passage. A hint of movement a hundred meters away across a great plaza choked with the flotsam of 31st century warfare brought him charging ahead again. His lance fell behind, counseling caution. He ignored them.

He rounded the corner and saw the foot of an enemy *Crusader* disappearing around the ruined wall of the next building. Nek slipped in the unsure footing as he throttled up to maximum. His *Catapult* slewed around the next turn and found... nothing. The enemy had gotten away.

A broken transmission echoed in his neurohelmet. "Did not copy. Repeat," he said. More broken static came through, punctuated by the distinct sound of weapons fire.

Nek spun about and retraced his steps. He'd led his men into an ambush. Perhaps the enemy commander would be a worthier enemy than the worthless fodder of the Fifth FedCom. Nek returned to the rubble-filled plaza, where his lance was waiting for him.

They would be waiting forever. The wreckage of their BattleMechs stained the dusty air with greasy black smoke from ruined engines and shattered gyros. Standing over them was a *Crusader*. The 'Mech was painted light gray. On its chest was a white sword overlaid on a gold shield, over the numeral 22, the insignia of the Twenty-second Avalon Hussars. Nek saw, off to the right, at least a lance of enemy 'Mechs vanishing into the dust cloud.

As Nek prepared to charge, the *Crusader* did the last thing Nek ever expected.

The *Crusader's* head twisted slightly to the left and up, as though considering the *Catapult* that had stumbled upon it. It straightened its arms down to its sides. Then it bowed.

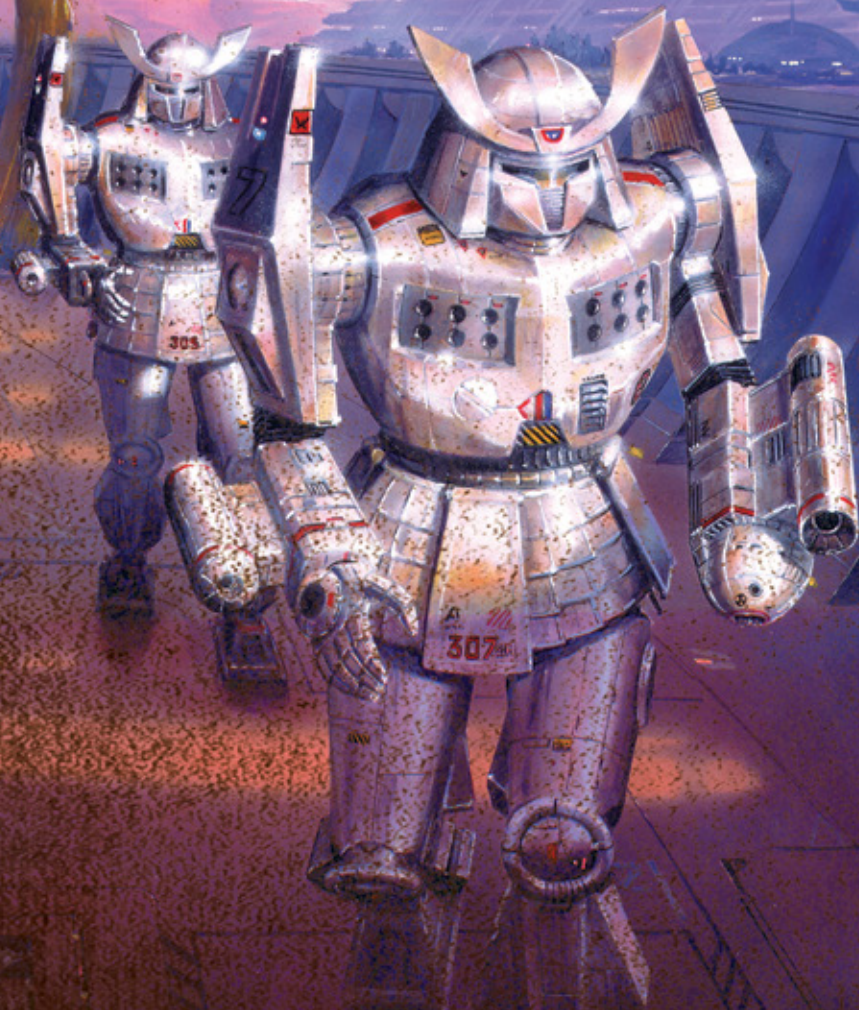
Nek gaped in amazement. The enemy 'Mech bent at the waist to nearly ninety degrees, the warrior within keeping Nek in view through the canted head. The *Crusader* slowly straightened back to vertical.

Nek stepped forward slowly, stopping fifty meters from his enemy. He turned to face the *Crusader* directly. He moved his left foot forward and tipped his pointed nose toward the ground, holding the pose for a beat longer than the enemy had. He keyed his comm to an open channel, hoping his enemy was listening.

"I am *Tai-i* Branek Meiyo. I've sought you my entire life." Nek reached up and over his shoulder. Strapped to the back of his command couch, as always, was his *daisho*, the *katana* and *wakizashi*. He'd resigned himself to using the blades himself rather than succumb to the cancer eating him alive. But now he'd finally found a worthy enemy. "Let us seek the *good death* together!"

So saying, the two began the dance of death in the ruins of a murderous world.





REALM OF THE DRAGON

For centuries, the warriors of House Kurita have been regarded as the greatest individual soldiers in the Inner Sphere. This tradition was recognized even during the Star League era, when Kurita MechWarriors bested Star League Defense Force MechWarriors in martial contests. In the Draconis Combine, the key tenets of honor and duty are the core of the warrior class. The dishonor of retreat in battle drives Kurita warriors to sell their lives dearly, sometimes resulting in lost causes, but other times in glorious victories against impossible odds. MechWarriors have long occupied the top tier of Kurita society, but the political and military reforms of *Gunji-no-Kanrei* Theodore Kurita, heir to Coordinator Takashi Kurita, threaten the warrior establishment. While strife exists within, House Kurita's ancient enemies remain a significant threat without.

The centuries-long series of conflicts dubbed the Succession Wars killed billions as the Successor States vied with each other for dominion over the Inner Sphere. But while they were focused on one another, a greater threat was forming beyond the Periphery. The Clans are unlike anything the Inner Sphere has ever seen and their invasion will force a true test upon the troops of House Kurita, who must pit their warrior code and dedication to the Dragon against overwhelmingly superior technology. Many will fail that test, while others will triumph thanks to the commitment to honor and duty for which House Kurita is renowned, aided by the military reforms of recent decades.

Welcome to the next volume in a new series of *BattleTech* game supplements. This installment, *Combat Manual: Kurita*, provides crucial information and rules for the soldiers of the Draconis Combine and its breakaway nation, the Free Rasalhague Republic. With the information contained in this volume, players will be able to create a Kurita Force for use in their *Alpha Strike* games.

Combat Manual: Kurita covers just a sample of House Kurita's Combat Commands, because there are simply too many to list them all individually. Those presented here represent a range of Combat Commands, some with specialized roles and others with long traditions of honor and excellence. Players should feel free to modify what they read to suit the needs of their game. Nothing contained in these pages should be considered so restrictive as to reduce or eliminate the fun of the *Alpha Strike* game itself.



REALM OF THE DRAGON

HOW TO USE THIS BOOK

This chapter, *Realm of the Dragon*, and sidebars located throughout this *Combat Manual* will ground players in the history of House Kurita and its significant contribution to Inner Sphere history. Particular focus is given to its military, the Draconis Combine Mustered Soldiery, and how the DCMS came to be perhaps the most feared armed force in the Inner Sphere.

Combat Commands presents information about specific Draconis Combine and Free Rasalhague Republic Combat Commands. Due to the number of commands, however, these represent a mere cross-section of the DCMS and the KungsArmé. Included are command histories and Force composition, along with noteworthy moments from their past and notable warriors from their ranks.

The *Rules Addendum* introduces special rules for *Alpha Strike* games which include Combine Forces. This chapter provides Force Building rules for House Kurita and the Free Rasalhague Republic, and includes a review of Kurita Special Command Abilities. Pre-made Draconis Combine Standard Lances, as

well as Unaffiliated MechWarriors, are supplied for players who simply want to jump straight into a game. Finally, the Technical Readout section details four venerable BattleMechs in service to the Combine and other Combat Commands throughout the Inner Sphere.

Samurai and Ronin showcases the myriad paint schemes of the DCMS. Players may use this section as a reference if they choose to paint their miniatures to match one or more of the Combat Commands presented in this *Combat Manual*. Additional examples of many other Draconis Combine paint schemes can be found on the CamoSpecs website at CamoSpecs.com.

Finally, *House Kurita Faction Lists* offers detailed Unit listings available to DCMS and KungsArmé Combat Commands. These should be used as a guideline when constructing a Force based on those featured in this *Combat Manual*.

FOUNDING

Shiro Kurita founded the Draconis Combine in 2319. Shiro's ascent began with his brother Urizen at his side, as the two rose to power in one of the many city-states on New Samarkand, and took power over the entire world in 2295. Shiro adeptly handled the political aspects of their agenda, while Urizen proved himself a military mastermind who forged the various armies of New Samarkand into a unified force.

Shiro's ambitions did not end with rule over a single planet, however. A significant obstacle to his desires was the Ozama Mercantile Association, which controlled trade over a vast stretch of interstellar space. The merchants' incredible wealth represented a threat to Shiro's quest for power, and he knew he needed a means to oppose the OMA's trade dominance. In hopes of staving off their influence, Shiro contacted the nearby, mineral-rich Galedon V. Through deft political maneuvering—and copious flattery—he gained their entry into the “Alliance of Galedon,” whose very name belied the fact that it existed solely due to his own machinations. By naming the alliance after his new partner, he disguised his own ambitions and gained the support of additional systems for his rule. Urizen supervised the cohesion of the new members' military forces into a single army possessed of fierce loyalty to him.

The OMA reacted to the threat of Shiro's alliance by increasing transport fees to and between these worlds to exorbitant

levels. In turn, this tactic enabled Shiro to focus the Alliance's collective anger at the merchants. Galedon's ships began to arm themselves, boarding OMA vessels and seizing goods. Proceeds from these seizures allowed the alliance to expand its fleet. When the OMA responded in kind, outright battles between the opposing fleets ignited. As OMA began to lose engagements, they turned to a new front and started a propaganda war. Shiro's public image suffered greatly under the character assassination of the OMA public relations army.

Shiro reacted in unique fashion. Rather than abandon his envisioned path, he began assaulting OMA facilities directly. Multiple worlds experienced terrorist attacks against these bases, stunning OMA leadership with their unexpected savagery. Shiro followed the attacks with the first interstellar military operation in Inner Sphere history, when he invaded the neutral world of Sverdlovsk. The unprecedented conquest drove many nearby worlds to join the Alliance of Galedon without significant coaxing. Loyalty to Shiro's burgeoning empire was instilled by forcing natives of multiple worlds into education programs on New Samarkand. Finally, Shiro cemented his popularity by joining his brother Urizen in combat on numerous worlds being brought into the fold.

Shiro began adding worlds with larger populations and greater influence by simply fooling their leaders into believing that aggressive neighbors were prepared to invade and annex their planet. Naturally, only Shiro's military was suitably large



and well-trained to protect them from this fate. Each world added to his territory increased the military proportionally, thanks to conscriptions into the academies on New Samarkand.

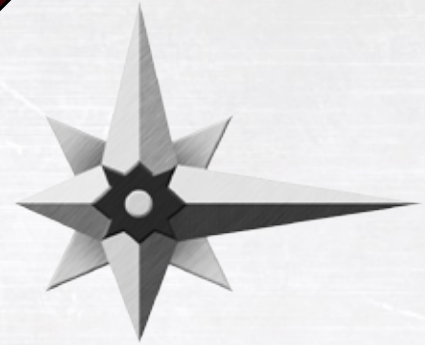
When Shiro's machinations were inevitably exposed, the world of Altair left the fold and joined the Terran Hegemony. Most rulers cared little for the revelation, while others were incensed at the deception. To cement his power base, Shiro invited hundreds of various lords from worlds in his region of space to New Samarkand. He gave an impassioned speech espousing the notion of mutual defense and cooperation for the betterment and safety of all. Those who voted in support of him were free to go. The rest were murdered, and those worlds which resisted his takeover efforts were invaded by Urizen's fanatical troops. Sheer ruthlessness coerced many to surrender, and planetary rulers were soon swearing personal oaths of loyalty to Shiro. By 2319, Shiro controlled worlds stretching from Terra to New Samarkand, with a branch extending as far as Pesht. He cast off the so-called "Alliance" and renamed his realm after the Draconis Rift, which stymied further outward expansion. Thus was born the Draconis Combine. Shiro installed himself as Coordinator of his new star empire.

Ensuing decades saw the Combine expand both by enveloping unaffiliated worlds near Combine territory, and by the conquest of the interstellar nation known as the Principality of Rasalhague. The restive Rasalhague peoples would be a thorn in the Dragon's side for centuries to come, as some never accepted subjugation by the Combine.

In 2571, Coordinator Hehiro Kurita was the first of the Great House leaders to sign the Star League Accords, the terms of which were hammered out over two years by Hehiro's tense negotiations with the other Great Houses. This agreement allowed each House complete control over its own territory and non-interference in its rights of succession. When the Houses were called on to provide troops for the Star League Defense Force, all Combine troops remained under the command of a Combine officer and retained their cultural identity. As the Star League endured, it became clear that the long history of excellence in the Draconis Combine Mustered Soldiery produced greater warriors than those of the other Houses, and of the SLDF itself. Meanwhile, a period of prolonged peace caused paradoxical unrest on many Combine worlds.

As time passed, the culture now identified as Combine society emerged. Coordinator Sanethia Kurita relocated the Combine's capital to Luthien, three years before she abdicated in favor of her son, Urizen II. The new Coordinator instituted the rise of the Japanese influence throughout the Combine. Regardless of a world's ethnic history, all worlds integrated Japanese revival culture elements into their makeup. Gone was welcome tolerance of differing ancestral cultural influences, in favor of a uniform adherence to traditional Japanese mores which had been extinct for nearly a millennium. Society was stratified into distinct levels of citizenship: Nobility, led by House Kurita; Warriors, defending the Dragon, its territory, and its peoples; Workers, producing the goods and providing the services necessary for the Combine to function; and Unproductives, those whose lives are not focused on serving the Dragon, including beggars, criminals, rejects, refugees, and assassins.

Just as Combine society adopted Japanese cultural traditions, so too did the DCMS. Instead of the English ranks used by the Star League and most Great Houses, the Combine instituted Japanese names for military ranks. While English is commonly spoken throughout the Combine and the DCMS, many orders are written in classical *Hiragana*, *Kanji*, or *Katakana* characters, and communications during combat are carried out in Japanese. In the former Rasalhague Military District, a peculiar pidgin of Japanese and Swedish called Swedenese became the dominant language. The KungsArmé and Republic citizenry still employ the blended language.



THE STAR LEAGUE

The Star League was founded in 2571 when the Terran Hegemony and the five Great Houses united. This stopped the warfare between the Houses, but only by focusing their military efforts elsewhere. One of the League's first orders of business was to launch the Reunification War against the Periphery nations. Through force of arms, the Magistracy of Canopus, Outworlds Alliance, the Rim Worlds Republic, and the Taurian Concordat were conquered.

The Star League Era is often referred to as humanity's Golden Age. Technology, especially military hardware but also medical, manufacturing, and scientific applications, reached its zenith under the Star League. Despite the great advances, humanity remained ever the same: those seeking power worked to foment rebellions and internecine warfare, culminating with the assassination of the last in the Cameron line of First Lords. The League fell as it ascended: in bloody ruin.



REALM OF THE DRAGON

THE ORDER OF FIVE PILLARS

The Order of Five Pillars, or O5P, was formed in the mid-twenty-fourth century to assist the Keeper of the House Honor as the custodian of the Combine's religious, ideological, and social codes.

The organization began life as a means to control the ivory trade and boost the power of the Keeper, usually a female member of the Kurita family. It soon evolved into an intelligence-gathering apparatus due to the proliferation of offices and agents throughout the Combine. The members themselves evolved from simply overseeing the ivory guild to becoming members of a paramilitary force answering to the Keeper rather than to the Coordinator.

The ISF took great exception to the order's growing power, but was powerless due to the Keeper's influence. Unable to break the O5P, the ISF infiltrated the organization and found it to be a great source of information. The O5P became a cover for many ISF operations through the centuries. As time passed, however, the O5P has in some ways become a check on the power of the ISF; as the O5P stands in opposition to any change in the nation's culture, it guards against any attempt by an ISF Director to install him or herself as Coordinator.

Primary among the O5P's duties is maintaining the *Dictum Honorium*. This massive multi-tome volume lays down specifics regarding the proper behavior of Combine peoples, from individual behavior while in foreign nations, to proper means to offer or accept surrender, and protocols for all other situations that might arise.

THE STAR LEAGUE

The machinations of House Kurita ensured that each member nation of the Star League had complete authority within its own borders. This allowed the Draconis Combine to restrict the presence of foreign elements that might interfere with the harmonious stratification of the nation's society. It also prevented foreign agents from infiltrating the Combine's rungs of power. More importantly, though, it kept the Combine's economy isolated from the other nations. This was essential to maintaining independence in all things, rather than relying on another Great House who might one day become an enemy and hold influence over the Combine.

A Combine MechWarrior inadvertently started the Reunification War by killing or wounding dozens of civilians in a gathering-turned-riot while on peacekeeping duty in the Outworlds Alliance. The Periphery nations had refused to join the Star League willingly, and were now going to be forced under its yoke. House Kurita was the only one of the Member States enthusiastic for the war, eager to demonstrate its superiority with a military conquest. Some sixty Combine regiments, including 'Mechs, tanks, and infantry, were assigned permanently to the newly-formed Star League Defense Force. The First Lord agreed to let these troops serve under Combine officers, thus staving off a potential rebellion in the SLDF's ranks.

The Dragon's isolated economy kicked into high gear for the Reunification War. Output at all levels of industry rivalled that of the Combine's initial expansionist era under Shiro Kurita. The war lasted two decades, until the capitals of the Taurian Concordat and Rim Worlds Republic were captured. Peace then reigned for 150 years.

When Stefan Amaris of the Rim Worlds Republic murdered the Cameron family and usurped the throne of the Star League, the DCMS had already been doubled in size thanks to Coordinator Takiro Kurita. News that his grand-nephew, Drago, and his family were being held hostage on Terra to ensure the Combine's cooperation with the Usurper gave Takiro a fatal heart attack. His son, Minoru, became Coordinator and went against his instincts, honoring his father's final wish that the hostage situation be resolved through negotiation rather than through force. Minoru was thus restricted in his actions during General Aleksandr Kerensky's liberation of Terra. His restraint was for naught, as the Usurper murdered Drago and his family in the hours before Terra fell.

Minoru pushed the Star League Council to remove Kerensky as Commanding General of the SLDF, and backed the installation of Jerome Blake as Minister of Communications before the Council parted ways for the last time. Minoru immediately put the Combine on a war footing, foreseeing the conflict following the League's breakup. Meanwhile, Kerensky gathered his SLDF loyalists in the New Samarkand system, sparking fears of an imminent attack. Instead, the general and his forced departed the Inner Sphere. It was centuries before their fate was known.

In December 2786, Minoru formally declared himself First Lord of the Star League, igniting the First Succession War. The honor of planning the invasion of the Federated Suns, the Dragon's only neighbor capable of providing a true test for the DCMS, was given to Jinjiro Kurita, the Coordinator's son and heir. The effects of Jinjiro's invasion would be among the most far-reaching in human history.



THE SUCCESSION WARS

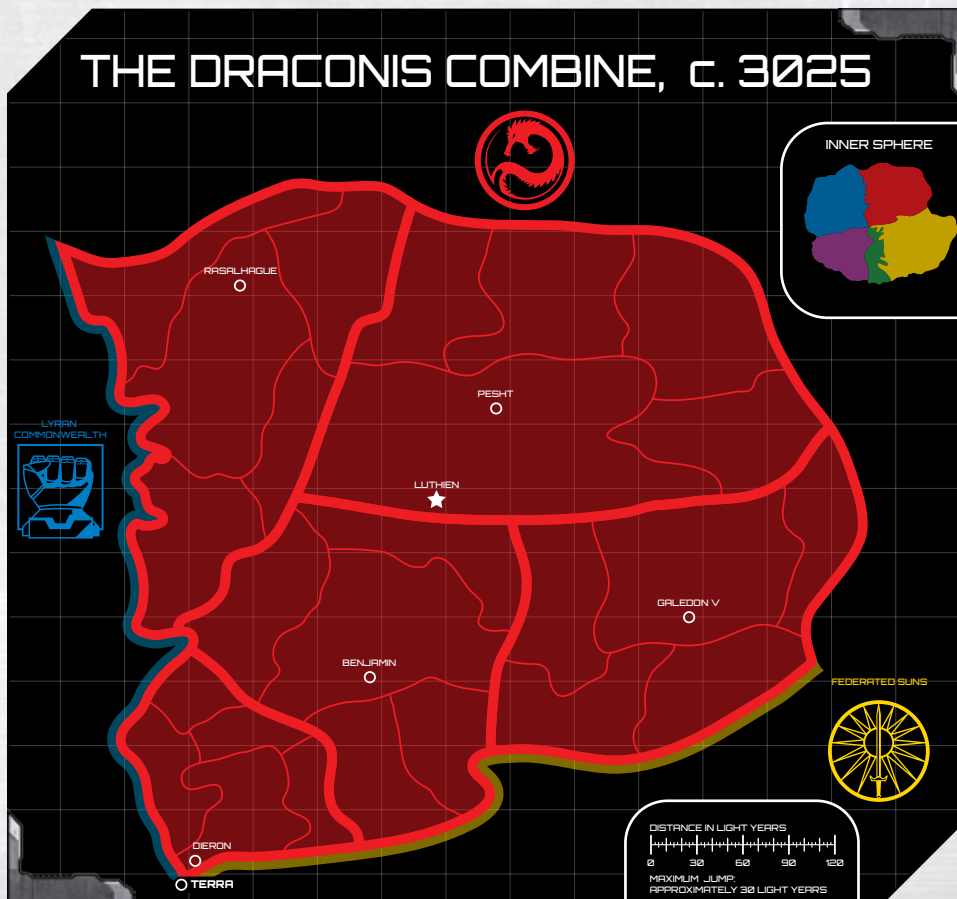
The First Succession War began when Coordinator Minoru Kurita declared himself First Lord of the Star League—followed in short order by similar declarations from the other House Lords—and invaded the Federated Suns. Prior to the invasion, the DCMS used the SLDF's massing in Combine space to mask the redeployment of troops to the FedSuns border. Initially, the Dragon succeeded beyond all expectations. System after system fell, and the fall of New Avalon was at hand. Victory over the Dragon's greatest enemy seemed assured, until the Coordinator dismounted his BattleMech while overseeing operations on Kentares IV and unknowingly exposed himself to a sniper. Assuming the mantle of Coordinator, an enraged Jinjiro ordered a series of atrocities directed against civilians which became known as the Kentares Massacre. When ComStar leaked the horrors of that action, the AFFS was galvanized into action. The Combine thrust was stopped cold, and counterattacks exposed the vulnerability of the Dragon's efforts to consolidate its new territory. Conquered systems were liberated, and the Dragon was thrown back to its pre-war borders. The First Succession War ended 34 years after it began, with billions of casualties.



FEDERATED SUNS

The Federated Suns has long been the Dragon's greatest enemy. The largest Successor State, the Suns repelled multiple invasions in the early Succession Wars. Under First Prince Hanse Davion, the FedSuns grew so powerful and canny that its fortunes were reversed, and it invaded enemy nations and conquered new territory.

In many ways, the Federated Suns is the counterpoint to the Combine. The FedSuns relies heavily on mercenaries, while the Dragon has all but banned them. The Suns espouses freedom for its peoples and is generous to civilians. The Combine closely monitors its peoples and sets strict requirements for the achievement of mere citizenship. It is no wonder the two diametrically-opposed philosophies have spawned some of the greatest battles in human history, as these two nations seek dominance over the other.





REALM OF THE DRAGON

THE KENTARES MASSACRE

Coordinator Minoru Kurita was 91 when he accompanied the Sixth Sword of Light to Kentares IV. They had almost pushed the Seventh Crucis Lancers off the planet when Minoru took an ill-advised sightseeing trip outside his *BattleMaster*. A sniper with the Seventh's infantry spotted a legitimate military target and killed the Coordinator, not knowing whom he'd shot.

Jinjiro Kurita traveled to Kentares IV as soon as he received word of his father's death, with the Second Sword of Light in tow. His order to the DCMS forces present was to "bathe accursed Kentares in blood," to "kill them all." For five months, the DCMS troops systematically rounded up the inhabitants of Kentares and murdered them in cold blood. By the second month, even the renowned stoicism of Combine warriors faltered at the prospect of killing hundreds of unarmed civilians daily. Some soldiers began assisting the Kentarans' escape, while others committed *seppuku* rather than live with such dishonor.

Jinjiro felt no such compunction. He began attending mass executions, sometimes ordering his men to use their personal sidearms or swords rather than BattleMechs. When Jinjiro left, Kentares IV was all but depopulated. Over 90 percent of its population, some 52 million victims, had been murdered. The Kentares Massacre remains the greatest war crime in history.

The ComStar adept in charge of the Kentares HPG leaked footage of the massacre. The revelation shocked the entire Inner Sphere, but especially the Federated Suns. Faced with the fate awaiting worlds that fell to the Combine, the AFFS finally found its mettle. Many commands launched their own offensives, shocking the DCMS occupiers on conquered FedSuns worlds. The battle cry "Remember Kentares" rallied Suns troops and drove the invaders back.

The AFFS counteroffensives were buoyed by the DCMS' collective guilt over the massacre. No adherence to duty or honor could overcome the shame of being a party, no matter how remote, to such an unforgiveable act.

The Successor States furiously rebuilt their militaries, and the brief piece was shattered only a few years later. The Second Succession War lasted another 34 years. The Combine was driven to invade its neighbors after ComStar conspired to leak DCMS troop movements to the Steiners and Davions. Like the other Great Houses, Combine leaders were focused less on conquest and more on destroying the ability of their enemies to wage war. The Federated Suns and Lyran Commonwealth responded in kind: factories were destroyed in staggering numbers, taking with them those who understood the technology they employed. Technology was lost, and no one with the appropriate training remained to recover it.

Unlike the first two Succession Wars, the Third Succession War lasted more than a century and a half. Rather than seeing colossal armies contesting the ownership of vast swathes of territory, the Third War was marked instead by constant, low-level conflict. Because none of the Houses possessed the means to construct new factories for war materiel, all militaries restricted their actions to preserve the precious technology that had survived the prior wars.

The Fourth Succession War was the shortest of the post-Star League conflicts, but also the most significant in terms of territorial shift. Houses Davion and Steiner united through marriage and invaded the Capellan Confederation, leaving only a remnant of that nation by the time ComStar's interdiction of their interstellar communications ended the

campaign. The Combine, meanwhile, lost a grand opportunity for conquest due to the Coordinator's personal feud with the mercenary unit Wolf's Dragoons. Theodore Kurita, the Coordinator's estranged son, stalled the Commonwealth's invasion of the Combine with his innovative leadership of the lowly Legion of Vega.



THE FREE RASALHAGUE REPUBLIC

By the late twenty-third century, Rasalhague and several neighboring worlds had been heavily colonized by Scandinavian peoples seeking freedom from crushing war damage taxes on Terra. Seeking to escape the bonds of Terra and be free to determine their own fates, they founded the Rasalhague Consortium, a joint government to oversee their territory. Each world was ruled by a *varldherren* who all sat on the Consortium, along with members of wealthy and powerful families. Over time the Consortium became the Principality of Rasalhague, ruled by an Elected Prince.

REALM OF THE DRAGON



The Principality was isolationist and neutral, but the expansionist Draconis Combine attacked the insular region nonetheless, seeking to add the valuable, developed worlds and their large population base to House Kurita's holdings. The conquest of Rasalhague was completed in 2330. The Combine christened the region the Rasalhague Military District, but the reality of daily life in the new district changed little. Despite encouraging Asian peoples to emigrate to the District, the Scandinavian peoples remained the clear majority on their worlds, preserving their customs, language, and culture despite the machinations of House Kurita and the ISF. Even before the conquest of the Principality was complete, pockets of rebellion had formed, including secret societies dedicated to overthrowing Combine rule. Among these was the Tyr, the primary resistance group against Kurita rule during the late Succession Wars.

This status persisted throughout the Star League era and the centuries of the Succession Wars. However, during the Fourth Succession War, Katrina Steiner hosted a secret meeting on Tamar attended by members of the Tyr movement. They met the members of the Lyran Commonwealth's secret Tyr Regiment, an assault 'Mech regiment comprised entirely of Rasalhague exiles. The meeting resulted in an agreement for the Tyr movement to coordinate uprisings on Rasalhague worlds, to be followed by LCAF invasions. In exchange, Katrina Steiner officially recognized the Tyr movement as the government-in-exile of Rasalhague. The Tyr operatives spent the rest of the war feeding military information to the Lyrans and performing covert commando missions behind Combine lines.

The Lyrans failed to conquer all of the worlds the Tyr movement expected, falling short of the goal of a free Rasalhague. The discontent of the rebels was exacerbated when Duke Selvin Kelswa installed Lyran governors on the annexed Rasalhague worlds instead of Tyr representatives. Kelswa abused his authority and imprisoned the Tyr leaders on Tamar, while brutally oppressing riots and uprisings on the captured worlds. Katrina tried and failed to mollify the disaffected Tyr leaders.

Intending to stop the drain on resources caused by the constant need to put down rebellions in the Rasalhague Military District, the Dragon opted for a new path: the Draconis Combine announced its support for a free Rasalhague nation. The move would also deprive the Commonwealth of nearly all the worlds it seized from the Combine in the Fourth Succession War. On 13 March 3034, Haakon Magnusson, a leader in the Tyr movement, declared the formation of the Free Rasalhague Republic and announced himself as its first Elected Prince. ComStar officially recognized the new nation, and the Draconis Combine did so the next day. Katrina Steiner had no choice but to recognize the new state too, and cede to it the worlds the Commonwealth conquered in the Fourth War. Had she not, her own status as a peacemaker and stateswoman would have been greatly impacted, especially given the acknowledgment of the Republic by the oppressive Combine.

However, when the *Gunji-no-Kanrei* ordered DCMS troops to quit their postings in the new Republic's territory, his authority was openly challenged. Many regiments refused to accept such an order, or the loss of the Dragon's territory. Instead, they followed the lead of Marcus Kurita, a rebellious member of the ruling family filled with delusions of grandeur. Marcus ordered these rogue troops to occupy the worlds of the new Republic. Theodore Kurita had no choice but to declare those who disobeyed his orders as *ronin*. These troops were stunned at the labelling; despite their open refusal to follow orders, they believed they were operating in the best interest of the Combine.

Thus began the Ronin War.



LYRAN COMMONWEALTH

The Lyran Commonwealth has always offered a lesser enemy for the Combine, and inferior tactics and warriors should have caused the Commonwealth to fall long ago. Only the Piranha Principle, in which the Federated Suns would likely attack undefended Combine worlds should the Dragon devote its forces to a true invasion of the Lyrans, has saved the Commonwealth.

While the Suns are respected as a nation of worthy—though still inferior—adversaries, the Commonwealth receives no such consideration from the Dragon. The presence of political appointees leading military commands, rather than true soldiers, makes the Lyran Commonwealth Armed Forces laughable. However, the influence of House Davion under the Federated Commonwealth alliance worries the High Command. Should the LCAF become as formidable as the AFFS, the Dragon would face a true threat.



REALM OF THE DRAGON



FEDERATED COMMONWEALTH

The Federated Commonwealth was born on Terra on 20 August 3028, when First Prince Hanse Davion of the Federated Suns married Archon-Designate Melissa Steiner, heir to the Lyran Commonwealth. The Fourth Succession War also began that day when the First Prince toasted his wife by saying, "I give you the Capellan Confederation!" When the war ended seventeen months later, the new alliance possessed of nearly a third of the Confederation, plus a number of worlds from the Free Worlds League and Draconis Combine.

Uniting the nations has proved more difficult than uniting their two ruling families. The Lyran military has greatly benefited from "Davionization," but many Lyrans dislike the Davion influence. House Kurita defeated the Federated Commonwealth in the War of 3039, showing the power of the Dragon against even this gargantuan enemy. The last decade has seen further integration between the Suns and the Commonwealth, including new FedCom RCTs intended to foster unification with troops lacking affiliation for one nation or the other.

THE RONIN WAR

Among the Combine troops declared *ronin* for their refusal to leave Rasalhague territory were all eight regiments of the Rasalhague Regulars. Joining the Regulars were the First Proserpina Hussars, the First and Twelfth Sun Zhang Cadres, the Fifth Amphigean Light Assault Group, the First Night Stalkers, and the Altenmarkt Militia.

Defending the new nation was the fledgling KungsArmé, numbering eight regiments. The Republic troops were mostly green recruits, though their senior officers were largely former DCMS warriors who defected. The exception was the First Tyr, whose elite MechWarriors served as the Republic's shock troops. Supporting the KungsArmé were eight mercenary commands. However, the canny but unscrupulous commanders of these mercenary units used the Rasalhagians' inexperience to leverage contract terms allowing them to avoid the combat necessary to defend the Republic's people. This created an ingrained hatred and distrust for mercenaries in the young nation, one that remains in place today.

With Prince Magnusson's permission, the *Gunji-no-Kanrei* sent eleven regiments of loyal DCMS troops to put down his rebellious forces. These included the elite Second Sword of Light and the First Genyosha. By using these premier commands, Theodore demonstrated to the rest of the DCMS and the Combine as a whole that his efforts to put down the *ronin* were serious. It also showed the other Great Houses that he respected the existence of the Republic enough to risk the lives of loyal DCMS troops to protect it.

Sporadic fighting occurred between elements of the Lyran Commonwealth and its mercenary forces on several worlds in the Republic. The conflicts were due largely the *varldherren* put in place by Duke Kelswa, who dragged their feet withdrawing. On Kandis, two of these mercenary commands fell afoul of the First Shin Legion, who were eager to prove their loyalty to the *Kanrei*. The First forced the Dragonslayers to surrender, then exterminated Meriadoc's Malcontents before moving on to Skandia. They garrisoned that world until the conflict was over, obeying the *Kanrei's* recall order in October 3035. The AFFS' famed Fox's Teeth Company was stationed on Tukayyid to train the First Drakøen when the Altenmarkt Militia raided the world's grain supplies. While the First and half of the Fox's Teeth mauled a small portion of the Militia, the rest of the *ronin* force attacked the allied base in force, wiping out the balance of the AFFS company. Despite a burning desire for vengeance, the Fox's Teeth obeyed the Republic order to remain in place. They continued their work with the First Drakøen for the duration of the conflict.

The Ronin War ended in just a few months, a short span saw the *ronin* forces put to shame on every world. All rogue commands were either destroyed or forced to surrender after sustaining heavy casualties. The KungsArmé showed its inexperience, but its troops also displayed a notable ferocity. After the war, the *Kanrei* allowed any DCMS warriors who wished to forsake their position in the Combine to claim citizenship in the Republic and membership in the KungsArmé. The order came too late to save some DCMS officers who were tempted to join their newly-free homeland, and came under fire from comrades who took offense at their disloyalty to the Dragon.

Besides firming up the new nation's right to exist, the Ronin War marked two major changes. First, the remaining worlds of the Rasalhague Military District were linked with worlds from the Benjamin Military District into the new Alshain Military District. This district was formed as a buffer zone between the new nation and the Combine interior. The other lasting effect came about because of an incident on Diosd, in which the local HPG was attacked by *ronin* DEST troopers who slaughtered the entire ComStar complement. ComStar used this heinous crime to justify revealing the true size of their Com Guards and using the troops to garrison HPGs in all nations, not just the Federated Suns, where they were first deployed during the Fourth Succession War.



THE WAR OF 3039

With regard to Hanse Davion's mystique, the War of 3039 was the counterpoint to the Fourth Succession War. While the Fourth Succession War caught the Capellan Confederation off-guard and cut it in half as the invading AFFS captured system after system, the War of 3039 did not involve an ill-equipped or ill-prepared victim. The Dragon did not sleep lightly with the massive Federated Commonwealth forming across their long shared border.

Hanse Davion's timing of the 3039 invasion was excellent, as FedCom units stormed across the border along both the Lyran and Suns fronts. Many border worlds fell due to the sheer immensity of the attack. Quick follow-up attacks in the invasion's second wave delivered similar victories. However, the Dragon had several surprises to deploy that would turn the tide.

First, as an incentive to gain Combine support for the creation of the Free Rasalhague Republic, and furthering a cooperative relationship that began in the Fourth Succession War, ComStar supplied a huge number of BattleMechs, tanks, and fighters to the DCMS. Though the units themselves dated to the Star League era, ComStar did its best to downgrade the equipment installed on them to the lower technology of the late Succession Wars era. However, the sheer number of units involved resulted in a large number of valuable Star League weapons remaining installed on various 'Mechs and tanks. These weapons were superior to prototypes only then being recovered through a combination of the Helm Memory Core and diligent research efforts. Greater range and harder-hitting power stunned the FedCom invaders on several worlds, in some cases causing panic among enemy troops in some cases.

Second, as part of his military reforms, *Gunji-no-Kanrei* Theodore Kurita formed the Ghost Regiments. These commands were staffed by elements of Combine society long deemed unsuitable for military service. The organized criminal elements of the *yakuza* demonstrated their loyalty to the *Kanrei*, though their ruling *oyabun* usually profited from the Ghost Regiments' actions through looting, kidnaps for ransom, and other unsavory activities. Twelve BattleMech regiments that appeared on no official DCMS military roster proved to be too great an obstacle for the vaunted Hanse "The Fox" Davion to overcome. After DEST troops stopped the Lyran portion of the invasion by eliminating its leadership, the *Kanrei* had only to deal with the Federated Suns front.

The Ghost Regiments proved their worth on several worlds. Their first engagement was actually a defeat, as the Eighth Donegal Guards and two mercenary commands drove back the First and Second Ghosts from Altai in the invasion's opening wave. While the Combine troops were inexperienced and faltered in the face of the enemy, the delay they created in the AFFS' timetable proved sufficient to disrupt the invasion. Theodore Kurita then did the unthinkable—instead of simply attacking the invaders on Combine worlds, he counterattacked into Suns territory itself.

The sudden reversal caused Hanse Davion to sue for peace. Theodore agreed, as his counterinvasion was in truth a show of strength he didn't really possess. The Dragon ended up in possession of several valuable Federated Suns worlds; though Hanse Davion acquired more worlds in the war than were taken, they were of lesser quality than those lost to the Combine. Both leaders claimed victory, though Davion's was Pyrrhic at best.



COMSTAR

ComStar has been the guardian of interstellar communications since the fall of the Star League. For centuries, they were considered neutral in all political concerns and a non-factor militarily. This changed in the Fourth Succession War when the organization unveiled its Com Guards.

The Com Guards were not just a massive military force, but one built along unique lines. Instead of lances, companies, and battalions, they used formations called Levels, reflecting the number of individual units in each. These forces were deployed to protect ComStar's assets, unsettling many leaders. House Davion, especially, was unhappy having foreign military assets deployed on its worlds.

ComStar gained the Dragon's favor by aiding the Combine in the War of 3039. The Star League BattleMechs and tanks provided by the Order greatly bolstered the DCMS' efforts against the Davion invaders. On more than one occasion, the longer range of Star League-era weapons caused discord among the Davion aggressors and turned the tide of battle.

As with any ally of convenience, the Dragon is only pleased while aid is being rendered. Since the War of 3039, the Dragon is indifferent to ComStar and the Com Guards.



REALM OF THE DRAGON



FREE WORLDS LEAGUE

The Free Worlds League is a collection of loosely allied nation-states which are somewhat distrusting of outsiders, especially after the Capellan Confederation encouraged the Marik Civil War of the early thirty-first century.

As an ally of the Dragon through the Concord of Kapteyn (see p. 37), House Marik's considerable military-industrial complex and its position opposite the Lyran Commonwealth could be a great asset to the Combine. However, internal political issues often prevent the League from acting in unison, as some provinces refuse to cooperate with others. Such a weak central government is anathema to House Kurita, who would swiftly educate any dissidents about the error of their ways.



THE PRESENT

The middle of the thirty-first century finds the Dragon's strength waxing. The DCMS boasts twenty-five percent more BattleMech regiments than it fielded prior to the Fourth Succession War. That this comes after losing nearly an entire military district and the forces that defended it, the Fourth Succession War, the Ronin War, and the War of 3039, is no mean feat.

Prior to the formation of the Federated Commonwealth, the Dragon had two primary adversaries: the Lyran Commonwealth and the Federated Suns. Of the pair, the Suns represented the greater threat, due in no small part to Hanse Davion, perhaps the greatest First Prince in history. However, the threat posed by the Fox was diminished greatly after Theodore Kurita used unconventional tactics, a new military paradigm, and not a little of his own guile to outfox the cunning Davion. Though many at first believed the conquest of the entire Inner Sphere by the gargantuan FedCom was a foregone conclusion, that outcome is now deemed unlikely at best. The Dragon was prepared for the surprise assault of 3039, and remains prepared today. As ever, the Dragon longs for combat with a worthy foe. While the FedCom alliance strengthens the Lyran portion of the realm's military, it merely means the Dragon has a worthier enemy near its border than before. Truly, these are days of glory for the Dragon.

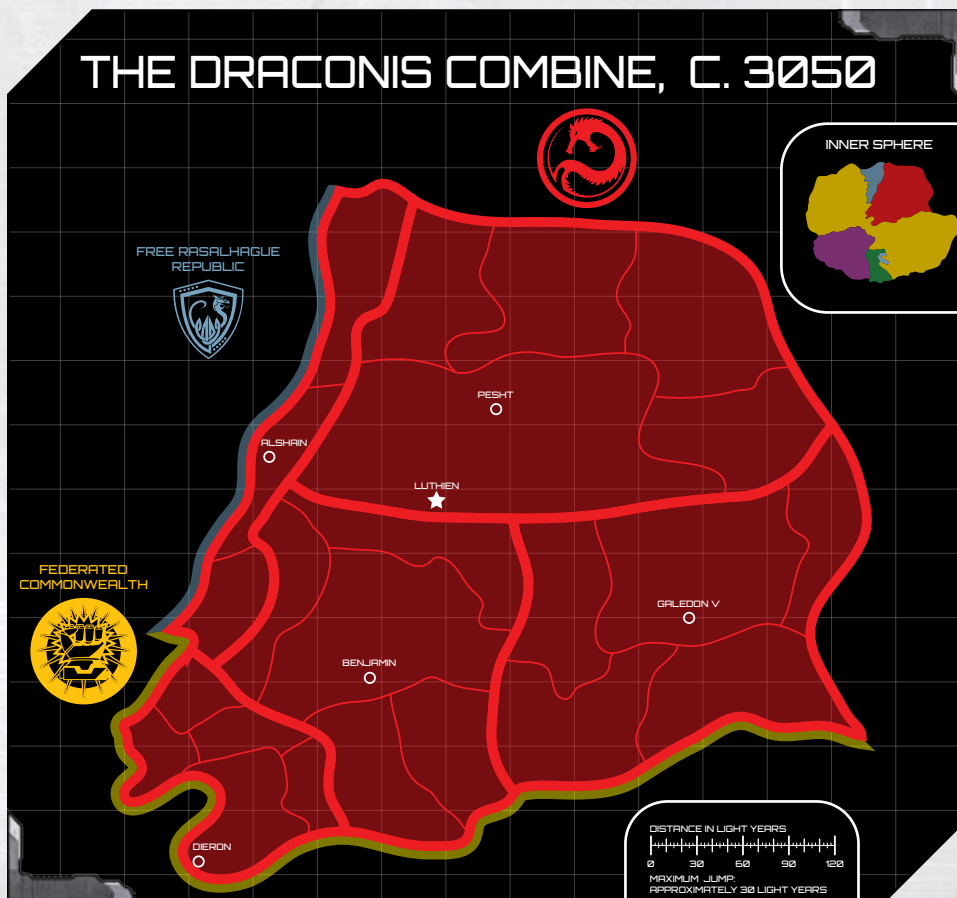
Compared to the FedCom border, the Free Rasalhague Republic front might as well be a tea party. The Republic has no ambition to expand its borders; its residents merely wish to be left alone to govern themselves, as was ever their desire. For now, it suits the Dragon to allow them this luxury. But as happened before, the Dragon's avarice will surely one day spell the end of the Republic. The small nation should consider itself secure for the nonce, but eventually the need for a buffer state between the Dragon and the weaker portion of the Federated Commonwealth, and its precious BattleMech factories, will fade. Few military analysts expect the détente between the Combine and the Republic to persist forever.

REALM OF THE DRAGON



The reforms of the DCMS instituted by the *Kanrei* remain foremost in the minds of the Combine's peoples. Theodore's notions run counter to the traditions of the nation and its powerful military. While those traditionalists are also supposed to adhere to the wishes of their superiors, the conflict remains palpable. Some commanders have embraced the changes to the military, especially after they delivered the unexpected gains of the War of 3039. Others are secure in the knowledge that the Dragon would have been victorious in any case. That elements of both factions took part in that war and both found success only guaranteed that the dispute would continue.

While the Combine's Inner Sphere borders vary from actively hostile to essentially peaceful, the Periphery border remains as it has always been. The Outworlds Alliance knows its place and avoids arousing the Dragon's ire. The Combine knows not to expect any threat of consequence to arise from that quarter, unless insanity takes root. The vast frontier beyond the Combine's borders remains filled with pirates, though these have never been more than a minor threat. Defensive attitudes in that region have grown lax, especially compared to the rest of the DCMS. Should a true threat arise in the Periphery, even the mighty Dragon could find itself hard-pressed to survive.



CAPELLAN CONFEDERATION

The Capellan Confederation shares a common enemy with the Draconis Combine. The Federated Suns all but eradicated the Confederation in the Fourth Succession War, while the Combine was occupied with the Coordinator's personal feud with Wolf's Dragoons. Prior to the war, the Confederation was loosely allied with the Combine and the Free Worlds League in the Concord of Kapteyn. However, compared to the Federated Commonwealth treaty, forged through marriage, the Concord did little to counter the FedCom juggernaut. The Combine looks down upon the Confederation; as long as they offer nothing to aid the destruction of the hated Federated Suns, the Combine has little time to spend on this shattered Successor State.



REALM OF THE DRAGON

BUSHIDO

Bushido was the code of honor and chivalry of the ancient *samurai* of feudal Japan. *Bushido*, or "the way of the warrior," is the axis around which Combine society revolves. For the Warrior class, *bushido* is more important than simple loyalty or faith.

In the Combine, the *bushido* code is derived from three sources. The stereotypical stoicism, endurance, and contempt for both death and suffering which Combine warriors possess come from Zen teachings. Utter loyalty, bordering on worship, to the nation and to the Coordinator comes from Shintoism. An adherence to social ethics is drawn from Confucianism.

Bushido requires constant training, both mental and physical, a regimen which maintains and improves a warrior's fighting skills. The code also requires the strictest discipline to develop the character, confidence, and self-control so critical to enabling a warrior to face enemies without fear.

The code ensures that all Combine *samurai* are supremely loyal to the Coordinator until death. Warriors from other nations all too often seek above all to preserve their own lives, while the Dragon's warriors often and willingly sacrifice their lives without hesitation in service to their liege.





THE PILLAR OF STEEL

The foundation of Draconis Combine society rests upon the Five Pillars. Each pillar represents a vital aspect of the Combine's success, and all five are critical to the nation's survival. The Pillar of Gold is embodied by House Kurita and the rest of the governing body, including the nobility. The Pillar of Jade is represented by the nation's trade and commerce. The Pillar of Teak encompasses the Combine's people and culture. The Pillar of Ivory encompasses the Combine's religion and philosophy. But arguably the most important—after the Pillar of Gold, of course—is the Pillar of Steel, represented by the Draconis Combine Mustered Soldiery.

The Pillar of Steel supports, and is in turn supported by, the other four pillars. Without the military, there would be no one to defend the nation. But without the Pillar of Jade, for example, to fund production of war materiel and research into advanced technology, the DCMS would not survive. In truth, however, all of Combine society revolves around the military, which is why soldiers in general, and MechWarriors in particular, are accorded higher respect than the Worker class.

The DCMS fielded 80 regiments of BattleMechs prior to the Fourth Succession War. Deft economic manipulation and draconian measures applied to the Worker class rebuilt the nation's military after that conflict. Even after the loss of the Rasalhague Military District and the many regiments lost in the Ronin War, the DCMS stopped cold the Federated Commonwealth invasion in the War of 3039. Less than a quarter century after the Fourth Succession War, the DCMS fields nearly 100 BattleMech regiments. Some of this increase was driven by the technological recovery of recent years, though the desperate drive to ensure the Dragon's survival in the face of the massive FedCom military played a huge part.

The heart of the DCMS is the indoctrination programs of the Combine's educational system. From the earliest age, dedication to the nation through military service is exalted. The increased status accorded to soldiers drives many of the lower classes to seek military service, in the hope that they might improve their lot in life. Too often, these troops amount to mere cannon fodder among the conventional forces of the DCMS. None of them complain, though, for even these lowest of troops hold higher status than the Worker or Unproductive classes.

The aspiration of all soldiers, pilots, and MechWarriors in the DCMS is to embody the code, honor, and skill of the ancient *samurai*. As the *samurai* held his blade sacred and viewed it as the embodiment of his honor, so too does House Kurita (and Combine society as a whole) consider the DCMS sacred. In feudal Japan, fathers often passed their swords on to their sons. This is mirrored in the passing down of BattleMechs within Combine families. Those warriors wealthy or influential enough to own their own 'Mech wish to preserve the status this bestows to the family. Ensuring a continuation of MechWarrior service guarantees that status will not be lost.

The DCMS focuses heavily on obedience to superiors. Orders must be obeyed for honor to be sustained. However, there is a competing element, in that warriors aspire to individual glory to ensure advancement. In other militaries, these conflicting drives might result in chaos. In the DCMS, though, they combine to deliver superior battlefield performance. If a warrior is ordered to achieve something deemed impossible, he might die in the effort to complete the task set before him and thus be accorded honor for his self-sacrifice. If he manages to succeed despite the recognized difficulty, then he increases his status through his heroism. It is this harmonious dichotomy that makes individual Combine warriors superior to those of

INTERNAL SECURITY FORCE

In existence nearly as long as the Combine itself, the Internal Security Force (ISF) is renowned throughout the Inner Sphere. When Coordinator Urizen II ordered the nation to adopt Japanese cultural elements, the ISF was tasked with enforcing his edict. Those resisting the change were quickly dealt with; many were never seen again.

The ISF is a constant source of fear for all peoples in the Combine. The organization's task to safeguard the nation from threats both external and internal gives it incredible powers. Anyone deemed disloyal for any reason may never recover from their treatment at the hands of the ISF, if they survive at all.

Since the Third Succession War, Subhash "the Smiling One" Indrahara has served as ISF Director. He wields nearly as much power as the Coordinator, and only his fierce loyalty to House Kurita prevents the vast ISF from attempting a coup.

The ISF has infiltrated to varying degrees every organization in the Combine, and many others outside it. This gives the Dragon incredible power, both overt and covert, to manipulate individuals, corporations, or other organizations in the Combine's best interests.

The ISF controls the Draconis Elite Strike Teams commandos and is charged with ensuring the loyalty of all members of the DCMS, especially those tasked with protecting the capital and the Coordinator.



REALM OF THE DRAGON

other militaries. The notion of defeat is so hateful to them that they prefer death in the attempt to achieve victory. Retreat has only recently become acceptable, as preserving valuable combat forces for future use was accepted as a sufficient means to justify withdraw in the face of an enemy. Still, this alteration of traditional Combine culture, driven by the *Gunji-no-Kanrei*, has met resistance among older warriors. Combine history is replete with bold last stands that achieved nothing, and the Coordinator's son wishes to reduce the dishonor associated with tactical withdrawals from untenable positions. This very shift in doctrine was critical to victory in the War of 3039.

The *bushido* code is embraced by all DCMS warriors, but *samurai* status is not for everyone; that level of honor and achievement is reserved for only the best of the best. It is in the nation's military academies that the greatest drilling in *bushido* takes place. Graduates of the academies are granted recognition as *samurai*. This is not just a status but a duty. In all ways, these elite warriors must cleave closely to *bushido*.

In much the same way that *samurai* of feudal Japan were the greatest component of their *shogun's* forces, the BattleMech is the most important part of the DCMS. Conventional forces are in fact more numerous, but the general inferiority of these forces to BattleMechs relegates them to lesser status, just as the common foot-soldier was held in lower regard than the *samurai* over a millennium ago. Infantry and vehicle elements are always suborned to BattleMech forces in combat. There is never any debate or question of who is in command between different unit types. However, the drive to achieve glory sometimes causes friction between regiments of BattleMechs from different brigades. For example, a Sword of Light regiment is always considered superior to regiments of other brigades, and so the Sword of Light regiment's commander assumes leadership of all forces in a given battle. Being relegated to lower status sometimes rankles the commander of the other BattleMech regiment. Such occurrences cause disharmony in strategy and affect the combat performance of the disparate units. In these cases, defeat is more common than when





different commands integrate willingly to their superior's doctrine. More than once in Combine history, defeat was snatched from the jaws of victory due to such petty jealousy. Commanders who survive these situations are likely to choose *seppuku* rather than endure the dishonor of their actions. Even in cases where conflicting tactical approaches still achieve success, the lack of discipline causes a loss of honor and may result in demotion or transfer to a less honorable command, such as the Legion of Vega. Ritual suicide to avoid this disgrace is all too common.

Since the Third Succession War, the Coordinator has begun according honor comparable to that for MechWarriors upon aerospace fighter pilots. This measure was motivated primarily to encourage warriors to train as pilots to replenish the heavy losses suffered by aerospace elements in combat. MechWarriors may choose *seppuku* if they lose their BattleMech, but unlike pilots whose fighters are shot down, MechWarriors have a far greater survival rate when shot out of their 'Mech. This recognition increased morale among pilots, but caused discontent in MechWarriors, who feel their special status is threatened.

PILLAR OF OKANE

Before the Fourth Succession War, the Draconis Combine employed mercenaries of all stripes much like the other Successor States. While the circumstances of that war changed the Combine's relationship with mercenaries, the nation was once considered a destination for mercenaries who hoped to elevate their skills by training with the Combine's renowned MechWarriors. Those who compared well with these peerless MechWarriors saw their own fame and fortune enhanced by the association. Because these hired warriors did not follow the precepts of *bushido*, they were often looked down upon by the warriors of the DCMS. Often, mercenaries were contemptuously referred to as the Pillar of *Okane* because of their pursuit of money. Even this derisive term is an improvement over "mercenary scum," the preferred term of Coordinator Jinjiro Kurita.

After Kerensky's Exodus, several former Regular Army commands were hired to augment the DCMS. This enabled an immediate increase in force size, without the time required to indoctrinate from youth. Without that indoctrination, however, these warriors were never fully trusted. The Dragon often sought to coerce these masterless warriors into permanent service via the Company Store method. Initially, these methods were clumsily transparent. Over time, though, and after several mutinies, the Office of Professional Soldiery Liaison—which oversaw mercenary commands for the DCMS—perfected the technique. Mercenaries were slowly indebted to the Dragon and often forced to sell their command to the Combine to settle their debts.

Mercenary commands in service to the Dragon were never allowed independent command. Even Wolf's Dragoons had a tight rein while serving Coordinator Takashi. The DCMS maintained strict control over the mercenaries in its employ. This allowed actions to be properly coordinated to achieve the Dragon's aims. This often entailed serving as cannon fodder, but sometimes it simply fell to mercenaries to perform actions that honorable *samurai* might balk at. These missions included covert operations to gather intelligence, carrying out dishonorable raids (such as attacking civilian targets rather than military ones), or serving as diversionary forces (sometimes by impersonating other commands while attacking enemy worlds).

Regardless of the mistreatment mercenaries serving the Dragon often experienced, they were an essential component of the Combine's defensive and offensive military actions for centuries. Only a personal affront ended the official sanction of such warriors operating as adjunct forces to the DCMS.



THE DRAGON'S HIRELINGS

The following is a list of notable mercenary commands which once served the Combine prior to Coordinator Takashi's Death to Mercenaries decree.

- 7th Cavalry
- 28th Heavy Horse Regiment
- 52nd Heavy Assault Regiment
- 104th Striker Regiment
- The Bandersnatches
- The Black Sharks
- Brion's Legion
- Fuchida's Fusiliers
- Helmut's Hermits
- Kingston's Caballeros
- Lone Star Regiment
- The Longhorns
- McGee's Cutthroats
- The Paul Bunyan Regiment
- The Plague Boys
- Porter's Mortars
- The Shady Ladies
- Srec's Wrecks
- St. Cyr Heavy Assault Group
- Sunn's Guns
- Vandelay's Valkyries
- Waco's Rangers
- Wolf's Dragoons



KURITA

COMBAT COMMANDS

The Combat Command entries below include a short history and *Alpha Strike* information for some of the Inner Sphere's most famous or interesting Draconis Combine and Free Rasalhague Republic Combat Commands in existence circa 3049. These briefs will help players assemble the correct Force to represent their favorite commands on the tabletop. Note that, for the purposes of these rules, a Kurita Force is considered any Force constructed from Combat Commands included in *Combat Manual: Kurita*, whether they hail from the Draconis Combine or the Free Rasalhague Republic.

In *Alpha Strike*, a player fields Units, defined as any playing piece with a Point Value in the Master Unit List (www.masterunitlist.info), whether that playing piece represents a single 'Mech or an entire Point of Elementals. Units are the building blocks for Formations. The term Formation may refer to the next-highest echelon of organization, such as a lance, Star, or Level II; or it may refer to a larger grouping of those Formations, such as a company, battalion, Cluster, Galaxy, or regiment. Any organization of Units, whatever the size, is considered a Formation.

The *Combat Manual* series presents the militaries of the Inner Sphere and Clans as lists of Combat Commands, which are further broken into Sub-Commands possessing various experience levels, Force compositions, and special command abilities. For example, the Ryuken, a famed multi-regiment Combat Command, includes the Ryuken-go, a Sub-Command. Smaller Combat Commands might only possess one Sub-Command.

COMBAT COMMAND BRIEFS

Each brief includes the Combat Command's name and a summary of their history. Their **Common Enemies** list which factions the Combat Command have battled against. *Alpha Strike* game information for each Sub-Command follows this history.

Experience Level: The average Skill of each Unit; see *Point Value Skill Rating* table (p. 167, *Alpha Strike*)

Force Composition: The Formations which constitute the Sub-Command. Note that the weight description is an average for the constituent Formations; the average Size for all the Units comprising the Formation must round down or round up to the equivalent Size for that weight. For example, a medium 'Mech regiment must field Units whose average Size does not exceed 2.49. Additional restrictions to the types of Formations the Sub-Command is allowed to field may also apply, as detailed in each brief.

Special Command Abilities: The special benefits which apply to the Sub-Command; see *Special Command Abilities* (p. 44, *Alpha Strike Companion*). Brand-new abilities making their debut in *Combat Manual: Kurita* are listed in italics, and are detailed on p. 84.

Force Building Rules: Special advantages or prohibitions which apply during Force creation, intended to convey the flavor of each unique Kurita Command and Sub-Command.

Special Rules: Any additional rules text which applies to the Sub-Command.

Finally, certain Combat Commands include a notable warrior which may be fielded as part of the Force.

Note that several Standard Lances are capitalized in the rules below, such as Command Lance, or Battle Lance. Their capitalization is intended to remind players that these Formations possess special abilities under *Ground Formation Types* (see p. 150, *Alpha Strike Companion*) and *Formations* (see p. 60, *Campaign Operations*), and also that they are available for purchase as ready-to-play Lance Packs.

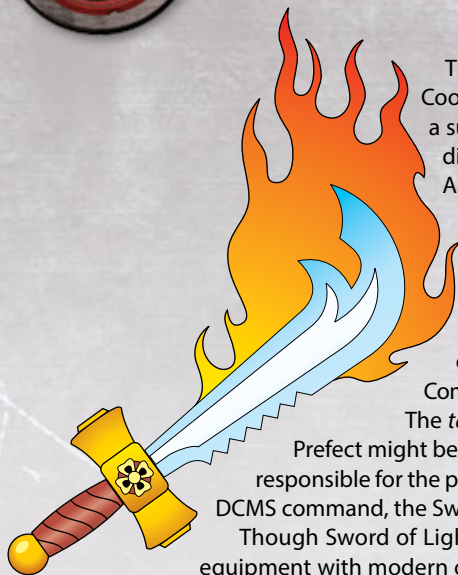
OTHER SUB-COMMANDS

Several multi-regiment brigades, such as the District Regulars, are simply too large to allow each Sub-Command to be detailed in full. Instead, the various Other Sub-Commands tables list bare-bones details to allow their use on the battlefield.

In addition to each Sub-Command's designation, nickname, and experience rating, these tables also list their Force Composition in shorthand form of Weight/Type/Organization. In a few cases, a Sub-Command's weight is not specified, so only Type and Organization will be listed. A key to each follows:

WEIGHT	TYPE	ORGANIZATION
L light	BM BattleMech	L lance
M medium	AF aerospace fighter	C company
H heavy	CV combat vehicle	B battalion
A assault	CI conventional infantry	R regiment
	MI motorized infantry	S squadron
	BA battle armor	W wing
	AR artillery	(r) reinforced
		(d) demi

SWORD OF LIGHT



The Sword of Light brigade was formed during General Aleksandr Kerensky's regency of the Star League. Coordinator Takiro Kurita foresaw the League's fall, and wanted to ensure the Draconis Combine possessed a superior corps of warriors to secure his own position. He created a BattleMech legion answerable to him directly, and instructed that they were to have the best of everything; equipment, training, and personnel. All warriors joining the unit would be tested for fanatical loyalty to the Coordinator and no one else. Thus was born the Sword of Light.

The five regiments of the brigade were to stand as symbols of the Five Pillars, the tenets on which the Combine was built. Throughout the three centuries of the Sword of Light's existence, its regiments have been the premiere combat commands of the DCMS. There is no greater honor for a Combine warrior than a posting to the Sword of Light—but such a posting does not come easily. All warriors must have a minimum of five years of exemplary service in another DCMS regiment. Most inductees are the finest graduates of the Combine's elite academies, though some few, notable exceptions hail from poorer families with lesser educations.

The *tai-sas* who command the regiments answer directly to the Coordinator. On rare occasions, a Warlord or Prefect might be given command of a Sword of Light regiment stationed in his or her territory, but ultimately the *tai-sa* is responsible for the performance of their regiment. Whenever a Sword of Light regiment is operating in a theater with another DCMS command, the Sword of Light's *tai-sa* automatically assumes overall command of the operation.

Though Sword of Light warriors receive whatever equipment they wish, a few are notable for opting not to upgrade their equipment with modern or recovered technology. Some are unwilling to alter their families' heirloom BattleMechs, while others prefer equipment with which they are intimately familiar, as opposed to untested components that have yet to stand the test of time. Still, most Sword of Light BattleMechs possess modern weapons and heat sinks, though engines and internal structures are rarely changed. All Sword of Light 'Mech regiments are reinforced regiments of four battalions, allowing each to deliver unparalleled firepower against any enemy.



FIRST SWORD OF LIGHT

The Ivory Dragon is the Sword of Light regiment most focused on *bushido*. Their fanatical devotion to the code and to the Coordinator is unmatched. The First Sword has long specialized in night combat, though it sees less action than the other Sword of Light regiments due its posting on Luthien to safeguard the Coordinator. However, this has not dulled the First Sword's edge. In the War of 3039, the First spearheaded the assault on Halstead Station, joining the Seventh Sword of Light to wrest the world from the Fighting Urukhai and the Fifth FedCom RCT. The reinforced 'Mech regiment contains two battalions of medium 'Mechs, one of heavy 'Mechs, and one of assault 'Mechs. Conventional forces are attached to the First Sword as needed for their mission or posting.

Experience Rating	Veteran
Force Composition	1 heavy reinforced 'Mech regiment, 2 heavy aerospace fighter wings
Special Command Abilities	Banking Initiative, Environmental Specialization (Night), <i>Esprit de Corps</i> , <i>Focus (Nightwalker)</i>
Force Building Rules	First Sword Units with a Skill Rating of 3 or lower may select any Unit from their Availability Lists for 2 fewer FPs (minimum of 0 FP).
Common Enemies	Clan Smoke Jaguar (Early Clan Invasion), Clan Nova Cat (Early Clan Invasion)



SECOND SWORD OF LIGHT

The Steel Dragon has long been the flagship regiment of the DCMS. The Second Battalion of the Second Sword's 'Mech regiment participated in the Kentares Massacre, and its MechWarriors still paint the flag of Kentares IV on their 'Mechs' backs to reflect their predecessors' sacrifice of personal honor to carry out their assigned duty—such is the devotion of the Second Sword of Light. Coordinator Takashi Kurita himself commanded the Second Sword's assault battalion before he was transferred to the Otomo. It was the Second that nearly captured Mallory's World in 3014, when *Tai-sa* Yorinaga Kurita killed First Prince Ian Davion in single combat. Later, the Second engaged the elite Wolf's Dragoons when the mercenaries invaded Dromini VI. The Second took heavy losses, but were the first combat command of any Successor State to deal similarly severe casualties on the Dragoons. In the *Ronin* War, the Second turned the tide against *ronin* forces on multiple worlds, aiding the

newborn KungsArmé forces in protecting their new nation. The Second liberated Kessel from Lyran conquerors in the War of 3039, leading two Sun Zhang Cadres against three Lyran regiments. The Second is the only Sword of Light combat command with permanently-attached conventional forces, and includes twice as many Aerospace fighters. The reinforced 'Mech regiment contains one battalion of light 'Mechs, two of heavy 'Mechs, and one of assault 'Mechs.

Experience Rating	Elite
Force Composition	1 heavy reinforced 'Mech regiment, 2 heavy aerospace fighter wings
Special Command Abilities	<i>Esprit de Corps</i> , Forcing the Initiative, <i>Strategic Planning</i> , <i>Tactical Adjustments</i>
Force Building Rules	Units with a Skill Rating of 3 or lower may select any Unit from their Availability Lists for 2 fewer FPs (minimum of 0 FP).
Common Enemies	Clan Ghost Bear (Early Clan Invasion)

SWORD OF LIGHT



FIFTH SWORD OF LIGHT

The Fourth Succession War and War of 3039 were particularly harsh to the Gold Dragon. The Fifth long had the reputation of utilizing any dirty tactic that would guarantee victory; for them, the end always justified the means. Their mentality only delivered results, however, against enemies incapable of adapting to changing conditions. In the Fourth Succession War, Fifth Sword of Light *Tai-sa* Conti Palmer orchestrated the introduction of a deadly virus on Northwind that killed thousands. The Fifth was later seriously mauled by the elite Kell Hounds on Nusakan. On Pike IV in the War of 3039, the Fifth Sword dealt significant damage to Hansen's Roughriders, but then suffered mightily at the hands of the Seventeenth Skye Rangers, who obliterated the Kuritan troops with aerospace fighters. By the end of the war, the once-elite Fifth was a bitter remnant of its former glory. The command is only now being rebuilt, and its former fearsomeness in urban fighting no longer strikes fear into enemy cockpits. The 'Mech regiment possessed one battalion of light 'Mech, one of medium 'Mechs, and two of heavy 'Mechs. Conventional and aerospace forces are attached to the Fifth Sword as needed for their mission or posting.



Experience Rating (Pre-3040): Elite; (3040-): Green

Force Composition (Pre-3040): 1 medium reinforced 'Mech regiment, 2 light aerospace fighter wings; (3040-): 1 heavy 'Mech battalion

Special Command Abilities Environmental Specialization (Urban), *Esprit de Corps*, *Focus* (Street Fighter)

Force Building Rules Units with a Skill Rating of 3 or lower may select any Unit from their Availability Lists for 2 fewer FP (minimum of 0 FP).



SORENSEN'S SABRES

Sorenson's Sabres is an independent company formed in 3021 when Third Company, Second Battalion of the Fifth Sword of Light was sent to raid multiple worlds in the Lyran Commonwealth. The command's unique composition included an aerospace fighter and a Land-Air 'Mech providing close air support for ten BattleMechs. During their raiding actions, the Sabres were used to poison the city of Cromarty's reservoir without the warriors' knowledge. The birth of the Free Rasalhague Republic sundered the Sabres, as some warriors went rogue to join the new nation. After the Ronin War, the Sabres were disgraced by failing to stop a pirate raid and exiled to garrison the Periphery border. After rebuilding and preventing a major pirate invasion, the Sabres recovered their honor and were reposted to the Fifth as it reformed. Since 3047, the company has honed its skills by raiding along the Davion border.

Experience Rating Elite

Force Composition 1 'Mech company including 1 aerospace fighter and 1 LAM

Special Command Abilities Per Fifth Sword of Light (Pre-3040)

Force Building Rules Per Fifth Sword of Light (Pre-3040)

BUSOSENSHI SHARRON BURGOZ

Assigned to Sorenson's Sabres as an ISF informant, Burgoz eventually grew closer to her unit than her handlers anticipated. Her custom *Trebuchet* TBT-7K (nicknamed "Snowball") was a special variant undergoing testing by the DCMS. This version was an attempt to see if direct weapons fire-support could be a viable alternative to the more traditional indirect missile support in the long term, both in combat and logistically. Her 'Mech replaces the conventional *Trebuchet* weaponry with an autocannon, particle projection cannon, and a single SRM-2 pack.

BUSOSENSHI SHARRON BURGOZ

PV: 25 (35)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Trebuchet TBT-7K	2	BM	3	10	2	2/2/2	0	4/4	REAR1/1/-
Special Pilot Abilities: Melee Master, Melee Specialist									

SWORD OF LIGHT

BASIC REGIMENTAL STRUCTURE

House Kurita's combat Formations are similar to those of other House militaries, with some differences in aerospace fighter organization. House Kurita's Formations are homogeneous by Unit type, unlike other Houses (or ComStar) which sometimes integrate Unit types into combined-arms Formations. Some House Kurita Combat Commands are "reinforced" Formations, meaning they contain one or two additional Formations from the next lower echelon of organization. A reinforced company, for example, may contain one or two more lances than a normal company. However, a command Formation (such as a command lance) does not usually contribute to making a Formation reinforced, since such Formations see combat only infrequently due to their administrative duties.

Lance: A lance contains four BattleMechs or vehicles. Armor lances are often called platoons. Aerospace lances contain two fighters. It is very rare within the DCMS for the two lance types to join as an AirLance.

Flight: A flight contains three aerospace lances (six fighters). This is sometimes referred to as a demi-company.

Company: A company contains three lances/flights (twelve 'Mechs, fighters, or vehicles).

Battalion: A battalion contains three companies (thirty-six 'Mechs or vehicles). 'Mech battalions often contain an additional command lance. The aerospace equivalent is a wing (thirty-six fighters), which often contains a command lance.



SEVENTH SWORD OF LIGHT

The Teak Dragon has strongly resisted *Gunji-no-Kanrei* Theodore Kurita's military reforms. As the Sword of Light regiment representing Combine culture, the Seventh believes its duty is to preserve the traditional Kurita style of organization and combat unless the Combine as a whole embraces the change, thus altering its culture. The Seventh executed an exemplary combat drop into enemy territory on Halstead Station in the War of 3039 and attacked the occupying Fifth FedCom RCT from the rear, crushing them against the First Sword of Light. Like the First Sword, the Seventh is stationed on Luthien, a fitting post to defend not just the nation's culture but also the Coordinator and his family. The reinforced 'Mech regiment includes two battalions of light 'Mechs, one of medium 'Mechs, and one of assault 'Mechs. Conventional and aerospace forces are attached to the Seventh Sword as needed for their mission or posting.

Experience Rating	Veteran
Force Composition	1 medium reinforced 'Mech regiment, 2 light aerospace fighter wings
Special Command Abilities	Environmental Specialization (Urban), <i>Focus (Demoralizer, Melee Master, Slugger)</i>
Common Enemies	Clan Smoke Jaguar (Early Clan Invasion)

TAI-I SHELLY WEBSTER

Tai-i Shelly Webster commands Second Company, Third Battalion of the Seventh Sword of Light, a light 'Mech company which specializes in forest combat. Her *Jenner*, "Crow," is painted all black, unlike most Sword of Light 'Mechs. Having overcome the typical bias against female MechWarriors in the Sword of Light, Webster's steady hand at the controls belies her reckless approach to combat. She devolves into savagery in combat, often allowing her to take down heavier enemy 'Mechs. As a reward for crushing a Deneb Light Cavalry lance, her 'Mech's heat sinks were upgraded to double-strength versions, and additional jump jets were added to "Crow," making Webster even more deadly in combat.

TAI-I SHELLY WEBSTER

PV: 24 (34)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
<i>Jenner</i> JR7-D (Webster)	2	BM	1	14j	3	3/3/0	0	2/3	ENE
Special Pilot Abilities: Terrain Master (Forest Ranger). <i>Tai-i</i> Shelly Webster grants any Force she leads up to a company in size the ability to select the <i>Highlander Burial</i> Special Command Ability (see <i>Combat Manual: Mercenaries</i> , p. 91).									
Available to: Sword of Light									



EIGHTH SWORD OF LIGHT

The Jade Dragon represents the economy of the Draconis Combine. Unlike the other Sword of Light commands, the Eighth chooses to remain generalists in all forms of combat rather than specialize in any particular terrain or environment. The Eighth's battalions are rarely all in one place at the same time. Instead, each battalion patrols the Combine's borders on a randomized schedule to better surprise raiders. The rotation also familiarizes the Eighth with multiple worlds, allowing it to better defend the Dragon's territory. This dispersal almost cost the regiment dearly when Davion forces invaded Delacruz in the War of 3039 and faced only one battalion of the Eighth. That battalion was mauled by Davion aerospace fighters, but survived the occupation until their errant comrades returned to liberate the world from the invaders. The reinforced 'Mech regiment fields two battalions of medium 'Mechs and two of assault 'Mechs. Conventional forces are attached to the Eighth Sword as needed for their mission or posting.

Experience Rating	Regular
Force Composition	1 heavy reinforced 'Mech regiment, 2 heavy aerospace wings
Special Command Abilities	<i>Tactical Adjustments</i>
Force Building Rules	Units with a Skill Rating of 3 or lower may select any Unit from their Availability Lists for 2 fewer FPs (minimum of 0 FP).



THE KESSEL RUN

*Western Heights, Gershtad
Kessel
Draconis Combine
9 August 3039*

The Second Sword of Light arrived on Kessel with supporting regiments to eject the Lyran occupiers. While two Sun Zhang Cadres occupied the Second Donegal Guards and Fourth Skye Rangers, it fell to the Eleventh Lyran Regulars to stop the Second Sword from penetrating their lines and destroying the Lyran command post at the spaceport. Reinforcements were on the way, but would they arrive in time to aid the beleaguered Eleventh?

GAME SETUP

Recommended Terrain: Rolling Hills, Open Terrain

If using terrain, the game table should be divided equally between open terrain on one half and rolling hills on the other.

If using hex maps, arrange two maps with their long edges touching; one should be open terrain, while the other should include rolling hills.

The Defender chooses one long edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Both sides should have the same number of Units. Only BattleMechs took part in this battle.

Victory Conditions: *Per Hold the Line* (see p. 165, ASC).

ATTACKER

Second Sword of Light (Elite)

The Attacker consists of the Second Sword of Light, which seeks to capture the Lyran headquarters. The Attacker enters from their home edge on Turn 1. The Attacker's objective is to exit half their units via the Defender's home edge before Turn 12.

DEFENDER

Eleventh Lyran Regulars (Green), Second Donegal Guards (Veteran)

The Defender consists of one patrolling company of the Eleventh Lyran Regulars that enters the table on Turn 1. A lance of the Second Donegal Guards enters the table via Defender's home edge on Turn 6. The Defender must prevent half of the Attacker's units from exiting via the Defender's home edge before Turn 12.

BASIC REGIMENTAL STRUCTURE (CONTINUED)

Regiment: Regiments contain three battalions (108 'Mechs or vehicles). 'Mech regiments often contain an additional command lance or command company. An aerospace regiment contains three battalions (108 fighters).

Infantry formations vary slightly from 'Mech, vehicle, and aerospace formations.

Squad: A squad contains seven troopers.

Platoon: A platoon contains four squads (twenty-eight troopers). Jump platoons contain three squads (twenty-one troopers).

Company: A company contains three platoons (eighty-four troopers, or sixty-three for jump infantry), often with an additional command squad.

Battalion: A battalion contains three companies (252 troopers, or 189 for jump infantry), often with an additional command squad.

Regiment: A regiment contains three battalions (756 troopers, or 567 for jump infantry), often with an additional command squad or command company.



DIERON REGULARS



The Dieron Military District has long been the most militarily active segment of the Draconis Combine. The district's territory resembles a dagger poised at Terra and borders both the Federated Suns and Lyran Commonwealth, ensuring constant raids and attacks by both those nations. The excess of combat makes the Dieron Regulars the most experienced and highly skilled of all District Regulars brigades. The Dieron Regulars also boast more combat commands than any of their counterparts.

There has been no major conflict in which the Dieron Regulars were not a primary player. Their actions in defense of the Combine have preserved the Dragon's territory through the centuries. The brigade is the single largest source of experienced warriors for other DCMS regiments, due both to the size of the Dieron Regulars and to their constant combat experience. The Dieron Regulars are experts in the terrain and conditions of all worlds in their military district as well as those just across the border in the Federated Commonwealth. They rarely leave the confines of their own district, but when they do, they are the most effective of the Regulars.



EIGHTH DIERON REGULARS

The Wrath of the Spurned, as the Eighth is known, is a medium 'Mech regiment specializing in night combat. The Eighth earned the displeasure of the Coordinator in the Third Succession War when they chose to attack a vulnerable point in an enemy fortification, unlike their Sword of Light comrades who insisted on attacking the enemy's strongest point as honor demanded. When the enemy force successfully repelled the attack, the Eighth's commander accepted the blame, but declined the chance to commit *seppuku*. He was then tried and convicted of cowardice, souring the relationship between the Eighth and the Coordinator. This falling out has affected the Eighth's supply priority, forcing them to field improperly repaired equipment. The Eighth Dieron Regulars Aerospace is fervently anti-Davion, and seeks to engage Davion fighters at every opportunity. The makeup of the Eighth's Heavy Armor regiment has changed nearly

every year since the command's disgrace in the Third Succession War, but usually consists of a hovercraft formation to complement the Eighth's fast 'Mechs. The Eighth Dieron Regulars infantry's First Battalion is a fearsome anti-'Mech force called Carmen's Commando.

Experience Rating	Veteran
Force Composition	1 medium 'Mech regiment, 1 heavy aerospace fighter wing, 1 medium vehicle regiment, 1 infantry battalion
Special Command Abilities	Environmental Specialization (Night), Enemy Specialization (Davion), <i>Focus (Nightwalker)</i>
Special Rules	Prior to play, mark off one point of Armor, Structure, and Ammo for all of the Eighth's ground Units of Skill Rating 4 or higher to reflect the command's poor supply situation. If a Force is comprised solely of Eighth Dieron Regulars Units and one-third of those Units possesses a Skill Rating of 4 or higher, those Units receive the Nightwalker SPA in addition to any others granted by their Skill Rating. In the Early Clan Invasion era, one infantry unit of Skill Rating 2 or lower, if present, may add the TAG special unit ability and reduce its S damage value to 0* and M and L range damage values to 0.

CHU-SA ZAKOTA "KARMA" KITA

Chu-sa Zakota "Karma" Kita commands a battalion of the Dieron Regulars, and her command lance consists entirely of 55-ton medium 'Mechs. She has replaced her own *Griffin* numerous times since the War of 3039, each time salvaging one from the enemy to serve as her new ride. She drove a GRF-1N in the War of 3039, but lost it on Ancha. Her new GRF-1S was captured in that same battle, and served her for the next five years. It too was later lost and replaced with an uncommon GRF-2N, whose previous mercenary owner had scavenged it from a lost Star League depot. Her uncanny good fortune on the heels of bad fortune earned her the nickname "Karma."

CHU-SA ZAKOTA "KARMA" KITA											PV: 29 (35) 29 (35) 35 (42)		
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials				
Griffin GRF-1N (pre-3040)	3	BM	2	10j	2	1/2/2	0	5/5	IF1				
Griffin GRF-1S (3040-3051)	3	BM	2	10j	2	2/2/0*	1	5/5	IF0*				
Griffin GRF-2N (3052+)	3	BM	2	10j	2	3/3/1	0	6/5	CASE,ECM,SRM2/2				
Special Pilot Abilities: Lucky (4)													
Available to: Dieron Regulars													



EIGHTEENTH DIERON REGULARS

The Eighteenth is known as Pride of Dieron, and is built around a heavy 'Mech regiment who are terrors in urban combat. The Eighteenth put this expertise to use on Ancha in the War of 3039. In relief of the First Shin Legion they mauled the Fighting Urukhai before driving into the planetary capital of New Summit, capturing a vital hospital and its supply of anti-viral drugs necessary to prevent infection of the FedCom troops by the hostile environment of Ancha itself. This tactic forced the FedCom troops to abandon the world. The Eighteenth Dieron was

destroyed in 3051 by Clan Nova Cat, defending the LexaTech LAM factory on Irece. The Eighteenth Dieron Armor is an all-assault tank command that shares the Eighteenth's urban combat skills. The Eighteenth Urban infantry not only specializes in urban operations, but also in anti-'Mech attacks. The Eighteenth's Sky Assault Wing's pilots are all extraordinary ground attackers.

Experience Rating	Elite
Force Composition	1 heavy 'Mech regiment, 1 medium aerospace fighter wing, 1 assault vehicle regiment, 1 infantry battalion
Special Command Abilities	Brawlers, Environmental Specialization (Urban), <i>Focus (Ground-Hugger)</i> , <i>Focus (Ride the Wash)</i> , <i>Focus (Shaky Stick)</i> , <i>Focus (Urban Guerilla)</i>

SHO-SA KONAMI MAKI

Sho-sa Konami Maki commands Third Battalion of the Eighteenth Dieron Regulars. She earned her command by conceiving the tactic that drove the Sixth FedCom RCT from Ancha in the War of 3039. In return, she was promised upgrades to her OTL-4D *Ostsol*; it took a decade, but the Dragon does not leave debts unpaid. Her 'Mech was rebuilt from the inside out, but Maki disliked the weapon placement and made some modifications after testing it in combat. She is pleased that the 'Mech's internal alterations have not affected its performance on pavement.

SHO-SA KONAMI MAKI										PV: 30 (42) 36 (50)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Ostsol OTL-4D (Late Succession Wars)	2	BM	3	10	2	3/3/0	0	5/5	ENE, REAR1/1/-	
Ostsol OTL-5M (Maki) (Early Clan Invasion)	2	BM	3	10	2	4/4/2	1	6/3	ENE, REAR1/1/-	
Special Pilot Abilities: Hot Dog, Speed Demon										
Available to: Eighteenth Dieron Regulars										



MECHWARRIOR FAMILIES

When Kerensky departed on his Exodus, the former SLDF MechWarriors who stayed behind retained ownership of their BattleMechs. Because of the longevity of these kings of the battlefield, the BattleMechs often outlived their MechWarriors, leading to the rise of MechWarrior families. House militaries and even mercenary commands benefited from the long-term service of these families, as MechWarrior aptitude was hereditary in many cases.

When a MechWarrior died, his 'Mech passed to an heir. Knowing this, parents began training their children in BattleMech operation at very young ages. Those who showed the most promise received intense training in their teen years, including simulator training, mock battles, and live-fire drills. The best of these teenagers were admitted to prestigious MechWarrior academies.

Many Combine families spent generations serving the Dragon, and passed down their 'Mechs through a centuries-long lineage of loyal DCMS recruits. Often, these MechWarrior families were rewarded for their service with landholds and noble titles, especially when their members displayed gallantry or exceptional valor. These financial rewards in turn enabled the family to keep their 'Mechs operational, ensuring a steady supply of well-trained troops for the Succession Wars.



DIERON REGULARS



TWENTY-SECOND DIERON REGULARS

The Twenty-second, "Vengeance of Dieron," is a light 'Mech regiment whose warriors are experts in reconnaissance operations. In the War of 3039, the Twenty-second held out on Konstance against three regiments: the FedCom's Fourth Lyran Regulars and Fourth Crucis Lancers, as well as the Mobile Fire mercenary command. The Twenty-second used their light, fast units to great advantage by raiding supplies, ambushing patrols, and generally making life miserable for the numerically-superior occupation force. When relief finally arrived in the form of the Third Dieron Regulars, the two commands fought the invaders to a stalemate until a recall order ended the enemy presence on Konstance. The Twenty-Second Aerospace is terrifying when providing close air support for the command's ground units. The Devil Dogs, the Twenty-second's vehicle regiment, is composed primarily of light tanks, with some fast medium tanks, and

shares the 'Mechs' expertise at reconnaissance. They routinely spring from ambush to exterminate careless enemy patrols and recon elements. The Twenty-second Dieron Regulars infantry is also an excellent scout force which routinely infiltrates enemy positions to pinpoint targets for incoming fighters or ground forces.

Experience Rating	Veteran
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter wing, 1 light vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Focus (Cross-Country)</i> , <i>Focus (Foot Cavalry)</i> , <i>Focus (Maneuvering Ace)</i> , <i>Focus (Swamp Beast)</i> , Ground Attack Specialists, Off-Map Movement
Force Building Rules	All 'Mechs and vehicles must light (Size 1) or medium (Size 2); however, one heavy (Size 3) 'Mech with a minimum Move of 10" may be included in each lance

REGULAR SCOUTING

Lazarus Bay
Konstance
Draconis Combine
11 May 3039

A company of the Twenty-second Dieron Regulars is patrolling the lines of the Fourth Lyran Regulars outside the city of Lazarus Bay when they run into a Commonwealth lance. A running battle breaks out, with both scout forces trying to eliminate the other.

GAME SETUP

Recommended Terrain: Open Terrain

If using terrain, the game table should be primarily open terrain.

If using hex maps, arrange two maps of Open Terrain with their long edges touching.

The Defender chooses one short edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Victory Conditions: Per Stand-Up Fight (p. 161, ASC)

ATTACKER

Second Company, Second Battalion, Twenty-second Dieron Regulars (Veteran)

The Attacker consists of one company of medium (Size 2) 'Mechs of the Twenty-second Dieron Regulars. The Attacker enters from the Defender's home edge on Turn 1. The Attacker's objective is to exit via the Attacker's home edge, while preventing the Defender from exiting via the Defender's home edge.

DEFENDER

Fourth Lyran Regulars (Regular)

The Defender consists of one company of the Fourth Lyran Regulars that enters from the Attacker's home edge on Turn 1. The Defender's objective is to exit via the Defender's home edge, while preventing the Attacker from exiting via Attacker's home edge.

DIERON REGULARS



TAI-I VINNY LOWENBRAU

Tai-i Vinny Lowenbrau stands out among the light and medium MechWarriors of the Twenty-second. His "souped-up" *Hatamoto-Chi* is the heaviest 'Mech in the regiment. In order to keep up with the fast, mobile members of his company, he added a number of upgraded components, including MASC and double heat sinks. His skill at the controls enables him to match the speed and agility of his much-lighter comrades, while shrugging off enemy fire and closing with any opponent who threatens his recon company's mission. He commands Second Company, Second Battalion of the Twenty-second Dieron Regulars.

TAI-I VINNY LOWENBRAU										PV: 38 (54) 44 (62)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Hatamoto-Chi</i> HTM-26T (Late Succession Wars)	2	BM	4	8	1	2/3/2	1	8/6		
<i>Hatamoto-Chi</i> HTM-27T (Lowenbrau) (Early Clan Invasion)	2	BM	4	10	2	4/4/2	0	8/6	CASE, SRM2/2	
Special Pilot Abilities: Speed Demon, Maneuvering Ace										
Available to: Twenty-second Dieron Regulars										

OTHER DIERON REGULARS SUB-COMMANDS



SECOND DIERON REGULARS	Veteran
<i>The Pride of Shionoha</i>	
L/BM/R, 2x L/AF/C, 2x M/CV/B, CI/R	
Environmental Specialization (Mountains), <i>False Flag</i> , Off-Map Movement, Tactical Specialization (Hidden Units)	



THIRD DIERON REGULARS	Regular
<i>The Ever-Vigilant of Kessel</i>	
M/BM/R, M/AF/C, CV/B, CI/R	
Environmental Specialization (Urban)	



NINTH DIERON REGULARS*	Regular
<i>The Will of the Dieron</i>	
H/BM/R, M/AF/W, 2x CV/R, CI/B	
Banking Initiative	



TWELFTH DIERON REGULARS	Green
<i>Arm of Unswervable Power</i>	
M/BM/R, 2x M/AF/F, CV/R, 2x CI/R	
Off-Map Movement	



FIFTEENTH DIERON REGULARS	Regular
<i>Devotion Through Combat</i>	
A/BM/R, M/AF/C, CV(Artillery)/B, CI/R	
Environmental Specialization (Urban), Tactical Specialization (Attack)	



TWENTY-FOURTH DIERON REGULARS	Green
<i>Collector of Heads</i>	
H/BM/R, M/AF/C, CV/R, 2x CI/B	
Brawlers, Ground Attack Specialists	



TWENTY-SEVENTH DIERON REGULARS†	Regular
<i>The Claws of the Tigers</i>	
M/BM/R, 2x L/AF/C, CV/B, CI/R	
Forcing the Initiative	



THIRTY-SIXTH DIERON REGULARS	Green
<i>The Hungry Ghosts</i>	
L/BM/R, M/AF/C, CV/(r)R, CI/R	
Environmental Specialization (Clear)	



FORTIETH DIERON REGULARS‡	Green
<i>Shield of True Belief</i>	
L/BM/R, M/AF/W, CV/B, CI/B	
Enemy Specialization (Steiner)	



FORTY-FIRST DIERON REGULARS§	Green
<i>The Zen Masters</i>	
M/BM/R, 2x L/AF/F, CV/R, CI/R	

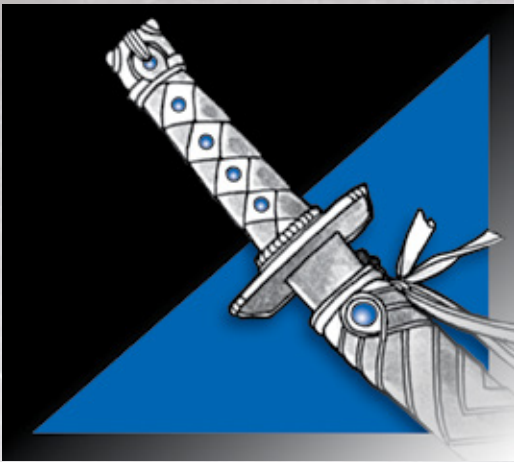


FORTY-SECOND DIERON REGULARS	Green
<i>The Swordbreakers</i>	
L/BM/R, M/AF/C, CV/R, CI/R	
Brawlers	

*Destroyed in 3052
 †Destroyed in 3052
 ‡Formed in 3035
 §Formed in 3037, destroyed in 3052
 || Formed in 3040, destroyed in 3050



GALEDON REGULARS



The Galedon Regulars have spent the last few decades attempting to recover from the stain on their honor left by the actions of Warlord Grieg Samsonov. Samsonov's machinations, intended to increase his power base and elevate his status in the Combine, led not only to defeat on Galtor late in the Third Succession War but also alienated Wolf's Dragoons and led directly to the vendetta between the Coordinator and Jaime Wolf.

Because of this recent history and the Galedon District's cultural and military importance to the Combine, the ISF investigates all candidates before they are approved to join the Galedon Regulars. The Galedon Military District is the Combine's oldest district and home to the nation's first capital, New Samarkand. The Regulars' ranks are filled with graduates of the Sun Zhang MechWarrior Academy and the Galedon Military Academy.

Tai-shu Li Dok To is the Warlord of Galedon. His devotion to the Galedon District and to the Coordinator ensures he will not succumb to personal ambition like Samsonov.

The Galedon Regulars are a permanent thorn in the side of the Federated Suns and the Outworlds Alliance. The latter they raid with impunity, the former with deadly intent. Casual disregard for the typical tenets DCMS honor has earned many Galedon Regulars MechWarriors the label of war criminal.



EIGHTH GALEDON REGULARS

The warriors of the Fate of Enemies, as the Eighth is known, consider themselves the "Liberators of Marduk" for outlasting the Davion invaders—though the Suns forces had all but secured the world when First Prince Hanse Davion ordered them to depart. The Eighth specializes in fast, hard-hitting combat. Their 'Mechs and tanks are either heavily-armed mediums, fast heavies or assaults. The fighters of the Galedon Starmasters are air superiority experts whose mastery of the skies allows the ground forces to operate without fear. The Galedon Kneecappers infantry regiment is a heavy motorized command with anti-'Mech training.

Experience Rating	Veteran
Force Composition	1 heavy 'Mech regiment, 1 aerospace fighter wing, 1 vehicle regiment, 1 motorized infantry regiment
Special Command Abilities	Brawlers, Off-Map Movement, <i>Tactical Experts (Dogfighting)</i> , Tactical Specialization (Attack)
Force Building Rules	The Eighth's 'Mechs and vehicles must be either medium (Size 2), or heavy (Size 3) with a minimum Move of 10".

CHU-SA SARAH MAY MCDANIELS

Chu-sa Sarah May McDaniels commands a battalion of the Galedon Regulars. She is a savage combatant with no regard for civilian casualties, and gladly leads her battalion into and through cities in pursuit of her objective. She received her *Quickdraw* fresh off the Luthien Armor Works lines, and complains that it hasn't been "broken in" yet—by which she means it has yet to shed enemy blood.

CHU-SA SARAH MAY MCDANIELS										PV: 29 (41) 30 (42)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Quickdraw</i> QKD-4G	2	BM	3	10j	2	2/3/1	0	4/5	IF1, REAR1/1/-	
<i>Quickdraw</i> QKD-5K	2	BM	3	10j	2	3/3/0	0	5/5	REAR1/1/-	
Special Pilot Abilities: Fist Fire, Jumping Jack										
Available to: Galedon Regulars										



NINETEENTH GALEDON REGULARS

The Pride of New Samarkand is a heavy 'Mech regiment, and is unusual among the DCMS in that they are defensive specialists. Bad News has been their homeworld for decades, and their expertise is especially keen when defending the former Outworlds planet that they know so well. While their heavy 'Mechs hold the center, faster tanks attempt to turn enemy flanks and infantry seeks to bypass enemy lines via fast VTOL deployments.

Experience Rating	Regular
Force Composition	1 heavy 'Mech regiment, 1 medium aerospace fighter wing, 1 medium vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Regional Specialization (Bad News)</i> , Tactical Specialization (Defense)
Force Building Rules	A Nineteenth Galedon Force must include least one heavy (Size 3) 'Mech for every non-Heavy 'Mech in the force, and may not include light (Size 1) 'Mechs. The Nineteenth can replace any Special Pilot Abilities they receive from their Lance Type with the Demoralizer SPA, once per Lance.

GALEDON REGULARS



OTHER GALEDON REGULARS SUB-COMMANDS



SECOND GALEDON REGULARS

The Wrath of History

Veteran

L/BM/R, L/AF/W, CV/R, CI/R

Environmental Specialization (Clear), Sharp Shooters



FIFTH GALEDON REGULARS

Pride of Galedon

Regular

M/BM/R, AF/W, CV/R, CI/R

Environmental Specialization (Mountain), Focus (Oblique Attacker)



TWELFTH GALEDON REGULARS

The Avengers of Crimes

Green

L/BM/R, L/AF/W, CV/R, CI/R

Off-Map Movement, Tactical Specialization (Hidden Units)



SIXTEENTH GALEDON REGULARS

The Keepers of Treasures

Green

M/BM/R, L/AF/W, CV/R, CI/R

Brawlers



SEVENTEENTH GALEDON REGULARS

Protectors of Karma

Green

H/BM/R, H/AF/W, CV/R, CI/R

Environmental Specialization (Urban), Off-Map Movement



TWENTY-FIRST GALEDON REGULARS

The Dragon's Tail

Regular

L/BM/R, M/AF/W, CV/R, CI/R

Tactical Specialization (Attack)



THIRTY-FIRST GALEDON REGULARS*

Flesh Sunderers

Green

BM/R, AF/W, CV/R, CI/R



THIRTY-SECOND GALEDON REGULARS†

Center of Mind

Green

L/BM/R, L/AF/W, CV/R, CI/R

Zone of Control



THIRTY-THIRD GALEDON REGULARS‡

Shadow Strikers

Green

BM/R, AF/W, CV/R, CI/R

Environmental Specialization (Night)



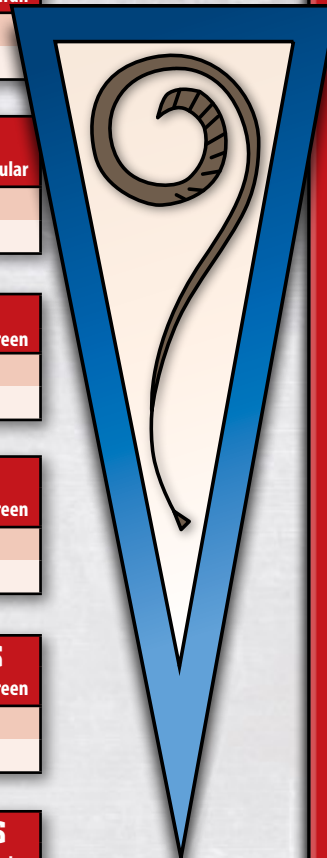
THIRTY-FOURTH GALEDON REGULARS§

Marching Boldly

Green

L/BM/R, M/AF/W, CV/R, CI/R

Tactical Specialization (Defense)



Second Galedon Regulars Pennant

CONCORD OF KAPTEYN

The FedCom Accords of 3022 established the alliance between the Federated Suns and Lyran Commonwealth and led to the formation of the Federated Commonwealth. ComStar was instrumental in the negotiation of the FedCom Accords, details of which were leaked to the other three Successor States. This spurred an agreement intended to counter the end of the centuries-old status quo.

The Concord of Kapteyn was signed by the Draconis Combine, Free Worlds League, and Capellan Confederation a few months after the FedCom Accords. The purpose of the Concord was to end hostilities between the signatories, and unite them in opposition to the newborn Federated Commonwealth. The Concord provided for military cooperation, technological exchange, intelligence sharing, and trade of military and other items.

While sensible in conception, the Concord was ineffective in practice. In the Fourth Succession War, the Free Worlds League chose to focus only on their own defense while the Capellan Confederation lost dozens of worlds. The League eventually launched an offensive against the Lyran Commonwealth after the Coordinator offered various incentives and threats.

The Concord is still technically in effect, though it's clear that the agreement was poisoned from the start. With no blood ties to hold the signatories tightly together, unlike the Davion-Steiner marriage at the heart of the Federated Commonwealth, there is no true incentive to honor the treaty. Lip service has been paid through the sharing of some intelligence and technology, but the War of 3039 drew no aid from the League or the Confederation to stop the FedCom invasion of the Draconis Combine.

*Formed in 3026

†Formed in 3028

‡Formed in 3042

§Formed in 3045



BENJAMIN REGULARS



The Benjamin Regulars are the most tactically-flexible of any of the District Regulars. While the other Regulars can expect to be deployed only within their own district, the Benjamin Regulars must also be prepared for redeployment to any of the other districts as needed. This role as an emergency reserve force, along with their duties securing the Benjamin Military District, ensures the Benjamin Regulars are a robust, flexible force. They are excellent both on attack and defense, and they have developed an exceptional affinity for cavalry tactics.

The Benjamin Regulars showed their mettle in the War of 3039. It took the combined efforts of three crack Davion regiments to defeat the Sixth on Marduk; the regiment rebuilt from their few survivors but have yet to return to their former status. The Second held strong against Gamma Regiment of the Twelfth Vegan Rangers on Telos IV, despite losing a battalion of 'Mechs during planetfall. The Ninth needed only a battalion to deal with three regiments of infantry and tanks on Cartago in a radically successful diversionary raid. The Third was the pivotal command in the final battle of that conflict. The regiment spent over a year tracking down and destroying the Clifton Rangers mercenary command on Galtor III, after the mercenaries broke their contract with House Davion to serve the planetary government directly against House Kurita. The final shot in the war was fired more than a year after the war ended.

The supply situation for the Benjamin Regulars is not as bad as it is for the Pesht Regulars. However, they do experience delays in obtaining needed supplies; they are not lacking for necessary parts, but are unable to rebuild to full strength quickly after suffering losses. Some regiments are still at reduced strength compared to their pre-War of 3039 levels.



THIRD BENJAMIN REGULARS

The Pride of Benjamin is a heavy 'Mech regiment optimized for open-field combat. The surviving core of Marduk veterans shared their expertise with the replacements in the command. A raid by FedCom mercenaries against the Third's base on Irurzun in 3048 showcased the Third's skills. They initially ignored the raiding forces and made for the mercenary DropShips. After cutting off the invaders' retreat, they pressed back towards their headquarters and crushed the raiders between the advancing 'Mechs and the Third's conventional forces. The Third's tanks are all heavy or assault-class vehicles.

Experience Rating	Veteran
Force Composition	1 heavy 'Mech regiment, 1 medium aerospace fighter company, 1 heavy vehicle battalion, 1 infantry battalion
Special Command Abilities	Environmental Specialization (Clear), <i>Tactical Specialization (Engineers)</i>
Force Building Rules	The Third Armor is entirely heavy (Size 3) and assault (Size 4) tanks
Common Enemies	Clan Smoke Jaguar (Early Clan Invasion)

SHO-SA HARUTO WAKAHISA

Sho-sa Haruto Wakahisa is one of the Third's survivors from Marduk. He specializes in mobile combat and is extraordinary at firing when moving. He commands a battalion, though he delegates all administrative duties to his company commanders—combat is his specialty. His upgraded *Marauder* is one of the first to roll off the assembly lines, and he considers it a significant upgrade from his old CPLT-K2 *Catapult*.

SHO-SA HARUTO WAKAHISA										PV: 32 (44) 37 (51)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Catapult CPLT-K2 (pre-3048)	3	BM	3	8	1	3/3/2	0	6/5		
Marauder MAD-5D (post-3048)	3	BM	3	8j	1	4/4/2	1	7/3	CASE	
Special Pilot Abilities: Hot Dog, Jumping Jack										
Available to: Benjamin Regulars										

BENJAMIN REGULARS



NINTH BENJAMIN REGULARS

The Ninth is known as the Wrath of the Common People. They prefer to be on the attack rather than on defense—even when nominally the defending force, they take the fight to the enemy. Their reliance on speed gives them an average medium-weight profile. They are indifferent to organization, and may reorganize in any fashion at any time at any level. The Tears of Proserpina is the Ninth's aerospace wing, and are fearsome ground attack experts. The Ninth Armor is entirely

made up of hovercraft; they specialize in flanking enemies while the 'Mechs drive straight at them.

Experience Rating	Veteran
Force Composition	1 Medium 'Mech regiment, 1 Medium aerospace fighter wing, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Flexible Command</i>
Force Building Rules	At least two 'Mechs in each lance must be medium (Size 2). The Ninth Armor must all be hovercraft.

OTHER BENJAMIN REGULARS SUB-COMMANDS



SECOND BENJAMIN REGULARS

Defenders of the Combine

Regular

L/BM/R, H/AF/C, L/CV/R, CI/B

Environmental Specialization (Urban), *Intelligence Specialists*, Tactical Specialization (Attack)



SIXTH BENJAMIN REGULARS

Lord Kurita's Hopes

Regular

L/BM/R, L/AF/W, CV/B, CI/R

Focus(Blood Stalkers), Tactical Specialization (Attack)



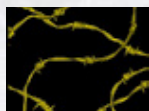
ELEVENTH BENJAMIN REGULARS

Comfort of the Poor

Green

L/BM/R, 2x M/AF/C, CV/B, 2x CI/B

Hit and Run



FIFTEENTH BENJAMIN REGULARS

The Tribute of the Unproductives

Green

M/BM/R, L/AF/W, CV/R, CI/B



SEVENTEENTH BENJAMIN REGULARS

The Power of Proper Religion

Green

H/BM/R, M/AF/C, CV/B, CI/R

Focus (Oblique Attackers), Sharp Shooters



TWENTY-FIRST BENJAMIN REGULARS*

Revelation through Service

Green

M/BM/R, L/AF/C, CV/R, CI/R

Off-Map Movement



TWENTY-SECOND BENJAMIN REGULARS†

Perseverance of the Soul

Green

L/BM/R, M/AF/C, H/CV/R (Veteran), CI/R

Overrun Combat

*Formed in 3043, Destroyed in 3052 †Formed in 3048

CHAIN GANGS

After the First Succession War ended, Coordinator Jinjiro Kurita knew his enemies in the Lyran Commonwealth and Federated Suns were rebuilding, just as the Draconis Combine was. He sought to inhibit their efforts, but he did not wish to commit valuable warriors to missions almost certain to end in their deaths. Thus were born the Chain Gangs.

Rather than waste his true warriors, Jinjiro ordered that criminals, Unproductives, and failed officers be rounded up and formed into three cobbled-together regiments of barely-functioning BattleMechs. They were given the barest of BattleMech training and assembled into small strike teams. These so-called troops were loaded aboard DropShips and sent to enemy systems to disrupt, damage, or—ideally—destroy enemy military infrastructure. They were promised extravagant rewards, including full pardons, citizenship, and wealth, none of which were ever intended to be fulfilled. After delivering the Chain Gangs to their targets, the DropShips and JumpShips simply abandoned them there.

Many of these conscripts had to be drugged with the Kurita battle stimulant ChemCourage to carry out their mission; even then, most surrendered at the first sight of enemy 'Mechs. The most successful Chain Gang was a mere two lances that laid waste to vast swaths of Tamar in the Lyran Commonwealth, including damaging three factories, destroying a city, and incapacitating a spaceport. In the end, Jinjiro only slowed his enemies' rebuilding efforts by a few months.

PESHT REGULARS

KURITA RANK STRUCTURE

While the DCMS employs the same military organizational structure as the rest of the Inner Sphere, it uses a slightly different system of Japanese ranks.

Tai-shu (Warlord): *Tai-shu* is the rank accorded to those appointed warlord of a military district. Prior to *Gunji-no-Kanrei* Theodore Kurita's reforms, the title of warlord was simply an administrative position and carried no military rank. A *tai-shu* commands all regiments of their district's Regulars, and is often given command of floating regiments stationed there.

Tai-sho (General/Admiral): A *tai-sho* is often a member of the High Command, and may be a prefecture commander or senior regimental commander.

Sho-sho (Brigadier General): A *sho-sho* may command one or more regiments, or serve as aide to a warlord or general. The admiralty equivalent is *cho-sho* (commodore), and commands a flotilla of JumpShips and/or DropShips.

Tai-sa (Colonel): A *tai-sa* typically commands a regiment. The admiralty equivalent is captain, and commands a JumpShip or DropShip.

Chu-sa (Lieutenant Colonel): A *chu-sa* may be a *tai-sa*'s executive officer, or may command a battalion (or aerospace wing) in a regiment-sized force. The admiralty equivalent is *sho-sa* (commander), and is either a vessel's executive officer, or the senior officer overseeing department heads.

Sho-sa (Major): A *sho-sa* commands a battalion (or wing). The admiralty equivalent is *dai-i* (lieutenant commander), and leads a large department.



The Pesht Regulars is considered a laughable brigade by the other District Regulars. While the Pesht Military District is the largest in the Combine, it shares no border with an enemy nation. Only the Periphery border is exposed, with minor pirate raiding on the worlds along that frontier. The Pesht Regulars were formed before the First Succession War, and in all that time no enemy has ever penetrated Combine territory far enough to reach any world in the District. The prospect of combat is not a worry for the Pesht Regulars.

The Pesht Regulars while away their days in parade formation with perfect paint jobs—but the paint merely hides the reality. Because the Pesht Regulars are not expected to engage in combat, they are among the lowest priorities for supplies in the entire DCMS. Many of their BattleMechs are jury-rigged wrecks, always at risk of imminent and permanent failure. Their weapons are rarely operational, and their ammo bays are hardly ever filled.

Insulation from combat has turned the Pesht Regulars into a combination retirement command and training command. Commanders are all combat veterans with a minimum of fifteen years of experience outside the Pesht Regulars, but otherwise the Regulars are all green warriors, fresh from academies or—more frequently—proving grounds, and are expected to learn from the veterans. However, they learn little more than marching in formation and polishing their tanks and 'Mechs. Some officers are assigned to the Pesht Regulars as a form of punishment. When the Coordinator or a high-ranking officer finds reason for displeasure with an officer, transfer to the Regulars is a formidable sanction. Many have committed *seppuku* rather than be disgraced by such a posting. Only transfer to the Legion of Vega would be considered a greater disgrace to a true warrior.

Special Rules Prior to play, all 'Mechs, fighters, and vehicles in the Pesht Regulars must mark off one point of damage to both Armor and Structure, and mark one Weapons Critical Hit (unless the it has the ENE Special). This reflects the poor state of supply and lack of replacement parts in the Pesht Regulars.



THIRD PESHT REGULARS

The Gray Panthers, as the Third is known, is the best combat command in the Pesht Regulars—a distinction that does not really account for much. Their posting to Pesht itself is the primary reason for their greater expertise and preparedness. The district capital is an important world and merits the best that the Regulars can deliver, such as it is. The Third specializes in recon and scouting. The Third Pesht Aerospace is the highlight of the command; the pilots were all born on Pesht and graduated from the Aerospace and Interstellar Institute on Midway, specializing in both air superiority and ground support.

Experience Rating	Regular
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter company, 1 vehicle battalion, 1 infantry battalion
Special Command Abilities	<i>Focus (Ground Attack Specialists), Focus (Maneuvering Ace), Focus (Ride the Wash)</i>
Force Building Rules	Two lances of each company must contain only light (Size 1) or medium (Size 2) Units. Each company commander is Veteran (Skill 3) and battalion commander or higher is Elite (Skill 2). All other units are Green (Skill 5) or Regular (Skill 4). The fighter company's pilots are Elite (Skill 2) or Veteran (Skill 3).

PESHT REGULARS



TAI-I PUCK RABINOWITZ

Tai-i Puck Rabinowitz commands a company in the Pesht Regulars. He fought with the Second Sword of Light in the War of 3039, but fell from grace after a dalliance with his battalion commander's daughter. Rabinowitz was known as "The Oak" by the Second Sword for his uncanny skill in forested terrain.

TAI-I PUCK RABINOWITZ

PV: 28 (34)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Shadow Hawk SHD-2K	3	BM	2	10/6j	2	1/2/2	0	5/5	IF0*
Special Pilot Abilities: Lucky (1), Terrain Master (Forest Ranger)									
Available to: Sword of Light (pre-3040), Pesht Regulars (3040+)									

OTHER PESHT REGULARS SUB-COMMANDS



FOURTH PESHT REGULARS

The Evening Warriors

Green

M/BM/R, M/AF/C, CV/R



SIXTH PESHT REGULARS

The New Hopes

Green

H/BM/R, H/AF/C, CV/R, CI/R

Banking Initiative, Forcing the Initiative



SEVENTH PESHT REGULARS

The Future Guards

Green

L/BM/R, L/AF/C, CV/R, CI/B



NINTH PESHT REGULARS

The Pride of Pesht

Green

H/BM/R, H/AF/C, CV/R



TENTH PESHT REGULARS

The Red Dawn

Green

A/BM/R, H/AF/C, CV/R

Tactical Specialization (Combined Arms)



ELEVENTH PESHT REGULARS*

The Sleeping Dragon

Green

BM/R, AF/C, CV/B, CI/B

*Formed in 3030, Destroyed in 3052

KURITA RANK STRUCTURE (CONTINUED)

Tai-i (Captain): A *tai-i* commands a company (or flight). The equivalent admiralty rank is *chu-i* (lieutenant), and serves as an aide to the captain or oversees a small department or large work center.

Chu-i (Lieutenant): A *chu-i* typically commands a lance. The equivalent admiralty rank is *sho-i* (ensign), who leads a small work center. Infantry lieutenants command platoons.

Kashira (Talon Sergeant): This rank is held by new warriors who have yet to prove themselves worthy of officer rank, but either are of noble birth or own their BattleMech or fighter. Such warriors are called "MechWarrior" or "pilot" rather than by their rank.

Gunsho (Sergeant): A *gunsho* is often the senior enlisted rank in a command, though some commands may have a *shujin* (master sergeant), or at most one *sho-ko* (sergeant major), overseeing other sergeants and reporting directly to the commanding officer. Armor sergeants command vehicle platoons and infantry sergeants lead squads, but in a lance or flight they would be MechWarriors or pilots.

Go-cho (Corporal): Corporals serve as go-betweens for sergeants and privates. A corporal might lead an infantry squad or command a tank crew. A *gunjin* (lance corporal) is merely a senior *heishi* earning greater pay but lacking the responsibility of a *go-cho*.

Heishi (Private): Privates are entry-level enlisted personnel. However, the individual's role is often used as an address instead (crewman, for example, on a tank).



RASALHAGUE REGULARS



The Rasalhague Regulars were the fearsome defenders of the Rasalhague Military District for centuries. Despite their status as DCMS regular forces, though, the Regulars were usually considered problematic for the Dragon. The populace of the worlds subjugated in the formation of the district were often a source of open or more subtle rebellion. The Regulars were formed to placate the peoples of the district by investing their fellow citizens in the defense of their territory. The fiercely independent streak that dominated the minds of the district's people was barely suppressed in the troops of the Regulars. These warriors were no less deadly than their fellows in the other district regular brigades, but they were more prone to acting without official sanction. The devastation of the Second Succession War was visited upon the Regulars and their worlds as with most others, but their own casual disregard for civilized conduct in warfare became legendary. Individual companies and battalions were known to disappear weeks or months before Lyran factory worlds were savagely attacked by unrelenting and unidentified warriors. In the Third Succession War, often with little direction from Duke Hassid Ricol, the Regulars were instrumental in capturing and holding numerous worlds from the Lyran Commonwealth.

The bulk of the Rasalhague Military District was lost during the formation of the Free Rasalhague Republic. The District Regulars were faced with a choice: accept the new status quo, heed the Dragon's decision, and find themselves reassigned to worlds not their own; or disobey the Coordinator and seek to reassert control over the former District worlds. Some troops departed the brigade and the DCMS entirely, seeking freedom in the lands of their birth, which in turn brought

many into the newly-formed KungsArmé. Those who remained elected, one and all, to refuse to acknowledge the Coordinator's orders. Ostensibly, this was to protect persons of Combine heritage and loyalty being left behind the new border. In truth, many simply followed the commands of their former leader, Marcus Kurita. They followed him into ruin. All these troops were declared *ronin*. This declaration stunned most, who believed they were fulfilling their duty. Being cast out in such a fashion led many to commit *seppuku* for the loss of honor. Those who fought against the Republic soon found themselves also fighting their former comrades. None of the Rasalhague Regulars survived the Ronin Wars of 3034, putting a firm end to a brigade that once knew honor and glory in equal measure.



EIGHTH RASALHAGUE REGULARS

The Executioners were at one time unofficially known as Ricol's Roughnecks. Whenever the duke had an objective beyond the capabilities of his personal forces, the Eighth was sent in. On the rare occasion they failed to achieve their assigned objective, they resorted to dishonorable tactics by inflicting wanton collateral damage.

The Executioners began the Ronin Wars. When they and the Twelfth Sun Zhang Cadre were ordered to assume custody of Marcus Kurita on Rasalhague and deliver him to Luthien, they refused. Instead, they attacked the ISF operatives who had arrested Kurita. The Twelfth's attack on First Tyr troops began an outright riot that cost many of the Eighth their lives. The remnants of the Eighth were caught by the First Tyr on Predlitz. They surrendered after their commander was killed. Most of the survivors were killed in a prison riot a few weeks later. The Eighth was a cavalry regiment, relying on fast, light 'Mechs and tanks for breaking through or circumventing enemy lines. The Eighth Rasalhague Aerospace was a heavy fighter company feared by enemy pilots.

Experience Rating	Elite
Force Composition	1 light 'Mech regiment, 1 heavy aerospace fighter company, 1 light vehicle battalion, 1 infantry battalion
Special Command Abilities	<i>Focus (Maneuvering Ace), Focus (Ride the Wash), Focus (Sniper), Hit and Run, Sharpshooters</i>
Force Building Rules	All 'Mechs and tanks must have minimum Move of 8". The controlling player may choose any one light (Size 1) 'Mech desired for each lance, for 0 FPs, from the House Steiner Late Succession Wars Availability List.



RASALHAGUE REGULARS



NINTH RASALHAGUE REGULARS

The Ninth was renowned for urban combat. In the Second Succession War, the Ninth was known equally for fighting in urban areas and for leveling cities where enemies were hiding. This remorseless drive to destroy their enemies at all costs earned them the nickname Pride of Rasalhague. The criminal conduct that earned them their commendations was of course censored throughout the Combine.

The Third and Fourth Succession War saw the Ninth continue their dominance in urban terrain. In 3030, the Ninth raided the Eire 'MechWorks of Arc-Royal right under the noses of the Kell Hounds. This audacious action brought a reprisal raid from the Hounds six weeks later. The Ninth detected the incoming Hounds and entered prepared positions. The ambush would have been perfect, save that the canny Hounds completely avoided Ferleitin's cities and instead raided outlying areas. While the crops the Hounds made off with were far less militarily significant than the 'Mechs the Ninth took from Arc-Royal, it was clear that each command outclassed the other in their respective specialties.

The Ninth's end was far removed from the pride they once embodied. After capturing Engadin without effort, the Second Genyosha caught the Ninth by surprise. The Pride of Rasalhague never mounted an effective defense, having fallen into a false sense of security after their easy conquest. Their destruction took less than a week.

Experience Rating	Veteran
Force Composition	1 heavy 'Mech regiment, 1 heavy aerospace fighter wing, 1 vehicle regiment, 1 infantry battalion
Special Command Abilities	Environmental Specialization (Urban), <i>Focus (Oblique Attackers)</i>



SEVENTEENTH RASALHAGUE REGULARS

The Veterans of Tamar were once a much heavier command. It was the Seventeenth's determined but futile attempt in 3016 to seize Tamar from the Lyrans at the behest of Duke Hassid Ricol that both reaffirmed the command's centuries-old nickname and shattered the regiment such that it was rebuilt with light 'Mechs. This necessitated a change in tactics. Instead of the head-on attacks the Seventeenth had been known for generations, the command adjusted to their new equipment and

specialized in reconnaissance and mobile operations.

The command's BattleMech companies alternately prefer hit and run attacks or horde tactics. An enemy never knows which mindset the Seventeenth will employ against them until it's too late. The Seventeenth's vehicle regiment remains a heavy formation and serves as the anvil against which the speedy 'Mechs often drive their enemies.

Experience Rating	Elite (pre-3017); Regular (3017-3034)
Force Composition	1 heavy 'Mech regiment (pre-3017); 1 light 'Mech regiment (3017-3034) 1 medium aerospace fighter flight, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Hit and Run</i>
Special Rules	May use Horde Formation (see p. 86), but lose <i>Hit and Run</i> SCA.

THE ALTENMARKT MILITIA

In 3019, Coordinator Takashi sought to appease the restive populace of Altenmarkt, in the Rasalhague Military District. He accomplished this by founding a command entirely from young men and women native to that world. He promptly sent them off to a Periphery garrison post, thus removing them from their home. This served two purposes. First, it removed potential rebels from their home base. Second, it invested the population directly in the Dragon's interest. After all, MechWarriors in the DCMS were the pinnacle of Combine society. Nevermind that these warriors had even worse equipment and supply issues than the Legion of Vega.

Despite the machinations which led to the Militia's formation, the command proved more than capable. The fighting spirit of the restive Rasalhagian natives was never in question. They destroyed more than one contemptuous pirate band with impunity. However, the command never had a true chance to thrive. Without any recognized insignia or paint scheme, the command was shattered during the Ronin War when the Third Drakons attacked Orestes. As the foundation for the Free Rasalhague Republic had already been laid, the Coordinator saw no need to reconstitute the command. They passed into history as a fairly successful alternative to heavy reliance on the ISF to moderate a population's attitudes.

The Altenmarkt Wolves	Veteran
M/BM/2x B, AF/C, CV/B, CI/B	
Environmental Specialization (Clear)	



RASALHAGUE REGULARS

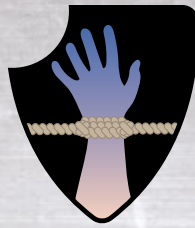
KINGS OF THE BATTLEFIELD

BattleMechs have long been recognized as the kings of the battlefield. Their combination of firepower, armor, and maneuverability in all terrain types makes them the optimum battlefield asset.

BattleMechs are constructed of the most advanced materials known to man. Their chassis is a skeleton of extremely strong and tough composite materials, including foamed aluminum cores, titanium-steel alloys, and ceramic fibers which often require zero-G processing for proper fabrication.

The engine and gyro are the most important components, and are attached to the chassis before other parts are installed. The fusion engine powers the 'Mech's systems, from weapons and sensors to the motive system itself. The gyro stabilizes the 'Mech, while actuators make up the joints and motor controllers that power the 'Mech's limbs and allow it to move. These include the myomer bundles, artificial muscles driven by the electric power supplied by the engine.

The MechWarrior operates the 'Mech from the cockpit. A neuro-helmet links the MechWarrior to the gyro and ensures the 'Mech stays upright. Neurohelmets sometimes also contain advanced electronics which relate information about the location and orientation of the 'Mech's limbs



TWENTIETH RASALHAGUE REGULARS

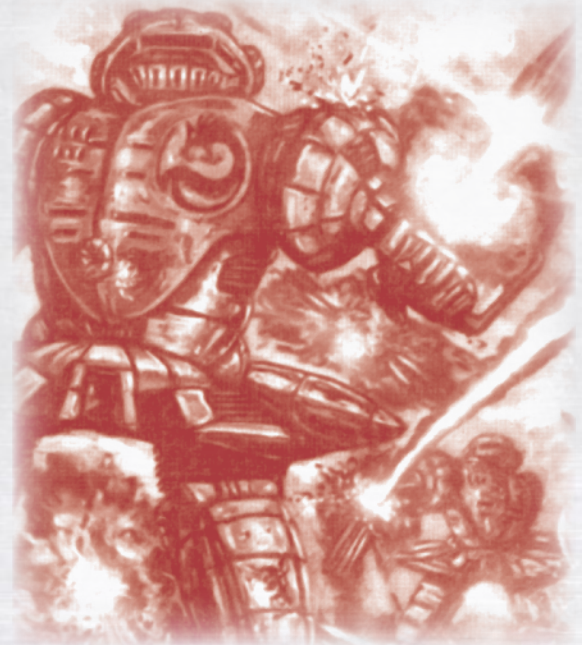
The Torturers were an excellent command in the Regulars. In the Fourth Succession War, the Twentieth spearheaded an attack into the Lyran Commonwealth. Their looping route into the Commonwealth saw them rout militia and mercenary forces on half a dozen worlds. This attempt to alleviate the rampant conquest of the district by the invaders was successful, but only in proximity to their thrust. Had their effort been supported by similar actions along the border, fewer worlds might have been lost.

The command ruled Memmingen for all of two days in the Ronin Wars before the First Sword of Light arrived to contest their control. The First offered duels to the Twentieth's officers, killing all but three of the *ronin* leaders. The rest of the command fled into the wilderness. The few survivors finally surrendered after two months. The Twentieth's medium-'Mech formations were a terror on open terrain, though in urban confines they were much less effective. The Twentieth's fighter wing excelled at ground attacks, which made them easy prey when the First Sword of Light's elite fighters engaged them over Memmingen.

Experience Rating	Elite
Force Composition	1 medium 'Mech regiment, 1 heavy aerospace fighter wing, 1 vehicle regiment, 1 infantry battalion
Special Command Abilities	<i>Environmental Specialization (Clear)</i> , Ground Attack Specialists
Special Rules	The Twentieth suffers a -2 Initiative penalty if any urban terrain is present on the battlefield.

CHU-SA RAFAEL ESPINOZA

Chu-sa Rafael Espinoza commanded Second Battalion in the Twentieth Rasalhague Regulars. He was especially adept at negotiating difficult terrain. His command lance shared this talent. Unlike the rest of the Twentieth, his command lance enjoyed urban fighting, though his battalion was not as fortunate. He won his duel on Memmingen against a First Sword of Light officer. Afterward, however, when his comrades fled into the wilderness, he surrendered to the First. He was imprisoned and interrogated heavily. When it was learned he was unaware of the true orders issued to his command, he was allowed to re-enter the DCMS, as a member of the Second Legion of Vega.



CHU-SA RAFAEL ESPINOZA

PV: 36 (50)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
<i>Kintaro KTO-20</i>	2	BM	2	10	2	4/4/0*	0	6/5	IFO*,SRM2/2

Special Pilot Abilities: Terrain Master (Forest Ranger), Terrain Master (Mountaineer)

Special Rules: If Espinoza is present in a Force of Twentieth Rasalhague Regulars including a company or less of 'Mechs (and any number of non-'Mech units), the Force does not suffer a -2 Initiative penalty for urban terrain being present. If Espinoza is present in a Force meeting the rest of the conditions, but fielding more than a company of 'Mechs, the modifier is reduced to a -1 Initiative penalty.

Available to: Rasalhague Regulars (pre-3036), Legion of Vega (3036+)

RASALHAGUE REGULARS



QUARRY OF HONOR

*Isasaki Gravel Quarry 32B-Z
Memmingen
Free Rasalhague Republic
31 July 3034*

The last major battle for the Twentieth Rasalhague Regulars was on Memmingen against the First Sword of Light. A battalion of Regulars surprised a Sword of Light battalion on the edge of the Boru Mountain Range.

GAME SETUP

Recommended Terrain: Open Terrain

If using terrain, the game table should be primarily open terrain.

If using hex maps, arrange two maps of open terrain with their long edges touching.

The Defender chooses one short edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Victory Conditions: Per *Stand-Up Fight* (see p. 161, *ASC*).

ATTACKER

Twentieth Rasalhague Regulars

The Attacker consists of up to one battalion of medium (Size 2) 'Mechs of the Twentieth Rasalhague Regulars. Half of the Attacker's force may deploy to the map as Hidden Units (see p. 102, *AS*) prior to play. The rest of Attacker's force enters from their home edge on Turn 1. The Attacker's objective is to destroy as many First Sword of Light 'Mechs as possible. The Attacker is subject to Forced Withdrawal (see p. 27, *AS*).

DEFENDER

First Sword of Light (Veteran)

The Defender consists of a patrolling force of the First Sword of Light equal in size to the Defender's force. Defender's units enter the table from their home edge on Turn 1. The Defender must destroy more units than it loses.

KINGS OF THE BATTLEFIELD (CONTINUED)

'Mechs are layered in armor and bristle with weaponry. BattleMech armor is incredibly strong and tough; it is ablative in nature and can absorb tremendous energy before breaking, thus sparing the internal components from damage. Like the internal structure, 'Mech armor is an advanced composite combining strength, thermal conductivity, and toughness.

The weaponry installed on BattleMechs is among the most powerful ever developed. Lasers and particle cannons rely on the engine for power, while ammunition bins feed missile launchers and autocannons. Some 'Mechs rely on anti-personnel weaponry, such as flamers and machine guns, though these are less effective against other BattleMechs.

Some 'Mechs also mount jump jets. Jump jets divert power from the fusion engine to superheat the nearby atmosphere and allow the 'Mech to rocket short distances. This increases the already-impressive maneuverability of the 'Mech and allows it to clear obstacles, flank enemies, or penetrate fortifications.

Combining these advances of science and technology into one machine, it is no wonder BattleMechs are the kings of the battlefield.

OTHER RASALHAGUE REGULARS SUB-COMMANDS



FIFTH RASALHAGUE REGULARS

Crushers of Insurrections

Veteran

M/BM/R, L/AF/S, CI/R

Environmental Specialization (Urban), *Focus* (Multi-taskers)



THIRTEENTH RASALHAGUE REGULARS*

Bane of the Commonwealth

Green

H/BM/R, M/AF/S, 5x CV/B, 2x CI/B

Berserkers



TWENTY-SECOND RASALHAGUE REGULARS

Krushers of Kobe

Veteran

H/BM/R, 2x H/AF/S, 2x CV/R, 2x CI/B

Sharp Shooters



TWENTY-FIFTH RASALHAGUE REGULARS

The Juggernaut

Green

M/BM/R, M/AF/E, CV/B, 2x CI/R

*Destroyed in 3028; rebuilt in 3032



ALSHAIN REGULARS



The Alshain Military District was founded from those worlds of the former Rasalhague Military District which the Dragon did not surrender to the newborn Free Rasalhague Republic. To these were added ten worlds of the Buckminster Prefecture. The Alshain Regulars were first raised from these worlds in 3035, making them among the youngest regiments in the Regular brigades. Even so, the persistence of raiding in and around their border district has improved the skills of some of these warriors beyond many of those in Pesht Regulars, due to the much more peaceful nature of the Pesht Military District.

Eleven commands have been raised for the Alshain Regulars. Each of these is more uniform in composition compared to the older commands of the other Regulars brigades, because each Alshain Regulars regiment is geared toward a specific mode of combat. The Eleventh, for example, is a raiding force whose 'Mechs and vehicles are all light and medium units with high top speeds. The Fifth specializes in stealth tactics, while the Second uses medium and heavy 'Mechs to carry out cavalry tactics.

The Alshain Regulars cut their teeth in the War of 3039. Their inexperience showed, and *Tai-shu* Ricol was chastised for their performance. He subsequently instituted an intense training regime which includes frequent practice raids against one another and into both the Free Rasalhague Republic and the Lyran Commonwealth. Further, he has assigned some of the brigade's better MechWarriors into a special training battalion. These officers are intended to replace battalion and regimental commanders when those positions open up either due to retirement or dismissal for incompetence. The ISF is monitoring this unusual arrangement for any attempt to plant personally-loyal officers across the brigade's regiments.

The Alshain Regulars are not available prior to 3035.



FOURTH ALSHAIN REGULARS

The Fourth Alshain Regulars is an assault force; all 'Mechs and tanks are heavy- and assault-class. The Fourth Alshain Aerospace is the only full wing in the brigade, and its fighters specialize in tactics by company. Vehicle companies answer to individual 'Mech company commanders, usually entering battle alongside the 'Mechs. The infantry battalion is a fierce, anti-'Mech force of jump laser troops.

Experience Rating	Veteran
Force Composition	1 heavy 'Mech regiment, 1 medium aerospace fighter wing, 1 heavy vehicle regiment, 1 infantry battalion
Special Command Abilities	Environmental Specialization (Space), Overrun Combat, Zone of Control

TAI-I TAKAKO OSHIRO

Tai-i Takako Oshiro's skills are among the best in the command. The Sun Zhang graduate specifically requested posting to the Alshain Regulars after completing his service in the Twelfth Sun Zhang Cadre, as his father was a member of the Fourth who was killed in the War of 3039. Oshiro considered it his duty to take his father's place. He is already a company commander and is likely to ascend to battalion command soon. Oshiro pilots the *Banshee* that his father disabled just before he was killed by Lyran troops.

TAI-I TAKAKO OSHIRO										PV: 45 (63)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Banshee</i> BNC-35	2	BM	4	6	1	4/4/2	2	8/8		
Special Pilot Abilities: Stand Aside, Multi-tasker										
Available to: Sun Zhang Cadre (pre-3040), Alshain Regulars (3040+)										

OTHER ALSHAIN REGULARS SUB-COMMANDS



FIRST ALSHAIN REGULARS*

The Duke's Own

Regular

M/BM/R, 2x L/AF/C, CV/R
Esprit de Corps



SECOND ALSHAIN REGULARS*

Pride of Sovereign

Regular

H/BM/R, M/AF/C, CV/R, CI/R
Brawlers, Forcing the Initiative



THIRD ALSHAIN REGULARS

The Dragon's Memory

Regular

M/BM/R, L/AF/C, CV/R, CI/R
Tactical Specialization (Defense), *Tactical Specialization (Engineers)*



FIFTH ALSHAIN REGULARS†

Steel Ninjas

Regular

L/BM/R, L/AF/C, AR/B
Environmental Specialization (Woods, Urban)

ALSHAIN REGULARS



SIXTH ALSHAIN REGULARS†

Fang and Talon

Regular

M/BM/R, M/AF/C, 2x CV/B

Enemy Specialization (Steiner), Environmental Specialization (Mountains)



SEVENTH ALSHAIN REGULARS

To the Knife

Veteran

H/BM/R, 2x M/AF/F, CV/R

Brawlers, Environmental Specialization (Urban), *Focus (Street Fighters)*



EIGHTH ALSHAIN REGULARS

Ancient Hate

Veteran

H/BM/R, M/AF/C, 2x CI/R

Off-Map Movement, *Rapid Strike*



NINTH ALSHAIN REGULARS*

The Conquerors

Green

M/BM/R, L/AF/F, CV/B, 2x CI/B

Sharp Shooters



TENTH ALSHAIN REGULARS*

Death Before Retreat

Green

M/BM/R, M/AF/C, CV/R, CI/R

Esprit de Corps



ELEVENTH ALSHAIN REGULARS

Loyal Unto Death

Green

L/BM/R, H/AF/C, CV/R, CI/R

Brawlers, Forcing the Initiative

*Destroyed in 3050

†Disbanded in 3053

‡Destroyed in 3051



DUKE HASSID RICOL

Hassid Ricol—known in some circles as “The Red Duke” or “The Red Hunter”—has been one of the most influential individuals in recent Draconis Combine history. He was born to a noble family in 2977. He graduated with honors from the Sun Zhang MechWarrior Academy and earned a position in the prestigious Second Sword of Light after distinguished service in the Fifth Sun Zhang Cadre. He was on a path to regimental command when his parents were killed in a DropShip crash in 3002. Then *Sho-sa* Ricol requested and was granted permanent detached duty from the DCMS to assume his position as Duke of the Rasalhague Military District. Normally, the Coordinator would appoint a new civilian Duke rather than accept one so young, but he felt the military-minded Ricol might prove a nice change of pace.

Ricol succeeded in his post far beyond the Coordinator’s expectations. Using his military connections, he built a personal military force to protect his interests in the district. He used these troops to capture and occupy more than a dozen Lyran Commonwealth worlds in the first quarter of the 31st century. This elevated him greatly in the Coordinator’s eyes, such that Ricol was actually recognized as an Archduke and considered the ruler of the worlds he personally conquered in addition to overseeing his district.

Not all Ricol’s efforts bore fruit; at least, not immediately. The unsuccessful conquest of Verthandi spawned the Gray Death Legion mercenary command, who embarked on an ongoing feud with Ricol. However, this feud ended somewhat amicably when Ricol saved his former enemies from Marik forces on Helm. The price of his assistance was a copy of the recovered Helm Memory Core. Ricol later traded this copy to the Combine in exchange for the post of Warlord of the new Alshain Military District. *Tai-shu* Ricol remains an ambitious man, especially since so many of his personal holdings were lost in the formation of the Free Rasalhague Republic. Among the district’s forces is an off-the-rolls training battalion that answers directly to him, much like his old personal forces once did.

Duke Hassid Ricol’s *Marauder*

GENYOSHA

YORINAGA KURITA

Yorinaga Kurita, distant cousin to the Coordinator, has gone down in legend as one of the greatest MechWarriors of all time. As the commander of the elite Second Sword of Light, he spearheaded the invasion of Mallory's World in 3013. The Sun Zhang graduate killed First Prince Ian Davion, who had led a relief force to the planet. Yorinaga then encountered Morgan Kell for the first time when the mercenary commander prevented Yorinaga from claiming the First Prince's body.

Yorinaga encountered Kell again on Mallory's World in 3016. The two duelled and Kell won when, despite his 'Mech remaining barely functional, he bowed toward Yorinaga. The display so humbled the bloodthirsty Yorinaga that he ordered all Combine forces off Mallory's World. The Coordinator ordered the disgraced Yorinaga to a monastery for eleven years. In 3027, he called Yorinaga back to duty to found and lead the Genyosha.

In the Fourth Succession War, Yorinaga again encountered Morgan Kell. Again they duelled, and Kell was again victorious in the same manner as the first duel. This time, though, Yorinaga committed *seppuku* rather than live any longer with the dishonor. Those witnessing his suicide included Morgan Kell, the Kell Hounds, and the Genyosha.

Yorinaga's son, Akira Brahe, resigned from the Genyosha and joined the Kell Hounds at that moment, and a number of Genyosha warriors accompanied him.



On the eve of the Fourth Succession War, Coordinator Takashi Kurita ordered his disgraced cousin Yorinaga to form a new combat regiment. He could redeem himself by personally selecting fifty of the DCMS' finest warriors and training them to his own skill level, and allowing them in turn to train fifty more. The new command was named the Genyosha, or Black Ocean.

The Genyosha reported directly to the Coordinator upon their formation. However, after Yorinaga committed *seppuku*, his successor, Narimasa Asano, swore personal loyalty to the Coordinator's son, Theodore. Thus the Genyosha fell into disfavor until Theodore was named *Gunji-no-Kanrei*, at which time he ordered the Genyosha to report directly to him.

The Second Genyosha regiment was founded after the Fourth Succession War. Both regiments were active in the Ronin Wars and in the War of 3039, using their particular tactics to overwhelm all enemies in their path. As taught by Yorinaga, the Genyosha prefer to concentrate fire upon enemies, focusing on the most dangerous opponents first. Such losses often demoralize the enemy and allow the Genyosha to claim easy victories by putting the enemy to flight.

Force Building Rules From 3039 onward, both Genyosha Regiments can access the Kurita: Special Availability List for 3 FPs.

FIRST GENYOSHA

The First Genyosha embodies their nickname, "Legacy of Yorinaga." The First devastates the enemy by concentrating fire on individual enemies—it is rare for only a single Genyosha warrior to fire on an enemy. Entire lances of BattleMechs typically target the same enemy until it flees or is destroyed.

Experience Rating	Elite
Force Composition	1 heavy 'Mech regiment, 1 heavy aerospace fighter wing, 1 heavy vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Focus (Demoralizer)</i> , Forcing the Initiative, Sharp Shooters, <i>Tactical Experts (Combined Fire)</i>
Special Rules	The First Genyosha pays 2 fewer FPs for any Unit (minimum 0 FPs).
Common Enemies	Clan Smoke Jaguar (Early Clan Invasion)

TAI-SA NARIMASA ASANO

Tai-sa Narimasa Asano commands the First Genyosha. He was one of Yorinaga Kurita's first recruits for the Genyosha before the Fourth Succession War, having served under Yorinaga in the Second Sword of Light years earlier. Asano assumed command of the Genyosha after Yorinaga's *seppuku*, and soon after swore personal fealty to Theodore Kurita. Asano is an extraordinary MechWarrior, like all those in the Genyosha, with equal skill at command and combat.

TAI-SA NARIMASA ASANO										PV: 34 (48) 32 (44)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Crusader CRD-3K (before 3035)	2	BM	3	8	1	3/3/2	1	6/5	IF1,LRM1/1/1,SRM1/1	
Warhammer WHM-6K (after 3035)	2	BM	3	8	1	3/3/2	1	5/6		
Special Pilot Abilities: Sharpshooter, Tactical Genius										
Available to: Sword of Light (pre-3017), Rasalhague Regulars (3017-3026), Genyosha (3027+)										

OTHER GENYOSHA SUB-COMMANDS



SECOND GENYOSHA

Lord Theodore's Vanguard

Elite

H/BM/R, M/AF/W, M/CV/R, CI/R

Environmental Specialization (Urban, Mountains), Off-Map Movement, Tactical Specialization (Defense)



The Otomo is the personal guard of the Coordinator. The Otomo serves on Luthien and elements of the command always accompany the Coordinator when he leaves the world, though they never abandon the Unity Palace or the Coordinator's family during such times.

If any command in the Combine surpasses the Sword of Light in terms of prestige, fanatical devotion to the Coordinator, and sheer combat acumen, it is the Otomo. The Otomo's ranks are filled by only the greatest, most loyal warriors in the Combine. Most of them, in fact, are drawn from the Sword of Light, though many also hail from the District Regulars.

However, one cannot aspire to join the Otomo, as such ambition is seen as self-aggrandizing. Instead, one must be chosen for the post. The Coordinator personally selects potential members from the elite of the elite, including highly-decorated veterans. Such warriors have shown their dedication not through ambition, but through exemplary service to the Dragon.

Being selected for candidacy is just the first step, however. The ISF then evaluates every candidate in great depth, ferreting out any potential for treason or lapse of dedication. Only those who survive these interrogations may receive final, personal approval of the Coordinator to become members of the Otomo.

The Otomo is unique in the DCMS. Unlike the floating regiments and District commands, the Otomo is a purely defensive force. Their sole purpose is to protect the Coordinator and all that belongs to him. The Otomo is always prepared to secure a retreat, particularly for the Coordinator in the event of an assassination attempt, and they are always the last to depart the field of battle. The Otomo is perhaps the most flexible command in the DCMS, preferring to prepare for combat in any conditions rather than expect to fight in any particular terrain or weather condition. Otomo warriors, samurai all, will gladly sacrifice their lives to save the Coordinator, especially if such an action also eliminates one or more enemies. The commander of the Otomo is often a member of the Kurita family, with the expectation that their loyalty is beyond reproach, though they are vetted as harshly as any other candidate. Coordinator Takashi Kurita was once the commander of the Otomo.

OTOMO

The Otomo is adept at all forms of combat, from large-scale engagements to small-unit actions. This belies the fact that the command has not engaged the enemy in war during the lives of any of its current members. This does not affect the training regime of the Otomo's warriors, who constantly drill in personal and BattleMech combat.

Experience Rating	Elite
Force Composition	1 'Mech regiment, 1 infantry regiment
Special Command Abilities	<i>Esprit de Corps, Focus (Iron Will), Tactical Adjustments</i>
Special Rules	Otomo Forces may select any Unit available to them on any of their Availability Lists for 2 fewer FPs (minimum of 0 FPs). No Otomo Unit may have a rating worse than Veteran (Skill 3). The Otomo may not retreat from a battlefield (leave via their home edge) while there are any other non-Otomo friendly Units on the field.

MARCUS KURITA

Marcus Kurita was a cousin of Coordinator Takashi Kurita and was once the Warlord of the Rasalhague Military District. In 3019, Marcus was implicated in an assassination attempt on the Coordinator's life. Marcus had long coveted his cousin's position, but there was insufficient proof of his part in the attempt. The fact that Marcus' mother, Florimel Kurita, was Keeper of the House Honor made it distasteful simply to have Marcus executed along with the known conspirators.

Marcus was removed from his position as Warlord of Rasalhague largely due to his popularity among the common peoples of the District. He was installed on Luthien, mainly so the Coordinator could ensure Marcus was closely monitored. Marcus passed every ISF test and was named commander of the Otomo, and commanded the regiment until the Fourth Succession War, when the Coordinator named him Warlord of the Pesht Military District. However, Marcus had not abandoned his ambitions.

Marcus moved when the Free Rasalhague Republic was officially formed. He had many supporters in his former power base who resented the Coordinator for abandoning them and refused to acknowledge the new government. Marcus hoped to carve his own kingdom from the new nation during the resulting Ronin War, but he was killed on Predlitz on 24 May 3034 by the ISF, who left evidence implicating Lyran Loki agents.



SUN ZHANG CADRE

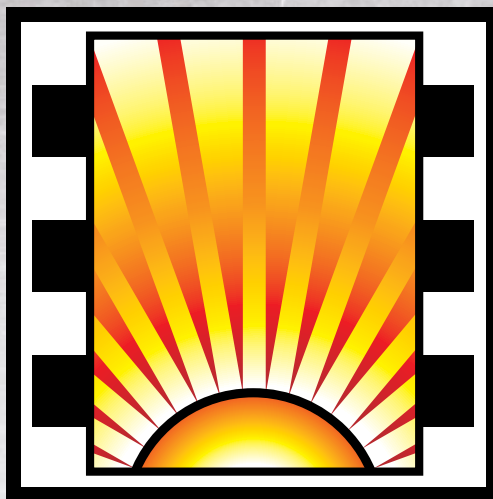
WARRIOR CLASS

The Warrior Class is second in the Draconis Combine caste system. Only the small Noble Class ranks higher, though many nobles are also warriors in the DCMS. The warriors receive great respect from all classes, including the Coordinator, who reigns at the top stratum of Combine society.

Warriors are the lifeblood of the realm, primarily through their defense of the culture and its peoples. Unlike the lower classes (the Middle Class, Worker Class, and the Unproductives), warriors have a great degree of freedom, both of movement and of position. Warriors are able not just to advance in rank within the military, but within Combine society. Many nobles attain their position after long, exemplary service in the DCMS.

The Warrior Class, though, is rigid of thought. Confucianism demands that the warrior's loyalty to the Coordinator passes through their commanding officers. *Bushido* demands that a warrior's duty to the Coordinator is death, whether his own or the enemy's. Zen teaches the warrior to strive for a state of "no-mind" in which emotion and thoughts of one's self are absent, allowing the warrior to become a remorseless killer in service to the Coordinator. Such a state precludes guilt in one's actions, since one performed any heinous, dishonorable acts without conscious thought or desire to do so.

Warriors are the most important class in Combine society, in the minds of many, and in many places receive adulation tantamount to worship. But warriors are often above such things, which only enhances their mystique to the lower classes who serve their needs.



The Sun Zhang MechWarrior Academy is the finest in the Draconis Combine and perhaps the best in the Inner Sphere. Four years of intense education and constant training are followed by a nine-month assignment to one of the Cadres. These nine months are filled with training missions, though during times of war they operate as part of the DCMS. These training missions, it should be noted, often include raids against enemy nations in addition to live-fire training with DCMS Regulars or floating regiments. If at the end of the nine-month period a cadet's superiors deem him or her in need of further training, another nine-month term is assigned.

The Cadres are similar to the Sword of Light regiments in that they do not fall

under the command of any particular Warlord. Instead, the Cadres, like the Sword of Light, answer directly to the Coordinator. On occasion, the Cadres will be placed under command of a prefecture commander or district commander while stationed in that commander's district.

Cadres are composed of cadets from both the MechWarrior and fighter pilot programs. Each cadre includes both a 'Mech regiment and a fighter wing. Depending upon the Cadre's posting, local conventional forces may be attached for the duration of their stay. In times of war, a Cadre may be tasked to support another DCMS regiment. During these times, conventional forces may be assigned as support elements while the conflict continues.

FIRST SUN ZHANG TRAINING CADRE

The First Cadre, known as Vigilance, was all but destroyed by the Second Kavalleri on Kempton in the Ronin Wars. The command was rebuilt after that conflict ended. The Cadre was instrumental in reclaiming Alnasi, alongside the Sixth Alshain Regulars and ISF agents, taking heavy casualties in the process.

Experience Rating	Green
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter wing
Special Rules	Individual cadets of Green (5) Skill Rating, may possess greater skills than their training has previously exposed. After selecting a Sun Zhang Force, but before setting up Units on the game area, roll 2d6 for each Unit. On a roll of 9+, the Unit gains an SPA. Roll 2d6, add the Size of the Unit, and consult the table below to see which SPA the Unit receives.

Roll Result	Special Pilot Ability
3	Marksman
4	Maneuvering Ace
5	Speed Demon (or Golden Goose)
6	Hot Dog
7	Lucky (1)
8	Human TRO
9	Lucky (2)
10	Weapon Specialist
11	Terrain Master (choose one)
12	Melee Master (or Ground Attack Specialist)
13	Range Master (pick Short or Long)
14	Sharpshooter
15+	Sniper

SUN ZHANG CADRE



OTHER SUN ZHANG CADRE SUB-COMMANDS



FIFTH SUN ZHANG TRAINING CADRE

Perseverance

Green

M/BM/R, L/AF/W



NINTH SUN ZHANG TRAINING CADRE*

Determination

Green

L/BM/R, L/AF/W



TWELFTH SUN ZHANG TRAINING CADRE*

Humility

Green

L/BM/R, L/AF/W

*Destroyed 3051

TRAINING RUN

Outskirts of Gantarius

Alnasi

Draconis Combine

29 July 3039

The First Sun Zhang Cadre executed an overnight forced march to flank the occupying Twenty-sixth Lyran Guards holding the city. The Guards hastily deployed an armor battalion to hold off the attack from the unexpected direction.

GAME SETUP

Recommended Terrain: Open Terrain, Urban Terrain

If using terrain, the game table should be mostly open terrain, with buildings on one half representing the edge of Gantarius.

If using hex maps, arrange two maps with their long edges touching. One map should be open terrain and the other urban terrain.

The Defender's home edge is the urban edge. The Attacker's home edge is the opposite edge.

Victory Conditions: Per *Hold the Line* (see p. 164, ASC)

ATTACKER

First Sun Zhang Cadre (Regular)

The Attacker consists of one company of First Sun Zhang Cadre BattleMechs that enter via their home edge on Turn 1.

DEFENDER

Twenty-sixth Lyran Guards (Veteran)

The Defender consists of two companies of the Twenty-sixth Lyran Guard combat vehicles. The Defender's units enter via home edge on Turn 1. The defender must prevent the Attacker's units from exiting via the Defender's home edge.

THE ARES CONVENTIONS

The Ares Conventions were signed by the rulers of the Inner Sphere on 13 June 2412. The Conventions' six articles stipulate moral conduct in wartime, with numerous appendices and addenda specifying details affecting the six articles. The Star League rescinded the Conventions in 2579 to eliminate restrictions in the coming Reunification War, and they were never restored to legal status. Later, the horrors of the first two Succession Wars eventually led the Houses to follow the Conventions in spirit. However, a number of mercenary commands held the Conventions sacred and obeyed them throughout the decline of civilization and loss of technology. This is especially true among commands descended from SLDF forces, which strive to preserve the honor and traditions of their ancestors.

Article I: Nuclear weapons shall not be used within 75,000km of any planetary surface.

Article II: Orbital bombardment is only allowed against military targets far from civilian population centers.

Article III: Surrender must be accepted by any unit that offers the universal standard.

Article IV: Safe passage shall be granted to any person, vehicle, or vessel bearing the universal standard of surrender.

Article V: Battles shall not be waged in urban areas, unless a military objective is within and efforts are made to limit collateral damage.

Article VI: The use, development, and production of biological and chemical weapons is forbidden.

AN TING LEGION

HELM MEMORY CORE

The eve of the Fourth Succession War found the Gray Death Legion fighting for their lives against conspirators connected to ComStar and the Free Worlds League, after the Legion's new base on Helm was destroyed and their landhold seized. While hiding in the mountains, Colonel Carlyle discovered the Star League Nagayan Mountain Facility, the prize sought by the Legion's new enemies. ComStar Precentor Rachan sought to continue his order's policy of eliminating advanced technology outside its control by destroying the library core located at the facility before it could be analyzed.

The facility was a treasure trove of priceless lostech. BattleMechs not seen since the First Succession War, mounting Star League-quality weapons, were secured by the Legion and their unexpected ally Duke Hassid Ricol—the Kuritan lord originally responsible for the destruction of Carlyle's Commandos and the Legion's founding.

In addition to the weapons, the Legion found the library core. Fortunately, Carlyle prioritized copying the core, as the Marik troops activated the facility's self-destruct when they blasted their way in.

Carlyle gave a copy of the core to Ricol in appreciation for his aid and also gave it away to various traders and other powers. The information contained in the core ignited a technological renaissance across the Inner Sphere. Lost technologies could once more be manufactured thanks to the specifications and schematics in the core, while agricultural techniques and medical treatments of the time took great leaps forward.



The An Ting Legions were founded to aid Coordinator Jinjiro Kurita's prosecution of the Second Succession War. The prosperous world An Ting raised five full BattleMech regiments, each with accompanying conventional forces. The overwhelming destruction of that war, however, shattered the First, Third, and Fifth Legions. The Second and Fourth barely survived. By combining their survivors with those of the destroyed legions, their regiments were rebuilt.

The Second and Fourth deteriorated further during the Third Succession War, especially after a feud between the An Ting Academy (the source of the Legions' excellent MechWarriors, fighter pilots, and special forces infantry) and the Sun Zhang MechWarrior Academy led to the former's destruction. Without an easy source of excellent replacement troops, the Legions fell further in overall skill.

The Fourth Legion invaded Niles in the Fourth Succession War. Despite being held off for a week by the planetary militia, a display of the Legion's poor quality, they finally conquered the world for the Combine. The constant maneuvering and flanking attacks of the medium-Mech regiment that finally eliminated the last resistance on Niles.



SECOND AN TING LEGION

The Second An Ting, The Light of Enlightenment, is one of the rare combined arms formations in the DCMS. However, unlike the Com Guards, non-Mech units are not integrated with the BattleMechs. Instead, each subcommand operates per orders from the Mech commander, but is free to pursue independent operations in support of victory. One company of infantry is skilled in anti-Mech attacks. The armor battalion is entirely heavy (Size 3) and assault (Size 4) tanks, while the fighters are skilled in ground attacks.

Experience Rating	Veteran
Force Composition	1 medium 'Mech regiment, 1 Light aerospace fighter wing, 1 Heavy vehicle battalion, 1 infantry battalion
Special Command Abilities	Environmental Specialization (Night), <i>Flankers</i> , <i>Focus (Multi-Tasker)</i>
Force Building Rules	BattleMechs must be medium (Size 2) or have a minimum Move of 8".

TAI-I NEG OLIVAW

Tai-i Neg "2-2-2" Olivaw commands Second Company, Second Battalion in the Second An Ting Legion. His *Shadow Hawk*, the "Black Heart," is painted flat black rather than the Second's usual deep blue with silver highlights.

TAI-I NEG OLIVAW										PV: 28 (40)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Shadow Hawk SHD-2K</i>	2	BM	2	10/6j	2	1/2/2	0	5/5	IF0*	
Special Pilot Abilities: Melee Master, Terrain Master (Nightwalker)										
Available to: An Ting Legions										

AN TING LEGION



OTHER AN TING LEGION SUB-COMMANDS



FOURTH AN TING LEGION*

The Buddha's Light

Regular

M/BM/R, M/AF/W, CV/B, CI/B

Environmental Specialization (Urban)

*Destroyed in 3052

ISLAND INVASION

*Goi-pa
Delacruz
Draconis Combine
18 August 3039*

The Third Lyran Regulars stationed on the island Goi-pa knew the newly-arrived An Ting Legions and Eighth Sword of Light would mount an attack soon. They never expected the attack to come from below and from above at the same time! The DCMS troops have come to retake the island's military installation.

GAME SETUP

Recommended Terrain: Coastal Terrain

If using terrain, the game table should be coastal, with one edge representing the shoreline.

If using hex maps, arrange two maps with their long edges touching.

The Defender chooses one long edge as home edge. The Attacker's home edge is the opposite edge.

Victory Conditions: Per *Hold the Line* (see p. 164, ASC).

ATTACKER

Second An Ting Legion (Regular), Eighth Sword of Light (Regular)

The Attacker consists of one company of Second An Ting Legion 'Mechs that enter from the water's edge on Turn 1. Four lances (two from the Second An Ting and two from the Eighth Sword of Light, see p. 30) enter via combat drop (they must target the mid-line of the map between the two home edges) on Turn 1d6.

DEFENDER

Third Lyran Guards (Regular)

The Defender consists of two companies of the Third Lyran Guards. The Defender's units may be placed anywhere on the map before Turn 1; half the units may be placed as Hidden Units. The Defender must prevent the Attacker's units from exiting via the Defender's home edge.

DRACONIS ELITE STRIKE TEAMS

DEST Commandos rarely appear on the battlefield, but the collection of infiltrators, saboteurs, and assassins are among the most devastating operatives in the Inner Sphere. The DEST teams fall under ISF authority and undergo extensive testing and training.

Typically operating behind enemy lines and/or in advance of ground operations, DEST Commandos smooth the way for the DCMS as needed, or sometimes simply kidnap or assassinate their assigned target. Other missions directed to the DEST teams are collecting valuable intel, destroying supply dumps, attacking rear echelon bases, and eliminating enemy commanders. These troopers are cross-trained in all types of combat, from piloting 'Mechs or fighters, to driving tanks or trains, to operating JumpShips.

After General Nondi Steiner conquered Vega in the War of 3039, a DEST strike team that infiltrated and attacked her command post, incapacitating her and forcing her evacuation. This single action changed the course of history by stalling the Lyran thrust into the Combine. The DEST troopers were all eliminated, but their mission was accomplished. Like ancient ninjas or samurai, DEST members will commit suicide to avoid capture.



AMPHIGEAN LIGHT ASSAULT GROUP



The Amphigean Light Assault Group regiments were first formed by Amphigean Agriculture, Inc. as a less expensive means to secure their holdings than paying for mercenary protection. AAI started building their Amphigean Security Group in 2811. It was more economically feasible to purchase light 'Mechs than heavier ones, thus expanding the Security Group's size significantly. Swarms of light ASG 'Mechs burst upon enemies in hordes, protecting AAI's territory with great effectiveness throughout the Combine. Because the ASG incidentally protected other Combine sites while defending AAI's, the DCMS allowed the ASG to expand and operate independently of DCMS oversight.

When Jinjiro Kurita launched the Chain Gang Missions in the Second Succession War, privately-employed MechWarriors were dragooned into service alongside convicts to be used as cannon fodder. Unlike their convict brethren, the ASG forces were highly skilled. They operated in packs, overwhelming enemies through sheer weight of numbers or speeding past front lines to raid enemy rear areas. These dragooned ASG troops were dubbed the Amphigean Light Assault Groups after excellent performances on Strawn, Kessel, and Kobe. DCMS commanders found it useful to have a force not bound by the strictures of *bushido*, enabling the LAGs to perform in ways that an honor-bound samurai would find distasteful at best.

Those warriors who survived the Chain Gangs returned to AAI service. AAI rebuilt the ASG and sold their services as mercenaries to other corporations—even occasionally outside the Combine, but never placed them under contract to Houses Davion or Steiner. The force grew to six full battalions by 2952, in addition to smaller formations stationed at individual AAI sites, when the DCMS approached AAI to hire the ASG as long-term mercenaries. The First and Second Light Assault Groups were formed, supplied and supported by the Combine but staffed by AAI. AAI rebuilt their own ASG and reformed them into the Third and Fourth Light Assault Groups. When the initial contract period for the First and Second came up for renewal, it was renewed—and has been renewed in perpetuity by the DCMS, thus exempting the LAG forces from the Death to Mercenaries decree several decades later. A Fifth LAG was formed at this time. The Third and Fourth were still battalion-size and in service to AAI directly. AAI raised a Sixth ASG battalion after the War of 3039 with DCMS permission after AAI's faultless support of the Dragon.

The Amphigean LAGs remain a light 'Mech force, specializing in swarm tactics against enemies of all sizes and types. Each 'Mech regiment is supported by a fighter wing. District warlords or planetary administrators often attach vehicle or infantry elements to the LAGs stationed in their territory.

The Amphigean Light Assault Groups modify their *Panthers* for speed. To make room for the larger engine, the jump jets were removed. This Panther is available only to the Amphigean Light Assault Groups at a cost of 1 FP.

Unit Type	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Panther PNT-9ALAG	BM	1	10	2	2/2/1	0	3/3	—



FIRST AMPHIGEAN LIGHT ASSAULT GROUP

The Legacy of Blood uses primarily light 'Mechs, though faster medium 'Mechs fill a number of slots in their roster. The First focuses on outmaneuvering their enemy regardless of terrain or situation. The command commonly upgrades even their light 'Mechs with larger engines to coax even greater speed, often at the cost of firepower. Because they utilize comparatively inexpensive light 'Mechs, such costs are mitigated despite the use of advanced technology. The First Amphigean's aerospace wing, the Starwalkers, is known for great individual pilot skill but poor adherence to tactical doctrine. Instead of supporting ground forces or achieving air superiority, pilots are likely to be distracted by a target of opportunity and may abandon an assigned mission for a quick kill.

Experience Rating	Veteran
Force Composition	1 light 'Mech regiment, 1 medium aerospace fighter wing
Special Command Abilities	Off-Map Movement, Tactical Specialization (Attack), <i>Focus (Dodge)</i> , <i>Focus (Maneuvering Ace)</i> , <i>Focus (Golden Goose)</i>
Special Rules	At least three 'Mechs in each Formation must be a light (Size 1), while the other may be medium (Size 2) or light. Before selecting Units for any scenario, roll 2d6. On an 8+, the Starwalkers are unavailable for that battle, and no aerospace units may be selected from the First Amphigean Light Assault Group. The Amphigean regiments do not pay extra FPs for duplicate 'Mech models if they are light 'Mechs on the Kurita or General Availability Lists, or the PNT-9ALAG (see above).

OTHER AMPHIGEAN LIGHT ASSAULT GROUP SUB-COMMANDS



SECOND AMPHIGEAN LAG*

High Noon

Veteran

L/BM/R, M/AF/W

Off-Map Movement, *Tactical Experts (Combined Fire)*



FIFTH AMPHIGEAN LAG*

Shadow Strikers

Regular

L/BM/R, M/AF/W

Off-Map Movement

*Destroyed in 3051

ARKAB LEGION



The Arkab Legions have served the Dragon well and ably for centuries. However, because they hail from the Azami Worlds, which came into the Combine via treaty following to the Azamis' fierce defense, they are regarded as potentially disloyal despite their spotless service record. That the Arkab warriors do not paint the Dragon crest on their 'Mechs and tanks is emblematic of this distrust. The CO of each Legion voluntarily paints the crest on the upper left arm of his or her 'Mech, though when the Procurement Department withholds necessary materiel, the crest is removed until restitution is made. The Arkab Legions hold true to their faith and trust their fate in battle to Allah rather than holding blind faith in the Coordinator.

The Arkab Legions have always favored speed over armor. The nascent technological recovery has enabled the Legions to increase the overall weight of their 'Mechs without sacrificing speed. The Legions still eschew assault 'Mechs but are increasing their use of heavy 'Mechs. Most of their forces, though, are light and medium 'Mechs. Even before the War of 3039, the Second Arkab maintained a tight grasp on Star League technology. The presence of Star League-era 'Mechs in their TO&E never ended despite the attrition of the Succession Wars.

The Fourth Arkab Legion was part of the Combine's counter-raiding strategy in the War of 3039. The Fourth mounted attacks on Ganshoren, Auldhouse, and Arcturus. These spoiling attacks did little

more than tie up Lyran forces, but those delays were instrumental in stopping the invading forces from rampaging deeper into the Combine before the DCMS could stop them. The Second was instrumental in ejecting the Eridani Light Horse from Fellanin II, while the Sixth, as usual, remained as the garrison force of Arkab. This garrison posting is an acknowledgment of the Azami distrust of the Combine in general, and serves as a defense against any attempt to subjugate the Azami people.



SECOND ARKAB LEGION

The Second Arkab Legion's reliance on lightly-armored 'Mechs precludes its ability to fight a stand-up engagement. Instead, the Defenders of the Faithful specialize in flanking attacks and hit-and-run tactics. The Second uses no assault (Size 4) 'Mechs. Twenty percent of their 'Mechs are heavy (Size 3), with the rest split evenly between light (Size 1) and medium (Size 2) 'Mechs. Hard Air, the Legion's aerospace wing, uses medium fighters exclusively. The Second Arkab Armor regiment protects the Legion's flanks with fast hovercraft and light tanks.

Experience Rating	Veteran
Force Composition	1 medium 'Mech regiment, 1 medium aerospace fighter wing, 1 light vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Fast Withdrawal, Hit and Run, Off-Map Movement, Overrun Combat</i>
Force Building Rules	The Second Arkab Legion may select Units from the Kurita: Special List for 1 FP. At least half of the Second Arkab's 'Mechs must be light (Size 1) and medium (Size 2) 'Mechs; assault (Size 4) 'Mechs may not be fielded. All aerospace Units must be medium. All vehicle units must be light or medium.

TAI-SA OMAR ARBANI

Tai-sa Omar Akbani commands a recon company in the Second's third battalion. His *Kintaro* has been passed down through the generations, though severe damage in the War of 3039 was repaired with recovered technology instead of Star League components. The LRM and NARC systems were replaced with an ER PPC, while the heat sinks were upgraded. His long experience in the 'Mech allows him to exert greater speed than enemies might expect.

TAI-SA OMAR ARBANI										PV: 34 (41)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Kintaro KTO-19 (Omar)</i>	3	BM	2	10	2	3/3/1	1	6/5	SRM1/1	
Special Pilot Abilities: Maneuvering Ace, Speed Demon										
Available to: Arkab Legions										

OTHER ARKAB LEGION SUB-COMMANDS



FOURTH ARKAB LEGION

Allah's Blessings

Regular

L/BM/R, M/AF/W, CV/R, CI/R

Focus (Forward Observers)



SIXTH ARKAB LEGION

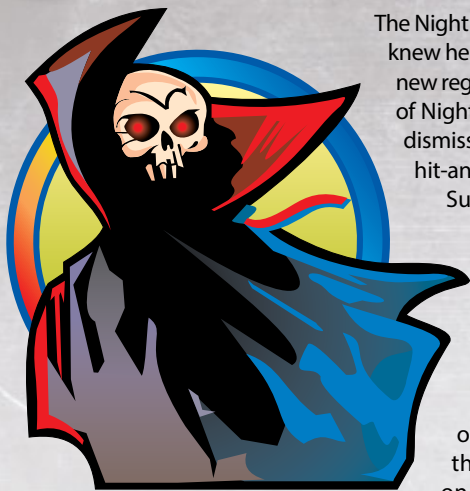
Desert Nomads

Regular

L/BM/R, L/AF/W, CV/R, CI/R

Hit and Run

NIGHT STALKERS



The Night Stalkers were founded in 3020 by *Tai-sa* Lloyd McGavin. McGavin had been forced into retirement but knew he had more to offer in service to the Dragon, and gained permission from the High Command to raise a new regiment. Personal funds and support from mercantile concerns allowed McGavin to build two regiments of Night Stalkers from the ranks of other disgruntled retirees and failed MechWarriors. The regiments were dismissed by contemptuous DCMS commanders until the Night Stalkers distinguished themselves through hit-and-run tactics against Lyran Commonwealth forces late in the Third Succession War.

Success in battle went to the heads of the Night Stalkers. When orders did not meet with McGavin's approval, he would ignore them and implement a better plan. Such disobedience was unacceptable to Coordinator Takashi Kurita. To punish their disloyalty, the Coordinator separated the two regiments between two districts. The First Night Stalkers paid the ultimate price during the Fourth Succession War when the Coordinator ordered them into an untenable battle as a mere diversion. *Tai-sa* McGavin and the First stilled a Lyran reinforced heavy 'Mech regiment, redeeming their honor by dying to the last man.

The Second Night Stalkers remained in the Coordinator's disfavor by refusing to offer blind obedience, and they were sent to remote Matamoras in the Pesht Military District. Over time, the older warriors died and were replaced, though their independent streak kept them stationed on Matamoras.

Senior officers are drawn only from the ranks of retired DCMS officers. Most Night Stalkers officers once held a higher rank than their current posting, but their desire to remain in the cockpit motivates them to accept a lower rank despite their years of loyal service. A third of the command is composed of such retired warriors, with the rest recruited from proving grounds and other less-than-prestigious places.

SECOND NIGHT STALKERS

The Second Night Stalkers—nicknamed Johiro's Regiment originally, then later Henderson's Regiment—lost their skill at hit-and-run operations due to the combat-free posting on Matamoras. CO *Tai-sa* Okubo Henderson instead specialized in night operations, which he felt was in keeping with the command's name. Most of the command remains in light (Size 1) and medium (Size 2) 'Mechs, though poor supply priority forces them to use whatever they can get. Each company has one lance of heavy 'Mechs (size 3), and each battalion has one assault 'Mech (size 4). The Storm Clouds armor regiment spent years fighting pirates on the Periphery border. They were assigned permanently to the Night Stalkers at *Tai-sa* Henderson's request after years of cooperation. The Second Night Stalkers Aerospace specializes in atmospheric air-to-air combat, aiming to protect the Night Stalkers on the ground.

Experience Rating	Veteran
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter Wing, 1 medium vehicle regiment
Special Command Abilities	Environmental Specialization (Night), <i>Hit and Run</i> , <i>Tactical Specialization (Dogfighting)</i>
Force Building Rules	The Storm Clouds use only light and medium (Size 1 and 2) vehicles.

TAI-I JERICHO TOYOMA

Tai-i Jericho Toyoma commands Third Company, First Battalion. He was cashiered after the War of 3039 for refusing to fight alongside the Ghost Regiments and made his way to Matamoras. He possesses an uncanny affinity for his *Phoenix Hawk* and is able to manipulate it like a *yogi* contorts his body.

TAI-I JERICHO TOYOMA										PV: 27 (32)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Phoenix Hawk</i> PXH-1K	3	BM	2	12	2	3/2/0	0	5/4	ENE	
Special Pilot Abilities: Natural Grace, Hopper										
Available to: Any Kurita Force except Night Stalkers (pre-3040), Night Stalkers (3040+)										

OTHER NIGHT STALKER SUB-COMMANDS



FIRST NIGHT STALKERS*

McGavin's Regiment

Veteran

L/BM/(r)R, L/AF/W, L/CV/R

Gun It, Hit and Run

*Destroyed in 3029



SHIN LEGION



The Shin Legion regiments were originally Capellan Confederation forces dragooned at the end of the Fourth Succession War. The years following the war, however, saw Chancellor Romano Liao order the arrest and execution of anyone whom she deemed disloyal. The quantification of this disloyalty was arbitrary at best, and many loyal and honorable civilians and soldiers lost their lives for no reason.

The Shin Legions wished to avoid such treatment. The three regiments elected to flee their home nation rather than be executed for crimes they did not commit. Before they made good their escape, Maskirovka agents in their ranks betrayed their plans, and the Third Legion was caught before it could escape. The men and women of the Third sold their lives dearly, but none survived.

The First and Second Shin Legions made their way to the Draconis Combine. They saw the Combine as the only viable option, since the Federated Commonwealth and Free Worlds League would not welcome their former enemies. Indeed, the Coordinator accepted the two regiments, though as a foreign combat command they were treated as mercenaries were once treated: with suspicion.

The Legions proved their loyalty in the War of 3039 when the First on Ancha and the Second on Sadalbari suffered severe casualties at the hands of FedCom forces in defense of Combine territory.

While the general distrust was not fully alleviated, the Shin Legions at least were granted a modicum of respect. The Legions are stationed in the Dieron Military District, and they have no illusions that the Coordinator will use them as cannon fodder again against FedCom aggression.

A rivalry exists between the Ghost Regiments and the Shin Legions. The Legions consider the *yakuza*—and therefore, the Ghost Regiments—as little more than criminals and thugs, while the Ghosts consider the Legions traitors to their own people and culture. The *Gunji-no-Kanrei* has been careful to isolate the two forces from one another to avoid a destructive internecine conflict.

Few of the command's original members survived the War of 3039. Replacements have of necessity been drawn from Combine nationals. These are almost exclusively warriors from poor families that show promise through proving grounds. Academy graduates must specifically request a billet in the Shin Legions to be allowed to join the brigade.

The Shin Legion is unavailable prior to 3035.

FIRST SHIN LEGION

The First Shin Legion is a heavy 'Mech regiment that has specialized in defensive operations since relocating to the Combine. This specialization emerged because the Combine wishes to use the Legion to secure its territory, but does not entirely trust it to operate in the Dragon's name outside the Combine.

Experience Rating	Veteran
Force Composition	1 heavy 'Mech regiment
Special Command Abilities	Environmental Specialization (Clear), Tactical Specialization (Defense)
Force Building Rules	Shin Legion Forces can access the House Liao Late Succession War Availability List for 0 FPs. In the Early Clan Invasion, this cost increases to 1 FP. This rule also applies to Forces from the Second Shin Legion.

CHU-SA EMMA WU

Chu-sa Emma Wu commands Second Battalion of the First Shin Legion. She is nearly suicidal in combat, often charging ahead of her command lance into the enemy's midst. She lives for physical combat, and enjoys smashing her *Thunderbolt's* fists through enemy cockpits. Her old Eridani Light Horse variant, captured by her grandfather in the Third Succession War, was lost in the War of 3039. She piloted a CRD-3K *Crusader* until House Kurita obtained a number of House Marik's new *Thunderbolts* as part of the Concord of Kapteyn trade agreement.

CHU-SA EMMA WU										PV: 35 (49) 34 (48) 39 (55)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S		Specials
<i>Thunderbolt</i> TDR-5SE (pre-3040)	2	BM	3	8j	1	3/3/1	0	7/5		IF1
<i>Crusader</i> CRD-3K (3040-3049)	2	BM	3	8	1	3/3/2	1	6/5		IF1,LRM1/1/1,SRM1/1
<i>Thunderbolt</i> TDR-7M (Early Clan Invasion)	2	BM	3	8	1	4/4/2	0	7/5		CASE,IF1
Special Pilot Abilities: Stand Aside, Street Fighter, Zweihander										
Available to: Shin Legion										

OTHER SHIN LEGION SUB-COMMANDS



SECOND SHIN LEGION	Veteran
L/BM/R	
Hit and Run, Tactical Specialization (Attack)	



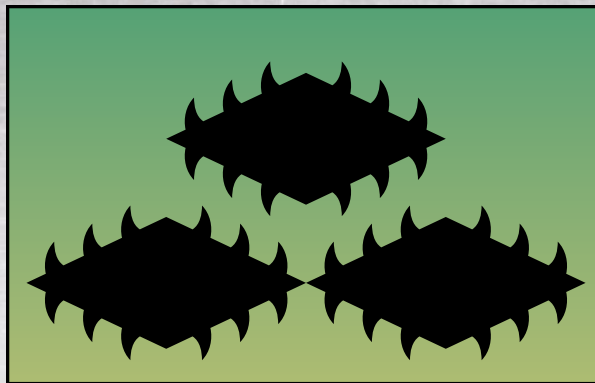
PROSERPINA HUSSARS

DEATH TO MERCENARIES

Mistreatment by Warlord Grieg Samsonov led Wolf's Dragoons to allow their contract with the Draconis Combine to expire. Coordinator Takashi Kurita, unaware of Samsonov's machinations, felt dishonored by the Dragoons' decision. The dispute led to a terrible battle on Misery that cost the Dragoons half their force. But it was Warlord Grieg Samsonov's attempt to murder the Dragoons' families that ensured mutual hatred.

The Federated Suns' Draconis March border became the focal point for the ongoing feud. Wolf deployed his remaining Dragoons across three worlds, per his new contract with the Suns. He challenged Takashi to come take the worlds from him by confronting the Coordinator at the wedding of Hanse Davion and Melissa Steiner. As the Fourth Succession War broke out across the Inner Sphere, Takashi and Wolf fought their own war on the Suns border.

The Dragoons faced massively superior DCMS numbers, but they ground down the Coordinator's samurai with every assault. Still, the Combine replenished its troops while the Dragoons dwindled. A rescue out of a holodrama saved the remnants of the Dragoons from four regiments of Galedon Regulars. As the Combine retreated, Coordinator Takashi lashed out in rage and declared, "Death to Mercenaries!" His edict banished mercenaries from DCMS employ for decades. Those not fast enough to cross the borders were put to death. After nearly two decades, Theodore Kurita's influence has begun to ease this harsh policy.



combat philosophy. Thus, the Hussars are often paired with a Regulars command so that the complementary natures of the two will overwhelm the enemy. In such cases, the Hussars are usually accorded the right of overall command, save when a district Warlord or the Coordinator assumes overall command. This very arrangement led to the destruction of the Sixteenth Galedon Regulars on Thestria in the War of 3039. *Tai-sa* Leonard Kobayashi of the Sixteenth refused to accept orders from *Tai-sa* Henry Sobiroff of the First Proserpina. Sobiroff wished to end the wanton destruction of the capital, Rashōmon, so he offered to let the mercenary Dioscuri retreat from Thestria under standard terms. Kobayashi refused to allow such an offer, given the Death to Mercenaries decree, and launched a suicidal attack on the Dioscuri positions. The First Hussars watched from the sidelines as the Sixteenth was destroyed to its last 'Mech. Sobiroff allowed the Dioscuri to collect salvage from the destroyed Sixteenth before departing Thestria, leaving the First holding the planet. The First used the remaining salvage from the Sixteenth to add a fourth battalion of 'Mechs and become a reinforced regiment.

The War of 3039 nearly destroyed the Fourth Hussars. Fellanin II saw the Fourth ground down to a single battalion, plus two battalions of supporting forces, by two regiments of the Eridani Light Horse mercenary command. Aided by the Second Arkab Legion, the Fourth held out and joined in the final push that drove the Light Horse forces off-world. The Fourth rebuilt slowly after the war, and is thus the lowest quality Hussars regiment.

The Proserpina Hussars are the elite command among House Kurita's floating regiments. Warfare is all that matters to Hussar warriors. Political correctness or blind adherence to any code are secondary concerns to living, fighting, and dying.

The regiments have long specialized in hit-and-run tactics, preferring to avoid direct stand-up fights. This battle doctrine runs contrary to the standard House Kurita "stand and deliver"



THIRD PROSERPINA HUSSARS

The Third, known as Kurita's Vampires, specializes in hit-and-run tactics. Thus their 'Mechs are mostly light (Size 1) and medium (Size 2), with occasional heavy (Size 3) and assault (Size 4) 'Mechs used to anchor pivot points and destroy enemy flankers.

Experience Rating	Elite
Force Composition	1 medium 'Mech regiment, 2 regular aerospace fighter wings
Special Command Abilities	Environmental Specialization (Night), <i>Hit and Run</i> , Off-Map Movement, Tactical Specialization (Attack)

PROSERPINA HUSSARS



OTHER PROSERPINA HUSSARS SUB-COMMANDS



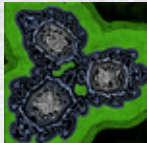
FIRST PROSERPINA HUSSARS

Blood Suckers

Veteran

M/BM/(r)R, L/AF/W, M/CV/R, MI/R

Hit and Run, Off-Map Movement



FOURTH PROSERPINA HUSSARS*

The Luthien Leeches

Veteran

M/BM/R, H/AF/W, CV/R

Hit and Run, Off-Map Movement

*Destroyed in 3051

CLASH ON CASSANDRA

Outskirts of New Cassandra

Capra

Draconis Combine

25 July 3039

The First Crucis Lancers were bottled up in the capital city, New Cassandra, by the Third Proserpina Hussars and Fifth Galedon Regulars. Lancers CO Major General Grissom Miller launched a breakout attack at the Hussars, hoping the raiding command would not adapt quickly to being put on the defensive.

GAME SETUP

Recommended Terrain: Open Terrain

If using terrain, the game table should be primarily open terrain.

If using hex maps, arrange two maps of primarily open terrain with their short edges touching.

The Defender chooses one short edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Victory Conditions: Per *Hold the Line*, (see p. 164, ASC)

ATTACKER

First Crucis Lancers (Regular), Albion Training Battalion (Green)

The Attacker consists of one lance of medium (Size 2) and heavy (Size 3) 'Mechs and two lances of light (Size 1) and medium (Size 2) hovercraft of the First Crucis, as well as one lance of medium (Size 2) 'Mechs of the Albion. The Attacker enters from their home edge on Turn 1. The Attacker's objective is to exit via the Defender's home edge.

DEFENDER

Third Proserpina Hussars (Elite)

The Defender consists of four lances of Third Proserpina Hussars. The Third's units are placed on the map at least 12" or six hexes from the Attacker's home edge. The defender must prevent the Attacker's units from exiting via the Defender's home edge.

THE RETURN OF KERENSKY

In the centuries since the Exodus, the militaries and mercenaries of the Inner Sphere wondered if and when Kerensky's forces would return. Amid the catastrophes of the Succession Wars, no one was sure if the departed SLDF would have suffered a similar decline and loss of technology that so greatly affected the Inner Sphere nations. If they returned, would they be benefactors or conquerors? The sheer number of troops that departed might be enough to demolish any two or more House militaries. Could the Successor States stand up to the enormous military force that departed the Inner Sphere so long ago?

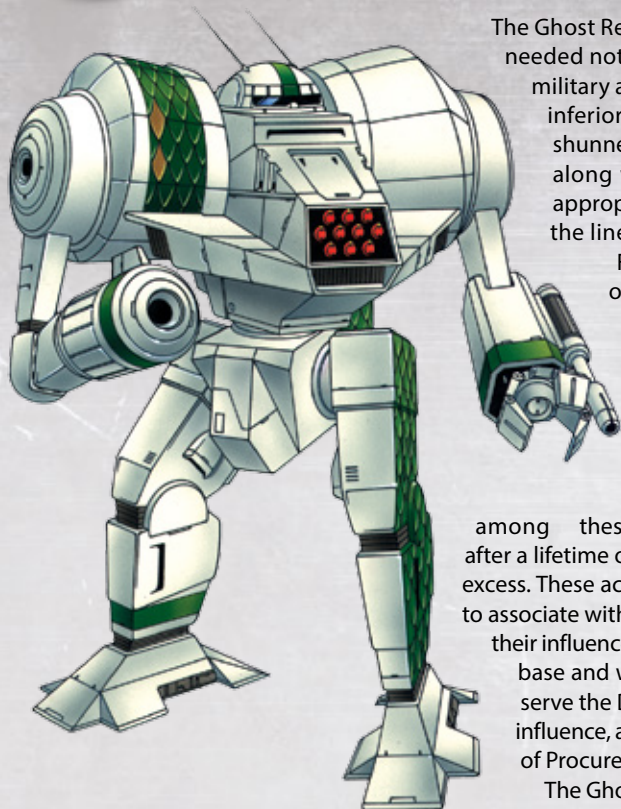
Those questions were largely academic, as few thought the departed troops would ever return after being gone so long. But in late 3049, communication ceased from numerous systems in the Coreward Periphery. Soon after, invaders of unknown origin appeared on the edge of the Draconis Combine, Free Rasalhague Republic, and Lyran portion of the Federated Commonwealth. These invaders possessed technology that far outclassed even the recovered weapons and components of the best Inner Sphere military units. Some even speculated that the invaders might be aliens, due to the ease with which they initially sliced through Inner Sphere defenders.

The invaders progressed almost without challenge, wiping away House units and mercenary commands of the highest caliber with ease. Eventually, the invaders revealed their origins to ComStar: they are the heirs to Kerensky, they call themselves the Clans, and their goal is to re-establish the Star League in their new image, eradicating the long decay that set in after the Exodus. The Clans possess a strange sort of honor that guides their conduct in battle, but they are also military dictatorships bent on subjugating all others to their will.

The Federated Commonwealth, Free Rasalhague Republic, and Draconis Combine are mobilizing their forces to stop this new threat. But unless a sheer weight of numbers plays in their favor, it is unknown if anything can truly stop the Clans.



GHOST REGIMENTS



The Ghost Regiments were born of the Fourth Succession War. Theodore Kurita knew the Dragon needed not just to rebuild, but to increase the size of the DCMS. However, he understood that military academies can only expand their enrollment to a point before they begin to turn out inferior warriors. Thus, Theodore sought aid from those parts of Combine society typically shunned by the DCMS. He sought new warriors from among the lower classes and criminals, along with a greater number of women than most DCMS commanders would consider appropriate. Theodore's Tiger Programs were created to train these would-be warriors along the lines of FedCom RCTs rather than typical, staid DCMS regiments.

Funding such an enterprise was problematic. Few wished to have their funds expended on such Undesirables, even if the resulting regiments would help defend the Dragon. Thus, Theodore turned to the *yakuza*. He convinced the *yakuza oyabun* that it was in their best interest not only to fund the formation of these regiments, but also to allow their members to be recruited to serve in the new commands. In part to keep their existence and numbers a secret, but also because the DCMS wished them to remain off the official rolls, the new commands were dubbed the Ghost Regiments.

The warriors in these new regiments were now burdened with conflicting loyalty to their *oyabun* and to Theodore. Even more alarming was the lack of discipline among these new warriors. Rather than exhibiting the typical Combine warrior reserve, instilled after a lifetime of training and discipline, the former *yakuza* soldiers were quick to fall into looting and excess. These actions put the new regiments at odds with the rank and file of the DCMS, who refused to associate with those whom they considered wretches beneath contempt. Some *oyabun* maintained their influence over their former thralls and used the regiments as mere fronts to augment their power base and wealth. Some, though, gave up their authority over the warriors and allowed them to serve the Dragon. Even in these cases, though, the regiments remain under their former *oyabun's* influence, as all the Ghost Regiments must use the black market for their supply needs—the Bureau of Procurement refuses to disburse materiel to them.

The Ghost Regiments played a large role in the War of 3039. Because they were unknown to the military strategists in the Federated Suns and Lyran Commonwealth, the invading FedCom forces were surprised and sometimes overwhelmed by unexpected numbers of enemy warriors. The Ghosts' lack of discipline mitigated what might have been an even worse experience for the invaders; if the Ghosts were comparable to Sword of Light or even some Regulars regiments, the invasion might have been curtailed even sooner with a greater loss for the FedCom forces.

There is no Ghost brigade crest and most Ghost Regiments eschew regimental logos, instead painting their machines with elaborate designs.

Force Building Rules All Ghost Regiments can access the Kurita: Special Availability List from 3039 onward for 3 FPs. The Ghost Regiments are unavailable prior to 3033.

FIRST GHOST "MANY-COLORED WINDS OF FATE"

The First Ghost embodies their *yakuza* heritage as fearsome city fighters. Because of the nature of city fighting, the First are experts at close combat, and their armaments are geared more toward short-range engagements than long. The First is one of the Ghost Regiments whose warriors have all but forsaken loyalty to their former *oyabuns* and instead give allegiance to Theodore Kurita and the *kurumaku*. The First Ghost Aerospace possesses no upgraded equipment but nonetheless excels at ground attacks. The First Ghost Infantry is an unruly mob at best, though the regiment replaces a company of troops with a company of VTOLs in each battalion.

Experience Rating	Veteran
Force Composition	1 medium 'Mech regiment, 1 medium aerospace fighter wing, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	Brawlers, Environmental Specialization (Urban), <i>Focus (Ground-Hugger)</i>
Force Building Rules	First Ghost Units may replace any SPA granted by a Formation Bonus Ability with a cost of 2 or more with either Melee Specialist, Melee Master or Sandblaster. If Sandblaster is chosen, the SPA only provides its benefits at Short or Medium Range. Total Warfare: If a randomly-rolled 'Mech has a variant equipped with SRMs, and/or small/medium lasers, that variant must be taken before one with LRMs and large lasers/PPCs.

GHOST REGIMENTS



TAI-I BRYAN KASIGI

Tai-i Bryan Kasigi has been with the First since their defeat on Altai in the War of 3039. He was among those who remained behind on the world to mount guerrilla attacks on the Lyran and mercenary occupation forces. He rejoined the First after the war and was recognized for his performance with a promotion to *tai-i* and given command of Third Company, First Battalion. His complete disregard for his own safety in performance of his duty sets him apart from almost every other warrior in the Ghosts. His subordinates sometimes refer to him as the Steel Dragon, joking that he is the closest thing to the Second Sword of Light in the Ghost Regiments. Kasigi's *Catapult* is a unique variant of the K2 cobbled together from various old and new components due to the poor supply state of the First. The machine guns have been dropped, the heat sinks upgraded to freezers, and the jump jets reinstalled. The PPCs were upgraded to ER versions.

TAI-I BRYAN KASIGI

PV: 32 (44) | 33 (47)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Catapult CPLT-K2 (Late Succession Wars)	2	BM	3	8	1	3/3/2	0	6/5	
Catapult CPLT-K2 (Kasigi) (Early Clan Invasion)	2	BM	3	8j	1	3/3/2	0	6/5	ENE
Special Pilot Abilities: Street Fighter, Weapon Specialist									
Available to: Ghost Regiments									

SADALBARI PURSUIT

Origan Military Reservation

Sadalbari

Draconis Combine

26 July 3039

Federated Commonwealth occupiers fled the Origan Military Reservation when Kurita partisans, holding out on the world until reinforcements arrived, mounted an attack to aid the relieving Ghost Regiments. The FedCom forces fled the base, with their First 'Mech Battalion throwing up a hasty rear-guard action to allow the escape.

GAME SETUP

Recommended Terrain: Open Terrain

If using terrain, the game table should be primarily open terrain.

If using hex maps, arrange two maps of open terrain with their short edges touching.

The Defender chooses one short edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Victory Conditions: Per *Hold the Line*, (see p. 164, ASC).

ATTACKER

Eighth Ghost Regiment (Green)

The Attacker consists of elements of the Eighth Ghost Regiment pursuing the fleeing Commonwealth invaders. The Attacker may choose any number and type of ground Units for this battle. The Attacker enters via their home edge on Turn 1.

DEFENDER

Third FedCom RCT (Regular)

The Defender consists of BattleMechs of the Third FedCom RCT equal to the total number of Units fielded by the Attacker. The Third is holding a rear-guard action, seeking to delay at least half of the Attacker's units from exiting via the Defender's home edge before Turn 12. The Defender is placed on the map within 18" or nine hexes of the Attacker's home edge.

THE YAKUZA

The *yakuza* is the name for organized crime in the Draconis Combine. Such criminal organizations existed in Japan on pre-space-flight Terra and followed that nation's culture to the stars. They ingrained themselves into the Draconis Combine as the nation itself assumed a traditional Japanese class-based society.

The *yakuza* earn their money through various illegal activities, including gambling, racketeering, smuggling, kidnapping for ransom, theft, extortion, and blackmail. The *yakuza* possesses its own code of honor and is self-policing of its members. In some cases, those who violate the code are turned over to the authorities, but only to quell a general outrage by providing a scapegoat and thus forestalling intensive investigation and arrests; usually such violators are simply killed.

The *yakuza* is not a single entity. Rather, there are numerous branches and organizations, all of which fall under the umbrella term of *yakuza*. A single organization is led by an *oyabun*, the supreme boss. Like other crime organizations, there are different tiers of lieutenants and bosses and advisors. The *oyabun*, however, holds supreme authority over those in his syndicate. When different syndicates must meet, it falls to a *kuramaku* to arrange the meeting. It was *kuramaku* that negotiated between various gangs to recruit members for the Ghost Regiments. For the Ghost Regiments, the *kuramaku* remains a powerful figure, enabling those from different gangs to operate in conjunction with one another under the auspices of their *oyabun* and serving as a sort of overseer for the regiment.



GHOST REGIMENTS

PERIPHERY

The militaries of the Inner Sphere generally look down on their counterparts in the Periphery. The Draconis Combine Mustered Soldiery in particular holds Periphery troops in contempt. This is partially due to their lack of contact with most such forces, save for pirates and the Outworlds Alliance.



Taurian Concordat

The Taurian Concordat is well-known to the Combine. The Concordat and the Combine share a common enemy, but not a common border, leading to talks in the past regarding cooperative actions. However, reticence on the part of the Taurians to prosecute an actual invasion in concert with the Combine guarantees the DCMS' contempt for the Taurians will continue.



Magistracy of Canopus

The Canopians might as well be a myth to the DCMS—the great distance between their nations ensures they will never meet in combat, so the DCMS pays them no heed.

EIGHTH GHOST

The Eighth Ghost led the assault on the Federated Commonwealth forces garrisoning Sadalbari in July of 3039. Along with the Seventh Ghost, the Eighth pushed the Third FedCom RCT out of Solus City and into a fall-back position. They continued the assault and shattered the Third with assistance from the Combine defenders who survived the invasion, then held their ground against the Fifth Davion Guards. Even after the Fifth Davion rallied the Third FedCom, the Ghosts held strong and pushed the Commonwealth forces off Sadalbari. The Eighth's success stemmed from their excellent combined-arms skill; they had learned Theodore's reforms well and put them into practice on Sadalbari. Though they account for individual regiments like most other DCMS commands, the Eighth integrates their ground forces at the company level, using one company of each Unit type ('Mech, vehicle, and infantry) in concert to provide a balanced attack. This, combined with the Eighth's Star League-era 'Mechs, made the difference in the War of 3039.

Experience Rating	Veteran
Force Composition	1 medium 'Mech regiment, 1 heavy aerospace fighter wing, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Tactical Specialization (Combined Arms)</i> , Zone of Control
Force Building Rules	The Eighth Ghost can access the Kurita: Special List for 2 FPs.


OTHER GHOST REGIMENT SUB-COMMANDS

SECOND GHOST REGIMENT*	
<i>Honor of the Ancestors</i>	Regular
BM/R, AF/W, MI/R	
<i>Hit and Run</i> , Off-Map Movement	

THIRD GHOST REGIMENT	
<i>The Many Rains of Spring</i>	Regular
M/BM/R, L/AF/W, CV/R	
<i>Hit and Run</i>	

FOURTH GHOST REGIMENT†	
<i>Found and Made Whole</i>	Green
BM/R, AF/W, CV/R	
<i>Hit and Run</i>	

FIFTH GHOST REGIMENT	
<i>The Mirrored Edge of Dedication</i>	Regular
H/BM/R, L/AF/W, CV/R	
<i>Intelligence Specialists</i> , Tactical Specialization (Defense)	

	SIXTH GHOST REGIMENT
	<i>Life Through Service</i> Regular
	M/BM/R, M/AF/W, CV/R
	<i>Hit and Run</i> , Off-Map Movement

SEVENTH GHOST REGIMENT	
<i>Cleansed by Dragon's Dark Passing</i>	Veteran
H/BM/R, M/AF/W, H/CV/R	
Environmental Specialization (Urban), Tactical Specialization (Defense)	

NINTH GHOST REGIMENT	
<i>Heruzu Enjeruzu</i>	Regular
BM/R, AF/W, CV/R	
<i>Esprit de Corps</i>	

TENTH GHOST REGIMENT	
<i>Flames of Kindred Spirits</i>	Regular
M/BM/R, L/AF/W, CV/R	
Off-Map Movement	

ELEVENTH GHOST REGIMENT	
<i>Bringers of Light and Life</i>	Green
L/BM/R, L/AF/W, CV/R	
<i>Tactical Experts (Combined Fire)</i>	

TWELFTH GHOST REGIMENT	
<i>Slow Death of the Moon</i>	Regular
L/BM/R, L/AF/W, CV/R	
Sharp Shooters	

*Destroyed in 3052

†Disbanded in 3040

LEGION OF VEGA



The Legion of Vega was founded in 3011 by Coordinator Takashi Kurita as a final stop for discipline cases, cowards, dishonored warriors, and other misfits from the ranks of the DCMS. The Legion of Vega was closely monitored by the ISF, since the Vegans, in the eyes of the Dragon, were already verging on treason due to dereliction of duty. Being assigned to the Legion was not just the least prestigious assignment in the DCMS, it was career-ending to those warriors consigned to the Legion's ranks.

In 3024, the Coordinator assigned his son Theodore to command the Legions. The move was not a test to see if his son could redeem the wastrels in the Legions. Instead, it was a punishment that clearly demonstrated the Coordinator's contempt for his wayward, disobedient son. Unlike other commanders, though, Theodore was greeted by the Legion as a kindred spirit due to the obvious disregard Theodore received from the High Command and his father.

Because he was "one of them," Theodore succeeded in re-establishing a sense of pride and responsibility in the Legion's warriors. The Legions then became the test-bed for Theodore's envisioned reforms to improve the DCMS. Since the Legion's warriors were already considered honorless, they lost nothing by implementing new tactics. They repaid Theodore's trust in the Fourth Succession War and the War of 3039 by defeating the Dragon's enemies and showing that those in the Legion were capable of redemption. Now, instead seeing an end to their careers, warriors in the Legion can transfer to other DCMS postings, but only after four years of flawless service to the Dragon.

FOURTEENTH LEGION OF VEGA

"The Boozers" were part of the successful defense of Vega in the Fourth Succession War, then reluctantly gave up the world to Lyran invaders in the War of 3039 after surviving a six-week siege by the Third Lyran Guards and three mercenary commands. The Fourteenth is primarily a light 'Mech and tank force which is better on defense than attack. In March 3050, the Fourteenth was destroyed on Turtle Bay by Clan Smoke Jaguar.

Experience Rating	Regular (Late Succession Wars); Veteran (Early Clan Invasion)
Force Composition	1 light 'Mech regiment, 1 light vehicle regiment, 1 infantry regiment
Special Command Abilities	Environmental Specialization (Desert), <i>Tactical Experts (Hidden Units)</i> , Tactical Specialization (Defense)

CHU-SA HOHIRO KURITA

Chu-sa Hohiro Kurita is the oldest son of *Gunji-no-Kanrei* Theodore Kurita. Hohiro graduated with honors from the Sun Zhang MechWarrior Academy at eighteen years of age. While there, he exceeded both his father's and grandfather's combat skills and intellectual ability. He was assigned to the Fourteenth in 3049 and placed in command of Third Battalion. His *Grand Dragon* is the first of its kind in the Fourteenth, being an advanced prototype built before full production began.

CHU-SA HOHIRO KURITA										PV: 30 (48)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Grand Dragon DRG-5K	1	BM	3	12	2	2/3/2	0	5/3	CASE,IF1,REAR1/1/-	
Special Pilot Abilities: Lucky (4), Iron Will										
Available to (Early Clan Invasion era only): Legion of Vega, Pesht Regulars										

OTHER LEGION OF VEGA SUB-COMMANDS



SECOND LEGION OF VEGA

The Pillagers

Regular

M/BM/R, H/AF/W, CV/R, CI/R

Brawlers, Environmental Specialization (Urban, Mountains, Woods)



ELEVENTH LEGION OF VEGA

The Looters

Veteran

H/BM/R, M/CV/R, CI/R

Environmental Specialization (Urban), Off-Map Movement



Outworlds Alliance

The Outworlds Alliance does not even get a first thought, much less a second, from the DCMS. Occasional raids across the border are almost exclusively carried out by the Combine, as the Outworlders do not wish to provoke the irritable Dragon. These raids are conducted usually to blood green troops before sending them against "worthy" opponents from the Federated Suns or the Lyran Commonwealth.



Bandit Kingdoms

The Bandit Kingdoms, and all pirates operating on the edge of the Inner Sphere, have long been a thorn in the Combine's side. A never-ending cycle of bandits seeks to increase their power until they believe themselves capable of raiding the Combine with impunity, only to have the Combine send a reprisal force on punitive operations to smash the bandits back to subsistence living.

RYUKEN



The Ryuken has a checkered past with the DCMS. When Wolf's Dragoons began serving the Dragon in 3023, none could deny their fantastic battlefield skill, despite their mercenary nature. Coordinator Takashi Kurita wished to increase such skill in his DCMS, and decided to create a new regiment modeled after the Dragoons both tactically and organizationally.

Tai-sa Minobu Tetsuhara was a samurai in service to the Dragon as the liaison officer to the mercenaries. Tetsuhara was placed in command of the new formation, dubbed the Ryuken, meaning "Sword of the Dragon." Tetsuhara formed a close friendship with Colonel Jaime Wolf, CO of the Dragoons, while the Ryuken trained alongside the mercenaries. The new regiment proved successful at duplicating the Dragoons' battlefield performance. The Coordinator then ordered its nine companies to split and each serve as the foundation of a new regiment. The nine regiments were still newly-formed when the Dragoons' contract expired. The multi-regiment mercenary command would no longer tolerate the abuse they suffered from the machinations of Warlord Grieg Samsonov of the Galedon Military District. Neither Warlord Samsonov nor Coordinator Takashi were willing to let the Dragoons leave, and sent four of the new Ryuken regiments to interdict the Dragoons.

The Dragoons' intense training made the Ryuken fine soldiers, but they were no match for those who had applied such tactics in the field for years. The Dragoons were mauled, but the four Ryuken regiments that attempted to prevent their departure were destroyed. The Ryuken bore the blame for the defeat, as Samsonov's plotting was not generally known. The Ryuken developed an inherent distrust of the DCMS High Command and troops from the Galedon Military District that has not dissipated. Their steadfast loyalty to the Coordinator, however, was not tarnished in the slightest.

The Ryuken regiments report directly to the Coordinator, though sometimes they will report to the Warlord in whose district they are stationed if their assignment requires such.

Force Building Rules All Ryuken Regiments can access the Kurita: Special Availability List from 3039 onward for 3 FPs.



RYUKEN-NI

The Ryuken-*ni* is considered the senior Ryuken regiment and assumes nominal command over the brigade's other regiments on occasions when they operate in conjunction. The Dutiful Suns embody the lessons of Minobu Tetsuhara, whose personal devotion to the *bushido* code overruled his desire to live. The -*ni* prefers open field battles, where they can put their adaptable, fluid tactics to best use without encumbering terrain. The infantry regiment includes a battalion of artillery. The -*ni* always enters combat with both vehicle and infantry elements, unless the situation absolutely prevents it.

Experience Rating Veteran

Force Composition 1 medium 'Mech regiment, 1 light aerospace fighter wing, 1 vehicle regiment, 1 infantry regiment

Special Command Abilities *Focus (Demoralizer)*, *Overrun Combat*, *Strategic Command*, *Tactical Experts (Combined Arms)*

Special Rules If a scenario only allows 'Mechs, the -*ni* may replace 'Mech Units one-for-one with vehicle and infantry platoon Units.

CHU-SA MASAYOSHI KITAKYUSHO

Chu-sa Masayoshi Kitakyusho is an exceptional warrior. He was a member of the Ryuken-*ni* during the defeat on Misery and left the command after that battle, vowing to become its commander one day. He won the Kansai Kami competition in 3049 and received the Bushido Blade. He commands Second Battalion in the finest tradition of Minobu-*sensei*. Kitakyusho's upgraded *Orion* was awarded to him for his superior performance.

CHU-SA MASAYOSHI KITAKYUSHO

PV: 39 (63) | 36 (57)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Orion ON1-VA (Late Succession Wars)	1	BM	3	8	1	4/4/0	0	8/6	AC1/1/-, SRM1/1
Orion ON1-M (Early Clan Invasion)	1	BM	3	8	1	3/4/2	0	7/3	CASE, FLK1/1/1, IF1, LRM1/1/1, SNARC
Special Pilot Abilities: Iron Will, Sandblaster									
Available to: Sword of Light (pre-3017), Rasalhague Regulars (3017-3026), Genyosha (3027+)									

RYUKEN



RYUKEN-GO

The Spirit of Steel Edge focuses as much on piloting as gunnery, given their motto: There is no combat without movement. Half of the -go's 'Mechs are light (Size 1), with the rest split equally between medium (Size 2) and heavy (Size 3). The -go's peculiar tactics ensure enemies target their 'Mechs even when vehicles or infantry are easier prey.

Experience Rating	Regular
Force Composition	1 light 'Mech regiment, 1 heavy aerospace fighter wing, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Focus (Combat Intuition), Focus (Natural Grace), Off-Map Movement, Shielding</i>

TAI-I CATMAR LEE

Tai-i Catmar "Char" Lee came to the Ryuken by way of the proving ground system. Unlike academy graduates, he was once from the lower classes. Lee grew up piloting WorkMechs on his parents' farm and proved to be an exceptional pilot. The Ryuken-go took notice and brought him into the ranks despite his poor gunnery. A decade of action and constant practice has improved his skills considerably, and he now commands a recon company that doubles as an unconventional warfare unit. Forests on multiple worlds are piles of ash thanks to his flamers—ashes which contain the wreckage of enemies that sought concealment in the forests.

TAI-I CATMAR LEE										PV: 18 (22)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Firestarter FS9-K	3	BM	2	12j	2	2/1/0	0	3/3	ENE	
Special Pilot Abilities: Speed Demon, Terrain Master (Forest Ranger)										

OTHER RYUKEN SUB-COMMANDS



RYUKEN-SAN

Strength of the Dragon

Veteran

H/BM/R, H/AF/W, CV/R, CI/R

Communications Disruption, *Tactical Experts (Combined Fire)*



RYUKEN-YON

Midnight Sun

Veteran

H/BM/R, H/AF/W, CV/R, CI/R

Environmental Specialization (Night), Off-Map Movement



RYUKEN-ROKU

Flawless Victory

Veteran

M/BM/R, M/AF/W, CV/R, CI/R

Focus (Human TRO), Sharp Shooters

MINOBU TETSUHARA

Tai-i Minobu Tetsuhara commanded a company of the Second Sword of Light on Dromini VI in 3021 when he first encountered Jaime Wolf. Wolf's *Archer* had shut down due to excessive heat, but rather than claim the easy prize, Tetsuhara spared the unknown MechWarrior.

Tetsuhara was relieved of his post after the defeat on Dromini VI. He was forbidden to pilot a BattleMech and given only administrative duties. When the Dragoons entered Combine service, Tetsuhara was their first liaison officer. After saving Wolf's life again, they both realized he had done so once before. The two became fast friends. Tetsuhara helped the Dragoons stymie Warlord Grieg Samsonov's efforts to subjugate the mercenaries, earning both he and the Dragoons the Warlord's hatred.

In 3025, the Coordinator conceived the Ryuken and named Tetsuhara its first commander, primarily due to his friendship with Wolf. When Tetsuhara was severely wounded on the Ryuken's first operation, the regiments were placed under Samsonov's command and expanded to multiple regiments. Each was stationed on a world along with a Dragoons regiment.

After the Dragoons defeated the forces seeking to prevent their departure from Combine space, Tetsuhara was given command of all Ryuken regiments and ordered to destroy the Dragoons. Despite his friendship with Wolf, he obeyed his order as a dutiful samurai. The Dragoons defeated the Ryuken on Misery and Tetsuhara accepted full responsibility. He committed *seppuku* on 27 May 3028, with Dragoon regimental and battalion commanders in attendance.

The wasteful death of his dear friend led Wolf to declare a personal feud with the Coordinator on the eve of the Fourth Succession War.

KUNGSARMÉ RANK STRUCTURE

The KungsArmé was founded upon the birth of the Free Rasalhague Republic. Its rank structure is based upon the standard Star League rank structure, though ranks are based in Swedish instead of English.

General: Generals command all military forces in a region or province. The admiralty equivalent rank is *Amiral* for officers commanding all space vessels in a region or province.

Generalmajor: *Generalmajors* (Major generals) are only found in multi-regiment mercenary commands as the commanding officer of the entire unit. The admiralty equivalent rank is *konteramiral* for officers commanding a fleet of space vessels.

Överste: An *överste* (colonel) commands a regiment. The admiralty equivalent is *kommendör* (captain), who commands a JumpShip or DropShip.

Överste-löjtnant: An *överste-löjtnant* (lieutenant colonel) is often an *överste's* executive officer, but may command a battalion (or aerospace wing) in a regiment-sized force. The admiralty equivalent is *kommendörkapten* (commander), either the executive officer or the senior officer overseeing department heads.

Major: A major commands a battalion (or wing). The admiralty equivalent is *örlogskapten* (lieutenant commander), who leads a large department.

Kapten: A *kapten* (captain) commands a company (or flight). The equivalent admiralty rank is *löjtnant* (lieutenant), who would oversee a small department or large work center, or serve as an aide to the *kommendör*.



The fledgling Free Rasalhague Republic was ostensibly born in peace, but the Ronin Wars showed that peace must be purchased at the point of the sword. Thus the Royal Rasalhague Army, more commonly known as the KungsArmé, was founded to defend the small nation. In its first fifteen years of life, the KungsArmé has shown dramatic progress. Despite their enthusiasm, though, it is only through the goodwill of their neighbors and considerable aid from ComStar that the nation remains free. Still, the KungsArmé is a formidable force which would inflict severe damage on any military seeking to subdue the Republic. All told, the KungsArmé accounts for 15 BattleMech regiments (plus five mercenary commands), 32 tank regiments, 97 infantry regiments (50 of which are mechanized), and 62 militia regiments. Given the fanatical bent of even the militia forces, any aggressor would pay a high price for attempting conquest.

The KungsArmé is patterned after the Lyran Commonwealth Armed Forces, being composed of twelve departments. These are: the Command Council, Administration Department, Medical Corps, Warriors' Ombudsmen, Mercenary Relations, Reservist Readiness Department, Strategy and Tactics Department, Intelligence Department, Transportation Department, Quartermaster Department, Justice Department, and Military Education.

The KungsArmé is headquartered on Rasalhague in the Citadel, a large military complex built in the old Rasalhague Principality prior to the Draconis Combine conquest. The Citadel was expanded significantly during the centuries under the Draconis Combine. Regional headquarters are located on Skandia and Radstadt. These installations serve to coordinate deployments and oversee all troops within their regions.

General Christian Månsdottir is the Chief of Staff of the Command Council. Technically he reports to the Prince, who is the Överbefälhavare (Commander in Chief). Since the Prince takes no direct hand in the KungsArmé, General Månsdottir is the de facto head of the Republic's military. Reporting to Månsdottir are Generalmajor Margrethe Minuit and General Gustaf Mannerheim, commanding the KungsArmé forces within the Skandia and Radstadt provinces, respectively.

Many military terms use Swedish words in the KungsArmé, in addition to the rank structure. These positions include *Kavellrist* (MechWarrior), *regemente* (Regiment), *bataljon* (battalion), and *besättning* (company).

The KungsArmé's primary occupation is repelling and hunting pirates. The constant raiding forced the *KungsArmé* to hire mercenaries, despite a general distrust for the profession after Vinson's Vigilantes would not fight in support of the First Kavalleri due to a contract clause. While the Vigilantes were not in violation of their contract, their refusal to render aid poisoned the minds of the new nation's peoples against soldiers for hire. They are considered a necessary evil to secure the important installations and protect the people where the KungsArmé lacks the experience and manpower. As a result, mercenaries are confined to reservations. They are only permitted to leave them with escorts and extensive paperwork. This protects the soldiers of fortune from the vengeful population while also allowing the republic to sell supplies to the mercenaries at severely inflated prices. Thus the republic is able to recoup some of the exorbitant contracts extorted by the mercenary commands from the desperate nation.

LÖJTNANT RAGNAR MAGNUSSEN

Löjtnant Ragnar Magnusson is the son of elected Prince Haakon Magnusson. He is a *Kavellrist* prodigy and already commands a recon lance in the Third Drakøns. He was unhappy with his *Jenner* and replaced it with a heavier 'Mech at his first opportunity. That opportunity came with his promotion to *Kapten* and the command of the Vargjagare (Wolf Hunter) Company. The *Ostsol's* rear-firing lasers were moved to a forward-firing mount, fitting the young Prince's temperament.

LÖJTNANT RAGNAR MAGNUSSEN

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
<i>Jenner</i> JR7-D (Late Succession Wars)	3	BM	1	14/10j	3	2/2/0	1	2/3	
<i>Ostsol</i> OTL-4D (Ragnar) (Early Clan Invasion)	3	BM	3	10	2	3/3/0	1	5/5	ENE
Special Pilot Abilities: Hot Dog, Lucky (1), Speed Demon									

PV: 39 (63) | 31 (37)

DRAKØNS



The Drakøns are the KungsArmé's heavy 'Mech regiments and are at the forefront of all major actions. Like most of the KungsArmé regiments, the Drakøns rely heavily on combined-arms tactics. This derives from the brigade's earliest days when the sudden onslaught of rogue DCMS regiments forced the newborn KungsArmé into combat with all the resources they possessed. They had far more tanks and infantrymen than 'Mechs, and most of their warriors were green or had no familiarity with their new comrades. Using every available resource meant relying on conventional forces. Because of the Combine's disdain and contempt for conventional forces, the KungsArmé combined-arms approach was not considered a legitimate threat. Devastated *ronin* forces often had insufficient time to rectify their flawed opinions before their departure from the mortal coil.

Each Drakøns combat command includes a 'Mech *regemente*, fighter wing, and two *regementen* each of tanks and infantry. One of the infantry regiments is motorized infantry, including a battalion of artillery. The heavy conventional force complement is often used for anchoring lines, guarding bases, or flanking enemies. However, every 'Mech *besättning* trains intensely with a vehicle *besättning* and an infantry *besättning* and preferentially enters battle together as a single combined-arms *bataljon*.



FIRST DRAKØNS

The First Drakøns was trained by the elite Fox's Teeth, also known as McKinnon's Raiders, an independent company of the Seventh Crucis Lancers of the AFFS and one of the finest small-unit combat formations in the Inner Sphere. Because of the Fox's Teeth's long experience in the AFFS, which focuses much on combined-arms, the First Drakøns developed the finest integration of disparate unit types in the KungsArmé. Unfortunately, the command's inexperience at large unit operations makes them better at engagements of battalion-size or smaller.

The First Drakøns were posted to defend the world of Rasalhague, and it was there that they met Clan Wolf in 3050. After it became clear the world would fall, the regiment fought to safeguard the Elected Prince's escape, and then fought to the last to inflict as much damage upon the Wolves as possible, even if it meant destroying their own cities. The furious Wolves destroyed the First Drakøns.

Experience Rating	Elite
Force Composition	1 Heavy 'Mech regiment, 1 medium aerospace fighter wing, 2 vehicle regiments, 2 infantry regiments
Special Command Abilities	<i>Focus (Golden Goose), Focus (Marksman), Tactical Specialization (Combined Arms)</i>
Force Building Rules	The First Drakøns must have one Unit of each ground type ('Mech, vehicle, infantry), or they receive no Special Command Abilities. If a scenario only allows 'Mechs, the First Drakøns may replace individual 'Mech Units one-for-one with vehicle and infantry Units.

OTHER DRAKØNS SUB-COMMANDS



SECOND DRAKØNS*

Drakkrigare

Veteran

H/BM/R, H/AF/W, 2x CV/R, 2x CI/R

Esprit de Corps, Overrun Combat



THIRD DRAKØNS

Hela Andedräkt

Veteran

H/BM/R, H/AF/W, 2x CV/R, 2x CI/R

Brawlers, Melee Specialists, Tactical Experts (Physical)



FOURTH DRAKØNS*

Raseri Oden

Regular

H/BM/R, M/AF/W, 2x CV/R, 2x CI/R

Esprit de Corps, Tactical Experts (Dogfighting)

KUNGSARMÉ RANK STRUCTURE (CONTINUED)

Löjtnant: A *löjtnant* (lieutenant) typically commands a lance. The equivalent admiralty rank is *fänrik*, who commands a small work center. Infantry *löjtnants* command platoons.

Fanjunkare: Fanjunkare (Sergeant Major) is the highest noncommissioned rank in the KungsArmé. They are responsible for the conduct and discipline of enlisted men and non-commissioned officers, and there is one in every regiment.

Sergeant: A sergeant is often the senior enlisted rank in a command (though many commands have *förste* sergeant or *fanjunkare* (sergeant major) overseeing sergeants and reporting directly to the commanding officer). Armor sergeants command vehicle platoons and infantry sergeants lead squads, but in a lance or flight they would be MechWarriors or pilots. The admiralty equivalent is *styrman* (again, denoted by *Förstestyrman* and *Flagg-styrman*).

Korpral: *Korprals* (corporals) serve as go-betweens for sergeants and *menigs*. A *korpral* might lead an infantry squad or command a tank crew. The equivalent admiralty rank is petty officer.

Menig: *Menigs* (privates) are entry-level enlisted personnel. The equivalent admiralty rank is spaceman (or spacer). However, the person's responsibility is often used as address instead (crewman, for example, on a tank).

*Destroyed in 3050



HUSARS



The Husars are the light 'Mech regiments of the KungsArmé. Casual observers might suspect that statement indicates that the Husars are weak and easy prey. They would be mistaken.

Each province is home to one Husar regiment. These commands form the quick response force for that province. Intense training in rapid redeployment has brought the Husars to parity with any similar Inner Sphere combat command. Their speed at breaking combat with one enemy, withdrawing to their DropShips, and redeploying against the same enemy (from a different direction or in a different theater) or a new one, is a point of pride of the Husars warriors.

The heavy presence of vehicles in the Husars is another key identifier of their membership in the KungsArmé. Because of the nature of the Husars, though, they possess few heavy and assault tanks. Each battalion has one lance of such tanks, used only for base defense and serving as the hammer to the rest of the command's speedy anvil. Fast hovercraft compose the bulk of the vehicle regiments. The infantry regiments are jump infantry rather than mechanized. They are the only anti-'Mech infantry in the KungsArmé.



THIRD HUSARS

The Third Husars specialize in hit-and-fade operations. Their constant training on various worlds in Skandia Province gives them an advantage over those less familiar with the terrain. Every component of the Third is focused on maneuverability and speed. Their 'Mechs, fighters, and vehicles fall largely in the light weight class; the heaviest of each weighs 50 tons.

Experience Rating	Regular
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter flight, 1 light vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Hit and Run, Regional Specialization (Skandia Province)</i>
Special Rules	The Third Husars reduce the time required to enter or exit a DropShip by half.

OTHER HUSARS SUB-COMMANDS



FIRST HUSARS

Hastighet Demoner

Regular

L/BM/R, L/AF/L, L/CV/R, CI/R

Overrun Combat



SECOND HUSARS

Brutna Fält Löpare

Regular

L/BM/R, L/AF/F, L/CV/R, CI/R

Off-Map Movement

BRAZEN RAID

Slagna Slätt

Satalice

Free Rasalhague Republic

17 May 3039

A company of pirate 'Mechs has been raiding various mines and ore processors on Satalice. The Third Husars arrived too late to stop the latest theft, but they caught up to the fleeing raiders on the Slagna Slätt outside Gruvan Lager Tre, a large mining installation.

GAME SETUP

Recommended Terrain: Open Terrain

If using terrain, the game table should be primarily open terrain.

If using hex maps, arrange two maps of open terrain with their short edges touching.

The Defender chooses one short edge of the playing surface as their home edge; the Attacker's home edge is the opposite edge.

Victory Conditions: Per *Hold the Line*, (see p. 164, ASC).

ATTACKER

The Brazen Raiders pirate band

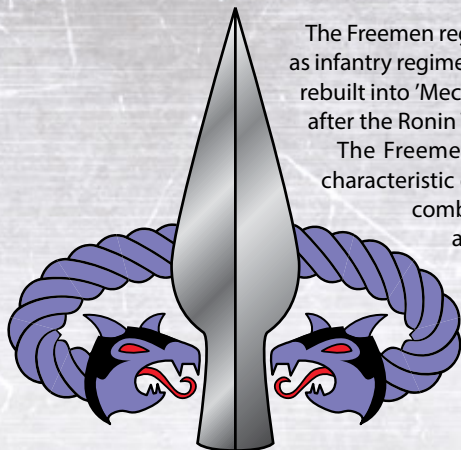
The Attacker consists of one company of medium (Size 2) and heavy (Size 3) 'Mechs of the Brazen Raiders. The Attacker enters from their home edge on Turn 1; each MechWarrior has the Heavy Lifter SPA and is carrying its maximum cargo accordingly. The Attacker's objective is to exit via the Defender's home edge without losing the loot.

DEFENDER

Third Husars

The Defender consists of one company of Third Husars light (Size 1) and medium (Size 2) 'Mechs that enter the table on Turn 2 via the Attacker's home edge. The defender must prevent the Attacker's units from exiting via the Defender's home edge, or at least prevent them making off with the loot.

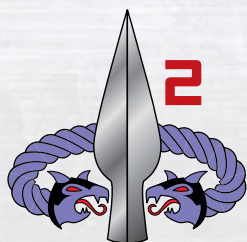
FREEMEN



The Freeman regiments are the medium 'Mech regiments of the KungsArmé. The First and Second Freeman began life as infantry regiments with limited vehicle support. They suffered heavy casualties in the Ronin Wars, but were eventually rebuilt into 'Mech regiments with excellent conventional elements. The Third Freeman combat command was formed after the Ronin Wars, founded as a 'Mech regiment first with conventional forces added later.

The Freeman are the workhorse regiments of the KungsArmé. The combination of mobility and firepower characteristic of medium 'Mechs makes them ideal forces for any mission. Their conventional forces seek the same combination of speed and power. By eschewing light tanks for heavier hovercraft and ground vehicles, they are able to operate in conjunction with the BattleMechs. The infantry regiments are motorized regiments relying on fast hovercraft APCs to keep up with the rest of the command. Aerospace flights focus on either ground support operations or dogfighting, one for each combat command.

None of the Freeman commands has ever retreated in battle. This began with their refusal to break when they were just conventional forces being attacked by rogue Draconis Combine 'Mech regiments. Defeat is never an option, but death surely is. The warriors in the Freeman will all die before accepting defeat.



SECOND FREEMEN

The Second Freeman, called the *Valhalla-Bunden*, are the shock troops of the KungsArmé. Whether pirates need to be hunted, or hostages need to be rescued, or a reprisal raid is called for, the Second Freeman can do it all. The harder the mission, the better, as far as the Second is concerned. The Second takes high casualties on every operation, but that's considered a necessary evil for getting the job done. Rather than improve the overall skill of the command through attrition of the less-experienced, it's more often the better warriors who are killed by attempting to do too much by themselves. The Second's unit cohesion is lacking compared to some other combat commands, and this is evident in operations of greater than *besättning* size. *Kavellrists* often suffer target fixation and leave themselves vulnerable to attack by other enemies.

Experience Rating	Regular
Force Composition	1 medium 'Mech regiment (3036+), 2 medium aerospace fighter flights, 1 vehicle regiment, 1 infantry regiment
Special Command Abilities	<i>Esprit de Corps</i>
Special Rules	If more than one company of the Second (counting all Unit types) is present at the start of a scenario, they suffer a -1 Initiative penalty for the entire battle. MechWarriors all possess the Blood Stalker SPA, save that any attack against a target other than the chosen enemy suffers a +4 to-hit modifier.

MAJOR HELGA ALMSTEDT

Major Helga Almstedt commands Third *Bataljon* of the Second Freeman 'Mech *regemente*. She is a fierce warrior who gives no quarter in battle. This tendency has earned Almstedt seven official reprimands since she joined the Second; she would have command of the *regemente* if she could control her bloodlust. Fortunately, Almstedt only enters this state after entering battle in her *Griffin*, "Grensax". *Grensax* is a modern *Griffin* variant obtained from House Steiner. However, she has modified it to suit her preference for brutal melee combat, replacing the LRM-20 with an LRM-15, dropping one ton of ammunition, and installing a custom hatchet in the left hand.

MAJOR HELGA ALMSTEDT										PV: 26 (36)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Griffin</i> GRF-1DS (Almstedt)	2	BM	2	10j	2	2/2/1	0	5/3	CASE, IF1, MEL	
Special Pilot Abilities: Dodge, Melee Master, Melee Specialist										
Special Rules: If any enemy lands a melee attack against Almstedt, she gains a modified Blood Stalker SPA in which she may only make melee attacks, and only against her chosen target until the target is destroyed (or is otherwise removed from play); she may not fire her weapons until that enemy is out of the fight. The first enemy that caused this effect is automatically the chosen enemy.										

OTHER FREEMEN COMMANDS



FIRST FREEMEN*

Orädd

Green

M/BM/R, 2x M/AF/F, CV/R, CI/R

Foot Cavalry



THIRD FREEMEN*

Hedrad Bärsärkagång

Regular

M/BM/R, 2x M/AF/F, CV/R, CI/R

Hit and Run

*Destroyed in 3050

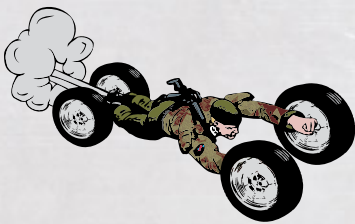
KAVALLERI



The Kavalleri serve several roles in the KungsArmé. Using fast BattleMechs, mostly light- and medium-class, the Kavalleri regiments, as their name might imply, are the cavalry commands in the Free Rasalhague Republic. When any part of the KungsArmé is beset and cannot break the ranks of the enemy, the Kavalleri charge to the rescue.

Bailing out their fellows is not the Kavalleri's only occupation. Since before the Star League fell, the nations that became the Successor States raided one another. These raids were not purely economic, but intended to determine military deployments, state of readiness, and pre-determine military operations should the need arise to enact them. These raids also serve to alert one's neighbors that theirs are not the only forces capable of crossing borders with impunity. Other times, these raids are in response to those committed by other powers. These reprisal raids sometimes breed counter-raids and reprisals *ad infinitum*. The Kavalleri is the primary command in the KungsArmé tasked both to carry out such raids and to repel them from other nations.

Accomplishing the Kavalleri's mission requires 'Mechs, tanks, and troops with high speed, terrain indifference, and tactical flexibility. To that end, the Kavalleri 'Mechs enter battle alongside one or two vehicle regiments. One vehicle regiment is entirely composed of VTOLs, which hit the enemy hard and fast from all directions. The second vehicle regiment is composed of fast hovercraft and wheeled tanks, the better to keep up with the 'Mechs and VTOLs as needed.



FIRST KAVALLERI

The First Kavalleri, called the *Smyga Tjuvar*, is stationed in Radstadt Province. Their proximity to the Alshain Military District ensures they remain ever-vigilant given the frequent raids from the remaining worlds of the former Rasalhague Military District. The First is thus the most experienced of the Kavalleri combat commands. The First Kavalleri Sky Rangers, a VTOL *regemente*, trains alongside both the fighters and the ground forces, seeking to aid both as needed. The 'Mechs and tanks train both separately and in concert, ensuring their ability to coordinate in battle. The *Hästkarls*, the First's infantry *regemente*, is a fully-motorized command, which enables the troops to redeploy alongside the tanks and hovercraft wherever aid is needed.

Experience Rating	Veteran
Force Composition	1 light 'Mech regiment, 1 light aerospace fighter company, 1 VTOL regiment, 1 light vehicle regiment, 1 motorized infantry regiment
Special Command Abilities	Ground Attack Specialization, Off-Map Movement

LÖJTNANT MINA HARKNESS

Löjtnant Mina Harkness claims she stole her 'Mech from the Kell Hounds, which earned her considerable admiration in the mercenary-hating First Kavalleri, despite a lack of proof to support her claim. Others suggest it was a gift to smooth over family tension after a member of that mercenary command impregnated her sister. However it came to pass, she is a wizard at the *Wolfhound's* controls. She has dubbed it "Huggtand," because it "likes to take a bite out of the enemy." Her skill at closing on the enemy without taking damage is gaining reputé beyond even the KungsArmé.

LÖJTNANT MINA HARKNESS											PV: 22 (26)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials		
Wolfhound WLF-1	3	BM	1	12	2	2/2/0	1	4/3	ENE, REAR1/1/-		
Special Pilot Abilities: Dodge; if Harkness does not make a weapons attack, the benefits of the SPA also apply to incoming weapons fire.											

OTHER KAVALLERI SUB-COMMANDS



SECOND KAVALLERI

Kaptener Modiga

Green

L/BM/R, L/AF/C, 2x M/CV/R, CI/R

Hit and Run



THIRD KAVALLERI*

Renar Spel

Regular

L/BM/R, L/AF/C, 2x CV/R, CI/R

Off-Map Movement

*Destroyed in 3050



FOURTH KAVALLERI

Tomtens Släde

Regular

L/BM/R, L/AF/C, 2x CV/R, CI/R

Hit and Run

GUNZBURG EAGLES



The Gunzburg Eagles possess the only assault 'Mech regiment in the KungsArmé, as the expense of assault BattleMechs has prevented the raising of any others. In combat, the Eagles are anything but subtle: they drive into and through their enemies. Unlike the rest of the KungsArmé, the Eagles were founded after the Ronin Wars, a conflict which illustrated the need for an assault-class force, given the ease with which such formations stormed through lesser forces.

The Gunzburg Eagles are a young formation; while a number of First Tyr veterans were among the command's original officers, most of those have since retired. Most of the Eagles' 'Mechs, all assault-class, are antiquated models that survived the Succession Wars. A

third of the 'Mechs were received as gifts from various entities, including ComStar, House Steiner, and House Davion. Conspicuously, House Kurita offered no such gifts to their former countrymen.

GUNZBURG EAGLES

Of all the commands in the KungsArmé, the Eagles rely the least upon combined arms tactics, but not for lack of desire. Rather, the heavy damage that assault 'Mechs weather on their way to destroy enemy fortifications is less likely to cripple them along the way. Even assault tanks are commonly rendered immobile under the concentrated fire of dozens of enemies. Instead, the Eagles use their conventional elements in much the same way as Combine regiments: as support elements. While the 'Mechs bull straight ahead, the tanks of the Eagles Armor are trusted to protect the flanks and the infantry the rear. The Eagles Wings, the command's fighter wing, relies entirely upon heavy fighters. These pilots specialize in ground attacks, especially bombing to soften up the enemy for the 'Mechs. The first vehicle regiment is an assault tank formation, while the second is an artillery regiment.

Experience Rating	Regular
Force Composition	1 assault 'Mech regiment, 1 heavy aerospace fighter wing, 1 assault vehicle regiment, 1 artillery regiment, 1 infantry regiment
Special Command Abilities	Brawlers, <i>Focus (Cluster Hitter)</i> , Ground Attack Specialization
Force Building Rules	All 'Mechs are assault-class (Size 4), all vehicles are heavy (Size 3) or assault (Size 4) and all fighters are heavy (Size 3).

KAPTEN EK OLANDER

Kapten Ek Olander left his homeworld, New Caledonia, for the mercenary life in 3032. He became a member of the Northwind Highlanders and commanded a lance in Stirling's Fusiliers when the Free Rasalhague Republic was recognized by ComStar. Highlander officers graciously granted Olander leave not just to return home, as the Highlanders had done only a few years before, but to take his 'Mech, "Bergfalk," with him as their gift. He joined the Eagles as a company commander. Rather than accept promotion to higher rank, Olander has elected to remain a *kapten* so that he needn't bother with administrative duties. He commands *First Besättning*, *Second Bataljon* in the Eagles; all his *Kavellrists* pilot jump-capable 'Mechs.

KAPTEN EK OLANDER										PV: 48 (58)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Highlander HGN-732	3	BM	4	6j	1	3/4/3	1	9/7	CASE,IF2	
Special Pilot Abilities: <i>Kapten Ek Olander</i> and his company possess the Highlander Burial SCA (see p. 89, <i>Combat Manual: Mercenaries</i>).										
Available to: Gunzburg Eagles										

FIRST TYR

The First Tyr was founded prior to the Fourth Succession War by House Steiner, and was comprised of exiles and refugees from the Rasalhague Military District. Thanks to the generosity of House Steiner, the entirety of the regiment fielded assault-class BattleMechs. The regiment's commander was Överste Christian Månsdottir.

The First Tyr cut its teeth in the Fourth Succession War. The command captured Kirchbach without its nature being revealed. The Rasalhague resistance movement, Tyr, agreed to cooperate with the Lyrans in part due to this success. The Tyr movement was eventually betrayed by the Lyrans, when Commonwealth loyalists were placed in charge of liberated worlds instead of Tyr members: they had traded one foreign ruler for another. This only pushed the independence movement harder, leading to the ComStar-brokered deal which created the Republic.

When rogue Draconis Combine forces went rogue and invaded the new Free Rasalhague Republic, the First Tyr had just become one of the Republic's first combat commands, under General Månsdottir. The assault regiment fought on multiple worlds against the *ronin* forces, and exterminated the Twelfth Sun Zhang Cadre on Rasalhague in the opening stages of the conflict. The First acquitted itself admirably alongside the Second Sword of Light on Predlitz.

The heavily-damaged command was split into smaller parts and played a major role on both Radstadt and Gunzburg. After the conflict, the First was stood down and removed from the rolls. The unit's veterans were dispersed among the KungsArmé to train and lead the many, many willing recruits.



RULES ADDENDUM

The following rules allow players to build Draconis Combine and Free Rasalhague Republic Forces for their *Alpha Strike* games set in the Late Succession Wars or Early Clan Invasion eras.

Force Building, when used in conjunction with the *Alpha Strike* Force Building rules (see p. 146, ASC), guides players on the assembly of House Kurita Forces ranging from lances to companies to even larger Sub-Commands. Note that, for the purposes of these rules, a Kurita Force is considered any Force constructed from Combat Commands included in *Combat Manual: Kurita*, whether they hail from the Draconis Combine or the Free Rasalhague Republic.

The *Kurita Special Command Abilities* section expands on the Special Command Abilities (SCAs) from the *Alpha Strike Companion* (see p. 44, ASC), and introduces several new abilities.

Two new types of Formations are included in *Kurita Lances*, along with Standard Lances for players to “grab and go” and field in quick pickup games, or for players who wish to ease into the Force Building rules. In similar fashion, the MechWarriors listed in the *Available MechWarriors* section are provided for players to include in their Force, regardless of the Combat Command the choose to field.

The *Technical Readout* provides an overview on a selection of venerable BattleMechs in use by armies across the Inner Sphere: The *Wasp*, *Phoenix Hawk*, *Wolverine* and *Battlemaster*.



RULES ADDENDUM

FORCE BUILDING

Combat Manual: Kurita uses the rules for Force Building as presented in the *Alpha Strike* Companion (see pp. 146-157, ASC) and Formation Building as presented in Campaign Operations (see p. 56, CO) adds several new options. In addition to Point Values, Special Command Abilities and Formations, *Combat Manual: Kurita* adds a system for creating a Kurita-specific Force.

When building a Force, the Force Building Sheet (see p. 125) may be used to record each Formation choice. Each sheet covers one company, with overall Force information noted in the upper boxed area. If a Force has multiple companies, a different sheet will be required for each company, and the boxed information would be the same for each company.

FORCE BUILDING TERMS

Unit: During gameplay, a Unit moves and attacks singly and is represented by a separate Unit Card. A Unit is usually a single 'Mech, vehicle, etc, but infantry may include multiple soldiers operating as a single Unit.

Formation: The smallest organization of Units. For most Inner Sphere factions, this is a lance of 4 Units. Formations known as Standard Lances meet certain criteria to fulfill specific roles on the battlefield, and in return grant Bonus Abilities. Standard Lances available to all Factions are listed in Ground Formation Types (see p. 150, ASC) and Formations (see p. 60, CO).

Force: The combined Formations fielded by one player in an *Alpha Strike* game. A player may build a larger Force before gameplay begins, such as a Force devised for a campaign, and then select a portion of that Force to meet the requirements of a single scenario. However, the player's Force is the Formations the player is fielding in that game only.

Combat Command: A military group that trains and works together to receive access to Special Command Abilities. Combat Commands are listed in the Kurita Combat Commands chapter.

Sub-Command: A Combat Command is further broken down into Sub-Commands. Formations in a Sub-Command share training so that they can receive the benefits of their Combat Command's Special Command Abilities.

Era: A group of years defined by the Force Building rules as sharing common technology and historical events. The chosen Era of a Force limits which Units are available to that Force.

Faction: Each Combat Manual details at least one Faction. Any Force built using rules contained in *Combat Manual: Kurita* are considered members of the Kurita Faction. Factions may access Units from the general list and their Faction-specific list.

Availability List: A collection of Units from which a Force may be selected. An Availability List usually relates to a particular Era, Faction, or Combat Command. The choice of Faction and Combat Command, combined with the Era of play, determines the Availability Lists from which a Force may select Units, and whether or not an associated Faction Points (FPs) cost is required to select a particular Unit.

Faction Points (FPs): Faction Points limit access to Availability Lists from which a Faction would not otherwise be able to select Units. FP could be considered combat salvage, luck, political influence, favors, or simply money that a Force expends to acquire Units not commonly available to their Faction (see Faction Points, p. 78).

SELECT POINT VALUE TOTAL

Point Values remain the balancing system for *Alpha Strike*. The rules for Point Values are described in *Alpha Strike* (see Force Balancing, p. 24, AS). As you add Units to your Force, remember that the base Unit PV may need to be adjusted for the Skill Rating of the Unit (see Adjusting for Skill, p. 24, AS).

CHOOSE AN ERA

The selection of an Era affects which Factions are available, and also the general tech level and Units available to a Force. *Combat Manual: Kurita* lists options for the Late Succession Wars (3025-3049) and Early Clan Invasion (3050-3054) eras.

CHOOSE A FACTION

The Faction is the House or Clan with which the Force is associated, and determines the Force's available equipment and its organization. *Combat Manual: Kurita* includes options for the Kurita Faction. The choice of Faction determines the Standard Lances (see p. 86) and Availability Lists (see pp. 110-124) from which a Force may be assembled.



CHOOSE A COMBAT COMMAND

Every *Alpha Strike* Force belongs to (or may be the entirety of) a Combat Command. These large military organizations are usually regiments, or even brigades consisting of multiple regiments. The choice of Combat Command bestows Special Command Abilities on a Force, and may also dictate the Skill Ratings assigned to Units in later steps (see Force Composition below). A Combat Command may also provide special rules for Force Building, such as giving access to or modifying FP costs of Units on certain Availability Lists, or requiring average weights for constituent Formations. A selection of House Kurita's most famous or interesting Combat Commands are listed in the Kurita Combat Commands chapter.

Unlisted Kurita Forces: A Force may also be fielded from an unlisted Kurita Combat Command. These forces are generally militia, garrisons or the large number of unlisted conventional (non-'Mech) commands. Doing so does not provide access to non-Kurita Availability Lists or Unique Characters, and any Special Command Abilities must be rolled randomly (see p. 81).

Force Composition: This entry for each Combat Command or Sub-Command lists the organization, Unit types and average Size and Experience Rating of the Combat Command or Sub-Command. If a player's Force consists of one-half or more of the listed Unit Composition for a Combat Command, then the Force must match both the Experience Rating (average Skill Rating, see Determine Force Experience Rating, p. 81) and average Size of that Command, rounding normally, as well as any other specifications.

Many Commands list multiple Unit Compositions for different Unit types, including 'Mechs, vehicles, aerospace fighters, infantry, and artillery. The composition for each Unit type is considered separately when determining if a player's Force must adhere to the Command's Unit Composition. For example, if a Unit Composition lists one 'Mech battalion, and a player's force includes more than six 'Mech lances, then that Force's 'Mech units must possess an average Skill Rating and average Size that matches the Combat Command.

If a Command's Force Composition does not list a particular Unit type, then that Unit type cannot be added to a Force from that command. (See Sub-Command Formations and Supplemental Formations, p. 80, for an exception to this rule.)

Brian is building a Force based on the Twenty-Second Dieron Regulars, a Combat Command with an Experience Rating of Veteran. Brian will field 3 'Mech Formations, a Company. This is far less than half of the Command's listed Unit Composition (1 light 'Mech regiment for 'Mechs); therefore the final Experience Rating (average Skill Rating) of the Force does not have to be Veteran and the listed light weight of the 'Mech regiment does not have to be followed either. However, under Special Rules, the Twenty-second Dieron Regulars have restrictions on Size for all 'Mechs that must be followed. All 'Mechs are light (Size 1) or medium (Size 2); one heavy 'Mech is allowed per lance, but only if its Move is 10" or greater. These special rules must be followed regardless of the size of the Force.

If Brian wished to add Assault 'Mechs, he would be able to do so using the rules for Supplemental Formations (p. 80).



RULES ADDENDUM

UNIT ORGANIZATIONS

The Force Composition rules use standard terms in identifying the organization of the Force and the Unit types of which it is composed.

BattleMech Organization

BattleMech Formations consist entirely of BattleMechs.

STANDARD DCMS BATTLEMECH ORGANIZATION		
Unit	Component Formations	Total Strength
Lance	—	4 BattleMechs
Company	3 lances	12 BattleMechs
Reinforced Company	4 lances	16 BattleMechs
Battalion	3 companies + 1 command lance	40 BattleMechs
Reinforced Battalion	4 companies + 1 command lance	52 BattleMechs
Regiment	3 battalions + 1 command lance	124 BattleMechs
Reinforced Regiment	4 battalions + 1 command lance	164 BattleMechs

Aerospace Organization

Aerospace Formations consist entirely of aerospace fighters; however, some desperate DCMS commands may field conventional fighters in place of aerospace fighters. They may also include fixed wing support vehicles (support vehicles with the “a” movement type).

STANDARD DCMS AEROSPACE ORGANIZATION		
Unit	Component Formations	Total Strength
Lance	—	2 aerospace fighters
Flight	3 lances	6 aerospace fighters
Company	2 flights	12 aerospace fighters
Wing	3 companies	36 aerospace fighters
Regiment	3 wings	108 aerospace fighters

Armor Organization

Armor Formations can include any combat vehicle or support vehicle as well as conventional fighters. No more than a third of an armor Formation may be conventional fighters.

If any Units in an armor Formation have the Infantry Transport (IT#) special ability, infantry Units may be included in the armor Formation. No more than one-third of the total armor Formation may carry attached infantry Units, and these infantry Units do not count toward the Component Formations of the armor Formation as long as they may be carried by the transport, up to one infantry Unit per transport.

For example, a lance of Goblin Medium Tanks each have IT1. Sniper infantry have CAR1. The lance may include the four Goblin Medium Tanks and four Sniper infantry.

STANDARD DCMS ARMOR ORGANIZATION		
Unit	Component Formations	Total Strength
Lance	—	4 vehicles
Company	3 lances	12 vehicles
Battalion	3 companies + 1 command lance	40 vehicles
Regiment	3 battalions + 1 command company	132 vehicles
Reinforced Regiment	4 battalions + 1 command company	172 vehicles

Infantry Organization

Infantry Formations can include any infantry (or battle armor if available). They may also include conventional fighters, combat vehicles and support vehicles. No more than a third of the infantry Formation may be non-infantry Unit types.

If the Formation is a mechanized infantry Formation, then combat vehicles or support vehicles with the Infantry Transport special ability (IT#) do not count toward the non-infantry Unit types limit of a Sub-Command or toward the Component Formations of the infantry Formation, as long as the Force includes infantry they have the ability to transport (IT# equal or more than the CAR# rating of the infantry). All of the infantry in a mechanized infantry organization should either be mechanized or motorized infantry, or have vehicles capable of transporting them.

For example, a Maxim Heavy Hover Transport has IT3. A company of mechanized infantry could contain three foot platoons of infantry (CAR3) and three Maxim transports.

STANDARD DCMS INFANTRY ORGANIZATION		
Unit	Component Formations	Total Strength*
Company	—	3 platoons (120 troops)
Reinforced Company	—	4 platoons (160 troops)
Battalion	3 companies	9 platoons (360 troops)
Reinforced Battalion	4 companies	12 platoons (480 troops)
Regiment	3 battalions	27 platoons (1080 troops)

*Infantry Platoons vary in number of soldiers, so the total number of troops in an infantry Formation will vary depending on the infantry type(s).

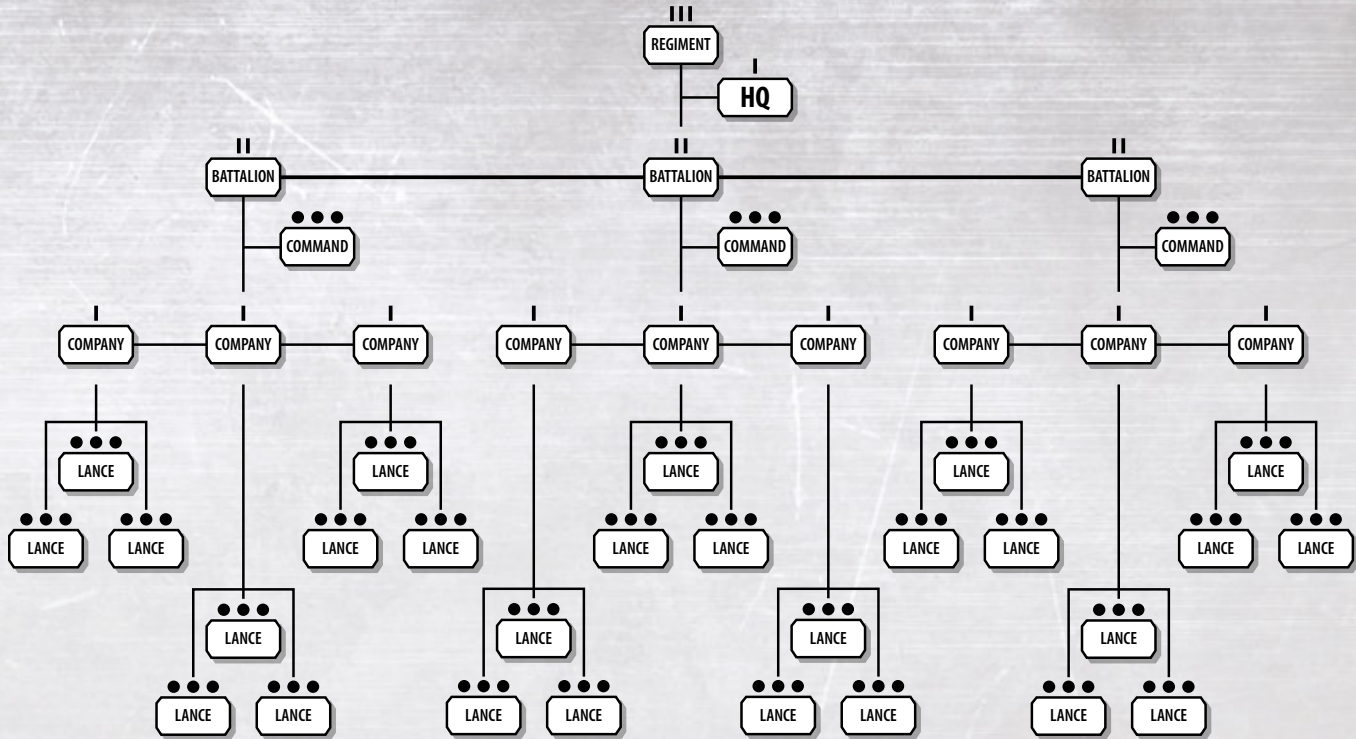
INFANTRY SQUADS

Infantry Squads are Conventional Infantry with a Cargo (CAR) Special Ability of 1. They are smaller infantry forces that accompany some combat vehicles as support. Infantry with CAR1 are separate units for gameplay and Point Value costs, but can be treated as part of the combat vehicle (with Infantry Transport IT1) for force building, using only the Combat Vehicle's Role and *Alpha Strike* stats for Formation requirements. Infantry Squads can only be selected for a Force along with the IT1 Unit, they can not be added to a Force on their own.

INFANTRY FOOT SQUADS										
Unit Type	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	
Flamer	CI	1	2f	0	0*/-/	0	0/1	1	AM, CAR1	
MG	CI	1	2f	0	0*/-/	0	0/1	1	AM, CAR1	
Rifle	CI	1	2f	0	0*/-/	0	0/1	1	AM, CAR1	
Laser	CI	1	2f	0	0*/0*/	0	0/1	2	AM, CAR1	
SRM	CI	1	2f	0	0*/0*/	0	0/1	2	AM, CAR1	



REGIMENTAL TABLE OF ORGANIZATION



STANDARD DCMS ARTILLERY ORGANIZATION

Unit	Component Formations	Total Strength
Lance	—	4 artillery Units
Company	3 lances	12 artillery Units
Battalion	3 companies + 1 command lance	36 artillery Units + 4 Units

Artillery Organization

Artillery Formations can include Units with the Artillery special ability (ART). The battalion command lance can be any ground Unit type. Some artillery organizations will include light vehicles or infantry as integrated spotters and recon. These units replace artillery Units in the organization, but no more than one-third of the artillery Formation can be non-artillery units.

STANDARD DCMS AVIATION ORGANIZATION

Unit	Component Formations	Total Strength
Lance	—	4 vehicles
Company	3 lances	12 vehicles
Battalion	3 companies + 1 command lance	40 vehicles
Regiment	3 battalions + 1 command company	132 vehicles

Aviation Organization

Aviation Formations are composed of combat vehicles, support vehicles or conventional fighters with the VTOL or Aerospace movement types, but which are not capable of operating in space (do not have the SPC special ability).

BUILD A COMPANY

Multiple Formations in a Force are grouped together as larger Formations, starting with companies. If enough companies are fielded, those are in turn grouped into even larger Formations (see Force Building Basics, p. 146, ASC). The Force Building Sheet (see p. 125) has space for the Force Building of a single company. Additional sheets are required if building multiple companies. Several Force Building rules are limited per company: Faction Points, Rare Units and multiples of the same variant for 'Mechs only (see Build Formations below). Specific Combat Command requirements or limits may occur at organizational levels higher than the company level.

A Force does not need to include complete companies, but at least two complete Formations within a company must be fielded and comply to their Sub-Command's specifications prior to the start of play in order for the Force to benefit from the Sub-Command's Special Command Abilities or Special Rules.

COMPANY COMPOSITION

0-1	Command Lance
0-2*	Support Lances
	Battle Lances
	Assault Lances
	Striker Lances
1-4	Fire Lances
	Recon Lances
	Pursuit Lances
	New Kurita Lances (see p. 86)

*Only 1 Support Lance per 1 core non-Support Lance.



RULES ADDENDUM

SALVAGE, BIRTHRIGHTS AND NEGOTIATION

The armies of the Succession Wars often fielded whatever technology was available. A majority of Units were centuries-old survivors that may have changed hands multiple times. 'Mechs destroyed in battle were fought over and, when possible, repaired and returned to service regardless of who their previous owners were. MechWarriors handed down their personal 'Mechs as family heirlooms from generation to generation, while family, feudal or national allegiances changed. Allies negotiated agreements to share their military production.

Force commanders can influence the Units assigned to their force, either by petitioning the Procurement Department, negotiating transfers with other forces, and using salvage acquired in combat. Invariably, nearly any Unit could be somewhere in a Great House's army. Faction Points (FP) are a means of maintaining the flexibility of the BattleTech universe while still encouraging Faction "flavor." FP costs reflect the general ease or difficulty of acquiring a specific Unit.

BUILD FORMATIONS

The following steps are repeated for each Formation, which generally consists of three lances per company. A company Formation may include fewer lances, or incomplete lances. However, if a Formation does not include the full number of Units required prior to the start of the game, it does not receive any benefits for a Formation of its type. For example, a lance could include two assault 'Mechs, but it would not receive the Bonus Abilities of the Assault Lance.

STEP 1: CHOOSE FORMATION TYPE

Formation Types are listed in Ground Formation Types (see p. 150, *ASC*) and Formations (see p. 60, *CO*) and can be used by any Faction. The Combat Manual series presents new and variant Formations related to each Faction. (see New Formation Types, p. 86). The new Formations follow the same format as those in the *Alpha Strike* Companion. The Units included in Formations must fulfill the requirements for that Formation to receive the Bonus Abilities listed.

STEP 2: CHOOSE UNITS FOR THE FORMATION

There are two methods for filling out a Formation with Units: selecting Units from Availability Lists or using ready-made Standard Lances. A player may mix the two methods, choosing some or all of their Formations from the Standard Lances and then modifying them based on their Faction's Availability Lists.

Standard Lances

Combat Manual: Kurita includes a list of Standard Lances with Units already assigned. These Standard Lances include a correct Point Value. If a player selects a Standard Lance and doesn't wish to modify it, they may skip to Step 3 below.

Availability Lists

An Availability List details the Units that are readily available to a specific Faction in a specific Era. For example, the Kurita Late Succession Wars Availability List is a list of units available to Kurita Forces in the Late Succession Wars Era.

There are two Availability Lists available to all Kurita Forces: General and Kurita. Kurita Forces can choose Units from either of these two Availability Lists, published in this Combat Manual. If building a Late Succession Wars Force, a player is limited to the Late Succession Wars General and Kurita Availability Lists. If building an Early Clan Invasion Era Force, they may also use the Early Clan Invasion General and Kurita Availability Lists.

The Units selected from the Availability Lists must meet any requirements for a Formation, if included in one, as well as any Force Composition Rules for the Combat Command.

Faction Points (FPs): Faction Points are generated and spent at the company level. A player receives 1 FP per Unit in the company, up to 12 FPs. Each Unit costs from 0 to 5 or more FPs to add to a Force. A player may not share FPs between different companies. A player cannot exceed 12 FPs per company, but may spend as many or as few FPs per company as they wish. A Force with many leftover FPs will clearly appear to belong to its Faction, while a Force that spends all of its FPs will show evidence of prior combat salvage, trade deals, or negotiations. Faction Points are not intended as a Force-balancing system; rather, they help a Force maintain its Faction's "flavor" while allowing some leeway—represented as the Force having acquired odd Units via trade and/or salvage.

A player should consult the Kurita Availability Lists Table below for the Era chosen. Each Availability List has a Faction Point Cost associated with selecting a Unit from that



WHAT IF I JUST WANT TO START PLAYING?

The Standard Lances (see p. 86; p. 150, ASC; or p. 60, CO) are the quickest way. Just pick a few that match that the desired way to play, or mix and match whatever sounds fun.

Even if players want to hand-pick their Units, there are a few simple points that can help ease Force building.

Faction Points: If Units are chosen from the Kurita Faction List in the back of this book, ignore Faction Points. They are only needed if Units are added from another faction's Availability List in other Combat Manuals. There's no Availability List so expensive that a player can't have at least one Unit per company from any of the Availability List to which they have access. Faction Points are for those wanting to push for a less "pure Faction" force.

Formation Requirements: Most Formations have an Ideal Role. Choosing a Unit with the preferred role can meet Formation requirements for that Unit.

For example, Assault Lances have an Ideal Role of Juggernaut. Select four Juggernauts from the Kurita Faction List in this book, and that is a legal Kurita Assault Lance. Pick four Brawlers for a Battle Lance and four Strikers for a Striker Lance, and that is a full Kurita company. Select Skill ratings to match up with the agreed PV limit, choose Special Command Abilities from the formation's Combat Command, and a complete Kurita Force is ready to play.

list. Units on the General and Kurita Lists of the current era are generally 0 FP. A player must use FPs to access another Faction's Availability List, representing an alliance, acquisition through trade or enemies, or through salvage. The list of Units belonging to the General and Kurita Availability Lists for the Late Succession Wars and Early Clan Invasion are found at the end of this book (see Kurita Faction Lists, pp. 110-123). Availability Lists for other Factions can be found in their respective Combat Manuals.

All Kurita Forces have Houses Davion and Steiner as Common Enemies during the Late Succession Wars Era, and House Marik as a Common Ally during the Early Clan Invasion Era. The Kurita Combat Commands chapter may have other Availability Lists included in the Combat Command's Special Rules, including any access to Clan Availability Lists in the Early Clan Invasion era. The FP cost of selecting Units from Availability Lists of other Factions is affected if those Factions are Allies or Enemies of a player's Faction.

Rare Units: A Unit with an * in the Availability Lists is considered Rare. A player may only have one of any particular Rare Unit in a company. For example, the Assassin ASN-21 is rare, as is the Grasshopper GHR-5N. A player may include one ASN-21 and one GHR-5N in a single company, but cannot have two ASN-21s in the same company.

Multiple of the Same Variant ('Mech-only): BattleTech Forces tend to be ad-hoc, consisting of a mix of whatever Units are available. A company may include more homogenous lances, but at a cost of additional Faction Points (FPs). Each copy of the same Unit in a company costs 1 FP. This applies to specific Unit variants—two Thunderbolt TDR-5S Units in the same company would cost an additional FP each, but a

Thunderbolt TDR-5S and a Thunderbolt TDR-7M would not. This rule only applies to BattleMechs.

Story Availability List: Ask where this Unit came from, and you'll need a seat while you hear the story. Perhaps a MechWarrior defected with his 'Mech. Perhaps each owner has had a string of bad luck, with the Unit salvaged by a succession of owners. Perhaps it was found in a deserted Star League cache, or maybe the means by which it was acquired are noticeably illegal. Whatever the rationale, any Inner Sphere Faction can access Units from any of the following Availability Lists for 6 FPs each. The Inner Sphere: Davion, Kurita Liao, Marik, Steiner, Mercenary, Wolf's Dragoons. Star League cache: Star League. The following may be accessed for 7 FPs. Star League cache: Star League Royal. Invading Clans (Early Clan Invasion): Jade Falcon, Ghost Bear, Wolf, Smoke Jaguar, Nova Cat.

The Story Availability List can only be used once per company, regardless of which other List it was then used to access. The Story Availability List cannot be used to access an Availability List for an Era later than the one in which play will occur; for example, a Late Succession Wars Force cannot use the Story Availability List to access a Unit on an Early Clan Invasion Era Availability List.

Unique Characters: Unique Characters (as presented in the Kurita Combat Commands chapter or the MechWarriors of the DCMS section below) do not cost FPs, have a set Skill Rating, an assigned Unit (often a unique Unit with specified stats) and particular Special Pilot Abilities. The Unique Character must be used as-is; the character's Unit, Skill Rating, or Special Pilot Abilities may not be changed. One Unique Character may be included per Force. The Unique Character(s) may only be selected from those listed among a Force's Combat Command, or from the *Mechwarriors of the DCMS* section (see p. 91).



RULES ADDENDUM

Sub-Command Formations: Sub-Command Formations are often used to add new Unit types, such as infantry, armor or air Units. Supplemental Formations may be selected from other Sub-Commands within the same Combat Command. Each supplemental Sub-Command Formation must constitute a separate company, but may itself be smaller than a company. For example, a player cannot mix supplemental Sub-Command Formations within a company, but may add only a lance from another Sub-Command and must follow the Force Composition and Force Building Rules of that Sub-Command for that lance. Sub-Command abilities may not be mixed and matched.

For example, a Force includes Formations from two Sub-Commands. One Sub-Command has chosen a Special Command Ability from its Combat Command list, and one from its Sub-Command List. The other Sub-Command must use the same SCA from its Combat Command list, but may choose an SCA from its own Sub-Command list. Likewise, any special rules or other abilities only apply to the Sub-Command for which they are intended.

ALTERNATE MUNITIONS

The following Alternate Munitions are available during the Late Succession Wars.

Artillery: Flechette, Illumination, Smoke

Autocannon: Flak, Tracer

Bombs: Inferno, Torpedo

LRM/SRM: Heat-seeking, Smoke, Tandem Charge

Mines: Active, Command Detonated, Vibrabomb

In addition to the Late Succession Wars Alternate Munitions, the following become available during the Early Clan Invasion.

Artillery: Arrow IV Homing, Cluster, Copperhead, Thunder (not Active)

Bombs: Arrow IV Homing, Arrow IV Non-Homing, Thunder

LRM/SRM: Thunder

EXPERIENCE RATING / SKILL RATING EQUIVALENCY TABLE

Experience	Skill	Experience	Skill
Wet Behind the Ears	7	Veteran	3
Really Green	6	Elite	2
Green	5	Heroic	1
Regular	4	Legendary	0

Supplemental Formations: A Force may add supplemental Formations from its Faction, defined as Formations that do not belong to its chosen Combat Command or Sub-Commands. These usually represent local militia, garrisons or other attached forces. These Formations may not outnumber a Force's non-supplemental Formations, and they do not benefit from a Force's Special Command Abilities or special rules. These supplemental Formations must be filled with Units from the General or Kurita Availability Lists (or the Kurita Standard Lances), as they do not receive Faction Points or access to any other Availability Lists.

KURITA AVAILABILITY LISTS TABLE

Late Succession Wars FP Cost

Kurita Faction Lists (see pp. 110-124)	
General, Kurita: Late Succession Wars	0
Allied Lists	
Liao, Marik: Late Succession Wars	4
Enemy Lists	
Davion, Steiner: Late Succession Wars	3

Early Clan Invasion FP Cost

Kurita Faction Lists (see pp. 110-124)	
General, Kurita: Late Succession Wars, Early Clan Invasion	0
Allied Lists	
Liao, Marik: Late Succession Wars	3
Liao: Early Clan Invasion	4
Marik: Early Clan Invasion	2
Enemy Lists	
Davion, Steiner: Late Succession Wars	3
Common Enemies for the Combat Command: Early Clan Invasion	3
Common Enemies for the Combat Command: Early Clan Invasion (Clans)	4

RASALHAGUE AVAILABILITY LISTS TABLE

Late Succession Wars FP Cost

Rasalhague Faction Lists (see pp. 110-124)	
General, Kurita, Rasalhague: Late Succession Wars	0
Allied Lists	
Liao, Marik: Late Succession Wars	4
Steiner: Late Succession Wars	2

Early Clan Invasion FP Cost

Rasalhague Faction Lists (see pp. 110-124)	
Kurita: Late Succession Wars	0
General, Rasalhague: Late Succession Wars, Early Clan Invasion	0
Allied Lists	
Liao, Marik: Late Succession Wars	3
Steiner: Late Succession Wars, Early Clan Invasion	2
Kurita, Marik: Early Clan Invasion	2
Enemy Lists	
Clan Ghost Bear, Clan Wolf: Early Clan Invasion	4



STEP 3: SELECT SKILL AND MODIFY PV FOR THE UNIT

For each Unit, select a Skill Rating and adjust the Unit's PV for that Skill Rating, as described in Adjusting for Skill (see p. 24, *Alpha Strike*).

STEP 4: ASSIGN SPECIAL PILOT ABILITIES

Up to one Unit per company may be assigned Special Pilot Abilities (see pp. 50-58, *ASC*, and p. 70, *CO*). A Unique Character, if any are included, does not count toward this limit. The number of Special Pilot Abilities and the total SPA cost is limited by the Skill Rating of that Unit (see p. 49, *ASC* or p. 70, *CO*).

In addition, Standard Lances often bestow Bonus Special Pilot Abilities that must be assigned during Force building (with the exception of a handful of Formation Bonus Abilities which specifically state that they are assigned during gameplay). Some Combat Command entries include a Force Building Rules section that may affect which SPAs are granted by a Formation's Bonus Ability. For replacement purposes, each 2 points of Lucky (from the Battle Lance Bonus Ability) counts as one SPA.

The Formation is now complete; repeat the above steps for any additional Formations. As companies are completed, the company steps may be repeated until the Point Value maximum is reached.

ASSIGNING SPECIAL COMMAND ABILITIES

Special Command Abilities (see p. 44, *ASC* or p. 83, *CO*) apply to the overall Force. They reflect the preferred tactics and specialization training of a Combat Command. The better trained a Force, the more Special Command Abilities the Force can select.

Determine Force Experience Rating

To find a Force's average Experience Rating, add together the Skill ratings for all Units in that Force, divide this sum by the total number of Units, and round the result normally to the nearest whole number. Use that number to determine the Force's final Experience Rating using the Point Value Skill Rating Table (p. 24, *AS*).

For example, a company of 12 'Mechs includes four 'Mechs with a Skill rating of 4, three with a Skill rating of 3, two with a

SPECIAL COMMAND ABILITY ASSIGNMENT TABLE

2d6 Roll	Special Command Ability
2	Communications Disruption
3	Banking Initiative
4	Firing Specialization (1-2 Sharp Shooters, 3-4 Brawlers, 5 Anti-Air Specialists, 6 Ground Attack Specialists)
5	Overrun Combat
6	Enemy Specialization (1-2 Mercenaries/Pirates/Clans, 3-4 Steiner, 5-6 Davion)
7	Warrior Code
8	Tactical Specialization (1-4 Attack, 5-6 Defense)
9	Environmental Specialists (1 Woods, 2 Water, 3 Winter, 4 Vacuum, 5 Night, 6 Urban)
10	Forcing the Initiative
11	Off-Map Movement
12	Environmental Specialists (1-2 Hot, 3-4 Cold, 5 Low Gravity, 6 High Gravity)

Skill rating of 2, and three more with a Skill rating of 5. The sum of the company's Skill ratings is 44 ($[4 \times 4] + [3 \times 3] + [2 \times 2] + [3 \times 5] = 44$). With 12 units in total, this yields an average Skill Rating of 3.67, which rounds normally to 4. At a rating of 4, the Point Value Skill Rating Table defines the entire Force as having a Regular Experience Rating.

Determine Number of Special Command Abilities

All Forces created to represent Combat Commands in the Kurita Combat Commands chapter automatically receive one Special Command Ability. Experienced Forces—those rated at Veteran or Elite Experience Ratings—receive one additional SCA (two total). Truly superior Forces—those with an Experience Rating of Heroic or Legendary—receive two additional SCAs (three total).

Assign Special Command Abilities

After determining the number of Special Command Abilities a Force possesses, it may choose from either its Combat Command or Sub-Command Special Command Abilities. In addition, all DCMS Commands have access to the Kurita-exclusive Warrior Code Special Command Ability.

Players using an unlisted Kurita Combat Command must roll randomly for each Special Command Ability. For each SCA, roll 2d6 and consult the Special Command Ability Assignment Table below. Reroll duplicate results. Several results require a second 1D6 roll to determine the type of specialization.



RULES ADDENDUM

SUPPLEMENTAL MERCENARIES

Many of the big-time mercenary Combat Commands like to maintain their command integrity and fight battles on their own. But for every Wolf's Dragoons, there are a hundred no-name mercenary outfits willing to fight under any terms that get them paid. Sometimes even Wolf's Dragoons will intentionally dispatch a smaller Force to supplement a House Force—the Black Widow Company being perhaps the most famous example.

Kurita Forces built using this Combat Manual may include Mercenaries as up to one-third of their Formations. The Mercenary Formations are built as if they were their own Force, using the appropriate Availability Lists.

Supplemental Mercenary Forces may not access the House Force's Special Command Abilities. However, they may roll for SCAs—or choose from those listed with Mercenary Combat Commands, if the usual requirements are met—as if they were their own Force, at 1 Experience Rating lower than usual (minimum Wet Behind the Ears/0 SCAs).

Mercenaries fielded as part of a House Force in this fashion receive are discounted 1 PV for every 10 PV spent on them. They are also subject to Morale rules (see pp. 32-33, ASC), even if the Morale rules are not in use for the other Forces.



Michael is ready to build a Kurita Force. His group has set a 400 PV limit, and are playing in the Late Succession Wars. Thus, he has his Point Value total, Era and Faction (400 PV, Late Succession Wars, Kurita).

Looking over the descriptions in this Combat Manual, Michael likes the sound (and the lightning) of the Ryuken-ni (see p. 64). They are listed as possessing an Experience Rating of Veteran. The Ryuken-ni are primarily a Medium 'Mech regiment, but also have 1 light Aerospace Fighter wing, 1 combat vehicle regiment, and 1 conventional infantry regiment.

Michael begins building a company of Ryuken-ni. There is no mention of an unusual company organization for that Combat Command, so he plans to field three lances of four 'Mechs per lance. The company starts with 12 Faction Points from its 12 Units.

The Ryuken-ni's preference for medium 'Mechs suggests some Standard Lances to use. Striker and Pursuit Lances often include medium 'Mechs, and a Support or Fire Lance might be interesting as well. Michael decides to go with a Fire Lance as the third lance instead to provide some firepower to the Striker and Pursuit Lances.

Michael looks over the listing for a Striker Lance and notices it matches the Striker Lance Alpha Strike Lance Pack, which also showcases Kurita colors. Michael decides that's appropriate enough for his first Force and marks down the units for the Striker Standard Lance as his first Formation.

Next up is the Pursuit Lance. The Standard Lance is a mix of lights and mediums, and Michael likes the provided lineup, but likes the look of the Phoenix Hawk shown in the Technical Readout even more. He finds a PXH-1 on the General list, and a PXH-1K on the Kurita list. Michael likes the increased armor on the 1K, so he chooses to replace the Hermes II with the Phoenix Hawk PXH-1K. As it's on the Kurita Availability List, it costs 0 FPs to add to his Kurita Force.

The last lance of the company is the Fire Lance. From the Standard Fire Lance, the Grand Dragon and Panther are iconic Kurita 'Mechs and the JagerMech and Whitworth are likely salvage or relics, though both are common enough to be on the General Availability List. Michael decides he wants some good salvage, and notes he hasn't spent any Faction Points on any Units yet. So for the last two Units he looks for Davion and Steiner Sniper or Missile Boats (consulting the MUL and other sourcebooks until Combat Manuals for those Factions are released) and likes the Davion Rifleman RFL-4D to replace the JagerMech. As Late Succession Wars enemies, Michael consults the Kurita Availability Lists table (see pp. 110-124) and finds Units from the Davion Availability List will cost 3 FPs. Three FPs is

RULES ADDENDUM



one-quarter of his company's available FPs, but as he hasn't spent any and this is his last Unit, Michael has plenty.

Michael hadn't intended to use a unique pilot, but he considers the Ryuken-ni's Chu-sa Masayoshi Kitakyusho, ultimately deciding that the elite warrior is too expensive for now.

Michael now calculates the PV of the Units he has selected so far.

Striker Lance: Dragon DRG-1N (30), Guillotine GLT-4L (37), Panther PNT-9R (20), Quickdraw QKD-4G (30). 117 PV.

Pursuit Lance: Phoenix Hawk PXH-1K (27), Spider SDR-5V (16), Jenner JR7-D (20), Jenner JR7-D (20). 83 PV.

Fire Lance: Grand Dragon DRG-1G (31), Rifleman RFL-4D (27), Panther PNT-9R (20), Whitworth WTH-1 (26) 104 PV.

Michael has only used 304 PV so far. With 96 PV left, Michael has to decide whether to increase the Skill Ratings of his Units, or add more Units. Michael decides on a mix of both options. The Ryuken-ni have both a light combat vehicle regiment and a conventional infantry regiment, and Michael decides to add a pair of infantry and a lance of hovertanks to fulfill the possibility of taking the Tactical Experts (Combined Arms) SCA available to the Ryuken-ni.

Detachments:

Hover Tanks: 2x Scimitar Medium Hover Tank (30).

Scouts: 2x Foot Infantry (Rifle) (8).

These detachments bring Michael's total to 342 points. Raising all the 'Mech units to Skill 3 costs Michael 60 PV, which is slightly over his 400 points. So he keeps the Whitworth at Skill 4, and raises one of the Scimitars to Skill 3 instead. This makes the final total exactly PV 400.

One Unit per company can be assigned Special Pilot Abilities. Michael chooses the Veteran Grand Dragon to have the Sharpshooter SPA.

Next, Michael notes the Bonus Abilities received from the Lance Types he chose. Two Sniper Special Pilot Abilities are available to the Fire Lance; they're assigned during gameplay, so he puts a note on the Fire Lance itself of "2x Sniper". For the Pursuit Lance, Michael assigns the Bloodstalker SPA to the Phoenix Hawk and both Jenners. In the Striker Lance, the Speed Demon SPAs are assigned to the Guillotine, Panther and Dragon.

BATTLETECH



COMPANY FORCE
RECORD SHEET



Faction: Kurita Era: Late Succession Wars PV: 400
Experience Level: Regular
Command Special Abilities: Strategic Command, Overrun Combat, Tactical Experts (Combined Arms)

Combat Command: Ryuken-ni Sub-Command: _____
Company Name: Michael's Company

Lance: Striker Lance Lance Special Abilities: _____
Unit Skill FP (List) PV Pilot Special Abilities
Dragon DRG-1N 4 0 (General) 30.6 Speed Demon
Guillotine GLT-4L 4 0 (General) 37.7 Speed Demon
Panther PNT-9R 3 0 (General) 20.5 Speed Demon
Quickdraw QKD-4G 4 0 (General) 30.6

Lance: Pursuit Lance Lance Special Abilities: _____
Unit Skill FP (List) PV Pilot Special Abilities
Phoenix Hawk PXH-1K 3 0 (Kurita) 27.5 Blood Stalker
Spider SDR-5V 4 0 (General) 16.3
Jenner JR7-D 3 0 (General) 20.4 Blood Stalker
Jenner JR7-D 3 0 (General) 20.4 Blood Stalker

Lance: Fire Lance Lance Special Abilities: Sniper (2 units/turn)
Unit Skill FP (List) PV Pilot Special Abilities
Grand Dragon DRG-1G 3 0 (Kurita) 31.6
Rifleman RFL-4D 3 3 (Davion) 27.5 Jumping Jack, Range Master (Long)
Whitworth WTH-1 4 0 (General) 26 Jumping Jack, Cluster Hitter
Panther PNT-9R 4 0 (General) 20.4

Sub Command / Supplemental
Unit Skill FP (List) PV Notes
Hovertank Detachment
Scimitar Hover Tank 3 0 (General) 15.3
Scimitar Hover Tank 4 0 (General) 15
Scout Detachment
2x Foot Platoon (Rifle) 4 0 (General) 8

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Michael is now ready to add the Force's Special Command Abilities. First, he calculates his Force's Experience Rating as Veteran. This gives the force three Special Command Abilities (one for building a Force based on a noted Combat Command, and two for possessing an Experience Rating of Veteran). Kurita Forces always have Warrior Code available, and the Ryuken-ni have Overrun Combat, Focus (Demoralizer), Tactical Experts (Combined Arms) and Strategic Command. Michael chooses Strategic Command, Overrun Combat and Tactical Experts (Combined Arms) and marks them down on the Company Force Sheet and is done building his Force.



RULES ADDENDUM

KURITA SPECIAL COMMAND ABILITIES

For the purposes of the Combat Manuals, several terrain types and environmental conditions have been combined into a single Special Command Ability specialization. Players should generally be fairly lenient in deciding whether or not a given map counts for the terrain. For example, a single tree does not constitute Woods, but several small areas (or one large area) of forested terrain should be counted as Woods for the purposes of the SCA specialization.

ENVIRONMENTAL SPECIALIZATIONS

Clear: The bonuses for this Special Command Ability work differently than the other Environmental Specializations.

Desert: This specialization includes Sand, Rough and Rubble terrain, as well as Wind of Wind Force 3+, Blowing Sand and Hot Temperature environmental conditions.

Urban: This specialization includes any pavement, building, or bridge terrain. If this Force chooses the Improved Combat option, attacks from this force halve the Damage Absorption of any buildings (round up).

Woods: This specialization includes Woods (as well as different levels of Woods: Light Woods, Heavy Woods, Ultra-Heavy Woods) and Jungle (and the different levels of Jungle).

Vacuum: This specialization includes Trace Atmosphere.

Winter: This specialization includes Snow, Ice, and Tundra terrain areas, as well as any Cold environment conditions.

Optional Game Setup: Environment Conditions

Environmental Specializations are prominent Command Abilities, yet aren't often used outside of campaigns or detailed scenarios. In order to allow for greater use of Environmental Specializations (or to specifically deny an opponent's use), the following rule may be used. Before setup, each player rolls 2D6 and adds any Initiative bonus their Force would normally receive in play. A result of 10+ allows the side to choose one

environmental condition (see AS, pp. 92-95) or underlying terrain feature. If both players succeed in their roll, the player with the higher result (roll 1D6 to break ties) chooses first. The terrain or environmental condition cannot contradict scenario or campaign conditions, nor can it contradict the choice of a side that rolled higher.

ENEMY SPECIALIZATIONS

Mercenary: In addition to individuals Houses or Clans, Mercenaries may be selected as an Enemy Specialization; this specialization applies against any Force constructed using Combat Manual: Mercenaries.

NEW SPECIAL COMMAND ABILITIES

In addition to the existing Special Command Abilities, the following new Special Command Abilities are available for Kurita Forces.

Esprit de Corps: A Force with this ability is never subject to Forced Withdrawal or Morale checks.

False Flag: This Force must also have the Off-Map Movement Command Ability. It may designate up to one-third of its Units in a scenario as operating under a False Flag. These designated Units are kept off-map until they enter the map on Turn 3 or later. On the turn the controlling player declares the False Flag Units are entering the map, before Initiative is rolled, roll 2d6. On an 8+, the Unit has not been discovered as false, and may enter on any map edge, including the opposing player's home edge. In addition, the controlling player receives +2 to their Initiative rolls on the turn the False Flag Forces enter the map. On a 7 or less, the ruse was discovered and the Units must enter from an edge on the half of the map containing their home edge.

Fast Withdrawal: Units in the force may exit via any edge of the map (save the opponent's home edge) at any time, including during Forced Withdrawal, without being considered destroyed or captured, regardless of rules for the scenario.

Flankers: When a scenario calls for the Force's Units to enter via a map edge, the Units may enter via any non-home map edge instead.

ENVIRONMENTAL SPECIALIST (CLEAR) BENEFITS LIST

Benefit	Rules
Improved Mobility	If a Unit in a Force with this specialization starts its turn in Clear terrain, it may add 2" to its Move or one to its Movement Points for the turn, as long as it also ends its movement in Clear terrain and does not change elevation during the movement.
Improved Combat	If a unit in a Force with this specialization is attacked while occupying Clear terrain, and there is no Terrain, Environmental or Cover To-Hit Modifier to the attack, the attack receives a +1 To-Hit Modifier as a Terrain Modifier.
Improved Initiative	A Force cannot choose this option with Environmental Specialization (Clear).



Flexible Command: A Force with Flexible Command never suffers any penalty if any commander is killed or disabled in battle. A new commander is instead assigned within the same Formation. If a Unit has the Tactical Genius SPA granted as a Formation Bonus Ability and that unit is destroyed, the Tactical Genius SPA may be assigned to a new unit in the same Formation.

Focus (Special Pilot Ability name): During setup, the Force may assign one Unit out of every four (round down) the Special Pilot Ability listed in parenthesis. This Special Command Ability may be taken a second time to give twice the number of SPAs, but only one SPA can be given by this Special Command Ability per Unit. If the Combat Command has two different SPA Command Abilities, it cannot give both SPAs to the same unit.

Highlander Burial: Units in a Force with this ability receive a -1 To-Hit Modifier and deal an additional point of damage when making Death From Above attacks.

Hit and Run: At the start of any turn that a Force with the Hit and Run ability is outnumbered, its Units can ignore the To-Hit Modifier for jumping, or receive a -1 To-Hit Modifier if not standing still or immobile.

Intelligence Specialists: The Force can add the MHQ5 special ability to one Unit in its force.

Rapid Strike: In any scenario in which a Force with this ability is the Attacker, its Units move onto the map as normal, but only half of the opposing Force may deploy at the start of the game or on the first turn. The remaining enemy Units are divided into two equal-sized groups that move onto the map from their home edge on Turns 2 and 3. The group moving onto the map is chosen at random. The controlling player chooses the specific Units that do not deploy in the first turn, as well as the composition of the two undeployed groups.

Regional Specialization: A Force with the Regional Specialization ability has one region in which it favors fighting above all others. This region may be a single system (Bad News) or a larger political division (Duchy, Prefecture, Military District, etc). If fighting in its preferred Region, the Force receives a +1 Initiative modifier and a -1 Morale modifier to Morale Checks. This Special Command Ability may be taken twice, doubling the modifiers for Initiative and Morale Checks when in the preferred region.

Shielding: Any opposing Unit must fire on a 'Mech before targeting a vehicle or infantry Unit, as long as the 'Mech is closer and in LOS.

Strategic Command: The Force may alter the choices of home edge, and move any terrain up to 6" from its Setup position. If using mapsheets instead of terrain, the Force may rearrange the mapsheets, as long as the final arrangement has the same overall final shape. For example, if the Setup has two mapsheets aligned with long edges touching, after rearranging the mapsheets, there must still be two mapsheets aligned with long edges touching. However, which mapsheet goes where and which edge face which direction may be changed.

Strategic Planning: This force receives a +2 bonus to Initiative. This SCA is only available to Forces with an average Experience Rating of Veteran, Elite, Heroic, or Legendary.

Tactical Adjustments: After Turn 3, the opposing Force does not gain any bonuses to their Initiative rolls from Command Abilities or Special Pilot Abilities.

Tactical Experts (Combined Fire): If an entire Formation of three or more Units attacks the same opposing Unit, their attacks gain a -1 to-hit modifier.

Tactical Experts (Dogfighting): A force with this ability gives a -2 penalty to enemy units making Control Rolls for forming and avoiding engagements.

Tactical Experts (Engineers): During setup, this controlling player of the Force with this ability may place light buildings or minefields on the table during setup. The Engineers can place one light building (2" diameter or 1 hex) or five points of minefield density in 1-5 minefields per lance or larger Formation. The buildings and minefields must be placed on the Engineers' half of the play area.

Tactical Experts (Hidden Units): In any scenario that allows Hidden Units, a Force with this ability may place twice as many Hidden Units (to a maximum of 4 extra Units). If the scenario does not provide for Hidden Units, this Force may place up to four Hidden Units on their half of the map, at least 12" or six hexes away from any enemy Units.

Tactical Experts (Physical): The controlling player of a Force with this ability may choose to have all its Units receive a +1 To-Hit Modifier for weapon attacks in order to receive a -1 To-Hit Modifier for physical and melee attacks. This choice is made in the Combat Phase each turn, before making any attacks.

Tactical Specialization (Combined Arms): If the Force contains at least one of each ground Unit type ('Mech, vehicle, and infantry), the force has a -1 to-hit modifier to Initiative. This SCA can be taken a second time to grant the qualifying force the effects of the Tactical Experts (Attack or Defense, choose one) SCA.

Warrior Code: House Kurita Forces prefer personal duels. DCMS Forces with this Command Ability can designate one Unit per legal Formation (consisting of 3 or more Units and meeting the Formation requirements for its Formation Type) as a Champion. The Champion receives the Blood Stalker Special Pilot Ability. The chosen enemy must be of the same Size class or larger. If a Champion is destroyed by the chosen enemy of the Blood Stalker ability (all the damage to the Champion must come from the chosen enemy), the Kurita Force receives a -1 Initiative modifier. If a Champion destroys the chosen enemy (all the damage to the chosen enemy coming from the Champion), the Kurita force receives a +1 Initiative modifier. The Initiative modifier only applies to the first chosen enemy of each Champion, but are stackable from multiple Champions defeating or being defeated by their chosen enemy.



RULES ADDENDUM

KURITA LANCES (FORMATIONS)

NEW LANCE (FORMATION) TYPES

In addition to the Standard Lances presented in the *Alpha Strike* Companion (pp. 150-159) and Campaign Operations (p. 60), the following new Formations may be used.

Horde

Captain Mercer Ravannion was the most well-known proponent of the idea of using large numbers of “bug” ‘Mechs, the very lightest and most common ‘Mechs, to swarm and overwhelm larger ‘Mechs. Ravannion himself was defeated trying to prove his theory, but others often come along to “fix” his mistakes and prove the effectiveness of swarming.

Requirements: Must have 5 to 10 Units. All Units must be unit size 1. No Unit may have a damage value, at any range or from any special ability, greater than 2.

Bonus Ability: Swarm—When any Unit in this Formation is targeted, the targeted Unit’s player may switch the target to any other Unit in this Formation that is a legal target (within line of sight) and at the same range (or less) from the attacker.

Force Building Special Rules: This Formation still only generates 4 Faction Points, regardless of the number of Units the Formation contains.

Order Lance

The most well-organized of Formations, trained to work as if synchronized.

Requirements: Exclusive to House Kurita Forces. All Units in the Formation must be of the same Size and model (all Dragons/Grand Dragons, all Panthers, etc).

Bonus Ability: Designate one Unit as the command Unit of the Formation; it receives the Tactical Genius, Antagonizer or Sniper SPA. All Units in the Formation receive the Iron Will or Speed Demon SPA; the SPA chosen applies to all Units in the Formation.

Force Building Special Rules: This Formation may ignore the extra Faction Point (FP) cost for multiple of the same model.

Berserker Lance (Close Combat Lance)

Berserkers are trained to close with the enemy and smash them with the sheer size and strength of a BattleMech. Rasalhague Regulars and the later KungsArmé often fielded Formations which specialized in physical attacks, calling them Berserkers. With the Steiner invention of the hatchet, close combat Formations became more common across the Inner Sphere.

Requirements: As Battle Lance.

Bonus Ability: Two Units of the Formation receive the Zweihander or Swordsman Special Pilot Ability; the same ability must be assigned to both Units. Units in this formation may add the MEL special ability, but must subtract 1 damage from all weapon attacks.

Anti-‘Mech Lance

Infantry units are commonly found through the Inner Sphere as garrison forces, peacekeepers and security. On the battlefield, they are often overlooked. Trained Anti-‘Mech Formations can not only hurt the enemy, but can be distracting to any ‘Mech trying to concentrate on a more massive foe. Some Houses prefer to select elite infantry teams for Anti-‘Mech training, but House Kurita often sends hastily trained “chain gangs” into battle to support their MechWarriors.

Requirements: All Units must be infantry.

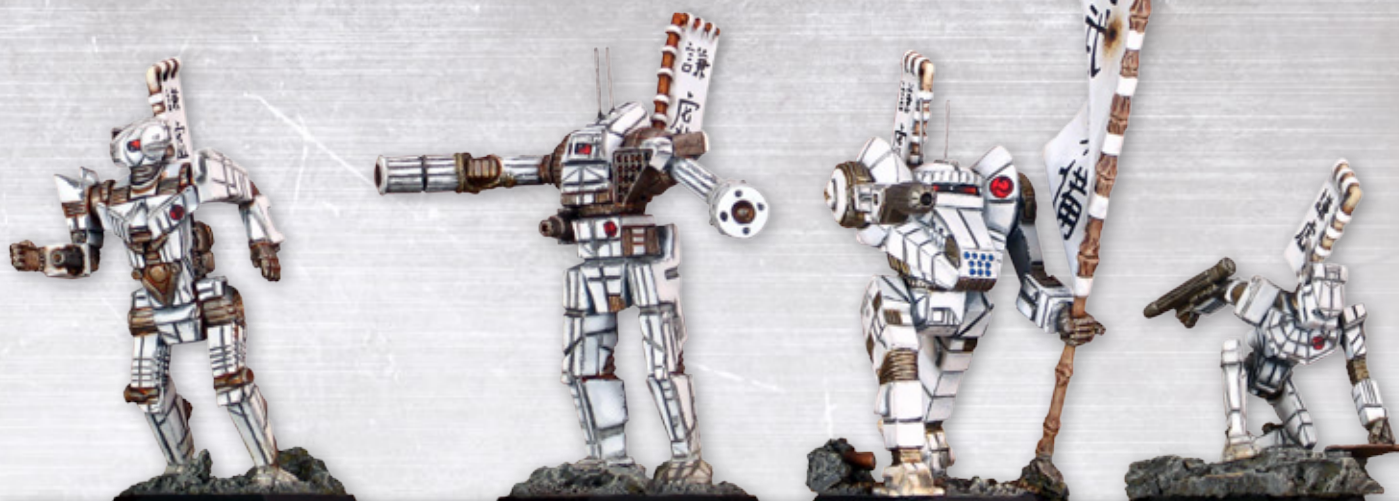
Bonus Ability: Enemy Units in base-to-base contact with an Anti-‘Mech Lance suffer a –1 To-Hit Modifier penalty to any weapon attacks made by that enemy Unit.

STANDARD LANCES

The following Kurita Standard Lances are provided for players who simply want to get straight into the action and not delve into the Force Building rules. Standard Lances are provided for the Late Succession War and the Early Clan Invasion Eras, and all MechWarriors have a base skill of 4 (Regular). Skill Ratings can be adjusted to fine-tune the lance’s overall PV within a Force. More adventurous players may swap out one or more Units as long as the Formation’s requirements are still met (see pp. 150-159, ASC or p. 60, CO).

STANDARD KURITA ASSAULT LANCE												
LATE SUCCESSION WARS	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	
	Atlas AS7-D	Juggernaut	BM	4	6	1	5/5/2	0	10/8	52	AC2/2/-,IF1,LRM1/1/1,REAR1/1/-	
	Grasshopper GHR-5H	Skirmisher	BM	3	8j	1	3/4/0.5	0	7/6	39	IF0*	
	Victor VTR-9B	Juggernaut	BM	4	8j	1	4/4/0	0	6/6	37	AC2/2/-	
	Hunchback HBK-4G	Juggernaut	BM	2	8	1	4/3/0	0	5/4	28	AC2/2/-	
EARLY CLAN INVASION	Atlas AS7-K	Sniper	BM	4	6	1	3/3/3	2	10/4	45	AMS,CASE,IF1,OVL,REAR1/1/-	
	Victor VTR-9K	Skirmisher	BM	4	8j	1	4/4/2	0	7/6	42	CASE	
	Grasshopper GHR-5J	Skirmisher	BM	3	8j	1	3/3/1	0	7/6	38	AMS	
	Hunchback HBK-5M	Juggernaut	BM	2	8	1	3/3/0	0	5/4	27	AC2/2/-,CASE	
											PV	156
											PV	152

RULES ADDENDUM



STANDARD KURITA BATTLE LANCE

LATE SUCCESSION WARS	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV
LATE SUCCESSION WARS	<i>Grasshopper GHR-5H</i>	Skirmisher	BM	3	8j	1	3/4/0.5	0	7/6	39	IF0*	128
	<i>Orion ON1-K</i>	Brawler	BM	3	8	1	3/3/1	1	8/6	39	IF1	
	<i>Dragon DRG-1N</i>	Skirmisher	BM	3	10	2	2/2/2	0	5/5	30	IF1,REAR1/1/-	
	<i>Panther PNT-9R</i>	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
EARLY CLAN INVASION	<i>Hatamoto-Chi HTM-27T</i>	Brawler	BM	4	8	1	3/3/2	1	8/6	39	CASE,SRM1/1	136
	<i>Marauder MAD-5D</i>	Skirmisher	BM	3	8j	1	4/4/2	1	7/3	39	CASE	
	<i>Grasshopper GHR-5J</i>	Skirmisher	BM	3	8j	1	3/3/1	0	7/6	38	AMS	
	<i>Panther PNT-10K</i>	Brawler	BM	1	8j	1	2/2/1	0	3/3	20	CASE	



STANDARD KURITA COMMAND LANCE

LATE SUCCESSION WARS	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV
LATE SUCCESSION WARS	<i>Cyclops CP-10-Z</i>	Juggernaut	BM	4	8	1	3/3/1	2	5/7	34	AC1/1/-,IF1	117
	<i>Catapult CPLT-C1</i>	Missile Boat	BM	3	8j	1	2/3/2	1	5/5	33	IF1,LRM1/1/1	
	<i>Dragon DRG-1N</i>	Skirmisher	BM	3	10	2	2/2/2	0	5/5	30	IF1,REAR1/1/-	
	<i>Panther PNT-9R</i>	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
EARLY CLAN INVASION	<i>Hatamoto-Chi HTM-27T</i>	Brawler	BM	4	8	1	3/3/2	1	8/6	39	CASE,SRM1/1	122
	<i>Catapult CPLT-K3</i>	Sniper	BM	3	8	1	4/3/2	0	6/5	33		
	<i>Grand Dragon DRG-5K</i>	Skirmisher	BM	3	12	2	2/3/2	0	5/3	30	CASE,IF1,REAR1/1/-	
	<i>Jenner JR7-K</i>	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20	CASE	



RULES ADDENDUM



LATE SUCCESSION WARS	STANDARD KURITA FIRE LANCE											PV
	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	
LATE SUCCESSION WARS	<i>Grand Dragon DRG-1G</i>	Skirmisher	BM	3	10	2	2/2/2	1	5/5	31	IF1,REAR1/1/-	PV 103
	<i>JagerMech JM6-S</i>	Sniper	BM	3	8	1	3/3/2	0	3/5	26	AC1/1/1	
	<i>Whitworth WTH-1</i>	Missile Boat	BM	2	8j	1	2/2/2	1	4/3	26	IF1	
	<i>Panther PNT-9R</i>	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
EARLY CLAN INVASION	<i>Charger CGR-3K</i>	Skirmisher	BM	4	10j	2	4/5/2	0	6/4	43	CASE,IF2	PV 135
	<i>Archer ARC-5R</i>	Missile Boat	BM	3	8	1	3/3/3	1	6/6	38	CASE,IF2,OVL	
	<i>JagerMech JM6-DD</i>	Sniper	BM	3	8	1	3/3/2	1	4/3	27	CASE	
	<i>Whitworth WTH-2</i>	Missile Boat	BM	2	8j	1	2/2/2	1	4/3	27	IF2	



RULES ADDENDUM



LATE SUCCESSION WARS/ EARLY CLAN INVASION	STANDARD KURITA HORDE LANCE											
	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 124
	Firestarter FS9-H	Scout	BM	1	12j	2	2/1/0	0	3/3	19	HT1	
	Firestarter FS9-H	Scout	BM	1	12j	2	2/1/0	0	3/3	19	HT1	
	Commando COM-2D	Striker	BM	1	12	2	2/2/0	0	2/2	15	SRM1/1	
	Commando COM-2D	Striker	BM	1	12	2	2/2/0	0	2/2	15	SRM1/1	
	Stinger STG-3R	Scout	BM	1	12j	2	1/1/0	0	2/2	14		
	Stinger STG-3R	Scout	BM	1	12j	2	1/1/0	0	2/2	14		
	Wasp WSP-1A	Scout	BM	1	12j	2	1/1/0	0	2/2	14		
	Wasp WSP-1A	Scout	BM	1	12j	2	1/1/0	0	2/2	14		

LATE SUCCESSION WARS	STANDARD KURITA ORDER LANCE											
	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 80
	Panther PNT-9R	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
	Panther PNT-9R	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
	Panther PNT-9R	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
EARLY CLAN INVASION	Panther PNT-9R	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		PV 120
	Grand Dragon DRG-5K	Skirmisher	BM	3	12	2	2/3/2	0	5/3	30	CASE,IF1,REAR1/1/-	
	Grand Dragon DRG-5K	Skirmisher	BM	3	12	2	2/3/2	0	5/3	30	CASE,IF1,REAR1/1/-	
	Grand Dragon DRG-5K	Skirmisher	BM	3	12	2	2/3/2	0	5/3	30	CASE,IF1,REAR1/1/-	

LATE SUCCESSION WARS	STANDARD KURITA PURSUIT LANCE											
	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 77
	Hermes II HER-2S	Scout	BM	2	12	2	2/1/1	0	4/3	21		
	Jenner JR7-D	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20		
	Jenner JR7-D	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20		
EARLY CLAN INVASION	Spider SDR-5V	Scout	BM	1	16j	3	1/1/0	0	2/3	16	ENE	PV 100
	Wolverine WVR-7K	Skirmisher	BM	2	10j	2	4/4/0	0	6/3	34	SRM2/2	
	Wolf Trap (Tora) WFT-1	Striker	BM	2	12	2	2/3/2	0	4/2	26	CASE,FLK1/1/1,IF1	
	Jenner JR7-K	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20	CASE	

LATE SUCCESSION WARS	STANDARD KURITA RECON LANCE											
	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 74
	Hermes II HER-2S	Scout	BM	2	12	2	2/1/1	0	4/3	21		
	Jenner JR7-D	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20		
	Assassin ASN-21	Scout	BM	2	14j	3	1/1/0.5	0	2/3	17	IFO*	
EARLY CLAN INVASION	Spider SDR-5V	Scout	BM	1	16j	3	1/1/0	0	2/3	16	ENE	PV 72
	Jenner JR7-K	Striker	BM	1	14/10j	3	2/2/0	1	2/3	20	CASE	
	Assassin ASN-23	Striker	BM	2	14j	3	1/2/0.5	0	2/3	19	IFO*	
	Spider SDR-7M	Striker	BM	1	16j	3	2/2/0	0	2/3	19	ENE	

Ostscout OTT-7K

Scout

BM

1

16j

3

0/0/0

0

2/3

14

ENE,TAG



RULES ADDENDUM



STANDARD KURITA STRIKER LANCE

LATE SUCCESSION WARS	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 117
	Guillotine GLT-4L	Skirmisher	BM	3	8j	1	4/4/0	0	6/6	37		
	Dragon DRG-1N	Skirmisher	BM	3	10	2	2/2/2	0	5/5	30	IF1,REAR1/1/-	
	Quickdraw QKD-4G	Skirmisher	BM	3	10j	2	2/3/1	0	4/5	30	IF1,REAR1/1/-	
	Panther PNT-9R	Brawler	BM	1	8j	1	2/2/1	0	3/3	20		
EARLY CLAN INVASION	Quickdraw QKD-5K	Skirmisher	BM	3	10j	2	3/3/0	0	5/5	32	REAR1/1/-	PV 112
	Grand Dragon DRG-5K	Skirmisher	BM	3	12	2	2/3/2	0	5/3	30	CASE,IF1,REAR1/1/-	
	Phoenix Hawk PXH-3K	Striker	BM	2	12j	2	3/3/2	0	5/2	30	ENE	
	Panther PNT-10K	Brawler	BM	1	8j	1	2/2/1	0	3/3	20	CASE	



STANDARD KURITA SUPPORT LANCE

LATE SUCCESSION WARS	Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV	Specials	PV 104
	Awesome AWS-8Q	Sniper	BM	4	6	1	3/3/3	0	8/6	39	ENE	
	Vindicator VND-1R	Brawler	BM	2	8j	1	2/2/2	0	5/4	28	IF0*	
	Firestarter FS9-H	Scout	BM	1	12j	2	2/1/0	0	3/3	19	HT1	
	Charger CGR-1A1	Scout	BM	4	10	2	2/0/0	0	5/6	18	ENE	
EARLY CLAN INVASION	Awesome AWS-9M	Brawler	BM	4	8	1	4/4/3	1	8/4	41		PV 122
	Wolverine WVR-7K	Skirmisher	BM	2	10j	2	4/4/0	0	6/3	34	SRM2/2	
	Crusader CRD-4K	Missile Boat	BM	3	8	1	2/3/2	1	6/5	33	IF1	
	Ostscout OTT-7K	Scout	BM	1	16j	3	0/0/0	0	2/3	14	ENE,TAG	



MECHWARRIORS OF THE DCMS

The following DCMS MechWarriors never committed to any one Combat Command. They can be used with any Kurita Combat Command which does not already include a Unique Character.

Sergeant Lynn Woo

A samurai striving to rise in the ranks, Woo takes great pride in her reputation as a sharpshooter. Decorated for her pivotal role in several battles, Woo has repeatedly demonstrated the effectiveness of the humble Ostsol. As a reward for decades of valorous service, her Ostsol was chosen to receive upgraded technology, including better heat sinks and a mix of pulse and extended range lasers. On Luthien, Woo found the ultimate test of her skills against Clan Smoke Jaguar—and for once, she found her match. This revelation has made her contemplate leaving the DCMS, though so far her superiors keep her in service by reminding her of her duty to see the DCMS rebuilt before she can retire. She pushes her charges relentlessly, seeking to provide the Dragon better warriors to defeat the Clans.

SERGEANT LYNN WOO									
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Ostsol OTL-4D	3	BM	3	10	2	3/3/-	0	5/5	ENE, REAR1/1
Ostsol OTL-4D (Woo)	3	BM	3	10	2	3/3/2	0	5/5	ENE, REAR1/1/
Special Pilot Abilities: Weapon Specialist (ENE), Lucky (1)									

Tai-i Barry Corman

The commander of an assault company, Corman fields a mix of Highlanders, King Crabs, and Thugs designed to slug it out with heavy Lyran troops. However, during the War of 3039, the company found themselves fighting Davion troops within the trities on Matar. Corman's company held onto one section of the city while the First Kestrel Grenadiers attempted several times to push the Eleventh Ghost out.

The Thugs and King Crabs eventually pushed into the Grenadiers' lines, finding pockets of Davion troops and holding them in place while the Highlanders leaped out from behind buildings and performed Highlander Burials on the pinned units. Tai-i Corman was credited with three BattleMech kills, all by Death From Above attacks, before the First retreated out of the urban sprawl.

TAI-I BARRY CORMAN									
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Highlander HGN-733	2	BM	3	6j	1	3/3/2	1	9/7	IF1
Special Pilot Abilities: Jumping Jack									

Busosenshi Nakisawa Eldersage

This unremarkable MechWarrior attached to the Third Dieron Regulars is notorious for being the pilot who, while piloting a Cyclops, actually managed to punch five Lyran Daboku pilots out of their salvaged rides. Each time, Eldersage would close with a Daboku and, once engaged in close-quarters combat, punch the centerline sweet spot to eject the pilot. BattleROM footage of this strange but humorous action can still be found on many planetary computer networks.

BUSOSENSHI NAKISAWA ELDERSAGE									
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Cyclops CP-10-Z	3	BM	4	8	1	3/3/1	2	5/7	AC1/1/-, IF1
Cyclops CP-11-C	3	BM	4	8	1	3/4/2	0	6/7	C3M, MHQ5, TAG
Special Pilot Abilities: Slugger, Swordsman									

Busosenshi Orland Yamashita

Dishonored after the discovery of his yakuza ties, Yamashita was given a chance for redemption during Theodore's reforms. Assigned a "new" Hussar 300-D model from ComStar's hidden stockpiles, Yamashita was dropped behind Davion lines on Konstance during the War of 3039 and assisted the Third Dieron Regulars by spotting for their devastating artillery strikes.

His disregard for his own personal safety while deftly maneuvering through the Lyran lines earned him honor and full acceptance back among the ranks of his peers.

BUSOSENSHI ORLAND YAMASHITA									
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Hussar HSR-300-D	3	BM	1	18	3	1/1/-	0	1/3	ENE
Special Pilot Abilities: Jumping Jack									

Chu-i Akihiro Fernandez

For centuries, Fernandez's family have dedicated themselves to the revival of neo-Japanese culture in the Combine. Fernandez seemed destined for the Sword of Light regiments, until a chance meeting with a former member of the Ryuken. Fernandez was impressed, and began training his lance to act as a single force on the battlefield. The Chu-i's embrace of the Kanrei's reforms have, at least temporarily, delayed any invitation to join the Sword of Light brigade, but Fernandez believes the Kanrei is the future of the Combine. During the Clan Invasion, he was rewarded with an experimental C3 Master to continue his search for new combined fire tactics.

CHU-I AKIHIRO FERNANDEZ									
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Panther PNT-9R	3	BM	1	8j	1	2/2/1	0	3/3	
Panther PNT-CM	3	BM	1	8j	1	1/1/1	0	3/3	C3M, CASE, MHQ5
Special Pilot Abilities: Marksman. Chu-i Akihiro Fernandez grants a force he leads (up to a company in size) the ability to select the Tactical Experts (Combined Fire) SCA.									



RULES ADDENDUM

Busosenshi Rachel Sakurai

Rising from the streets of Styx to become a MechWarrior, Rachel was very conscious of civilian casualties during the War of 3039. As a member of the Fourth Ghost Regiment, she achieved four kills while saving St. Christina's Hospital, which was later used by the DCMS to care for injured soldiers.

BUSOSENSHI RACHEL SAKURAI									
Unit Type									PV: 36 (50)
Skill TP SZ MV TMM S/M/L OV A/S Specials									
Kintaro KTO-20									
2 BM 2 10 2 4/4/0* 0 6/5 SRM2/2, IF0*									
Special Pilot Abilities: Dodge, Street Fighter									

The following MechWarriors are only available to Free Rasalhague Republic Combat Commands.

Kapten Harald Estridsen

Kapten Harald Estridsen commands Third *Besättning*, First *Bataljon* of the First Drakøns. His *Guillotine* was a gift from ComStar in 3049. It has been altered from its original Star League configuration with freezers and upgraded weaponry. It is the only known example of this particular variant. Estridsen suspects it was a prototype for a new Com Guard variant that was supplied to him on accident. Estridsen prefers close combat, and coaxes extra speed from his *Guillotine* to close with enemies.

KAPTEN HARALD ESTRIDSEN									
Unit Type									PV: 40 (48)
Skill TP SZ MV TMM S/M/L OV A/S Specials									
Guillotine GLT-3N (Estridsen)									
2 BM 3 8j 1 4/4/1 4 6/6 CASE									
Special Pilot Abilities: Speed Demon, Zweihander									

Lojtnant Hanssen Månsdottir

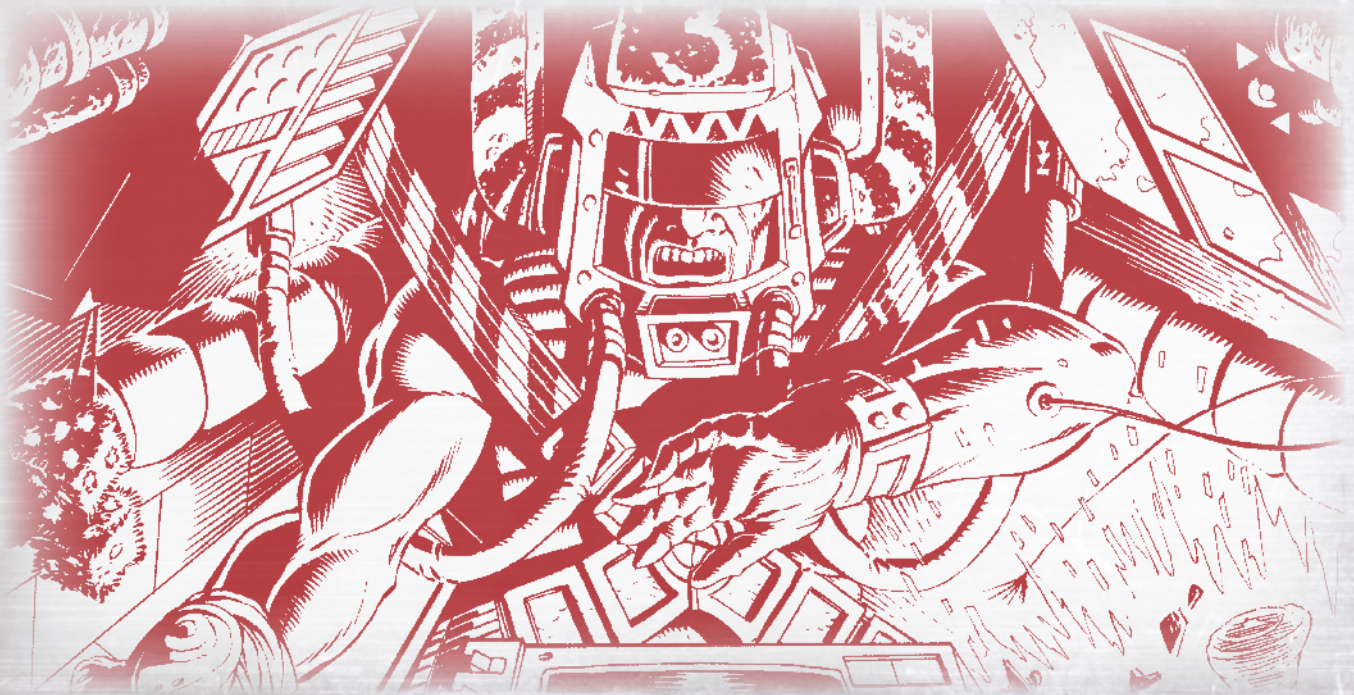
Hanssen is the only son of the Chief-of-Staff of the KungsArmé, and he struggles to deal with the political repercussions of his family name. Fortunately, he does not have the same struggle living up to the military expectations, successfully leading a lance of assault 'Mechs in battle against pirates and raiders. By the time of the Clan Invasion, he had earned the rank of kapten. Rumors of nepotism followed him until he successfully led his company against Clan Wolf. Månsdottir lead from the front, placing his own long-range fire while carefully directing the indirect fire of his lance mates upon unsuspecting Clan warriors. Returning from battle, many expect him to receive a promotion to major as soon as a suitable command can be found.

LOJTNANT HANSSEN MÅNSDOTTIR									
Unit Type									PV: 35 (49) 52 (62)
Skill TP SZ MV TMM S/M/L OV A/S Specials									
Zeus ZEU-75									
2 BM 4 8 1 3/3/2 0 6/6 IF1, REAR1/1/-									
Atlas AS7-S (Hanssen)									
2 BM 4 6 1 4/5/4 0 10/8 IF1, LRM1/1/1, REAR1/1/-, TAG									
Special Pilot Abilities: Forward Observer, Tactical Genius									

Överste-löjtnant Henrik Skogsarbetare

Överste-löjtnant Henrik Skogsarbetare commands Third *Bataljon* of the Third Husars. He has uncanny skill operating in woodlands and is training his subordinates in his unique methods.

HEINRIK SKOGSARBETARE									
Unit Type									PV: 25 (35)
Skill TP SZ MV TMM S/M/L OV A/S Specials									
Phoenix Hawk PXH-1D									
2 BM 2 12j 2 2/2/0 0 4/4 ENE									
Special Pilot Abilities: Maneuvering Ace, Terrain Master									





TECHNICAL READOUT





WSP-1A WASP

Mass: 20 tons
Chassis: 1A Type III
Power Plant: GM 120
Cruising Speed: 67 kph
Maximum Speed: 95 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters
Armor: Durallex Light
Armament:

- 1 Diverse Optics Type 2 Medium Laser
- 1 Bical SRM Twin-Rack

Manufacturer: Majesty Metals and Manufacturing, Pinard Protectorates Ltd, Alliance Defenders Ltd, Hellespont 'Mech Works, Irian BattleMechs Unlimited, Kali Yama Weapons Industries, Achernar BattleMechs, Defiance Industries

Primary Factory: Canopus IV (Majesty), Perdition (Pinard), Alpheratz (ADL), Sian (HMW), Shiro III (Irian), Kalidasa (KYWI), New Avalon (Achernar), Furillo (Defiance)

Communications System: Duoteck 65

Targeting and Tracking System: Radcom TXX

The Wasp is among the most common BattleMechs in existence. First mass-produced as a recon 'Mech for the Terran Hegemony, the Wasp has propagated throughout the entirety of human-occupied space. The 'Mech is so ubiquitous that it finds its way into virtually every roster eventually; the only commands which lack a Wasp in their ranks are those that actively choose not to have one. House and mercenary commands are frequently able to scavenge parts for their Wasps from old battlefields on the planet on which they happen to be stationed—they need only take the time to look.

CAPABILITIES

The Wasp was so successful at its role that the Stinger was put into production using almost identical specifications. Optimized for reconnaissance and armed for raiding undefended sites, the 'Mech is able to conquer any terrain thanks to its eminently-reliable jump jet system. However, maneuverability replaces armor on the Wasp, and maintaining distance from enemies is well-advised. The Wasp was never intended for direct combat, and wise MechWarriors do not let the heat of battle cloud their judgment.

DEPLOYMENT

Chu-i Ryoko Kiyomizu's recon lance of the Second Amphigean Light Assault Group was on patrol near the Galtor Naval Yards in 3047 when she surprised a Second Chisholm Raiders scout lance. Kiyomizu immediately launched herself into the midst of the Raiders. Her comrades were slower to react and found themselves watching in disbelief as Kiyomizu crashed her Wasp first into a Raider Locust in a picture-perfect Death From Above attack, crushing its cockpit. Kiyomizu then began a furious melee, smashing her fist and launching kicks into the stunned enemies. When her lancemates finally joined the battle, the

outcome was already decided. One Raider escaped Kiyomizu's frenzy only to be gunned down by the rest of her lance. Two Raider MechWarriors were eventually repatriated along with the remains of their slain comrade. Kiyomizu was promoted to Tai-i and command of Second Company, First Battalion of the Second Amphigean. Her light company is a fierce raiding force even more skilled at melee combat than with their weaponry.

Media reports have dubbed the Wasp observed fighting alongside the famed Bounty Hunter at least a dozen times in the last decade as "Sheridan's Ghost." The name derives from the word Sheridan emblazoned in bright crimson letters across the 'Mech's ghostly white paint-job. The Bounty Hunter brazenly appeared on Marduk in 3045 in pursuit of a supposed war criminal from the Sixth Benjamin Regulars. With typical expert timing, the Bounty Hunter grounded less than a kilometer from a company of the Sixth training in the wilderness. Tai-i Rej Mori was the target, but Mori's men attacked immediately when the Bounty Hunter called for Mori to surrender himself. While the Bounty Hunter in his Marauder and several other heavy and assault 'Mechs engaged the company, Mori revealed his true colors and fled—but Sheridan's Ghost was waiting. Mori attempted to bull his way past the light 'Mech, only to find himself hammered by weapons fire as the Wasp dodged his every attack. Mori's Dragon was unable to draw a bead on the darting Wasp, which constantly found chinks in his rear armor. The Dragon collapsed with a destroyed gyro, while the Bounty Hunter and his cohort mopped up Mori's company. Sheridan's Ghost melted back into the wilderness as Mori was collected for transport to the Federated Commonwealth.

VARIANTS

The Wasp has been in production for so long that every Successor House and even some mercenary commands have developed their own variants. Some alter the 'Mech's weaponry, either for a modified role or to increase its armor. Modern variants have leveraged recovered technology to improve the Wasp's armor and weaponry, given the well-known deficiencies of both.

NOTABLE PILOTS

Chu-sa Leopold Hiraguchi: Then-Tai-i Hiraguchi was with the Fifth Sword of Light when they engaged the Fifth Deneb Light Cavalry on Northwind during the Fourth Succession War. In one of the rare engagements in which light 'Mechs dominated the battlefield, Hiraguchi outmatched his Davion enemies with his exceptional piloting skill and unerring accuracy with his weapons. He now commands Second Battalion in the Fifth and pilots a modern Wasp variant captured from the Lyrans.

CHU-SA LEOPOLD HIRAGUCHI										PV: 15 (18) 14 (17)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Wasp WSP-1A	3	BM	1	12j	2	1/1/0	0	2/2		
Wasp WSP-1S	3	BM	1	12j	2	2/1/0	0	2/2	ENE	
Special Pilot Abilities: Lucky (2), Jumping Jack										
Available to: Kurita/Sword of Light										

WSP-1A WASP





PXH-1 PHOENIX HAWK

Mass: 45 tons

Chassis: Orguss Stinger

Power Plant: GM 270

Cruising Speed: 67 kph

Maximum Speed: 95 kph

Jump Jets: Pitban 9000

Jump Capacity: 180 meters

Armor: Durallex Light

Armament:

1 Harmon Heavy Laser

2 Harmon Medium Lasers

2 M100 Machine Guns

Manufacturer: Coventry Metal Works, Earthwerks-FWL, Inc.,
Archenar Battlemechs, Gorton,
Kingsley and Thorpe Enterprises

Primary Factory: Coventry (CMW), Keystone (EarthWerks),
New Avalon (Achernar), New Oslo (GKTE)

Communications System: Tek BattleCom

Targeting and Tracking System: Tek Tru-Trak

Phoenix Hawks were manufactured in colossal numbers during the Star League. The Phoenix Hawk is present in all militaries and many combat commands, thanks to centuries of sustained production—they are so common that Dispossessed MechWarriors have sometimes been referred to as “Phoenix Hawk-bound.” Even backwater worlds can be expected to have a Phoenix Hawk or two in some state of repair, whether in a militia or a junkyard.

CAPABILITIES

The Phoenix Hawk was conceived as a heavier complement to the Stinger and Wasp recon ‘Mechs, and is built on a strengthened version of the Stinger chassis. It matches speed and jump capability with those lighter ‘Mechs while offering much greater firepower and armor, making it a superior scout ‘Mech—or a hunter of them. Phoenix Hawks are so versatile they have been used in all phases of combat at one time or other, from recon to raiding to escort duty to direct assault.

DEPLOYMENT

Chu-i Leviticus Hashimoto of the Fifth Sun Zhang Cadre earned his reputation as a fierce MechWarrior on Kessel in the War of 3039. When the Cadre was caught in a pincer between the Second Donegal Guards and Fourth Skye Rangers, it was only through the selfless actions of Hashimoto and others that any of the Fifth escaped the trap. He was seemingly everywhere, blocking a breakthrough on the flank, protecting the rear of retreating comrades, opening a hole for a breakout, springing an impromptu ambush from a brief moment of concealment, and holding the line against the repeated, determined assaults. Hashimoto was last seen by his desperately fleeing comrades. His

Phoenix Hawk stood alone on a small promontory, raining laser fire upon the massed, hated Lyrans, with one arm missing and both legs lamed from constant, brutal combat. He claimed no less than ten kills, and was recognized for his heroism with the Glory of the Fallen Samurai. His name is one of many engraved on the Great Wall of Luthien from that conflict.

A battalion of Ninth Pesht Regulars was hunting pirates in 3041 when they were ambushed by their prey in a Periphery system three jumps away from their homeworld of Schwartz. Despite outnumbering the pirates two-to-one, the Regulars’ heavy ‘Mechs were ill-suited to engage the speedy lighter ‘Mechs of the unnamed pirate band. The pirates fielded half a dozen Phoenix Hawks, alongside Griffins and Wolverines. The pirates outmaneuvered the Regulars at every turn, hitting and fading into the rocky terrain. Despite common wisdom advising such ‘Mechs to avoid confrontation with heavier enemies, the skilled pirates outclassed the green Regulars in every way. Misguided pride kept the Regulars pursuing their prey, until the pirates eventually tired of the games and sought an escape. The Regulars laid claim to the battlefield, but the only salvage to claim was their own; the pirates disabled or destroyed more than a company of Regulars while losing none of their own.

VARIANTS

There are numerous House variants of the Phoenix Hawk. The House Kurita variant is notable for removing the jump jets and machine guns, making it more effective in combat but less able to negotiate hindering terrain.

NOTABLE PILOTS

Sho-sa David Kellam: Sho-sa Kellam is well-known among the Second Night Stalkers. He has commanded a recon company since he and his Phoenix Hawk, “Knife,” survived surviving the First’s destruction in the Ronin Wars. However, severe damage resulted in its modification to a –K variant incorporating recovered technology. Kellam remains a taciturn individual who, despite his age, he continues to react with violence to any slight of his honor. He killed a fellow Night Stalker MechWarrior in a duel in 3048, the seventh such incident since the War of 3039. Kellam would be a battalion or regimental commander by now if not for repeated demotions due to such incidents. He and his company are experts at raiding, recon, and terror.

SHO-SA DAVID KELLAM

PV: 27 (37) | 29 (41)

Unit Type

Skill TP SZ MV TMM S/M/L OV A/S Specials

Phoenix Hawk PXH-1K 2 BM 2 12 2 3/2/0 0 5/4 ENE

Phoenix Hawk PXH-3K 2 BM 2 12j 2 3/3/2 0 5/2 ENE

Special Pilot Abilities: Combat Intuition, Human TRO

Available to: Kurita/Night Stalkers

PXH-1 PHOENIX HAWK





WVR-6R WOLVERINE

Mass: 55 tons

Chassis: Crucis-A

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Northrup 12000

Jump Capacity: 150 meters

Armor: Maximillian 60

Armament:

1 Whirlwind Autocannon

1 Harpoon-6 Missile Launcher

1 Magna Mark II Medium Laser

Manufacturer: Kallon Industries, Gibson Federated BattleMechs, Victory Industries, Kallon Weapon Industries

Primary Factory: Nanking (Kallon), Gibson (Gibson), Marduk (Victory), Thermopolis (KWI)

Communications System: Tek BattleCom

Targeting and Tracking System: Garret T11b

The Wolverine is an early, if relative, success at optimizing speed and striking power. Wolverines are found throughout the Inner Sphere and have taken part in every major battle of the Succession Wars as well as numerous smaller conflicts. Wolverines are utilized in many roles, from scout hunting to assaulting prepared positions, thanks to their varied weaponry.

CAPABILITIES

Wolverines are often seen alongside Shadow Hawks and Griffins, so much so that the lack of those other two models alongside a Wolverine can momentarily stun opponents and make them anticipate a flanking maneuver. Most MechWarriors know the Wolverine combines armor, speed, and maneuverability to excellent effect. Because Wolverines are fast and can hit from range or thrash enemies in a melee, one never knows what to expect from them.

DEPLOYMENT

"The Wolverine Scrap" took place in 2901 on Marduk. The Fierce, a company of mercenaries piloting only Wolverines, sent a lance to raid the Victory Industries factory for spare parts. They were opposed by a lance of Victory Corporate Security piloting their own lance of factory-fresh Wolverines. The battle was captured on film by the local media and eventually disseminated throughout the Inner Sphere. The footage has been used in various academies as an illustration of both proper and improper application of the 'Mech by both sides. First, the Fierce moved in without bothering to protect their flanks. The CorpSec force spotted the raiders while patrolling and fired on them from range while closing the distance. The mercenaries reacted to the incoming fire by dispersing and concentrating fire on the defenders. Rather than use the terrain to their advantage, the CorpSec in near-unison launched Death From Above attacks on

the raiders. Two of the leaping defenders were swatted down by massed fire and crashed short of their targets, never to rise again, while the other two crushed their intended victims, who also never rose. The last two raiders downed another defender before dragging their comrades away from the battlefield in defeat. The Fierce were quick to flee to the Periphery in shame, while the CorpSec MechWarriors were cashiered for their incompetent defense tactics and wasteful disregard for corporate property.

The Hero of Land's End was a retired Seventh Pesht Regulars MechWarrior whose name has been forgotten. In 2984, he found himself the only defender when raiders from Antallos paid a visit. The lance of light 'Mechs swarmed his Kurita variant Wolverine, which couldn't match their maneuverability. He doggedly pursued the enemy into a residential district where they loaded up with agricultural goods. Once the enemy was slowed down by the weight of their loot, his Wolverine was waiting. He battered the invaders with lasers, taking down a Stinger and a Wasp before the others thought to drop their ill-gotten gains. Instead of fleeing, the last two pirates mounted a coordinated assault. The leaping Panther and Spider wore down the Wolverine by constantly hopping behind it, until a head shot from the Wolverine's large laser killed the Spider, leaving just the Panther. The two continued to duel, neither considering retreat; the raid ended when both MechWarriors were killed by simultaneously ruptured engines.

VARIANTS

The Wolverine's success has resulted in fewer variants than other centuries-old 'Mech types. House Kurita's well-known variant replaced the autocannon with lasers and removed the jump jets for more armor and heat sinks. The only other common variant was House Marik's, which altered the 'Mech's weaponry, until the technological recovery enabled factories to incorporate advanced components.

NOTABLE PILOTS

Tai-i Hanfeld Plazmint: Tai-i Plazmint commands Third Company in the Second Legion of Vega's First Battalion. He was assigned to the Legion after cowardly assaulting his commanding officer in the Twelfth Dieron Regulars from behind in 3046, but distinguished himself repelling Federated Commonwealth raiders in 3048. He piloted a WVR-6K for five years, but is one of a dozen members of the Second to receive a new -7K variant from the factory on Marduk. The new 'Mech variant is entering full production, and Plazmint and his fellow Legionnaires are tasked with shaking down the 'Mech for any flaws.

TAI-I HANFELD PLAZMINT

PV: 32 | 33

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
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Wolverine WVR-6K	4	BM	2	10	2	3/3/0	0	6/5	
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Wolverine WVR-7K	4	BM	2	10j	2	4/4/0	0	6/3	SRM2/2
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Special Pilot Abilities: Fist Fire, Melee Master

Available to: Kurita/Legion of Vega

WVR-6R WOLVERINE





BLR-1G BATTLEMASTER

Mass: 85 tons

Chassis: Hollis Mark X

Power Plant: VOX 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Star Guard IV

Armament:

1 Donal PPC

6 Martell Medium Lasers

2 Magna Small Lasers

1 Holly Short Range Missile 6 Pack

2 SperryBrowning Machine Guns

Manufacturer: Red Devil Industries, Earthwerks Inc,
Trellshire Heavy Industries

Primary Factory: Pandora (Red Devil),
Keystone (EarthWerks), Twycross (THI)

Communications System: HartfordCo COM 4000

Targeting and Tracking System: HartfordCo XKZ 1

The BattleMaster is among the most successful assault BattleMechs in history. Hollis Industries set out to construct the "largest and most powerful 'Mech ever fielded by the Star League." While later 'Mechs were larger and mounted more weaponry, the BattleMaster was renowned for its ability to stand fast in combat against all enemies, even formidable Atlases and Awesomes. Few MechWarriors are foolish enough to engage a BattleMaster in a head-on fight.

CAPABILITIES

BattleMasters carry a heavy arsenal. Centered around a laser array, the 'Mech strikes enemies from range with its PPC, while its SRMs exploit holes opened by its lasers. Because the 'Mech is slow, infantry have been known to attempt to swarm BattleMasters in tightly-packed urban areas; it dissuades such attacks with its paired machine guns. Tremendous sheets of armor cover the BattleMaster from head to toe, providing superior protection from enemy fire of all types.

DEPLOYMENT

In 2999, Tai-sa Takashi Kurita commanded the assault battalion of the Second Sword of Light. When Lyran forces assaulted Kessel, the Second was sent to crush the invasion, and Kurita surveyed the wilderness base of the invading Fifth Lyran Guards. Ignoring common wisdom, and displaying nothing but contempt for the Lyrans and their social generals, Kurita simply charged his BattleMaster through the enemy, swatting aside recon and screening elements along the way. With his battalion command lance on his heels dealing with those he bypassed,

Kurita drove a wedge all the way through to the Lyran command post, destroying the Fifth's mobile headquarters and scattering the security lance guarding it. He sustained terrific damage while standing firm in the midst of the havoc he wrought, dealing death and destruction to the would-be conquerors. An entire lance of enemy assault 'Mechs fell to Kurita's pinpoint weapons fire before his subordinates finally reached his side. The Lyrans were quick to quit the world and flee back to Commonwealth space. Takashi's BattleMaster limped in tatters back to his DropShip, nearly destroyed but triumphant nonetheless.

When mysterious raiders attacked New Avalon during the Fourth Succession War, the surprise attack was detected by none other than First Prince Hanse Davion. He piloted his BattleMaster to the New Avalon Institute of Science alongside mercenaries from Team Banzai. Davion engaged the raiders with every ounce of elite skill he had developed over his MechWarrior career prior to succeeding his brother as First Prince. He waded into the enemy force, shrugging off their weapons fire as it shredded his armor, and destroyed an enemy Marauder. Famously, the First Prince was filmed ripping the fallen 'Mech's arm free to serve as a club against its comrades. The raid was stopped before the Helm Memory Core, which was housed on the NAIS campus, could be stolen or destroyed. The already-popular First Prince became even more beloved for his self-sacrificing action to preserve the precious technological treasure.

VARIANTS

Despite the BattleMaster's age, there have been few variants, as few wish to tamper with success. House Davion removed their BattleMasters' SRM racks to help increase their survival rates, since the nation does not manufacture the model and cannot easily replace them. House Steiner created a missile-heavy variant in 3025, while new variants have begun appearing using advanced components to upgrade the weapons, heat sinks, or engine.

NOTABLE UNITS

Tai-i Jonny Kondo: Tai-i Kondo commands Third Company, First Battalion of the Second Genyosha. His first operation with the regiment resulted in the shattering of the Ninth Rasalhague Regulars on Engadin in the Ronin Wars. He personally destroyed three Rasalhague 'Mechs, a Grasshopper, Rifleman, and Warhammer, in that week of combat. He is renowned for his incredible long-range accuracy with his PPC, taking the heads off enemies before they know he's engaged them.

TAI-I JONNY KONDO

PV: 40 (56)

Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials
Battlemaster BLR-1G	2	BM	4	8	1	3/3/1	1	8/7	REAR1/1/-

Special Pilot Abilities: Marksman, Range Master (Long)

Available to: Kurita/Genyosha

BLR-1G BATTLEMASTER





SAMURAI AND RONIN



Sword of Light



Dieron Regulars



3rd Dieron Regulars



Galedon Regulars



32nd Galedon Regulars



Benjamin Regulars



Pesht Regulars



Rasalhague Regulars



Otomo



Sun Zhang



2nd An Ting Legion



4th An Ting Legion



SAMURAI AND RONIN



Galedon Regulars



12th Galedon Regulars



16th Galedon Regulars



17th Galedon Regulars



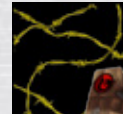
19th Galedon Regulars



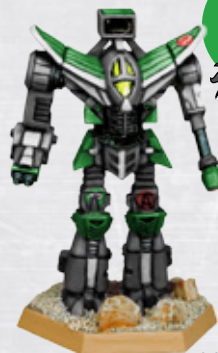
2nd Benjamin Regulars



6th Benjamin Regulars



15th Benjamin Regulars



Alshain Regulars



Genyosha



Amphigeian LAG



Arkab Legion



Nighstalkers



Shin Legion

For additional
color schemes visit
CAMOSPECS.COM



SAMURAI AND RONIN



Proserpina Hussars



1st Proserpina Hussars



1st Ghost Regiment



2nd Ghost Regiment



3rd Ghost Regiment



4th Ghost Regiment



5th Ghost Regiment



6th Ghost Regiment



7th Ghost Regiment



8th Ghost Regiment



9th Ghost Regiment



10th Ghost Regiment



11th Ghost Regiment



12th Ghost Regiment



Legion of Vega



Ryuken-ni



Ryuken-san



Ryuken-yon



Ryuken-go



Ryuken-roku

KUNGSARMÉ



Drakøns



Hussars



Freeman



Kavalleri



Gunzberg Eagles



Members of the Free Rasalhague Republic's 2nd Freeman—a Scarabus, Hitman, and a pair of Badger Tracked Transports—patrol a fuel depot after receiving intelligence that an objective raid is imminent.



SAMURAI AND RONIN

PAINTING A SWORD OF LIGHT FORMATION

CamoSpecs artist Dave Fanjoy presents a 5th Sword of Light *Marauder*.



1) Overview

Many miniatures artists find red to be a particularly difficult color to work with. Nearly all brands of red paint do not cover well, and so multiple coats are needed. It is harder to lighten than most colors because mixing with white turns it pink. This tutorial is designed to take advantage of the properties of red paint to give a rich result using techniques that are easy even for beginners. It is also fairly fast and cheap, and is suitable for painting an army of red miniatures.

This article will walk you through the process on a *Marauder*, painted for Kurita's 5th Sword of Light.

2) Primer

When painting a mini, it's important to start with a coat of primer to add a solid base color and to help the paint stick. This is particularly important with red, which is notorious for rubbing off easily. The color of primer is also an important choice, as it can influence the final shade of a mini. For this technique, I recommend using gray primer (rust red primer will do in a pinch). The result will not work as well with black or white primer.

Here's a photo of the primed and ready *Marauder* mini.



3) Base Coat

I like to use a fairly large round brush for the burgundy base coat. You can use any brand of acrylic paint, just make sure it's not thick and goeey (or add a bit of water to make it smooth). Paint over the entire mini, making sure not to have any areas of thick paint build-up. It's better to err on the side of applying too thin of a coat because you can easily fix that with a second coat, whereas if the paint is too thick it will hide detail and make the mini look messy. If you want to apply a second coat, make sure the first coat is completely dry first. For this example, I touched up a couple of areas with a second coat but left bare some of the parts I plan to paint silver later (you can cover the entire mini if you prefer). Because the burgundy can't completely cover darker colors, some of the gray shade from the primer will probably be noticeable under the base coat—and that's ok for this technique.

Again, make sure the mini is completely dry before continuing.



Materials needed:

- **Brushes:** big round (size 4), big flat (size 6), small round (size 0)
- **Paints:** burgundy, dark red, bright red, chestnut ink
- **Other:** clear acrylic floor polish, spray matte sealer

4) Wet Brushing

The next steps use a technique called "wet brushing." The idea is to apply a thin coat of paint that remains mostly on the raised surfaces, with minimal paint covering the recesses of the minis. (If you're familiar with dry brushing, wet brushing leaves behind a lot more paint and gives a less uniform appearance.) For this technique, I use a large flat paint brush.

We'll start with the dark red paint. Get enough of it on the brush to wet the bristles, but not so much that you have a blob of paint (see example below).



Then, gently brush over the surface of your mini. Don't try to get paint in the shadowed areas (under the arms, bottom of the torso, etc), but don't worry if some paint ends up there anyway. Likewise, don't try to fill in the panel lines with paint, but don't worry if some paint gets in there. The next two pictures show the progress after doing the right arm and leg, and when the whole thing is dry. Note that when the red dries, it darkens up quite a bit. Also, the burgundy color shows through in a lot of places because the red is unable to completely cover a darker shade.



Wait for the dark red to completely dry, and then repeat for the bright red. This time, rather than covering the whole mini, concentrate on the upper surfaces—the ones that that would catch the most light from above. The next two pictures show what it looks like in progress and at the completion of the step. Wait for the bright red to dry completely before continuing.

As it dries, you may see that the dark red starts to show through more, because the bright red has difficulty covering a darker shade.

Again, make sure the mini is completely dry before continuing.





5) Inking

At this point, you've got a red mini that has a lot of depth to it but it possibly looks a little rough. That's to be expected, because so far we've been using very large brushes and working fairly quickly (once you've experimented with the techniques up to this point, they can be replicated rapidly and with little concentration).

The next step is to apply some ink that helps blend the red shades together. A black ink would simply make the mini look dirty, and a red ink would end up making it look flat. So, we'll choose a chestnut ink, which is a sort of reddish-brown. It will darken the recesses, and smooth out the color transitions that resulted from the wet brushing of two different shades.

There are several methods to apply the ink, but for this one we will do it in conjunction with an agent to help it flow into the crevices of the mini. I first prepare a small dish with some water and a squirt of acrylic floor polish to break the surface tension. I wet the bristles of a large round brush in the water mix, then dip the brush in the ink to absorb several drops of it. Then I gently smear this very wet mixture onto the mini and paint it around, allowing it to run into all of the crevices. If the ink is too dark and covers up the red color, dip the brush back into the water and then apply to the mini to thin out the ink. Conversely, if there is too much water and you can't see the ink on the mini, get a little more ink on the brush. Go over the whole mini in this way until the entire surface is damp with ink.

Then, pat the brush dry on a paper towel. Look for areas where the ink is pooling excessively, particularly on the lower extremities of the mini. Dab the brush in such areas to absorb the excess liquid, and then pat the brush dry and repeat. When it looks like the mini is wet all over without any large areas of build-up, set it aside to dry.



This technique for inking is fairly tolerant of errors, and with a little practice you can become very quick and efficient at it. The floor polish added to the water helps ensure that the ink stays in the low points of the mini when the liquid dries. It also adds a resilient finish to the mini, and a bit of a glossy shine (we'll discuss how to fix that in a bit).

Optional: Back Highlighting

The mini looks pretty decent now, but it doesn't have highlights that really stand out—the bright red has been toned down by the chestnut ink. As an optional step, you can take a fine brush and apply some bright red on the corners and edges of the upper surfaces that would reflect the most light. Don't over do it, just a little bit will do.



6) Details and Basing

At this point, the paint scheme is done and all that's left is the detailing. I like to use metallic silver on the joints and weapon ports. This adds a sense of realism, and it also helps break up the mini's color profile.



Then, paint the cockpit and any other details. For markings to give your mini a sense of scale, I recommend using decals to provide numbers and unit insignia. Paint the base and add any terrain features. Finally, I finish the whole thing off by spraying it liberally with matte sealer.



With practice, each of the steps in this article can be accomplished quickly. Allowing ample time to dry between steps, a half dozen or more miniatures can be done in a weekend.





SAMURAI AND RONIN



Gifted a rare Highlander BattleMech, this Ryuken-roku MechWarrior upholds an unblemished level of honor.



Busosenshi Sandy "Turtle" Porter, 9th Ghost Regiment, piloted a Hunchback named "Wild Chances" during the War of 3039's campaign on Elidere IV. The 'Mech wielded an extremely bulky and unbalancing prototype Gauss rifle.



Centuries ago the Sword of Light regiments battled against House Kurita's enemies just as they continue to do so today.



Once-despised mercenaries, honorless yakuza, and the highest-born samurais fought side by side in the Kado-guchi Valley to defend the Draconis Combine from Clan Nova Cat and Clan Smoke Jaguar's nearly unstoppable advance.



Grace Shiro's weathered Jenner travels with an apparently wounded gait, a side-effect of repeatedly repaired hip actuators.

SAMURAI AND RONIN



A Clan Nova Cat Mist Lynx is crushed under the foot of a desperate Izanagi Warrior piloting a Dragon. Such dishonorable treatment of the enemy became more common as the capital city of Luthien was threatened.



Developed at a time when new BattleMech construction had recently been reacquired, the Daboku suffered from numerous design flaws. Cast off to less well-equipped units, and renamed Mauler, it has found its way to this 1st Ghost Regiment pilot.



The Combine received shipments of Star League-era technology from ComStar but other vintage 'Mechs like this 3rd Night Stalker's Mongoose have been in service for hundreds of years.



HOUSE KURITA FACTION LISTS

The following Faction Lists are presented in two formats. The first set of tables are grouped by Unit Type, then grouped by Era (with BattleMechs the only Type with an Early Clan Invasion Era Table), and then sorted by Availability and finally listed in alphabetical order. The next format set of Faction Lists group Units by Type and Era, but then sorts by Role and then Point Value (PV).

LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY AVAILABILITY, THEN ALPHABETICAL)												
Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials	
Archer ARC-2R	Missile Boat	BM	3	8"	1	2/3/3	1	7/6	General	39	IF2,LRM1/2/2,REAR1/1/-	
Atlas AS7-D	Juggernaut	BM	4	6"	1	5/5/2	0	10/8	General	52	AC2/2/-,IF1,LRM1/1/1,REAR1/1/-	
Atlas AS7-D-DC	Juggernaut	BM	4	6"	1	5/5/1	0	10/8	General	52	AC2/2/-,IF1,MHQ1	
Atlas AS7-RS	Juggernaut	BM	4	6"	1	3/4/1	1	10/8	General	48	IF1	
Awesome AWS-8Q	Sniper	BM	4	6"	1	3/3/3	0	8/6	General	39	ENE	
Awesome AWS-8R	Missile Boat	BM	4	6"	1	2/3/2	0	8/6	General	38	IF1,LRM1/1/1	
Awesome AWS-8T	Missile Boat	BM	4	6"	1	3/3/2	0	8/6	General	39	IF1,LRM1/1/1	
Awesome AWS-8V	Sniper	BM	4	6"	1	3/3/2	0	8/6	General	39	IF1	
Banshee BNC-3E	Sniper	BM	4	8"	1	2/2/2	0	8/8	General	38		
Banshee BNC-3M	Brawler	BM	4	8"	1	2/2/2	1	8/8	General	39	ENE	
Banshee BNC-3Q	Juggernaut	BM	4	8"	1	3/2/0	0	8/8	General	37	AC2/2/-	
BattleMaster BLR-1G	Brawler	BM	4	8"	1	3/3/1	1	8/7	General	40	REAR1/1/-	
BattleMaster BLR-1G-DC	Brawler	BM	4	8"	1	3/3/1	1	8/7	General	41	MHQ1	
Black Knight BL-7-KNT	Brawler	BM	3	8"	1	3/3/1	2	6/6	General	34	ENE	
Black Knight BL-7-KNT-L	Brawler	BM	3	8"	1	3/3/0	2	6/6	General	33	ENE	
Blackjack BJ-1	Sniper	BM	2	8"j	1	2/2/0*	1	5/4	General	27		
Catapult CPLT-C1	Missile Boat	BM	3	8"j	1	2/3/2	1	5/5	General	33	IF1,LRM1/1/1	
Centurion CN9-A	Brawler	BM	2	8"	1	2/3/1	0	5/4	General	28	AC1/1/-,IF1,REAR1/1/0	
Centurion CN9-AH	Juggernaut	BM	2	8"	1	3/3/1	0	5/4	General	29	AC2/2/-,IF1	
Centurion CN9-AL	Brawler	BM	2	8"	1	2/2/1	0	6/4	General	28	IF1,REAR1/1/-	
Charger CGR-1A1	Scout	BM	4	10"	2	2/0/0	0	5/6	General	18	ENE	
Cicada CDA-2A	Scout	BM	2	16"	3	2/1/0	0	2/3	General	16	ENE	
Cicada CDA-2B	Scout	BM	2	16"	3	2/1/0	0	2/3	General	16	ENE	
Cicada CDA-3C	Scout	BM	2	14"	3	2/1/1	0	2/3	General	17		
Clint CLNT-2-3T	Striker	BM	2	12"j	2	2/2/1	0	2/3	General	19		
Commando COM-2D	Striker	BM	1	12"	2	2/2/0	0	2/2	General	15	SRM1/1	
Cyclops CP-10-Z	Juggernaut	BM	4	8"	1	3/3/1	2	5/7	General	34	AC1/1/-,IF1	
Dervish DV-6M	Missile Boat	BM	2	10"j	2	2/2/2	1	4/5	General	30	IF1	
Dragon DRG-1N	Skirmisher	BM	3	10"	2	2/2/2	0	5/5	General	30	IF1,REAR1/1/-	
Enforcer ENF-4R	Skirmisher	BM	2	8"j	1	3/2/0	0	5/4	General	27	AC1/1/-	
Firestarter FS9-H	Scout	BM	1	12"j	2	2/1/0	0	3/3	General	19	HT1/-/-	
Griffin GRF-1N	Sniper	BM	2	10"j	2	1/2/2	0	5/5	General	30	IF1	
Guillotine GLT-4L	Skirmisher	BM	3	8"j	1	4/4/0	0	6/6	General	37		
Hermes II HER-2S	Scout	BM	2	12"	2	2/1/1	0	4/3	General	21		
Hunchback HBK-4G	Juggernaut	BM	2	8"	1	4/3/0	0	5/4	General	28	AC2/2/-	
Hunchback HBK-4H	Juggernaut	BM	2	8"	1	4/3/0	0	5/4	General	28	AC1/1/-	
Hunchback HBK-4J	Missile Boat	BM	2	8"	1	3/3/2	1	5/4	General	31	IF1	
Hunchback HBK-4N	Brawler	BM	2	8"	1	3/3/2	1	5/4	General	31	IF1	
Hunchback HBK-4P	Brawler	BM	2	8"	1	5/4/0	0	5/4	General	31	ENE	
Hunchback HBK-4SP	Brawler	BM	2	8"	1	4/4/0	0	5/4	General	30	SRM2/2	
JagerMech JM6-A	Missile Boat	BM	3	8"	1	2/2/2	1	4/5	General	27	IF1	
JagerMech JM6-S	Sniper	BM	3	8"	1	3/3/2	0	3/5	General	26	AC1/1/1	
Javelin JVN-10N	Striker	BM	1	12"j	2	2/2/0	0	2/3	General	18	SRM2/2	
Jenner JR7-D	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	General	20		
King Crab KGC-0000	Juggernaut	BM	4	6"	1	3/3/1	2	9/8	General	44	AC2/2/-,IF1	
Locust LCT-1V	Scout	BM	1	16"	3	1/1/0	0	2/2	General	14		
Longbow LGB-0W	Missile Boat	BM	4	8"	1	2/3/3	0	5/7	General	36	IF3,LRM1/3/3	
Longbow LGB-7Q	Missile Boat	BM	4	6"	1	3/4/3	0	8/7	General	45	IF3,LRM2/3/3	
Marauder MAD-3R	Sniper	BM	3	8"	1	2/3/3	1	6/6	General	35		
Orion ON1-K	Brawler	BM	3	8"	1	3/3/1	1	8/6	General	39	IF1	
Orion ON1-V	Brawler	BM	3	8"	1	3/3/1	2	6/6	General	35	IF1	
Orion ON1-VA	Juggernaut	BM	3	8"	1	4/4/0	0	8/6	General	39	AC1/1/-,SRM1/1	

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Orion ON1-V-DC	Brawler	BM	3	8"	1	2/3/1	1	6/6	General	35	IF1,MHQ1
Ostroc OSR-2C	Skirmisher	BM	3	10"	2	3/3/0	1	5/5	General	31	
Ostroc OSR-2D	Skirmisher	BM	3	10"	2	4/4/2	0	5/5	General	35	
Ostroc OSR-3C	Skirmisher	BM	3	10"	2	2/2/0	1	5/5	General	28	ENE
Ostscout OTT-7J	Scout	BM	1	16"j	3	1/1/0	0	2/3	General	16	ENE
Panther PNT-8Z	Brawler	BM	1	8"j	1	2/2/0	0	4/3	General	21	
Panther PNT-9R	Brawler	BM	1	8"j	1	2/2/1	0	3/3	General	20	
Phoenix Hawk PXH-1	Skirmisher	BM	2	12"j	2	2/2/0	0	4/4	General	25	
Quickdraw QKD-4G	Skirmisher	BM	3	10"j	2	2/3/1	0	4/5	General	30	IF1,REAR1/1/-
Quickdraw QKD-4H	Skirmisher	BM	3	10"j	2	2/2/1	1	4/5	General	29	IF1,REAR1/1/-
Rifleman RFL-3N	Sniper	BM	3	8"	1	2/2/1	2	4/5	General	26	
Scorpion SCP-1N	Skirmisher	BM	2	12"	2	2/2/1	0	4/5	General	25	
Shadow Hawk SHD-2H	Skirmisher	BM	2	10"/6"j	2	2/2/1	0	5/5	General	30	IF0*
Spider SDR-5V	Scout	BM	1	16"j	3	1/1/0	0	2/3	General	16	ENE
Stalker STK-3F	Juggernaut	BM	4	6"	1	3/4/2	3	7/7	General	42	IF1
Stalker STK-3H	Missile Boat	BM	4	6"	1	3/4/2	2	7/7	General	42	IF2,LRM1/1/2,SRM1/1
Stinger STG-3G	Scout	BM	1	12"j	2	1/1/0	0	2/2	General	14	ENE
Stinger STG-3R	Scout	BM	1	12"j	2	1/1/0	0	2/2	General	14	
Thunderbolt TDR-5S	Brawler	BM	3	8"	1	3/3/1	1	7/5	General	36	IF1
Thunderbolt TDR-5SE	Skirmisher	BM	3	8"j	1	3/3/1	0	7/5	General	37	IF1
Thunderbolt TDR-5SS	Brawler	BM	3	8"	1	3/3/1	1	7/5	General	35	
Trebuchet TBT-5J	Skirmisher	BM	2	10"j	2	2/3/1	0	4/4	General	28	IF1
Trebuchet TBT-5N	Missile Boat	BM	2	10"	2	2/2/2	1	4/4	General	27	IF1
UrbanMech UM-R60	Ambusher	BM	1	4"j	0	2/1/0	0	3/3	General	12	AC1/1/-
Victor VTR-9A	Skirmisher	BM	4	8"j	1	3/3/0	1	5/6	General	33	AC1/1/-
Victor VTR-9A1	Skirmisher	BM	4	8"j	1	4/4/0	0	5/6	General	35	AC2/2/-
Victor VTR-9B	Juggernaut	BM	4	8"j	1	4/4/0	0	6/6	General	37	AC2/2/-
Vulcan VL-2T	Scout	BM	2	12"j	2	2/1/0*	0	3/3	General	19	
Vulcan VL-5T	Striker	BM	2	12"j	2	2/2/0	0	4/3	General	24	
Warhammer WHM-6R	Brawler	BM	3	8"	1	3/3/2	1	5/6	General	32	
Wasp WSP-1A	Scout	BM	1	12"j	2	1/1/0	0	2/2	General	14	
Whitworth WTH-1	Missile Boat	BM	2	8"j	1	2/2/2	1	4/3	General	26	IF1
Wolverine WVR-6R	Skirmisher	BM	2	10"j	2	2/2/1	0	5/5	General	29	
Wyvern WVE-6N	Skirmisher	BM	2	8"j	1	2/2/1	1	5/4	General	29	IF1
Zeus ZEU-6S	Sniper	BM	4	8"	1	3/3/2	0	6/6	General	35	IF1,REAR1/1/-
Assassin ASN-21	Scout	BM	2	14"j	3	1/1/0*	0	2/3	General*	17	IF0*
Bombardier BMB-10D	Missile Boat	BM	3	8"	1	2/2/2	1	7/5	General*	35	IF2,LRM1/1/2
Grasshopper GHR-5H	Skirmisher	BM	3	8"j	1	3/4/0*	0	7/6	General*	39	IF0*
Mongoose MON-67	Striker	BM	1	16"	3	2/2/0	0	3/2	General*	19	ENE
Sentinel STN-3K	Striker	BM	2	12"	2	2/2/1	0	3/3	General*	21	
Stalker STK-4N	Juggernaut	BM	4	6"	1	4/4/1	2	7/7	General*	41	IF1,SRM1/1
Stalker STK-4P	Juggernaut	BM	3	6"	1	3/4/1	2	7/6	General*	39	IF1
Archer ARC-2K	Missile Boat	BM	3	8"	1	2/2/2	2	6/6	Kurita	34	IF2
Catapult CPLT-K2	Sniper	BM	3	8"	1	3/3/2	0	6/5	Kurita	32	
Flashman FLS-7K	Brawler	BM	3	8"	1	4/3/0	1	7/6	Kurita	36	ENE,REAR1/1/-
Grand Dragon DRG-1G	Skirmisher	BM	3	10"	2	2/2/2	1	5/5	Kurita	31	IF1,REAR1/1/-
Hussar HSR-300-D	Scout	BM	1	18"	3	1/1/0	0	1/3	Kurita	12	ENE
Hussar HSR-350-D	Striker	BM	1	16"	3	2/2/0	0	1/3	Kurita	15	ENE
Kintaro KTO-18	Skirmisher	BM	2	10"	2	2/3/0*	1	6/5	Kurita	33	IF0*,SRM1/1
Lancelot LNC25-02	Brawler	BM	3	8"	1	3/3/1	1	5/5	Kurita	30	ENE
Phoenix Hawk PXH-1K	Skirmisher	BM	2	12"	2	3/2/0	0	5/4	Kurita	27	ENE
Shadow Hawk SHD-2K	Sniper	BM	2	10"/6"j	2	1/2/2	0	5/5	Kurita	30	IF0*
Spider SDR-5K	Scout	BM	1	16"/12"j	3	1/1/0	0	2/3	Kurita	16	
Thorn THE-S	Striker	BM	1	12"	2	2/2/0*	0	2/2	Kurita	16	IF0*
Warhammer WHM-6K	Brawler	BM	3	8"	1	3/3/2	1	5/6	Kurita	32	



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Wasp WSP-1K	Scout	BM	1	12"j	2	1/1/0	0	2/2	Kurita	14	
Thorn THE-T	Striker	BM	1	12"	2	2/2/0	0	2/2	Kurita*	15	
Trebuchet TBT-7K	Sniper	BM	2	10"	2	2/2/2	0	4/4	Kurita*	25	
Black Knight BL-6-KNT	Brawler	BM	3	8"	1	3/3/1	2	7/6	Kurita Special	39	ENE,PRB,RCN
Champion CHP-1N	Skirmisher	BM	3	10"	2	3/3/1	0	5/5	Kurita Special	31	FLK1/1/1
Charger CGR-1A9	Skirmisher	BM	4	8"j	1	3/4/2	0	5/6	Kurita Special	37	IF1,LRM1/1/1
Crab CRB-20	Skirmisher	BM	2	10"	2	3/2/0	1	5/4	Kurita Special	27	ENE
Exterminator EXT-4D	Skirmisher	BM	3	12"j	2	3/3/1	0	6/3	Kurita Special	35	AMS,IF1
Falcon FLC-4N	Scout	BM	1	12"j	2	2/1/0	0	3/3	Kurita Special	18	
Flashman FLS-8K	Skirmisher	BM	3	10"	2	4/4/0	1	7/3	Kurita Special	37	AMS,REAR1/1/-
Guillotine GLT-3N	Skirmisher	BM	3	8"j	1	4/4/0	0	6/6	Kurita Special	37	CASE
Highlander HGN-733	Juggernaut	BM	4	6"j	1	3/3/2	1	9/7	Kurita Special	46	IF1
Hussar HSR-200-D	Scout	BM	1	18"	3	1/1/1	0	1/3	Kurita Special	13	ENE
Katana CRK-5003-2	Juggernaut	BM	4	6"j	1	4/3/1	1	8/8	Kurita Special	40	FLK1/1/1,SRM1/1
King Crab KGC-000	Juggernaut	BM	4	6"	1	3/3/1	2	10/8	Kurita Special	46	AC2/2/-,CASE,IF1
Kintaro KTO-20	Skirmisher	BM	2	10"	2	2/3/0*	0	6/5	Kurita Special	33	IF0*,SNARC,SRM1/1
Lancelot LNC25-01	Skirmisher	BM	3	12"	2	3/3/1	1	5/3	Kurita Special	30	ENE
Mercury MCY-99	Scout	BM	1	20"	4	2/1/0	0	2/2	Kurita Special	16	ENE
Sentinel STN-3M	Striker	BM	2	12"	2	2/2/1	0	3/3	Kurita Special	21	
Thorn THE-N	Striker	BM	1	12"	2	2/2/0*	0	2/2	Kurita Special	16	CASE,IF0*
Thug THG-11E	Brawler	BM	4	8"	1	4/4/2	0	8/6	Kurita Special	41	CASE,SRM2/2
Wyvern WVE-5N	Brawler	BM	2	8"j	1	2/2/1	1	5/4	Kurita Special	29	CASE,IF1
Bombardier BMB-12D	Missile Boat	BM	3	10"	2	2/3/2	0	7/3	Kurita Special*	36	AMS,CASE,IF2,LRM1/2/2
Highlander HGN-732	Sniper	BM	4	6"j	1	3/4/3	1	9/7	Kurita Special*	50	CASE,IF2
Vindicator VND-1AA "Avenging Angel"	Skirmisher	BM	2	10"j	2	2/2/2	0	2/4	Rasalhague	22	IF0*

EARLY CLAN INVASION: BATTLEMECHS (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Assassin ASN-23	Striker	BM	2	14"j	3	1/2/0*	0	3-Feb	General	19	IF0*
Cyclops CP-11-A	Sniper	BM	4	8"	1	4/4/2003	0	7-May	General	38	IF1
Cyclops CP-11-A-DC	Sniper	BM	4	8"	1	3/4/2003	0	7-May	General	38	IF1,MHQ1
Grasshopper GHR-5J	Skirmisher	BM	3	8"j	1	3/3/2001	0	6-Jul	General	38	AMS
Quickdraw QKD-5A	Skirmisher	BM	3	10"j	2	3/3/2000	0	5-Apr	General	29	REAR1/1/-
Whitworth WTH-2	Missile Boat	BM	2	8"j	1	2/2/2002	1	3-Apr	General	27	IF2
Grasshopper GHR-5N	Skirmisher	BM	3	8"j	1	3/4/1	0	7/6	General*	39	ENE
Scorpion SCP-10	Brawler	BM	2	12"	2	2/2/1	0	4/5	General*	25	
Archer ARC-5R	Missile Boat	BM	3	8"	1	3/3/3	1	6/6	Kurita	38	CASE,IF2,OVL
Atlas AS7-C	Sniper	BM	4	6"	1	3/4/4	1	10/4	Kurita	51	AMS,C3S,CASE,IF1,MHQ1,OVL,REAR1/1/-
Atlas AS7-CM	Sniper	BM	4	6"	1	3/4/4	0	10/4	Kurita	54	AMS,C3M,CASE,IF1,LRM1/1/1,MHQ5,REAR1/1/-,TAG
Atlas AS7-K	Sniper	BM	4	6"	1	3/3/3	2	10/4	Kurita	45	AMS,CASE,IF1,OVL,REAR1/1/-
Atlas AS7-K-DC	Sniper	BM	4	6"	1	3/3/3	1	10/4	Kurita	46	AMS,CASE,IF1,MHQ1,OVL,REAR1/1/-
Catapult CPLT-K3	Sniper	BM	3	8"	1	4/3/2	0	6/5	Kurita	33	
Charger CGR-3K	Skirmisher	BM	4	10"j	2	4/5/2	0	6/4	Kurita	43	CASE,IF2
Charger CGR-C	Skirmisher	BM	4	10"j	2	3/4/2	0	6/4	Kurita	42	C3S,CASE,IF2,MHQ1
Crab CRB-27	Skirmisher	BM	2	10"	2	3/2/0	1	5/4	Kurita	27	ENE
Crusader CRD-4K	Missile Boat	BM	3	8"	1	2/3/2	1	6/5	Kurita	33	IF1
Cyclops CP-11-C	Brawler	BM	4	8"	1	3/4/2	0	6/7	Kurita	44	C3M,MHQ5,TAG
Dragon DRG-5N	Skirmisher	BM	3	10"	2	2/2/2	0	5/5	Kurita	30	CASE,IF1
Flashman FLS-7K	Brawler	BM	3	8"	1	4/3/0	1	7/6	Kurita	36	ENE,REAR1/1/-
Grand Dragon DRG-5K	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	30	CASE,IF1,REAR1/1/-
Grand Dragon DRG-5K-DC	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	31	CASE,IF1,MHQ1,REAR1/1/-
Grand Dragon DRG-C	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	32	C3S,CASE,IF1,MHQ1,REAR1/1/-
Grasshopper GHR-C	Skirmisher	BM	3	8"j	1	3/3/1	0	7/6	Kurita	40	AMS,C3S,MHQ1
Hatamoto-Chi HTM-27T	Brawler	BM	4	8"	1	3/3/2	1	8/6	Kurita	39	CASE,SRM1/1

HOUSE KURITA FACTION LISTS



EARLY CLAN INVASION: BATTLEMECHS (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Hatamoto-Hi HTM-27U	Brawler	BM	4	8"	1	3/3/2	2	8/6	Kurita	40	ENE
Hatamoto-Hi HTM-C	Brawler	BM	4	8"	1	3/3/2	2	8/6	Kurita	42	C3S,ENE,MHQ1
Hatamoto-Hi HTM-CM	Brawler	BM	4	8"	1	2/3/2	1	8/6	Kurita	45	C3M,ENE,MHQ5,TAG
Hatamoto-Kaze HTM-27V	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	39	CASE,IF1
Hatamoto-Ku HTM-27W	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	38	
Hatamoto-Mizo HTM-27Y	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	38	ENE
Jenner JR7-C	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	Kurita	22	C3S,CASE,MHQ1
Jenner JR7-K	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	Kurita	20	CASE
Kintaro KTO-C	Skirmisher	BM	2	10"	2	4/4/0*	0	6/5	Kurita	38	C3S,IF0*,MHQ1,SRM2/2
Marauder MAD-5D	Skirmisher	BM	3	8"j	1	4/4/2	1	7/3	Kurita	39	CASE
Mauler MAL-1R	Sniper	BM	4	6"	1	2/3/3	2	7/4	Kurita	37	CASE,IF1,LRM1/1/1,OVL
Mauler MAL-C	Sniper	BM	4	6"	1	2/3/3	2	7/4	Kurita	39	C3S,CASE,IF1,LRM1/1/1,MHQ1,OVL
Ostscout OTT-7K	Scout	BM	1	16"j	3	0/0/0	0	2/3	Kurita	14	ENE,TAG
Panther PNT-10K	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Kurita	20	CASE
Panther PNT-C	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Kurita	22	C3S,CASE,MHQ1
Phoenix Hawk PXH-3K	Striker	BM	2	12"j	2	3/3/2	0	5/2	Kurita	30	ENE
Quickdraw QKD-5K	Skirmisher	BM	3	10"j	2	3/3/0	0	5/5	Kurita	32	REAR1/1/-
Raptor RTX1-O	Missile Boat	BM	1	14"	3	3/2/1	0	2/1	Kurita	18	IF1,OMNI
Raptor RTX1-OA	Striker	BM	1	14"	3	3/2/0	0	2/1	Kurita	16	ENE,OMNI
Raptor RTX1-OB	Striker	BM	1	14"	3	3/3/0	0	2/1	Kurita	18	OMNI,SRM2/2
Raptor RTX1-OC	Striker	BM	1	14"	3	4/3/0	0	2/1	Kurita	20	AMS,OMNI
Raptor RTX1-OD	Striker	BM	1	14"	3	3/2/0	0	2/1	Kurita	21	C3S,MHQ1,OMNI,PRB,RCN,TAG
Venom SDR-9K	Striker	BM	1	16"j	3	2/2/0	1	2/2	Kurita	19	ENE
Victor VTR-9K	Skirmisher	BM	4	8"j	1	4/4/2	0	7/6	Kurita	42	CASE
Wolf Trap (Tora) WFT-1	Striker	BM	2	12"	2	2/3/2	0	4/2	Kurita	26	CASE,FLK1/1/1,IF1
Wolverine WVR-7K	Skirmisher	BM	2	10"j	2	4/4/0	0	6/3	Kurita	34	SRM2/2
Archer ARC-5R	Missile Boat	BM	3	8"	1	3/3/3	1	6/6	Rasalhague	38	CASE,IF2,OVL
Panther PNT-10K	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Rasalhague	20	CASE
Phoenix Hawk PXH-3K	Striker	BM	2	12"j	2	3/3/2	0	5/2	Rasalhague	30	ENE

LATE SUCCESSION WARS: VEHICLES (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
AC/2 Carrier	Sniper	CV	3	6"t	1	1/1/1	0	2/3	General	12	AC1/1/1,EE,SRCH
APC (Hover LRM)	Missile Boat	CV	1	20"h	4	0*/0*/0*	0	1/1	General	9	EE,IF0*,SRCH
APC (Hover MG)	Scout	CV	1	20"h	4	1/0/0	0	1/1	General	8	EE,SRCH,TUR(1/-/-)
APC (Hover Sensors)	Scout	CV	1	20"h	4	0/0/0	0	1/1	General	9	EE,ENE,IT1,RCN,RSD1,SRCH
APC (Hover SRM)	—	CV	1	20"h	4	0*/0*/0	0	1/1	General	8	EE,IT1,SRCH
APC (Hover)	—	CV	1	20"h	4	0*/0*/0	0	1/1	General	7	EE,IT1,SRCH,TUR(0*/-/-)
APC (Tracked LRM)	Missile Boat	CV	1	12"t	2	0*/0*/0*	0	1/1	General	8	EE,IF0*,SRCH
APC (Tracked MG)	Scout	CV	1	12"t	2	1/0/0	0	1/1	General	6	EE,SRCH,TUR(1/-/-)
APC (Tracked SRM)	Scout	CV	1	12"t	2	0*/0*/0	0	1/1	General	7	EE,SRCH
APC (Tracked)	—	CV	1	12"t	2	0*/0*/0	0	1/1	General	6	EE,IT1,SRCH,TUR(0*/-/-)
APC (Wheeled LRM)	Missile Boat	CV	1	12"w	2	0*/0*/0*	0	1/1	General	7	EE,IF0*,SRCH
APC (Wheeled MG)	Scout	CV	1	12"w	2	1/0/0	0	2/1	General	8	EE,SRCH,TUR(1/-/-)
APC (Wheeled SRM)	—	CV	1	12"w	2	0*/0*/0	0	2/1	General	9	EE,IT1,SRCH,TUR(0*/0*/-)
APC (Wheeled)	—	CV	1	12"w	2	0*/0*/0	0	2/1	General	8	EE,IT1,SRCH,TUR(0*/-/-)
Ballista Self-Propelled Artillery Tank	Missile Boat	CV	2	6"t	1	0*/0*/0	0	4/3	General	19	ARTS-1,EE,REAR0*/-/-
Behemoth Heavy Tank	Juggernaut	CV	4	4"t	0	6/6/2	0	7/5	General	39	AC2/2/-,EE,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Behemoth Heavy Tank (Armor)	Juggernaut	CV	4	4"t	0	5/5/2	0	11/5	General	44	AC2/2/-,EE,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Behemoth Heavy Tank (Flamer)	Juggernaut	CV	4	4"t	0	6/5/2	0	7/5	General	39	AC2/2/-,EE,HT2,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Demolisher Heavy Tank (Defensive)	Juggernaut	CV	4	6"t	1	5/4/0	0	4/4	General	26	AC4/4/-,EE,SRCH,TUR(4/4/-,AC4/4/-)
Devastator Heavy Tank	Juggernaut	CV	4	6"t	1	6/5/0	0	5/4	General	31	AC4/4/-,SRCH,TUR(5/4/-,AC4/4/-)



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: VEHICLES (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Drillson Heavy Hover Tank	Striker	CV	2	18"h	3	2/2/1	0	3/3	General	21	IF1,SRCH,TUR(2/2/-)
Drillson Heavy Hover Tank (SRM)	Striker	CV	2	18"h	3	3/2/0	0	3/3	General	20	SRCH,SRM1/1,TUR(2/2/-)
Heavy Hover APC	—	CV	1	16"h	3	0*/0/0	0	2/1	General	8	EE,IT6,SRCH
Heavy Hover APC (LRM)	Scout	CV	1	16"h	3	1/0*/0*	0	2/1	General	11	EE,IF0*,IT3,SRCH
Heavy Hover APC (MG)	—	CV	1	16"h	3	1/0/0	0	2/1	General	9	EE,IT3,REAR0*/-/-,SRCH
Heavy Hover APC (SRM)	Scout	CV	1	16"h	3	1/1/0	0	2/1	General	11	EE,IT3,SRCH
Heavy Tracked APC	—	CV	1	10"t	2	0*/0/0	0	2/1	General	5	EE,IT6,SRCH
Heavy Tracked APC (LRM)	Scout	CV	1	10"t	2	1/0*/0*	0	2/1	General	7	EE,IF0*,IT3,SRCH
Heavy Tracked APC (MG)	Scout	CV	1	10"t	2	1/0/0	0	2/1	General	6	EE,IT3,REAR0*/-/-,SRCH
Heavy Tracked APC (SRM)	Scout	CV	1	10"t	2	1/1/0	0	2/1	General	10	EE,IT3,SRCH
Heavy Wheeled APC	—	CV	1	12"w	2	0*/0/0	0	2/1	General	8	EE,IT6,SRCH
Heavy Wheeled APC (LRM)	Scout	CV	1	12"w	2	1/0*/0*	0	2/1	General	10	EE,IF0*,IT3,SRCH
Heavy Wheeled APC (MG)	Scout	CV	1	12"w	2	1/0/0	0	2/1	General	8	EE,IT3,REAR0*/-/-,SRCH
Heavy Wheeled APC (SRM)	Scout	CV	1	12"w	2	1/1/0	0	2/1	General	10	EE,IT3,SRCH
Hi-Scout Drone (NapFind)	Scout	CV	1	30"h	4	0/0/0	0	0/1	General	5	DRO,EE,ENE,SRCH
Hi-Scout Drone (PathTrak)	Scout	CV	1	16"t	3	0/0/0	0	0/1	General	4	DRO,EE,ENE,SRCH
Hi-Scout Drone Carrier	—	CV	3	8"t	1	0*/0*/0	0	3/3	General	9	CT15,DCC5,EE,SRCH,TUR(0*/0*/-)
Hunter Light Support Tank (LRM10)	Brawler	CV	1	10"t	2	3/2/1	0	3/2	General	19	IF1,SRCH
Hunter Light Support Tank (LRM15)	Missile Boat	CV	1	10"t	2	2/1/1	0	3/2	General	16	IF1,SRCH
J-27 Ordnance Transport	—	CV	1	10"t	2	0*/0/0	0	0/1	General	2	CT3,EE,HTC,SRCH,TUR(0*/-/-)
J-27 Ordnance Transport (Armor)	—	CV	1	10"t	2	0*/0/0	0	1/1	General	4	CT3,EE,HTC,SRCH,TUR(0*/-/-)
J-27 Ordnance Transport (Fusion)	—	CV	1	10"t	2	0*/0/0	0	0/1	General	2	CT3,HTC,SRCH,TUR(0*/-/-)
J-27 Ordnance Transport (Trailer)	—	CV	1	0"t	0	0/0/0	0	1/1	General	3	CT8,EE,ENE,HTC,SRCH
Karnov UR Gunship	Striker	CV	1	22"v	4	2/0/0	0	1/2	General	10	ATMO,EE,SRCH
Karnov UR Transport	—	CV	1	22"v	4	0/0/0	0	1/2	General	8	ATMO,CT6,EE,ENE,SRCH
Laser Carrier	Ambusher	CV	3	6"t	1	4/4/0	0	2/3	General	20	EE,ENE,SRCH
LRM Carrier	Missile Boat	CV	3	6"t	1	2/3/3	0	2/3	General	22	EE,IF3,LRM(1/3/3),SRCH
M.A.S.H. Truck	—	CV	1	10"w	2	1/0/0	0	2/1	General	6	ENE,MASH5,SRCH,TUR(1/-/-)
M.A.S.H. Truck (ICE)	—	CV	1	10"w	2	0/0/0	0	2/1	General	7	EE,ENE,MASH5,SRCH
Manticore Heavy Tank	Brawler	CV	3	8"t	1	3/3/2	0	6/3	General	28	IF1,SRCH,TUR(2/3/2,IF1)
Maxim Heavy Hover Transport	—	CV	2	16"h	3	3/2/1	0	3/3	General	22	EE,IF1,IT3,SRCH,SRM1/1,TUR(2/1/-)
Maxim Heavy Hover Transport (SRM2)	—	CV	2	16"h	3	3/2/1	0	3/3	General	22	EE,IF1,IT3,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Maxim Heavy Hover Transport (SRM4)	—	CV	2	16"h	3	3/2/0	0	3/3	General	20	EE,IT3,SRCH,SRM2/2,TUR(2/1/-)
Mobile Headquarters	—	CV	1	12"w	2	1/1/0	0	3/2	General	20	CT1,ENE,MHQ7,SRCH,TUR(1/1/-)
Mobile Headquarters (ICE - LL)	—	CV	1	6"w	1	1/1/0	0	1/2	General	10	EE,ENE,MHQ2,SRCH
Mobile Headquarters (ICE - LRM)	—	CV	1	10"w	2	1/1/1	0	3/2	General	17	CT1,EE,IF1,MHQ2,SRCH,TUR(1/1/1,IF1)
Mobile Headquarters (ICE)	—	CV	1	12"w	2	1/1/0	0	3/2	General	15	CT1,EE,ENE,MHQ2,SRCH,TUR(1/1/-)
Mobile Headquarters (LL)	—	CV	1	12"w	2	1/1/0	0	3/2	General	16	ENE,MHQ3,SRCH,TUR(1/1/-)
Mobile Headquarters (LRM)	—	CV	1	12"w	2	1/1/1	0	3/2	General	17	IF1,MHQ2,SRCH,TUR(1/1/1,IF1)
Mobile Long Tom Artillery LT-MOB-25	Missile Boat	CV	2	4"t	0	1/0/0	0	2/3	General	37	ARTLT-1,EE,HTC,MHQ2,SRCH
Packrat LRPV PKR-T5	Scout	CV	1	14"w	3	1/1/0	0	2/1	General	10	IT1,SRCH
Packrat LRPV PKR-T5 (ICE)	Scout	CV	1	14"w	3	1/1/0	0	2/1	General	10	EE,IT1,SRCH
Partisan Heavy Tank	Sniper	CV	4	6"t	1	2/2/2	0	3/4	General	19	AC2/2/2,EE,SRCH,TUR(2/2/2,AC2/2/2)
Partisan Heavy Tank (AC2)	Sniper	CV	4	6"t	1	2/1/1	0	3/4	General	16	AC1/1/1,EE,SRCH,TUR(AC1/1/1)
Partisan Heavy Tank (LRM)	Missile Boat	CV	4	6"t	1	3/4/4	0	3/4	General	30	EE,IF4,LRM2/4/4,SRCH,TUR(2/4/4,LRM2/4/4,IF4)
Pegasus Scout Hover Tank	Striker	CV	1	16"h	3	2/2/0	0	3/2	General	17	EE,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Pegasus Scout Hover Tank (Missile)	Striker	CV	1	16"h	3	3/3/0	0	3/2	General	20	EE,SRCH,SRM2/2,TUR(3/3/-,SRM2/2)
Pegasus Scout Hover Tank (Unarmed)	Scout	CV	1	16"h	3	0/0/0	0	3/2	General	11	CT12,EE,ENE,SRCH
Pike Support Vehicle	Sniper	CV	3	6"t	1	1/1/1	0	5/3	General	18	EE,SRCH,TUR(1/1/1)
Pike Support Vehicle (ACS)	Sniper	CV	3	6"t	1	2/2/1	0	5/3	General	21	AC1/1/1,EE,SRCH,TUR(1/1/1,AC1/1/1)
Pike Support Vehicle (Missile)	Missile Boat	CV	3	6"t	1	2/3/2	0	5/3	General	26	EE,IF2,LRM1/2/2,SRCH,TUR(1/2/2,LRM1/2/2,IF2)
Saladin Assault Hover Tank	Striker	CV	1	16"h	3	2/2/0	0	1/2	General	13	AC2/2/-,EE,SRCH
Saladin Assault Hover Tank (Armor)	Striker	CV	1	16"h	3	2/2/0	0	2/2	General	15	AC2/2/-,EE,SRCH

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: VEHICLES (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Saracen Medium Hover Tank	Striker	CV	1	16"h	3	1/2/1	0	4/2	General	21	EE,IF1,SRCH,TUR(1/2/1,IF1)
Schrek AC Carrier	Sniper	CV	4	6"t	1	3/2/2	0	5/4	General	24	AC1/2/2,EE,SRCH,TUR(2/2/2,AC1/2/2)
Schrek PPC Carrier	Sniper	CV	4	6"t	1	3/3/3	0	4/4	General	25	ENE,SRCH,TUR(3/3/3)
Schrek PPC Carrier (Anti-Infantry)	Sniper	CV	4	6"t	1	3/3/3	0	3/4	General	23	SRCH,TUR(3/3/3)
Scimitar Medium Hover Tank	Striker	CV	1	16"h	3	1/1/1	0	3/2	General	15	EE,SRCH,TUR(1/1/1)
Scimitar Medium Hover Tank (Missile)	Missile Boat	CV	1	16"h	3	1/2/1	0	3/2	General	18	IF1,SRCH,TUR(1/2/1,IF1)
Scorpion Light Tank	Brawler	CV	1	8"t	1	1/1/1	0	2/2	General	11	EE,SRCH,TUR(1/1/1)
Scorpion Light Tank (LRM)	Missile Boat	CV	1	8"t	1	1/1/1	0	3/2	General	14	EE,IF1,SRCH,TUR(1/1/1,IF1)
Scorpion Light Tank (ML)	Juggernaut	CV	1	8"t	1	2/2/0	0	2/2	General	13	CT1,EE,SRCH,TUR(2/2/-)
Scorpion Light Tank (SRM)	Juggernaut	CV	1	8"t	1	2/2/0	0	2/2	General	13	EE,SRCH,SRM2/2,TUR(2/2/-,SRM2/2)
SRM Carrier	Ambusher	CV	3	6"t	1	6/6/0	0	2/3	General	26	EE,SRCH,SRM6/6
Thumper Artillery Vehicle	Missile Boat	CV	3	8"w	1	0/0/0	0	6/3	General	22	ARTT-1,EE,REARO*/-/-,SRCH
Vedette Medium Tank	Brawler	CV	2	10"t	2	1/1/1	0	3/3	General	15	EE,SRCH,TUR(1/1/1)
Vedette Medium Tank (AC2)	Brawler	CV	2	10"t	2	1/1/0*	0	3/3	General	15	EE,SRCH,TUR(1/1/0*)
Vedette Medium Tank (Liao)	Striker	CV	2	10"t	2	2/1/0	0	3/3	General	15	EE,SRCH,TUR(1/1/-)
Warrior Attack Helicopter H-7	Scout	CV	1	18"v	3	1/1/0*	0	1/1	General	9	ATMO,EE,SRCH
Warrior Attack Helicopter H-7A	Scout	CV	1	18"v	3	1/1/1	0	1/1	General	10	ATMO,EE,SRCH
Warrior Attack Helicopter H-7C	Sniper	CV	1	18"v	3	1/2/1	0	1/1	General	13	ATMO,EE,IF1,SRCH
Bulldog Medium Tank	Brawler	CV	3	8"t	1	3/2/0	0	3/3	Kurita	17	EE,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Bulldog Medium Tank (AC2)	Brawler	CV	3	8"t	1	2/2/0*	0	3/3	Kurita	17	EE,SRCH,SRM1/1,TUR(2/2/0*,SRM1/1)
Bulldog Medium Tank (LRM)	Missile Boat	CV	3	8"t	1	2/3/2	0	3/3	Kurita	21	EE,IF1,LRM1/1/1,SRCH,SRM1/1,TUR(2/3/2,SRM1/1,LRM1/1/1,IF1)
Condor Heavy Hover Tank	Striker	CV	2	16"h	3	2/2/1	0	3/3	Kurita	20	EE,SRCH,TUR(2/2/1)
J. Edgar Light Hover Tank	Scout	CV	1	22"h	4	1/1/0	0	3/2	Kurita	16	SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank (Flamer)	Scout	CV	1	22"h	4	1/1/0	0	3/2	Kurita	17	HT1/-/-,SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank (ICE)	Scout	CV	1	16"h	3	1/1/0	0	3/2	Kurita	14	EE,SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank (MG)	Scout	CV	1	22"h	4	2/1/0	0	3/2	Kurita	17	SRCH,TUR(2/1/-)
Neptune Submarine (Hunter-Killer)	Juggernaut	CV	4	6"s	1	0/0/0	0	7/4	Kurita	20	CT3,EE,SEAL,SRCH,TOR4/5/1
Skulker Wheeled Scout Tank	Scout	CV	1	14"w	3	1/1/0	0	2/1	Kurita	10	EE,SRCH
Skulker Wheeled Scout Tank (MG)	Scout	CV	1	14"w	3	0*/0/0	0	2/1	Kurita	8	EE,IT2,SRCH
Skulker Wheeled Scout Tank (SRM)	Scout	CV	1	14"w	3	1/1/0	0	2/1	Kurita	10	EE,SRCH
Tokugawa Heavy Tank TKG-150	Brawler	CV	3	8"w	1	2/2/0	0	6/3	Kurita	22	AC1/1/-,EE,SRCH,TUR(2/2/0,AC1/1/-)
Tokugawa Heavy Tank TKG-151	Sniper	CV	3	8"w	1	2/2/0*	0	6/3	Kurita	22	EE,SRCH,TUR(2/2/0*)
Von Luckner Heavy Tank VNL-K65N	Juggernaut	CV	3	6"t	1	5/4/0	0	6/4	Kurita	30	AC2/2/-,REARO/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Von Luckner Heavy Tank VNL-K70	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Kurita	27	AC1/1/-,REARO/1/1,SRCH,TUR(3/3/1,AC1/1/-)
Axel Heavy Tank Mk 1	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Rasalhague	28	AC2/2/0,EE,IF1,SRCH,TUR(3/3/1,AC2/2/0,IF1)
Axel Heavy Tank Mk 2	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Rasalhague	28	AC2/2/0,EE,IF1,SRCH,TUR(3/3/1,AC2/2/0,IF1)

LATE SUCCESSION WARS: INFANTRY (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Foot Platoon (Flamer)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3,HT1/-/-
Foot Platoon (Laser)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM,CAR3
Foot Platoon (MG)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3
Foot Platoon (Rifle)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3
Foot Platoon (SRM)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM,CAR3
Hover Platoon (Flamer)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	6	CAR20,HT1/-/-
Hover Platoon (Laser)	Ambusher	CI	1	10"h	2	1/1/0	0	1/1	General	9	CAR20
Hover Platoon (MG)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	5	CAR20
Hover Platoon (Rifle)	Ambusher	CI	1	10"h	2	1/0/0	0	1/1	General	5	CAR20
Hover Platoon (SRM)	Ambusher	CI	1	8"h	1	1/1/0	0	1/1	General	9	CAR20
Jump Platoon (Flamer)	Ambusher	CI	1	4"j	1	1/0/0	0	2/1	General	5	AM,CAR4,HT1/-/-
Jump Platoon (Laser)	Ambusher	CI	1	6"j	1	1/1/0	0	2/1	General	11	AM,CAR4



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: INFANTRY (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Jump Platoon (MG)	Ambusher	CI	1	4"j	1	1/0/0	0	2/1	General	4	AM,CAR4
Jump Platoon (Rifle)	Ambusher	CI	1	6"j	1	1/0/0	0	2/1	General	7	AM,CAR4
Jump Platoon (SRM)	Ambusher	CI	1	4"j	1	1/1/0	0	2/1	General	8	AM,CAR4
Mechanized Field Artillery (Thumper)	Missile Boat	CI	1	2"w	0	1/0/0	0	1/1	General	11	ARTT-1,CAR40
Motorized Artillery Platoon (Sniper)	Missile Boat	CI	1	2"m	0	1/0/0	0	2/1	General	15	ARTS-1,CAR23
Motorized Platoon (Flamer)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM,CAR6,HT1/-/-
Motorized Platoon (Laser)	Ambusher	CI	1	6"m	1	1/1/0	0	2/1	General	10	AM,CAR6
Motorized Platoon (MG)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM,CAR6
Motorized Platoon (Rifle)	Ambusher	CI	1	6"m	1	1/0/0	0	2/1	General	6	AM,CAR6
Motorized Platoon (SRM)	Ambusher	CI	1	4"m	0	1/1/0	0	2/1	General	7	AM,CAR6
Tracked Platoon (Flamer)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28,HT1/-/-
Tracked Platoon (Laser)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Tracked Platoon (MG)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Tracked Platoon (Rifle)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Tracked Platoon (SRM)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Wheeled Platoon (Flamer)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24,HT1/-/-
Wheeled Platoon (Laser)	Ambusher	CI	1	8"w	1	1/1/0	0	1/1	General	9	CAR24
Wheeled Platoon (MG)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24
Wheeled Platoon (Rifle)	Ambusher	CI	1	8"w	1	1/0/0	0	1/1	General	5	CAR24
Wheeled Platoon (SRM)	Ambusher	CI	1	6"w	1	1/1/0	0	1/1	General	8	CAR24
DEST Heavy Jump Platoon	Ambusher	CI	1	6"j	1	1/1/0	0	2/1	Kurita	11	AM,CAR4,LMAS

EARLY CLAN INVASION: INFANTRY (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Combat Engineer	Ambusher	CI	1	6"m	0	1/0/0	0	2/1	General	8	AM,CAR5,TRN
HALO Paratrooper	Ambusher	CI	1	2"f	0	1/1/0	0	3/1	General	8	AM,CAR4,PARA
VTOL Infantry	Striker	CI	1	10"v	2	1/0/0	0	2/1	General	8	CAR32

LATE SUCCESSION WARS: AEROSPACE (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Lightning LTN-G15	Dogfighter	AF	2	6a	4/4/0/0	0	6/3	2	General	28	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Lucifer II LCF-R16K	Dogfighter	AF	2	6a	4/3/1/0	1	3/3	1	Kurita	24	BOMB2,FUEL16,PNT2,REAR1/1/-,SPC,VSTOL
Riever F-100B	Attack	AF	3	5a	4/4/2/0	0	7/5	3	Kurita	35	BOMB3,FUEL20,SPC,VSTOL
Shilone SL-17	Fire-Support	AF	2	6a	3/3/2/0	0	6/3	2	Kurita	27	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Shilone SL-17AC	Dogfighter	AF	2	6a	3/3/1/1	0	6/3	2	Kurita	26	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Sholagar SL-21	Interceptor	AF	1	10a	2/2/0/0	0	3/5	1	Kurita	20	BOMB1,FUEL20,SPC,VSTOL
Sholagar SL-21L	Interceptor	AF	1	10a	2/2/0/0	0	3/5	1	Kurita	20	BOMB1,ENE,FUEL20,SPC,VSTOL
Slayer SL-15	Dogfighter	AF	3	6a	4/4/0/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15A	Dogfighter	AF	3	6a	4/5/1/0	0	8/4	3	Kurita	37	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15B	Dogfighter	AF	3	6a	3/4/1/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15C	Dogfighter	AF	3	6a	4/4/0/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/1,SPC,VSTOL
Sparrowhawk SPR-H5K	Interceptor	AF	1	10a	2/0/0/0	0	4/5	2	Kurita	20	BOMB1,ENE,FUEL20,PNT2,SPC,VSTOL

EARLY CLAN INVASION: AEROSPACE (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Sai S-3	Fast Dogfighter	AF	1	8a	3/3/0/0	0	4/4	2	Kurita	23	BOMB1,ENE,FUEL20,SPC,VSTOL
Sai S-4X	Fast Dogfighter	AF	1	8a	3/3/1/0	0	4/4	2	Kurita	24	BOMB1,ENE,FUEL20,SPC,VSTOL
Slayer SL-15R	Dogfighter	AF	3	6a	4/4/1/0	0	8/4	3	Kurita	35	BOMB3,FLK1/1/1,FUEL40,REAR1/1/-,SPC,VSTOL
Shilone SL-17R	Fire-Support	AF	2	6a	3/3/2/0	0	6/3	2	Kurita	27	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Lucifer II LCF-R16KR	Dogfighter	AF	2	6a	5/5/3/0	0	4/3	2	Kurita	32	BOMB2,FUEL20,PNT1,REAR1/1/-,SPC,VSTOL

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: CONVENTIONAL FIGHTERS & AIRBORNE SUPPORT VEHICLES (SORTED BY AVAILABILITY, THEN ALPHABETICAL)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Heavy Strike Fighter Meteor	Attack	CF	1	5a	3/3/0/0	0	1/3	1	General	15	ATMO,BOMB1,VSTOL
Light Strike Fighter Angel	Interceptor	CF	1	10a	1/1/0/0	0	0/5	0	General	12	ATMO,BOMB1,VSTOL
Medium Strike Fighter Defender	Fire-Support	CF	1	6a	1/1/1/0	0	1/3	1	General	11	ATMO,BOMB1,EE,VSTOL
Heavy Strike Fighter Inseki	Attack	CF	1	5a	3/3/0/0	0	1/3	1	Kurita	15	ATMO,BOMB1,VSTOL
Heavy Strike Fighter Inseki II	Attack	CF	1	5a	2/3/3/0	0	1/3	1	Kurita	17	ATMO,BOMB1,VSTOL
Light Strike Fighter Suzume ("Sparrow")	Fast Dogfighter	CF	1	7a	0*/0*/0*/0	0	0/4	0	Kurita	8	ATMO,BOMB1,VSTOL
Manazuru (Planetlifter) Air Transport	Transport	CF	2	4a	0/0/0/0	0	2/3	1	Kurita	7	ATMO,BOMB2,CT20,EE,VSTOL
Mechbuster	Attack	CF	2	5a	2/2/0/0	0	1/3	1	Kurita	13	ATMO,BOMB2,EE,VSTOL
Mechbuster (Laser)	Attack	CF	2	5a	2/2/0/0	0	1/3	1	Kurita	13	ATMO,BOMB2,EE,VSTOL
Mechbuster (SRM)	Attack	CF	2	5a	3/3/0/0	0	2/3	1	Kurita	17	ATMO,BOMB2,EE,VSTOL
Shuriken Spotter Plane	Recon	SV	1	4a	0/0/0/0	0	0/4	0	Kurita	5	ENE,FUEL13,RCN,VSTOL

LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
UrbanMech UM-R60	Ambusher	BM	1	4"j	0	2/1/0	0	3/3	General	12	AC1/1/-
Panther PNT-9R	Brawler	BM	1	8"j	1	2/2/1	0	3/3	General	20	
Panther PNT-8Z	Brawler	BM	1	8"j	1	2/2/0	0	4/3	General	21	
Centurion CN9-A	Brawler	BM	2	8"	1	2/3/1	0	5/4	General	28	AC1/1/-,IF1,REAR1/1/0
Centurion CN9-AL	Brawler	BM	2	8"	1	2/2/1	0	6/4	General	28	IF1,REAR1/1/-
Wyvern WVE-5N	Brawler	BM	2	8"j	1	2/2/1	1	5/4	Kurita Special	29	CASE,IF1
Hunchback HBK-4SP	Brawler	BM	2	8"	1	4/4/0	0	5/4	General	30	SRM2/2
Lancelot LNC25-02	Brawler	BM	3	8"	1	3/3/1	1	5/5	Kurita	30	ENE
Hunchback HBK-4N	Brawler	BM	2	8"	1	3/3/2	1	5/4	General	31	IF1
Hunchback HBK-4P	Brawler	BM	2	8"	1	5/4/0	0	5/4	General	31	ENE
Warhammer WHM-6R	Brawler	BM	3	8"	1	3/3/2	1	5/6	General	32	
Warhammer WHM-6K	Brawler	BM	3	8"	1	3/3/2	1	5/6	Kurita	32	
Black Knight BL-7-KNT-L	Brawler	BM	3	8"	1	3/3/0	2	6/6	General	33	ENE
Black Knight BL-7-KNT	Brawler	BM	3	8"	1	3/3/1	2	6/6	General	34	ENE
Orion ON1-V	Brawler	BM	3	8"	1	3/3/1	2	6/6	General	35	IF1
Orion ON1-V-DC	Brawler	BM	3	8"	1	2/3/1	1	6/6	General	35	IF1,MHQ1
Thunderbolt TDR-5SS	Brawler	BM	3	8"	1	3/3/1	1	7/5	General	35	
Thunderbolt TDR-5S	Brawler	BM	3	8"	1	3/3/1	1	7/5	General	36	IF1
Flashman FLS-7K	Brawler	BM	3	8"	1	4/3/0	1	7/6	Kurita	36	ENE,REAR1/1/-
Banshee BNC-3M	Brawler	BM	4	8"	1	2/2/2	1	8/8	General	39	ENE
Orion ON1-K	Brawler	BM	3	8"	1	3/3/1	1	8/6	General	39	IF1
Black Knight BL-6-KNT	Brawler	BM	3	8"	1	3/3/1	2	7/6	Kurita Special	39	ENE,PRB,RCN
BattleMaster BLR-1G	Brawler	BM	4	8"	1	3/3/1	1	8/7	General	40	REAR1/1/-
BattleMaster BLR-1G-DC	Brawler	BM	4	8"	1	3/3/1	1	8/7	General	41	MHQ1
Thug THG-11E	Brawler	BM	4	8"	1	4/4/2	0	8/6	Kurita Special	41	CASE,SRM2/2
Hunchback HBK-4G	Juggernaut	BM	2	8"	1	4/3/0	0	5/4	General	28	AC2/2/-
Hunchback HBK-4H	Juggernaut	BM	2	8"	1	4/3/0	0	5/4	General	28	AC1/1/-
Centurion CN9-AH	Juggernaut	BM	2	8"	1	3/3/1	0	5/4	General	29	AC2/2/-,IF1
Cyclops CP-10-Z	Juggernaut	BM	4	8"	1	3/3/1	2	5/7	General	34	AC1/1/-,IF1
Banshee BNC-3Q	Juggernaut	BM	4	8"	1	3/2/0	0	8/8	General	37	AC2/2/-
Victor VTR-9B	Juggernaut	BM	4	8"j	1	4/4/0	0	6/6	General	37	AC2/2/-
Orion ON1-VA	Juggernaut	BM	3	8"	1	4/4/0	0	8/6	General	39	AC1/1/-,SRM1/1
Stalker STK-4P	Juggernaut	BM	3	6"	1	3/4/1	2	7/6	General*	39	IF1
Katana CRK-5003-2	Juggernaut	BM	4	6"j	1	4/3/1	1	8/8	Kurita Special	40	FLK1/1/1,SRM1/1
Stalker STK-4N	Juggernaut	BM	4	6"	1	4/4/1	2	7/7	General*	41	IF1,SRM1/1
Stalker STK-3F	Juggernaut	BM	4	6"	1	3/4/2	3	7/7	General	42	IF1
King Crab KGC-0000	Juggernaut	BM	4	6"	1	3/3/1	2	9/8	General	44	AC2/2/-,IF1
Highlander HGN-733	Juggernaut	BM	4	6"j	1	3/3/2	1	9/7	Kurita Special	46	IF1



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
King Crab KGC-000	Juggernaut	BM	4	6"	1	3/3/1	2	10/8	Kurita Special	46	AC2/2/-,CASE,IF1
Atlas AS7-RS	Juggernaut	BM	4	6"	1	3/4/1	1	10/8	General	48	IF1
Atlas AS7-D	Juggernaut	BM	4	6"	1	5/5/2	0	10/8	General	52	AC2/2/-,IF1,LRM1/1/1,REAR1/1/-
Atlas AS7-D-DC	Juggernaut	BM	4	6"	1	5/5/1	0	10/8	General	52	AC2/2/-,IF1,MHQ1
Whitworth WTH-1	Missile Boat	BM	2	8"	1	2/2/2	1	4/3	General	26	IF1
JagerMech JM6-A	Missile Boat	BM	3	8"	1	2/2/2	1	4/5	General	27	IF1
Trebuchet TBT-5N	Missile Boat	BM	2	10"	2	2/2/2	1	4/4	General	27	IF1
Dervish DV-6M	Missile Boat	BM	2	10"	2	2/2/2	1	4/5	General	30	IF1
Hunchback HBK-4J	Missile Boat	BM	2	8"	1	3/3/2	1	5/4	General	31	IF1
Catapult CPLT-C1	Missile Boat	BM	3	8"	1	2/3/2	1	5/5	General	33	IF1,LRM1/1/1
Archer ARC-2K	Missile Boat	BM	3	8"	1	2/2/2	2	6/6	Kurita	34	IF2
Bombardier BMB-10D	Missile Boat	BM	3	8"	1	2/2/2	1	7/5	Kurita Special*	35	IF2,LRM1/1/2
Longbow LGB-0W	Missile Boat	BM	4	8"	1	2/3/3	0	5/7	General	36	IF3,LRM1/3/3
Bombardier BMB-12D	Missile Boat	BM	3	10"	2	2/3/2	0	7/3	Kurita*	36	AMS,CASE,IF2,LRM1/2/2
Awesome AWS-8R	Missile Boat	BM	4	6"	1	2/3/2	0	8/6	General	38	IF1,LRM1/1/1
Archer ARC-2R	Missile Boat	BM	3	8"	1	2/3/3	1	7/6	General	39	IF2,LRM1/2/2,REAR1/1/-
Awesome AWS-8T	Missile Boat	BM	4	6"	1	3/3/2	0	8/6	General	39	IF1,LRM1/1/1
Stalker STK-3H	Missile Boat	BM	4	6"	1	3/4/2	2	7/7	General	42	IF2,LRM1/1/2,SRM1/1
Longbow LGB-7Q	Missile Boat	BM	4	6"	1	3/4/3	0	8/7	General	45	IF3,LRM2/3/3
Hussar HSR-300-D	Scout	BM	1	18"	3	1/1/0	0	1/3	Kurita	12	ENE
Hussar HSR-200-D	Scout	BM	1	18"	3	1/1/1	0	1/3	Kurita Special	13	ENE
Locust LCT-1V	Scout	BM	1	16"	3	1/1/0	0	2/2	General	14	
Stinger STG-3G	Scout	BM	1	12"	2	1/1/0	0	2/2	General	14	ENE
Stinger STG-3R	Scout	BM	1	12"	2	1/1/0	0	2/2	General	14	
Wasp WSP-1A	Scout	BM	1	12"	2	1/1/0	0	2/2	General	14	
Wasp WSP-1K	Scout	BM	1	12"	2	1/1/0	0	2/2	Kurita	14	
Cicada CDA-2A	Scout	BM	2	16"	3	2/1/0	0	2/3	General	16	ENE
Cicada CDA-2B	Scout	BM	2	16"	3	2/1/0	0	2/3	General	16	ENE
Ostscout OTT-7J	Scout	BM	1	16"	3	1/1/0	0	2/3	General	16	ENE
Spider SDR-5V	Scout	BM	1	16"	3	1/1/0	0	2/3	General	16	ENE
Spider SDR-5K	Scout	BM	1	16"/12"	3	1/1/0	0	2/3	Kurita	16	
Mercury MCY-99	Scout	BM	1	20"	4	2/1/0	0	2/2	Kurita Special	16	ENE
Cicada CDA-3C	Scout	BM	2	14"	3	2/1/1	0	2/3	General	17	
Assassin ASN-21	Scout	BM	2	14"	3	1/1/0*	0	2/3	General*	17	IFO*
Charger CGR-1A1	Scout	BM	4	10"	2	2/0/0	0	5/6	General	18	ENE
Falcon FLC-4N	Scout	BM	1	12"	2	2/1/0	0	3/3	Kurita Special	18	
Firestarter FS9-H	Scout	BM	1	12"	2	2/1/0	0	3/3	General	19	HT1/-/-
Vulcan VL-2T	Scout	BM	2	12"	2	2/1/0*	0	3/3	General	19	
Hermes II HER-2S	Scout	BM	2	12"	2	2/1/1	0	4/3	General	21	
Vindicator VND-1AA "Avenging Angel"	Skirmisher	BM	2	10"	2	2/2/2	0	2/4	Rasalhague	22	IFO*
Phoenix Hawk PXH-1	Skirmisher	BM	2	12"	2	2/2/0	0	4/4	General	25	
Scorpion SCP-1N	Skirmisher	BM	2	12"	2	2/2/1	0	4/5	General	25	
Enforcer ENF-4R	Skirmisher	BM	2	8"	1	3/2/0	0	5/4	General	27	AC1/1/-
Phoenix Hawk PXH-1K	Skirmisher	BM	2	12"	2	3/2/0	0	5/4	Kurita	27	ENE
Crab CRB-20	Skirmisher	BM	2	10"	2	3/2/0	1	5/4	Kurita Special	27	ENE
Ostroc OSR-3C	Skirmisher	BM	3	10"	2	2/2/0	1	5/5	General	28	ENE
Trebuchet TBT-5J	Skirmisher	BM	2	10"	2	2/3/1	0	4/4	General	28	IF1
Quickdraw QKD-4H	Skirmisher	BM	3	10"	2	2/2/1	1	4/5	General	29	IF1,REAR1/1/-
Wolverine WVR-6R	Skirmisher	BM	2	10"	2	2/2/1	0	5/5	General	29	
Wyvern WVE-6N	Skirmisher	BM	2	8"	1	2/2/1	1	5/4	General	29	IF1
Dragon DRG-1N	Skirmisher	BM	3	10"	2	2/2/2	0	5/5	General	30	IF1,REAR1/1/-
Quickdraw QKD-4G	Skirmisher	BM	3	10"	2	2/3/1	0	4/5	General	30	IF1,REAR1/1/-
Shadow Hawk SHD-2H	Skirmisher	BM	2	10"/6"	2	2/2/1	0	5/5	General	30	IFO*
Lancelot LNC25-01	Skirmisher	BM	3	12"	2	3/3/1	1	5/3	Kurita Special	30	ENE
Ostroc OSR-2C	Skirmisher	BM	3	10"	2	3/3/0	1	5/5	General	31	

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: BATTLEMECHS (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Grand Dragon DRG-1G	Skirmisher	BM	3	10"	2	2/2/2	1	5/5	Kurita	31	IF1,REAR1/1/-
Champion CHP-1N	Skirmisher	BM	3	10"	2	3/3/1	0	5/5	Kurita Special	31	FLK1/1/1
Victor VTR-9A	Skirmisher	BM	4	8"j	1	3/3/0	1	5/6	General	33	AC1/1/-
Kintaro KTO-18	Skirmisher	BM	2	10"	2	2/3/0*	1	6/5	Kurita	33	IF0*,SRM1/1
Kintaro KTO-20	Skirmisher	BM	2	10"	2	2/3/0*	0	6/5	Kurita Special	33	IF0*,SNARC,SRM1/1
Ostroc OSR-2D	Skirmisher	BM	3	10"	2	4/4/2	0	5/5	General	35	
Victor VTR-9A1	Skirmisher	BM	4	8"j	1	4/4/0	0	5/6	General	35	AC2/2/-
Exterminator EXT-4D	Skirmisher	BM	3	12"j	2	3/3/1	0	6/3	Kurita Special	35	AMS,IF1
Guillotine GLT-4L	Skirmisher	BM	3	8"j	1	4/4/0	0	6/6	General	37	
Thunderbolt TDR-5SE	Skirmisher	BM	3	8"j	1	3/3/1	0	7/5	General	37	IF1
Charger CGR-1A9	Skirmisher	BM	4	8"j	1	3/4/2	0	5/6	Kurita Special	37	IF1,LRM1/1/1
Flashman FLS-8K	Skirmisher	BM	3	10"	2	4/4/0	1	7/3	Kurita Special	37	AMS,REAR1/1/-
Guillotine GLT-3N	Skirmisher	BM	3	8"j	1	4/4/0	0	6/6	Kurita Special	37	CASE
Grasshopper GHR-5H	Skirmisher	BM	3	8"j	1	3/4/0*	0	7/6	General*	39	IF0*
Trebuchet TBT-7K	Sniper	BM	2	10"	2	2/2/2	0	4/4	Kurita*	25	
JagerMech JM6-S	Sniper	BM	3	8"	1	3/3/2	0	3/5	General	26	AC1/1/1
Rifleman RFL-3N	Sniper	BM	3	8"	1	2/2/1	2	4/5	General	26	
Blackjack BJ-1	Sniper	BM	2	8"j	1	2/2/0*	1	5/4	General	27	
Griffin GRF-1N	Sniper	BM	2	10"j	2	1/2/2	0	5/5	General	30	IF1
Shadow Hawk SHD-2K	Sniper	BM	2	10"/6"j	2	1/2/2	0	5/5	Kurita	30	IF0*
Catapult CPLT-K2	Sniper	BM	3	8"	1	3/3/2	0	6/5	Kurita	32	
Marauder MAD-3R	Sniper	BM	3	8"	1	2/3/3	1	6/6	General	35	
Zeus ZEU-6S	Sniper	BM	4	8"	1	3/3/2	0	6/6	General	35	IF1,REAR1/1/-
Banshee BNC-3E	Sniper	BM	4	8"	1	2/2/2	0	8/8	General	38	
Awesome AWS-8Q	Sniper	BM	4	6"	1	3/3/3	0	8/6	General	39	ENE
Awesome AWS-8V	Sniper	BM	4	6"	1	3/3/2	0	8/6	General	39	IF1
Highlander HGN-732	Sniper	BM	4	6"j	1	3/4/3	1	9/7	Kurita Special*	50	CASE,IF2
Commando COM-2D	Striker	BM	1	12"	2	2/2/0	0	2/2	General	15	SRM1/1
Hussar HSR-350-D	Striker	BM	1	16"	3	2/2/0	0	1/3	Kurita	15	ENE
Thorn THE-T	Striker	BM	1	12"	2	2/2/0	0	2/2	Kurita*	15	
Thorn THE-S	Striker	BM	1	12"	2	2/2/0*	0	2/2	Kurita	16	IF0*
Thorn THE-N	Striker	BM	1	12"	2	2/2/0*	0	2/2	Kurita Special	16	CASE,IF0*
Javelin JVN-10N	Striker	BM	1	12"j	2	2/2/0	0	2/3	General	18	SRM2/2
Clint CLNT-2-3T	Striker	BM	2	12"j	2	2/2/1	0	2/3	General	19	
Mongoose MON-67	Striker	BM	1	16"	3	2/2/0	0	3/2	General*	19	ENE
Jenner JR7-D	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	General	20	
Sentinel STN-3K	Striker	BM	2	12"	2	2/2/1	0	3/3	General*	21	
Sentinel STN-3M	Striker	BM	2	12"	2	2/2/1	0	3/3	Kurita Special	21	
Vulcan VL-5T	Striker	BM	2	12"j	2	2/2/0	0	4/3	General	24	

EARLY CLAN INVASION: BATTLEMECHS (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Panther PNT-10K	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Kurita	20	CASE
Panther PNT-10K	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Rasalhague	20	CASE
Panther PNT-C	Brawler	BM	1	8"j	1	2/2/1	0	3/3	Kurita	22	C3S,CASE,MHQ1
Scorpion SCP-1O	Brawler	BM	2	12"	2	2/2/1	0	4/5	General*	25	
Flashman FLS-7K	Brawler	BM	3	8"	1	4/3/0	1	7/6	Kurita	36	ENE,REAR1/1/-
Hatamoto-Chi HTM-27T	Brawler	BM	4	8"	1	3/3/2	1	8/6	Kurita	39	CASE,SRM1/1
Hatamoto-Hi HTM-27U	Brawler	BM	4	8"	1	3/3/2	2	8/6	Kurita	40	ENE
Hatamoto-Hi HTM-C	Brawler	BM	4	8"	1	3/3/2	2	8/6	Kurita	42	C3S,ENE,MHQ1
Cyclops CP-11-C	Brawler	BM	4	8"	1	3/4/2	0	6/7	Kurita	44	C3M,MHQ5,TAG
Hatamoto-Hi HTM-CM	Brawler	BM	4	8"	1	2/3/2	1	8/6	Kurita	45	C3M,ENE,MHQ5,TAG
Raptor RTX1-O	Missile Boat	BM	1	14"	3	3/2/1	0	2/1	Kurita	18	IF1,OMNI
Whitworth WTH-2	Missile Boat	BM	2	8"j	1	2/2/2002	1	3-Apr	General	27	IF2
Crusader CRD-4K	Missile Boat	BM	3	8"	1	2/3/2	1	6/5	Kurita	33	IF1



HOUSE KURITA FACTION LISTS

EARLY CLAN INVASION: BATTLEMECHS (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Archer ARC-5R	Missile Boat	BM	3	8"	1	3/3/3	1	6/6	Kurita	38	CASE,IF2,OVL
Archer ARC-5R	Missile Boat	BM	3	8"	1	3/3/3	1	6/6	Rasalhague	38	CASE,IF2,OVL
Ostscout OTT-7K	Scout	BM	1	16"j	3	0/0/0	0	2/3	Kurita	14	ENE,TAG
Crab CRB-27	Skirmisher	BM	2	10"	2	3/2/0	1	5/4	Kurita	27	ENE
Quickdraw QKD-5A	Skirmisher	BM	3	10"j	2	3/3/2000	0	5-Apr	General	29	REAR1/1/-
Dragon DRG-5N	Skirmisher	BM	3	10"	2	2/2/2	0	5/5	Kurita	30	CASE,IF1
Grand Dragon DRG-5K	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	30	CASE,IF1,REAR1/1/-
Grand Dragon DRG-5K-DC	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	31	CASE,IF1,MHQ1,REAR1/1/-
Grand Dragon DRG-C	Skirmisher	BM	3	12"	2	2/3/2	0	5/3	Kurita	32	C3S,CASE,IF1,MHQ1,REAR1/1/-
Quickdraw QKD-5K	Skirmisher	BM	3	10"j	2	3/3/0	0	5/5	Kurita	32	REAR1/1/-
Wolverine WVR-7K	Skirmisher	BM	2	10"j	2	4/4/0	0	6/3	Kurita	34	SRM2/2
Grasshopper GHR-5J	Skirmisher	BM	3	8"j	1	3/3/2001	0	6-Jul	General	38	AMS
Kintaro KTO-C	Skirmisher	BM	2	10"	2	4/4/0*	0	6/5	Kurita	38	C3S,IF0*,MHQ1,SRM2/2
Grasshopper GHR-5N	Skirmisher	BM	3	8"j	1	3/4/1	0	7/6	General*	39	ENE
Marauder MAD-5D	Skirmisher	BM	3	8"j	1	4/4/2	1	7/3	Kurita	39	CASE
Grasshopper GHR-C	Skirmisher	BM	3	8"j	1	3/3/1	0	7/6	Kurita	40	AMS,C3S,MHQ1
Charger CGR-C	Skirmisher	BM	4	10"j	2	3/4/2	0	6/4	Kurita	42	C3S,CASE,IF2,MHQ1
Victor VTR-9K	Skirmisher	BM	4	8"j	1	4/4/2	0	7/6	Kurita	42	CASE
Charger CGR-3K	Skirmisher	BM	4	10"j	2	4/5/2	0	6/4	Kurita	43	CASE,IF2
Catapult CPLT-K3	Sniper	BM	3	8"	1	4/3/2	0	6/5	Kurita	33	
Mauler MAL-1R	Sniper	BM	4	6"	1	2/3/3	2	7/4	Kurita	37	CASE,IF1,LRM1/1/1,OVL
Cyclops CP-11-A	Sniper	BM	4	8"	1	4/4/2003	0	7-May	General	38	IF1
Cyclops CP-11-A-DC	Sniper	BM	4	8"	1	3/4/2003	0	7-May	General	38	IF1,MHQ1
Hatamoto-Ku HTM-27W	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	38	
Hatamoto-Mizo HTM-27Y	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	38	ENE
Hatamoto-Kaze HTM-27V	Sniper	BM	4	8"	1	2/3/3	0	8/6	Kurita	39	CASE,IF1
Mauler MAL-C	Sniper	BM	4	6"	1	2/3/3	2	7/4	Kurita	39	C3S,CASE,IF1,LRM1/1/1,MHQ1,OVL
Atlas AS7-K	Sniper	BM	4	6"	1	3/3/3	2	10/4	Kurita	45	AMS,CASE,IF1,OVL,REAR1/1/-
Atlas AS7-K-DC	Sniper	BM	4	6"	1	3/3/3	1	10/4	Kurita	46	AMS,CASE,IF1,MHQ1,OVL,REAR1/1/-
Atlas AS7-C	Sniper	BM	4	6"	1	3/4/4	1	10/4	Kurita	51	AMS,C3S,CASE,IF1,MHQ1,OVL,REAR1/1/-
Atlas AS7-CM	Sniper	BM	4	6"	1	3/4/4	0	10/4	Kurita	54	AMS,C3M,CASE,IF1,LRM1/1/1,MHQ5,REAR1/1/-,TAG
Raptor RTX1-OA	Striker	BM	1	14"	3	3/2/0	0	2/1	Kurita	16	ENE,OMNI
Raptor RTX1-OB	Striker	BM	1	14"	3	3/3/0	0	2/1	Kurita	18	OMNI,SRM2/2
Assassin ASN-23	Striker	BM	2	14"j	3	1/2/0*	0	3-Feb	General	19	IF0*
Venom SDR-9K	Striker	BM	1	16"j	3	2/2/0	1	2/2	Kurita	19	ENE
Jenner JR7-K	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	Kurita	20	CASE
Raptor RTX1-OC	Striker	BM	1	14"	3	4/3/0	0	2/1	Kurita	20	AMS,OMNI
Raptor RTX1-OD	Striker	BM	1	14"	3	3/2/0	0	2/1	Kurita	21	C3S,MHQ1,OMNI,PRB,RCN,TAG
Jenner JR7-C	Striker	BM	1	14"/10"j	3	2/2/0	1	2/3	Kurita	22	C3S,CASE,MHQ1
Wolf Trap (Tora) WFT-1	Striker	BM	2	12"	2	2/3/2	0	4/2	Kurita	26	CASE,FLK1/1/1,IF1
Phoenix Hawk PXH-3K	Striker	BM	2	12"j	2	3/3/2	0	5/2	Kurita	30	ENE
Phoenix Hawk PXH-3K	Striker	BM	2	12"j	2	3/3/2	0	5/2	Rasalhague	30	ENE

LATE SUCCESSION WARS: VEHICLES (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
J-27 Ordnance Transport	—	CV	1	10"t	2	0*/0/0	0	0/1	General	2	CT3,EE,HTC,SRCH,TUR(0*/-/-)
J-27 Ordnance Transport (Fusion)	—	CV	1	10"t	2	0*/0/0	0	0/1	General	2	CT3,HTC,SRCH,TUR(0*/-/-)
J-27 Ordnance Transport (Trailer)	—	CV	1	0"t	0	0/0/0	0	1/1	General	3	CT8,EE,ENE,HTC,SRCH
J-27 Ordnance Transport (Armor)	—	CV	1	10"t	2	0*/0/0	0	1/1	General	4	CT3,EE,HTC,SRCH,TUR(0*/-/-)
Heavy Tracked APC	—	CV	1	10"t	2	0*/0/0	0	2/1	General	5	EE,IT6,SRCH
APC (Tracked)	—	CV	1	12"t	2	0*/0/0	0	1/1	General	6	EE,IT1,SRCH,TUR(0*/-/-)
M.A.S.H. Truck	—	CV	1	10"w	2	1/0/0	0	2/1	General	6	ENE,MASH5,SRCH,TUR(1/-/-)
APC (Hover)	—	CV	1	20"h	4	0*/0/0	0	1/1	General	7	EE,IT1,SRCH,TUR(0*/-/-)
M.A.S.H. Truck (ICE)	—	CV	1	10"w	2	0/0/0	0	2/1	General	7	EE,ENE,MASH5,SRCH

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: VEHICLES (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
APC (Hover SRM)	—	CV	1	20"h	4	0*/0*/0	0	1/1	General	8	EE,IT1,SRCH
APC (Wheeled)	—	CV	1	12"w	2	0*/0/0	0	2/1	General	8	EE,IT1,SRCH,TUR(0*/-/-)
Heavy Hover APC	—	CV	1	16"h	3	0*/0/0	0	2/1	General	8	EE,IT6,SRCH
Heavy Wheeled APC	—	CV	1	12"w	2	0*/0/0	0	2/1	General	8	EE,IT6,SRCH
Karnov UR Transport	—	CV	1	22"v	4	0/0/0	0	1/2	General	8	ATMO,CT6,EE,ENE,SRCH
APC (Wheeled SRM)	—	CV	1	12"w	2	0*/0*/0	0	2/1	General	9	EE,IT1,SRCH,TUR(0*/0*/-)
Heavy Hover APC (MG)	—	CV	1	16"h	3	1/0/0	0	2/1	General	9	EE,IT3,REAR0*/-/-,SRCH
Hi-Scout Drone Carrier	—	CV	3	8"t	1	0*/0*/0	0	3/3	General	9	CT15,DCC5,EE,SRCH,TUR(0*/0*/-)
Mobile Headquarters (ICE - LL)	—	CV	1	6"w	1	1/1/0	0	1/2	General	10	EE,ENE,MHQ2,SRCH
Mobile Headquarters (ICE)	—	CV	1	12"w	2	1/1/0	0	3/2	General	15	CT1,EE,ENE,MHQ2,SRCH,TUR(1/1/-)
Mobile Headquarters (LL)	—	CV	1	12"w	2	1/1/0	0	3/2	General	16	ENE,MHQ3,SRCH,TUR(1/1/-)
Mobile Headquarters (ICE - LRM)	—	CV	1	10"w	2	1/1/1	0	3/2	General	17	CT1,EE,IF1,MHQ2,SRCH,TUR(1/1/1,IF1)
Mobile Headquarters (LRM)	—	CV	1	12"w	2	1/1/1	0	3/2	General	17	IF1,MHQ2,SRCH,TUR(1/1/1,IF1)
Maxim Heavy Hover Transport (SRM4)	—	CV	2	16"h	3	3/2/0	0	3/3	General	20	EE,IT3,SRCH,SRM2/2,TUR(2/1/-)
Mobile Headquarters	—	CV	1	12"w	2	1/1/0	0	3/2	General	20	CT1,ENE,MHQ7,SRCH,TUR(1/1/-)
Maxim Heavy Hover Transport	—	CV	2	16"h	3	3/2/1	0	3/3	General	22	EE,IF1,IT3,SRCH,SRM1/1,TUR(2/1/-)
Maxim Heavy Hover Transport (SRM2)	—	CV	2	16"h	3	3/2/1	0	3/3	General	22	EE,IF1,IT3,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Laser Carrier	Ambusher	CV	3	6"t	1	4/4/0	0	2/3	General	20	EE,ENE,SRCH
SRM Carrier	Ambusher	CV	3	6"t	1	6/6/0	0	2/3	General	26	EE,SRCH,SRM6/6
Scorpion Light Tank	Brawler	CV	1	8"t	1	1/1/1	0	2/2	General	11	EE,SRCH,TUR(1/1/1)
Vedette Medium Tank	Brawler	CV	2	10"t	2	1/1/1	0	3/3	General	15	EE,SRCH,TUR(1/1/1)
Vedette Medium Tank (AC2)	Brawler	CV	2	10"t	2	1/1/0*	0	3/3	General	15	EE,SRCH,TUR(1/1/0*)
Bulldog Medium Tank	Brawler	CV	3	8"t	1	3/2/0	0	3/3	Kurita	17	EE,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Bulldog Medium Tank (AC2)	Brawler	CV	3	8"t	1	2/2/0*	0	3/3	Kurita	17	EE,SRCH,SRM1/1,TUR(2/2/0*,SRM1/1)
Hunter Light Support Tank (LRM10)	Brawler	CV	1	10"t	2	3/2/1	0	3/2	General	19	IF1,SRCH
Tokugawa Heavy Tank TKG-150	Brawler	CV	3	8"w	1	2/2/0	0	6/3	Kurita	22	AC1/1/-,EE,SRCH,TUR(2/2/0,AC1/1/-)
Manticore Heavy Tank	Brawler	CV	3	8"t	1	3/3/2	0	6/3	General	28	IF1,SRCH,TUR(2/3/2,IF1)
Scorpion Light Tank (ML)	Juggernaut	CV	1	8"t	1	2/2/0	0	2/2	General	13	CT1,EE,SRCH,TUR(2/2/-)
Scorpion Light Tank (SRM)	Juggernaut	CV	1	8"t	1	2/2/0	0	2/2	General	13	EE,SRCH,SRM2/2,TUR(2/2/-,SRM2/2)
Neptune Submarine (Hunter-Killer)	Juggernaut	CV	4	6"s	1	0/0/0	0	7/4	Kurita	20	CT3,EE,SEAL,SRCH,TOR4/5/1
Demolisher Heavy Tank (Defensive)	Juggernaut	CV	4	6"t	1	5/4/0	0	4/4	General	26	AC4/4/-,EE,SRCH,TUR(4/4/-,AC4/4/-)
Von Luckner Heavy Tank VNL-K70	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Kurita	27	AC1/1/-,REAR0/1/1,SRCH,TUR(3/3/1,AC1/1/-)
Axel Heavy Tank Mk 1	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Rasalhague	28	AC2/2/0,EE,IF1,SRCH,TUR(3/3/1,AC2/2/0,IF1)
Axel Heavy Tank Mk 2	Juggernaut	CV	3	6"t	1	3/3/1	0	6/4	Rasalhague	28	AC2/2/0,EE,IF1,SRCH,TUR(3/3/1,AC2/2/0,IF1)
Von Luckner Heavy Tank VNL-K65N	Juggernaut	CV	3	6"t	1	5/4/0	0	6/4	Kurita	30	AC2/2/-,REAR0/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Devastator Heavy Tank	Juggernaut	CV	4	6"t	1	6/5/0	0	5/4	General	31	AC4/4/-,SRCH,TUR(5/4/-,AC4/4/-)
Behemoth Heavy Tank	Juggernaut	CV	4	4"t	0	6/6/2	0	7/5	General	39	AC2/2/-,EE,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Behemoth Heavy Tank (Flamer)	Juggernaut	CV	4	4"t	0	6/5/2	0	7/5	General	39	AC2/2/-,EE,HT2,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
Behemoth Heavy Tank (Armor)	Juggernaut	CV	4	4"t	0	5/5/2	0	11/5	General	44	AC2/2/-,EE,IF1,LRM1/1/1,SRCH,SRM2/2,TUR(4/4/-,SRM2/2,AC2/2/-)
APC (Wheeled LRM)	Missile Boat	CV	1	12"w	2	0*/0*/0*	0	1/1	General	7	EE,IF0*,SRCH
APC (Tracked LRM)	Missile Boat	CV	1	12"t	2	0*/0*/0*	0	1/1	General	8	EE,IF0*,SRCH
APC (Hover LRM)	Missile Boat	CV	1	20"h	4	0*/0*/0*	0	1/1	General	9	EE,IF0*,SRCH
Scorpion Light Tank (LRM)	Missile Boat	CV	1	8"t	1	1/1/1	0	3/2	General	14	EE,IF1,SRCH,TUR(1/1/1,IF1)
Hunter Light Support Tank (LRM15)	Missile Boat	CV	1	10"t	2	2/1/1	0	3/2	General	16	IF1,SRCH
Scimitar Medium Hover Tank (Missile)	Missile Boat	CV	1	16"h	3	1/2/1	0	3/2	General	18	IF1,SRCH,TUR(1/2/1,IF1)
Ballista Self-Propelled Artillery Tank	Missile Boat	CV	2	6"t	1	0*/0/0	0	4/3	General	19	ARTS-1,EE,REAR0*/-/-
Bulldog Medium Tank (LRM)	Missile Boat	CV	3	8"t	1	2/3/2	0	3/3	Kurita	21	EE,IF1,LRM1/1/1,SRCH,SRM1/1,TUR(2/3/2,SRM1/1,LRM1/1/1,IF1)
LRM Carrier	Missile Boat	CV	3	6"t	1	2/3/3	0	2/3	General	22	EE,IF3,LRM(1/3/3),SRCH
Thumper Artillery Vehicle	Missile Boat	CV	3	8"w	1	0/0/0	0	6/3	General	22	ARTT-1,EE,REAR0*/-/-,SRCH
Pike Support Vehicle (Missile)	Missile Boat	CV	3	6"t	1	2/3/2	0	5/3	General	26	EE,IF2,LRM1/2/2,SRCH,TUR(1/2/2,LRM1/2/2,IF2)
Partisan Heavy Tank (LRM)	Missile Boat	CV	4	6"t	1	3/4/4	0	3/4	General	30	EE,IF4,LRM2/4/4,SRCH,TUR(2/4/4,LRM2/4/4,IF4)



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: VEHICLES (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Mobile Long Tom Artillery LT-MOB-25	Missile Boat	CV	2	4"t	0	1/0/0	0	2/3	General	37	ARTLT-1,EE,HTC,MHQ2,SRCH
Hi-Scout Drone (PathTrak)	Scout	CV	1	16"t	3	0/0/0	0	0/1	General	4	DRO,EE,ENE,SRCH
Hi-Scout Drone (NapFind)	Scout	CV	1	30"t	4	0/0/0	0	0/1	General	5	DRO,EE,ENE,SRCH
APC (Tracked MG)	Scout	CV	1	12"t	2	1/0/0	0	1/1	General	6	EE,SRCH,TUR(1/-/-)
Heavy Tracked APC (MG)	Scout	CV	1	10"t	2	1/0/0	0	2/1	General	6	EE,IT3,REAR0*-/-,SRCH
APC (Tracked SRM)	Scout	CV	1	12"t	2	0*/0*/0	0	1/1	General	7	EE,SRCH
Heavy Tracked APC (LRM)	Scout	CV	1	10"t	2	1/0*/0*	0	2/1	General	7	EE,IF0*,IT3,SRCH
APC (Hover MG)	Scout	CV	1	20"t	4	1/0/0	0	1/1	General	8	EE,SRCH,TUR(1/-/-)
APC (Wheeled MG)	Scout	CV	1	12"t	2	1/0/0	0	2/1	General	8	EE,SRCH,TUR(1/-/-)
Heavy Wheeled APC (MG)	Scout	CV	1	12"t	2	1/0/0	0	2/1	General	8	EE,IT3,REAR0*-/-,SRCH
Skulker Wheeled Scout Tank (MG)	Scout	CV	1	14"t	3	0*/0/0	0	2/1	Kurita	8	EE,IT2,SRCH
APC (Hover Sensors)	Scout	CV	1	20"t	4	0/0/0	0	1/1	General	9	EE,ENE,IT1,RCN,RSD1,SRCH
Warrior Attack Helicopter H-7	Scout	CV	1	18"v	3	1/1/0*	0	1/1	General	9	ATMO,EE,SRCH
Heavy Tracked APC (SRM)	Scout	CV	1	10"t	2	1/1/0	0	2/1	General	10	EE,IT3,SRCH
Heavy Wheeled APC (LRM)	Scout	CV	1	12"t	2	1/0*/0*	0	2/1	General	10	EE,IF0*,IT3,SRCH
Heavy Wheeled APC (SRM)	Scout	CV	1	12"t	2	1/1/0	0	2/1	General	10	EE,IT3,SRCH
Packrat LRPV PKR-T5	Scout	CV	1	14"t	3	1/1/0	0	2/1	General	10	IT1,SRCH
Packrat LRPV PKR-T5 (ICE)	Scout	CV	1	14"t	3	1/1/0	0	2/1	General	10	EE,IT1,SRCH
Skulker Wheeled Scout Tank	Scout	CV	1	14"t	3	1/1/0	0	2/1	Kurita	10	EE,SRCH
Skulker Wheeled Scout Tank (SRM)	Scout	CV	1	14"t	3	1/1/0	0	2/1	Kurita	10	EE,SRCH
Warrior Attack Helicopter H-7A	Scout	CV	1	18"v	3	1/1/1	0	1/1	General	10	ATMO,EE,SRCH
Heavy Hover APC (LRM)	Scout	CV	1	16"t	3	1/0*/0*	0	2/1	General	11	EE,IF0*,IT3,SRCH
Heavy Hover APC (SRM)	Scout	CV	1	16"t	3	1/1/0	0	2/1	General	11	EE,IT3,SRCH
Pegasus Scout Hover Tank (Unarmed)	Scout	CV	1	16"t	3	0/0/0	0	3/2	General	11	CT12,EE,ENE,SRCH
J. Edgar Light Hover Tank (ICE)	Scout	CV	1	16"t	3	1/1/0	0	3/2	Kurita	14	EE,SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank	Scout	CV	1	22"t	4	1/1/0	0	3/2	Kurita	16	SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank (Flamer)	Scout	CV	1	22"t	4	1/1/0	0	3/2	Kurita	17	HT1/-/-,SRCH,TUR(1/1/-)
J. Edgar Light Hover Tank (MG)	Scout	CV	1	22"t	4	2/1/0	0	3/2	Kurita	17	SRCH,TUR(2/1/-)
AC/2 Carrier	Sniper	CV	3	6"t	1	1/1/1	0	2/3	General	12	AC1/1/1,EE,SRCH
Warrior Attack Helicopter H-7C	Sniper	CV	1	18"v	3	1/2/1	0	1/1	General	13	ATMO,EE,IF1,SRCH
Partisan Heavy Tank (AC2)	Sniper	CV	4	6"t	1	2/1/1	0	3/4	General	16	AC1/1/1,EE,SRCH,TUR(AC1/1/1)
Pike Support Vehicle	Sniper	CV	3	6"t	1	1/1/1	0	5/3	General	18	EE,SRCH,TUR(1/1/1)
Partisan Heavy Tank	Sniper	CV	4	6"t	1	2/2/2	0	3/4	General	19	AC2/2/2,EE,SRCH,TUR(2/2/2,AC2/2/2)
Pike Support Vehicle (ACS)	Sniper	CV	3	6"t	1	2/2/1	0	5/3	General	21	AC1/1/1,EE,SRCH,TUR(1/1/1,AC1/1/1)
Tokugawa Heavy Tank TKG-151	Sniper	CV	3	8"t	1	2/2/0*	0	6/3	Kurita	22	EE,SRCH,TUR(2/2/0*)
Schrek PPC Carrier (Anti-Infantry)	Sniper	CV	4	6"t	1	3/3/3	0	3/4	General	23	SRCH,TUR(3/3/3)
Schrek AC Carrier	Sniper	CV	4	6"t	1	3/2/2	0	5/4	General	24	AC1/2/2,EE,SRCH,TUR(2/2/2,AC1/2/2)
Schrek PPC Carrier	Sniper	CV	4	6"t	1	3/3/3	0	4/4	General	25	ENE,SRCH,TUR(3/3/3)
Karnov UR Gunship	Striker	CV	1	22"v	4	2/0/0	0	1/2	General	10	ATMO,EE,SRCH
Saladin Assault Hover Tank	Striker	CV	1	16"t	3	2/2/0	0	1/2	General	13	AC2/2/-,EE,SRCH
Saladin Assault Hover Tank (Armor)	Striker	CV	1	16"t	3	2/2/0	0	2/2	General	15	AC2/2/-,EE,SRCH
Scimitar Medium Hover Tank	Striker	CV	1	16"t	3	1/1/1	0	3/2	General	15	EE,SRCH,TUR(1/1/1)
Vedette Medium Tank (Liao)	Striker	CV	2	10"t	2	2/1/0	0	3/3	General	15	EE,SRCH,TUR(1/1/-)
Pegasus Scout Hover Tank	Striker	CV	1	16"t	3	2/2/0	0	3/2	General	17	EE,SRCH,SRM1/1,TUR(2/2/-,SRM1/1)
Condor Heavy Hover Tank	Striker	CV	2	16"t	3	2/2/1	0	3/3	Kurita	20	EE,SRCH,TUR(2/2/1)
Drillson Heavy Hover Tank (SRM)	Striker	CV	2	18"t	3	3/2/0	0	3/3	General	20	SRCH,SRM1/1,TUR(2/2/-)
Pegasus Scout Hover Tank (Missile)	Striker	CV	1	16"t	3	3/3/0	0	3/2	General	20	EE,SRCH,SRM2/2,TUR(3/3/-,SRM2/2)
Drillson Heavy Hover Tank	Striker	CV	2	18"t	3	2/2/1	0	3/3	General	21	IF1,SRCH,TUR(2/2/-)
Saracen Medium Hover Tank	Striker	CV	1	16"t	3	1/2/1	0	4/2	General	21	EE,IF1,SRCH,TUR(1/2/1,IF1)

HOUSE KURITA FACTION LISTS



LATE SUCCESSION WARS: INFANTRY (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Foot Platoon (Flamer)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3,HT1/-/-
Foot Platoon (MG)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3
Foot Platoon (Rifle)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM,CAR3
Jump Platoon (MG)	Ambusher	CI	1	4"j	1	1/0/0	0	2/1	General	4	AM,CAR4
Motorized Platoon (Flamer)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM,CAR6,HT1/-/-
Motorized Platoon (MG)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM,CAR6
Hover Platoon (MG)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	5	CAR20
Hover Platoon (Rifle)	Ambusher	CI	1	10"h	2	1/0/0	0	1/1	General	5	CAR20
Jump Platoon (Flamer)	Ambusher	CI	1	4"j	1	1/0/0	0	2/1	General	5	AM,CAR4,HT1/-/-
Tracked Platoon (Flamer)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28,HT1/-/-
Tracked Platoon (MG)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Tracked Platoon (Rifle)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Wheeled Platoon (Flamer)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24,HT1/-/-
Wheeled Platoon (MG)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24
Wheeled Platoon (Rifle)	Ambusher	CI	1	8"w	1	1/0/0	0	1/1	General	5	CAR24
Hover Platoon (Flamer)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	6	CAR20,HT1/-/-
Motorized Platoon (Rifle)	Ambusher	CI	1	6"m	1	1/0/0	0	2/1	General	6	AM,CAR6
Foot Platoon (Laser)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM,CAR3
Foot Platoon (SRM)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM,CAR3
Jump Platoon (Rifle)	Ambusher	CI	1	6"j	1	1/0/0	0	2/1	General	7	AM,CAR4
Motorized Platoon (SRM)	Ambusher	CI	1	4"m	0	1/1/0	0	2/1	General	7	AM,CAR6
Jump Platoon (SRM)	Ambusher	CI	1	4"j	1	1/1/0	0	2/1	General	8	AM,CAR4
Tracked Platoon (Laser)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Tracked Platoon (SRM)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Wheeled Platoon (SRM)	Ambusher	CI	1	6"w	1	1/1/0	0	1/1	General	8	CAR24
Hover Platoon (Laser)	Ambusher	CI	1	10"h	2	1/1/0	0	1/1	General	9	CAR20
Hover Platoon (SRM)	Ambusher	CI	1	8"h	1	1/1/0	0	1/1	General	9	CAR20
Wheeled Platoon (Laser)	Ambusher	CI	1	8"w	1	1/1/0	0	1/1	General	9	CAR24
Motorized Platoon (Laser)	Ambusher	CI	1	6"m	1	1/1/0	0	2/1	General	10	AM,CAR6
Jump Platoon (Laser)	Ambusher	CI	1	6"j	1	1/1/0	0	2/1	General	11	AM,CAR4
DEST Heavy Jump Platoon	Ambusher	CI	1	6"j	1	1/1/0	0	2/1	Kurita	11	AM,CAR4,LMAS
Mechanized Field Artillery (Thumper)	Missile Boat	CI	1	2"w	0	1/0/0	0	1/1	General	11	ARTT-1,CAR40
Motorized Artillery Platoon (Sniper)	Missile Boat	CI	1	2"m	0	1/0/0	0	2/1	General	15	ARTS-1,CAR23

EARLY CLAN INVASION: INFANTRY (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specials
Combat Engineer	Ambusher	CI	1	6"m	0	1/0/0	0	2/1	General	8	AM,CAR5,TRN
HALO Paratrooper	Ambusher	CI	1	2"f	0	1/1/0	0	3/1	General	8	AM,CAR4,PARA
VTOL Infantry	Striker	CI	1	10"v	2	1/0/0	0	2/1	General	8	CAR32



HOUSE KURITA FACTION LISTS

LATE SUCCESSION WARS: AEROSPACE (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Riever F-100B	Attack	AF	3	5a	4/4/2/0	0	7/5	3	Kurita	35	BOMB3,FUEL20,SPC,VSTOL
Lightning LTN-G15	Dogfighter	AF	2	6a	4/4/0/0	0	6/3	2	General	28	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Lucifer II LCF-R16K	Dogfighter	AF	2	6a	4/3/1/0	1	3/3	1	Kurita	24	BOMB2,FUEL16,PNT2,REAR1/1/-,SPC,VSTOL
Shilone SL-17AC	Dogfighter	AF	2	6a	3/3/1/1	0	6/3	2	Kurita	26	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Slayer SL-15	Dogfighter	AF	3	6a	4/4/0/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15A	Dogfighter	AF	3	6a	4/5/1/0	0	8/4	3	Kurita	37	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15B	Dogfighter	AF	3	6a	3/4/1/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/-,SPC,VSTOL
Slayer SL-15C	Dogfighter	AF	3	6a	4/4/0/0	0	8/4	3	Kurita	34	BOMB3,FUEL40,REAR1/1/1,SPC,VSTOL
Shilone SL-17	Fire-Support	AF	2	6a	3/3/2/0	0	6/3	2	Kurita	27	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL
Sholagar SL-21	Interceptor	AF	1	10a	2/2/0/0	0	3/5	1	Kurita	20	BOMB1,FUEL20,SPC,VSTOL
Sholagar SL-21L	Interceptor	AF	1	10a	2/2/0/0	0	3/5	1	Kurita	20	BOMB1,ENE,FUEL20,SPC,VSTOL
Sparrowhawk SPR-H5K	Interceptor	AF	1	10a	2/0/0/0	0	4/5	2	Kurita	20	BOMB1,ENE,FUEL20,PNT2,SPC,VSTOL

EARLY CLAN INVASION: AEROSPACE (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Lucifer II LCF-R16KR	Dogfighter	AF	2	6a	5/5/3/0	0	4/3	2	Kurita	32	BOMB2,FUEL20,PNT1,REAR1/1/-,SPC,VSTOL
Slayer SL-15R	Dogfighter	AF	3	6a	4/4/1/0	0	8/4	3	Kurita	35	BOMB3,FLK1/1/1,FUEL40,REAR1/1/-,SPC,VSTOL
Sai S-3	Fast Dogfighter	AF	1	8a	3/3/0/0	0	4/4	2	Kurita	23	BOMB1,ENE,FUEL20,SPC,VSTOL
Sai S-4X	Fast Dogfighter	AF	1	8a	3/3/1/0	0	4/4	2	Kurita	24	BOMB1,ENE,FUEL20,SPC,VSTOL
Shilone SL-17R	Fire-Support	AF	2	6a	3/3/2/0	0	6/3	2	Kurita	27	BOMB2,FUEL20,REAR1/1/-,SPC,VSTOL

LATE SUCCESSION WARS: CONVENTIONAL FIGHTERS & AIRBORNE SUPPORT VEHICLES (SORTED BY ROLE, THEN POINT VALUE)

Unit Name	Role	TP	SZ	MV	S/M/L/E	OV	A/S	TH	Availability	PV	Specials
Heavy Strike Fighter Inseki	Attack	CF	1	5a	3/3/0/0	0	1/3	1	Kurita	15	ATMO,BOMB1,VSTOL
Heavy Strike Fighter Inseki II	Attack	CF	1	5a	2/3/3/0	0	1/3	1	Kurita	17	ATMO,BOMB1,VSTOL
Heavy Strike Fighter Meteor	Attack	CF	1	5a	3/3/0/0	0	1/3	1	General	15	ATMO,BOMB1,VSTOL
Mechbuster	Attack	CF	2	5a	2/2/0/0	0	1/3	1	Kurita	13	ATMO,BOMB2,EE,VSTOL
Mechbuster (Laser)	Attack	CF	2	5a	2/2/0/0	0	1/3	1	Kurita	13	ATMO,BOMB2,EE,VSTOL
Mechbuster (SRM)	Attack	CF	2	5a	3/3/0/0	0	2/3	1	Kurita	17	ATMO,BOMB2,EE,VSTOL
Light Strike Fighter Suzume ("Sparrow")	Fast Dogfighter	CF	1	7a	0*/0*/0*/0	0	0/4	0	Kurita	8	ATMO,BOMB1,VSTOL
Medium Strike Fighter Defender	Fire-Support	CF	1	6a	1/1/1/0	0	1/3	1	General	11	ATMO,BOMB1,EE,VSTOL
Light Strike Fighter Angel	Interceptor	CF	1	10a	1/1/0/0	0	0/5	0	General	12	ATMO,BOMB1,VSTOL
Manazuru (Planetlifter) Air Transport	Transport	CF	2	4a	0/0/0/0	0	2/3	1	Kurita	7	ATMO,BOMB2,CT20,EE,VSTOL
Shuriken Spotter Plane	Recon	SV	1	4a	0/0/0/0	0	0/4	0	Kurita	5	ENE,FUEL13,RCN,VSTOL

BATTLETECH™



COMPANY FORCE RECORD SHEET

CATALYST
game labs

Faction: _____ Era: _____ PV: _____

Experience Level: _____

Command Special Abilities: _____

Combat Command: _____ Sub-Command: _____

Company Name: _____

Lance: _____ Lance Special Abilities: _____

Unit	Skill	FP (List)	PV	Pilot Special Abilities
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Lance: _____ Lance Special Abilities: _____

Unit	Skill	FP (List)	PV	Pilot Special Abilities
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Lance: _____ Lance Special Abilities: _____

Unit	Skill	FP (List)	PV	Pilot Special Abilities
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Sub Command / Supplemental

Unit	Skill	FP (List)	PV	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

BATTLETECH

MASTER UNIT LIST

WWW.MASTERUNITLIST.INFO

The Master Unit List is the free online database that provides *BattleTech* fans with a comprehensive list of game units and their corresponding Battle Values.

For use with *Total Warfare* and *Alpha Strike* rule sets, it offers more than 3,500 variants for well over 900 individual combat units!

Updates ensure you'll be provided with the latest configurations.

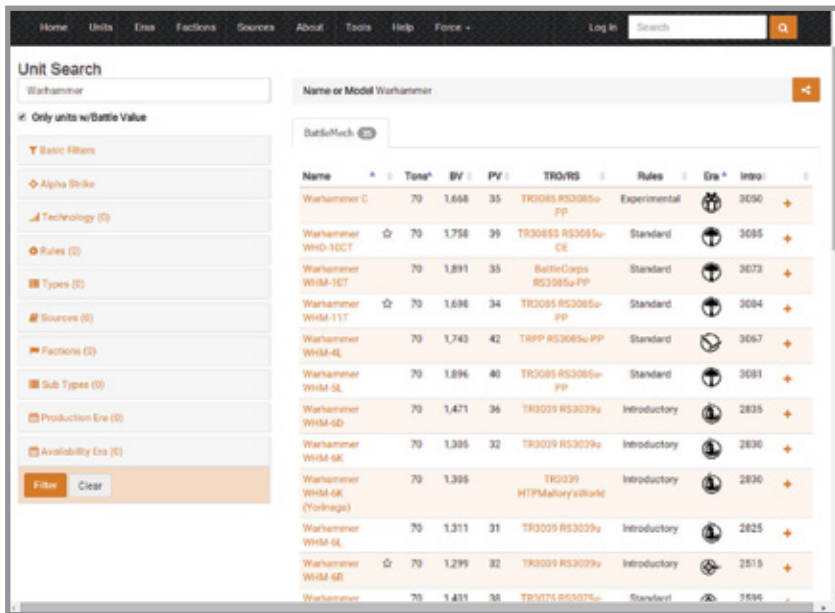
Like the Eras filters, another array of sorting options includes the many *BattleTech* factions—from the Star League, Great Houses, Clans, and of course the Mercenaries and Pirates.

The Master Unit List draws its data from Official Catalyst Game Labs supplements and rulebooks.

Vast functionality has been incorporated to give you the tools necessary for building accurate and dynamic forces. The database can be sorted by *BattleTech* Eras spanning the history of the game's many rich time periods.

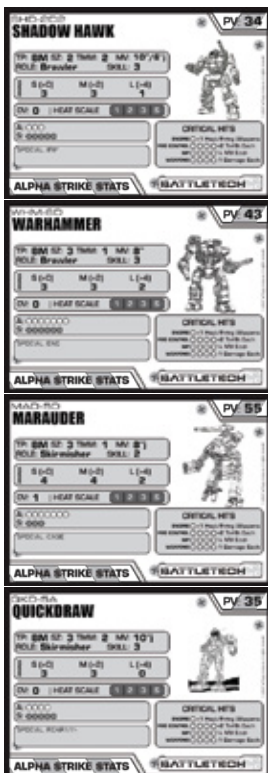
MASTER UNIT LIST

THE ONLINE DATABASE

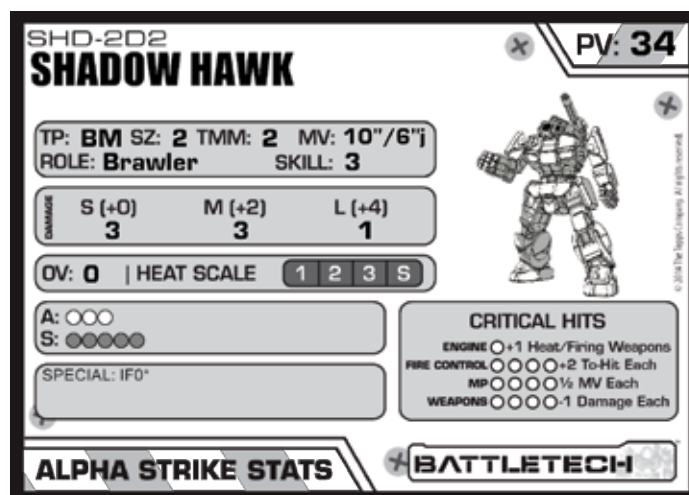


Use the Master Unit List website to build custom *Alpha Strike* forces selecting the war machines you choose. Once selected and added to your force, you can assign pilot skills (adjusting the Point Value accordingly) and even generate a custom PDF that you can download and print. This PDF comes with freshly generated *Alpha Strike Unit Cards* to accompany your force!

That's right, you can download *Alpha Strike Unit Cards* to print out for free!



Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV
Shadow Hawk SHD-202	3049	3	5	3	3	1	0	0	55	3	34
Warhammer WHM-6D	2835	7	6	3	3	2	0	0	70	3	43
Marauder MAD-5D	3047	7	3	4	4	2	0	1	75	2	55
Quickdraw QKD-5A	3002	4	5	3	3	0	0	0	60	3	35
4 Units									260		157

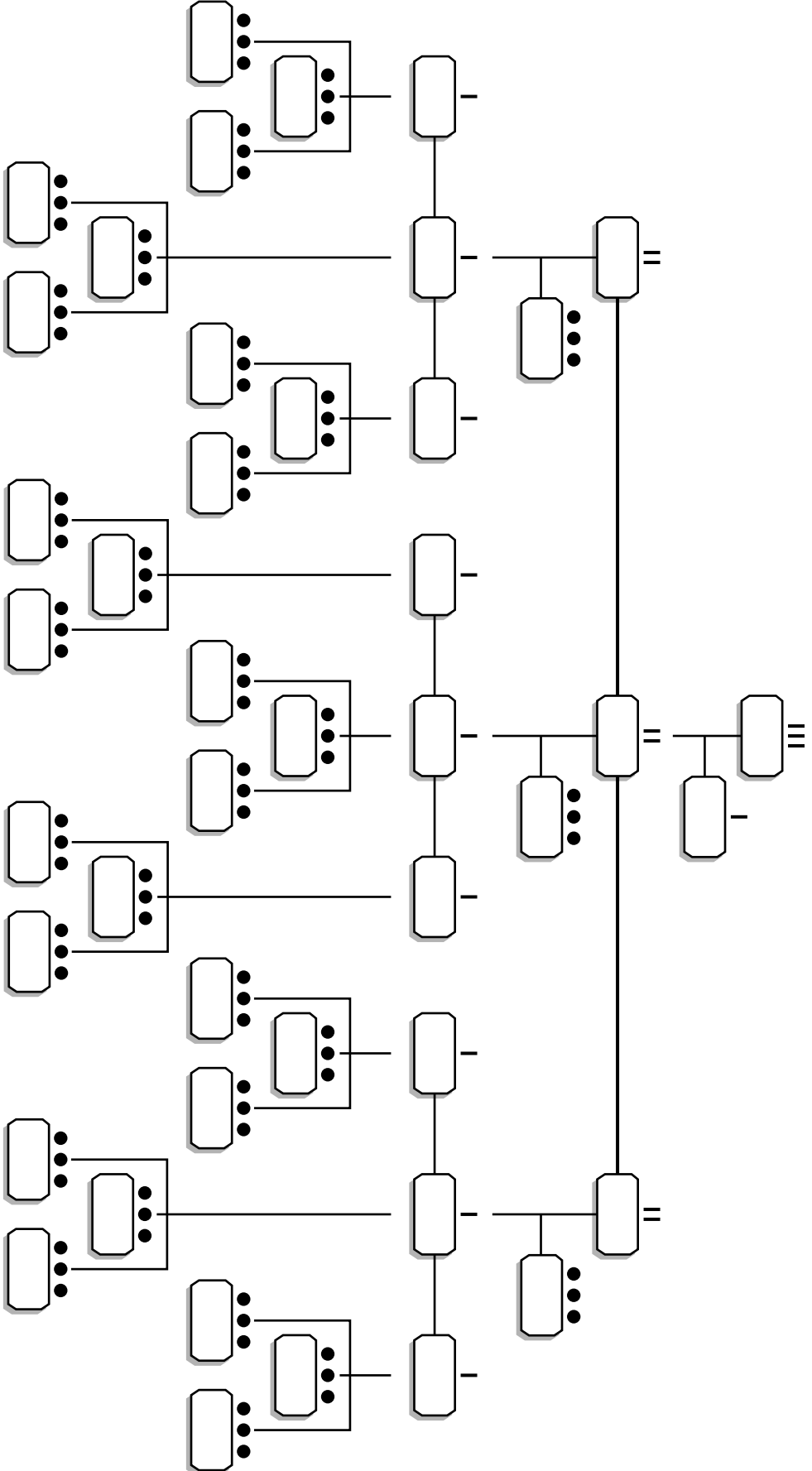


Even more tools are available at the free Master Unit List site. Beyond helpful walkthroughs to get you started, you'll find dice roll aids for cluster hits, force balanced assignment tables, Battle Value skill options can be calculated, and you can even generate random planet systems.



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REGIMENTAL TABLE OF ORGANIZATION



Light Mech	Medium Mech	Heavy Mech	Assault Mech	Land-Air Mech	Light Aerospace	Medium Aerospace	Heavy Aerospace	Infantry	Motorized Infantry	Jump Infantry	Airborne/Paratroops
Tracked Vehicle	Wheeled Vehicle	Hover Vehicle	Recon or Cavalry	Aviation (Fixed Wing)	Aviation (VTOL)	Air Defense	Artillery	Mechanized* Infantry (Tracked)	Mechanized** Infantry (Wheeled)	Mechanized* Infantry (Hover)	Battle Armor
HQ	Paramedics	Engineers	Transport	Maintenance	Supply	Naval (Water)	Dropship or Small Craft	Jumpship	Space Station	Warship	Satellite