

BATTLETECH™

SPOTLIGHT ON:



STONE'S TRACKERS



STONE'S TRACKERS

INTRODUCTION

For every Kell Hounds or Wolf's Dragoons, there are a hundred similar outfits that are just as talented—and just as deadly—that you have never heard of. Or worse, you have not heard of *enough*. Sure, the glory hounds who make the evening tri-vid news are movers and shakers, and can change national borders whenever they want, but they're not the only ones. For every Eridani Light Horse, there is a house, mercenary or Clan crew with a storied battlefield history just as spectacular. These are the unit commands that have gone largely unnoticed in the long, bloody history of the Inner Sphere, their stories untold or nearly forgotten. Take a closer look at the battles and events that have shaped the human sphere, and you'll find even two-bit troops like Wilson's Hussars have made a difference.

—Professor Harry Alexander, *Spotlight On: The Almost Famous*, Free Republic Press

HOW TO USE THIS BOOK

Welcome to *Spotlight On*, a campaign supplement designed to offer players the opportunity to learn about the universe's unique and battle-tested forces from the Inner Sphere, Periphery, and beyond.

The background information contained in the *Unit History and Description* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals, and traits to create an unlimited number of *BattleTech* games, while the *Personalities* section details some of the unit's more famous, interesting, or notorious members. Each character entry includes additional gameplay and scenario-building material, as well as special abilities that set these warriors apart from the rank and file. The *Personnel Roster* offers a complete vehicle listing for the outfit at particular points in *BattleTech* history. The *Personnel Roster* can be used to create stand-alone games, to weave into an existing game, or as part of a larger ongoing campaign.

The *Mission Tracks* section presents key battles that occurred in the unit's history, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Each track contains gameplay information, such as terrain suggestions, weather, and special conditions rules. Each track also contains a list of optional features that can be used to enhance your game experience. For the best results, all players should agree whether to use these bonus features before play.

Rules may reference the following books: *Total Warfare* (TW), *Tactical Operations* (TO), *Alpha Strike Companion* (ASC), *Campaign Operations* (CO), and *A Time of War* (AToW).

Lastly, Special Command Abilities (p. 83, CO or p. 44, ASC) and Formation Abilities (p. 60, CO or p. 147, ASC) for the unit is listed, along with corresponding *Alpha Strike* cards and unique record sheets (if applicable). Special Command Abilities, Special Pilot Abilities, and Formations can be used both in *Total Warfare* and *Alpha Strike* play.

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Special Thanks

To Paul and the Glen Burnie crowd, who brought me back in.



STAR LEAGUE ERA



SUCCESSION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

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STONE'S TRACKERS

UNIT HISTORY AND DESCRIPTION

"Ultra Honorem" – Stone's Trackers unofficial unit motto.

The feared elite jump infantry battalion known as Stone's Trackers traces its roots back more than a decade before the Republic's birth, to a secret Clan Nova Cat unit which carried out "dirty" missions in the darkest corners of the Jihad. Eventually comprising members from nearly every allied state in Stone's Coalition, the Trackers overcame their personal differences through a shared belief in doing anything necessary to complete their mission.

Following Clan Nova Cat's war with Clan Ghost Bear in the early 3060s, MechWarrior Elijah earned both *ristar* status and a reputation for brute, pragmatic efficiency. In the final round of a Trial of Bloodright for a Lossey Bloodname, Elijah faced unaugmented combat against a much larger Elemental opponent amid the halls of a DropShip. The smaller warrior arranged a simple trap for his foe, using pieces of the ship's atmospheric-pressure systems and a tripwire to drive a length of pipe through the man's upper leg and killing him by severing his femoral artery. The tactic worked, but drew harsh criticism from the Clan's other warriors.

Elijah Lossey never shook the stigma from that Bloodname contest. Instead, he chose to embrace his newfound reputation. Believing that his Clan lacked the effective special forces elements it would need to survive in the Inner Sphere, Lossey petitioned to cross-train with DEST commandos as part of the Clan's ongoing exchange program with the Combine. Further shunned for his perceived abandonment of the distinguished role of the MechWarrior in Clan culture, his fellow warriors' disdain pushed Elijah harder. He drew acclaim from his DEST instructors for mastering special-forces operations both in and out of a 'Mech.

When the Nova Cats withdrew to Irece Prefecture following the fall of the Second Star League and the outbreak of the Jihad, Lossey realized the type of conflict he long feared his Clan would face had finally arrived. Though Elijah was only a Star Commander dumped into the Nova Cat Watch for lack of any other place to put him, he appealed directly to Khan Santin West to create a black-ops unit which could carry out tasks the Clan's traditional forces could not or would not. Given the Blakists' profligate use of weapons of mass destruction and terror tactics, Lossey argued that the Nova Cats needed a group of warriors willing to take on tasks deemed *dezgra* by mainstream Clan honor. West hesitantly agreed, but impressed on the headstrong new Star Captain that he would face Abjuration if the unit's actions should ever come to light. Knowing that his new command would never appear on any official TO&E, Lossey ribbed his khan by blatantly dubbing them the 212th Nova Cat Headhunter Binary.

Gaining recruits for the new unit proved more difficult. Elijah was already an outlier among the Nova Cats, and finding pragmatic warriors able to put the defeat of their enemies and the Clan's honor before their own personal glory was not easy. Further, the 212th as

Lossey envisioned it would blend the regimented-role warfare of the Clans with the unconventional tactics of the DEST commandos. Lossey planned to build the Headhunters into a Supernova comprising 'Mechs, Elementals, and a large number of conventional, jump-capable infantry, which the Inner Sphere had long used to great effect. The newborn unit fared better on the materiel front; with West's support, Lossey pushed the WGT-4NC *Wight Dezgra* into limited production, giving the 212th the flexible headhunting 'Mech it needed.

When the Nova Cats finally left their cantonments in October 3071 to pledge themselves to Devlin Stone, the still-understrength 212th joined them, eager to match themselves against the Blakist threat. Though Stone was initially skeptical of the Cats' willingness to carry out the type of missions he needed to assign them, Lossey's troopers played key roles in the establishment of the Kittery Prefecture. The 212th helped destabilize the Word of Blake regime on Spica, fearlessly targeting augmented Blakist operatives with the mix of elite sniper work and headhunting ambushes that would become their trademark. Stone saw to it that they were among the Nova Cats who remained at his side after Hohiro Kurita demanded that half of the Clan return to the Combine in 3073.

The 212th remained at Stone's side through the start of Operation SCOUR, regularly taking on missions that verged on—or occasionally fully crossed into—suicide assignments. The moral flexibility possessed by each trooper was tested time and again, as successful hunting often required in-the-field determinations of an acceptable number of civilian casualties. In one notable instance, a platoon deployed in support of the invasion of Galatea opted to assassinate an elusive Blakist commander in a civilian setting, despite knowing that the woman bore a "dead man's" bomb wired to her heart rate. The ensuing blast claimed nearly two dozen lives.

Often, the 212th served as a cleanup crew after the successful retaking of a world. While 'Mech forces mopped up any remaining Protectorate Militia, the Headhunters' infantry and Elementals hunted down Word of Blake leaders who attempted to melt into the general populace or flee off-world. The latter task involved drawing out Blakist hardliners however possible. A favored tactic by the 212th was to identify a lesser Blakist operative and disseminate information that the individual had in fact assisted Coalition forces. When Blakist leaders exposed themselves to address the subordinate's perceived disloyalty, the Headhunters would move in and eliminate the high-value target. The individual who was set up rarely survived the operation.

Turnover in the unit ran high, and each death took a toll on Lossey, who viewed the small cadre of warriors as kindred spirits. The Jihad claimed most of the original Nova Cat core of the unorthodox unit, and new recruits volunteered or were assigned by Coalition leaders. These replacements required less convincing of the value of the 212th's tactics, having already been exposed to the worst of the Jihad. However, they often clashed with Lossey and the Headhunters' remaining Clan warriors, and many struggled with assignment to what was still nominally a Clan unit. Thanks to these replacements, the 212th more than fully filled out as a Supernova, though it often saw its 'Mech elements detached on separate missions, against Lossey's express wishes.



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Still struggling to find common ground between its Clan and Inner Sphere members, the 212th landed on Sabik in late May 3077 to finish liberation efforts begun a year earlier. The world was initially pacified with a carefully planned headhunter strike. Clan Ghost Bear forces herded the Blakist militia's leadership into Mofestos, the planet's major city, where the 212th ambushed and killed the militia commander. Large portions of the surviving Word of Blake forces disappeared into the civilian populace and struck back in the following months by inciting riots and engaging in insurgent operations. The Coalition garrison, led by Draconis Combine forces, attempted without success to root out the Blakists until Lossey and the 212th embarked on a covert war against the Word.

For the troopers who survived, the 212th's actions on Sabik would serve as a stark reminder of the price of failure. Brutal fighting spread throughout Mofestos, causing widespread damage to the fragile environmental systems protecting the city from Sabik's hurricane-force dust storms, and destroying the planetary HPG. Out of their element, the Combine garrison allowed the 212th wide latitude, and the elite troopers conducted frequent nighttime raids, scouring the city for Blakist guerillas. The fanatics struck back, routinely targeting 212th personnel with bombings, abductions, and gruesome displays inflicted on regular citizens.

The professionalism and grim resolve of Lossey's operatives won out, and by the beginning of 3078, it appeared that the last of the planet's Blakist forces had been eliminated. Days after the 212th boarded its DropShips and departed Sabik, a virulent neurological pandemic broke out on the planet. Eventually identified as the long-eradicated Downing-Poltur's Disease, the outbreak claimed more than 30,000 lives. Due to the damage to the planet's HPG, the 212th only learned of the outbreak two months later. In a vigil aboard their DropShip *Resolve*, Lossey led the unit in renewing its vow to support Stone and succeed in retaking Terra, no matter the cost.

Among the swaths of Clan Nova Cat that joined the Republic after its formation, the newborn RAF High Command particularly prized the acquisition of the 212th. The commandos' gifting, however, served the needs of several parties: it allowed the Nova Cats to deny they had ever created such a unit; it gave the Republic a battle-tested, formidable black-ops outfit; and it cemented a newfound purpose in the troopers: continuing to get the results that Stone and the Republic's leaders were now too visible to seek themselves. Wholeheartedly dedicated to protecting the nascent nation by hunting its enemies, one of the 212th's junior troopers suggested a new moniker which eventually became the

unofficial name: Stone's Trackers. Stone's Brigade was not consulted on this addition to their ranks, but after the Trackers' steadfast service during the Jihad, no senior officers objected.

As the Republic military took shape, the 212th's BattleMech assets were finally divorced from the unit, which was reformed as the 212th Special Operations Battalion under the command of now-Major Elijah Lossey. Though Lossey loathed the removal of dedicated 'Mech elements, his new superiors assured him that the elite troopers would have all the combined-arms support they needed. With this new change the major left into full-time infantry command, conceding his own 'Mech but continuing to log significant simulator time "just in case." The last vestiges of the 212th as a Clan unit were also erased with the assignment of battle-tested veterans from a variety of other commands, keeping with Stone's plans to create a diverse, but united RAF.

Stone's Trackers served in the vanguard of Operation VINDOLANDA and were among the first to drop on Tikonov with broad orders to disrupt Capellan Warrior House

operations however possible. Though

accepting targets of opportunity

as they presented themselves, the

Trackers focused largely on Warrior

House Dai Da Chi. Lossey viewed

Dai Da Chi as a particularly dark

reflection of his Trackers. The Capellans

were a more brutal band of warriors

that routinely caused excessive damage

to civilian targets beyond that required

for victory—a hammer to Lossey's

scalpel. The Trackers frustrated Dai Da

Chi throughout the successful campaign.

Sniper platoons claimed several Warrior

House *janshi* demolitions experts on

two different occasions rigged bridges to

blow while Capellan 'Mechs crossed, and

in one extraordinary act, a Tracker private

managed to elude Warrior House pickets at a

bivouac and rig a *Men Shen* to suffer catastrophic

fusion engine failure when it was powered up the

next morning.

The golden years of the early Republic were not a

boon for the Trackers. Though the unit still ranked

among the best the RAF SpecOps Command had

to offer, Lossey worried that his beloved command

would lose its elite capabilities without active

conflict. The ragged but functional uniforms of

the Jihad-era troopers gave way to clean Republic

blues, and some new recruits even boasted publicly

of their assignment to the secretive Trackers. As

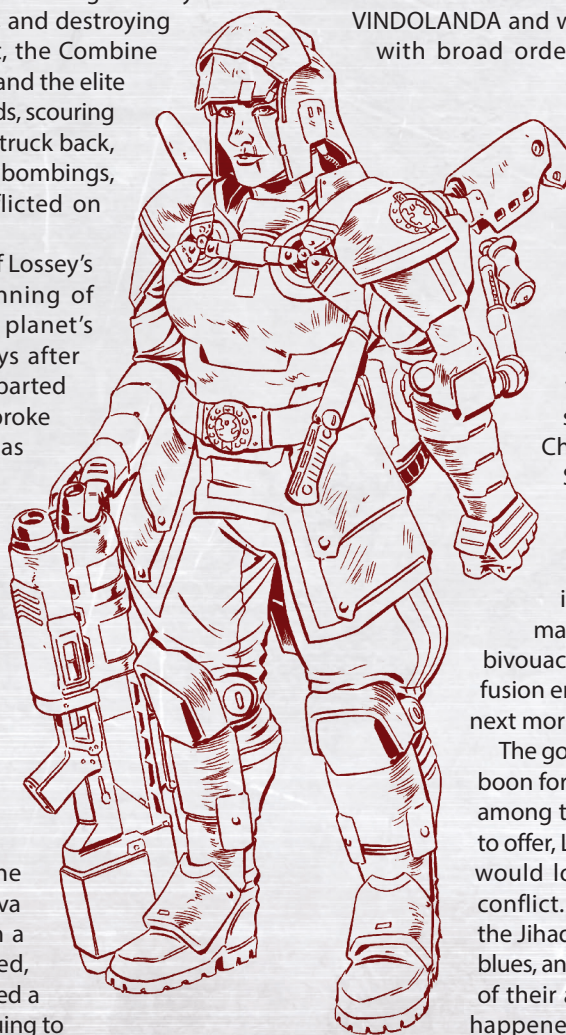
happened across the RAF, many Jihad veterans

departed to their much-deserved retirements in

the Republic's early years. Realizing that he himself

was losing his fighting trim, Lossey joined them in 3096. Before

he boarded a DropShip for Irece, he charged the unit's remaining





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officers—including his replacement and adopted daughter, Major Aiko Ueda—with carrying on his vision of warriors willing to do whatever it took to achieve victory. For their part, Ueda and her subordinates sought out the most dangerous missions available, dividing their efforts between hunting down Capellan sympathizers on conquered systems in Prefectures V and VI and stalking Blakist holdouts whenever reports of their activities surfaced. Still, Ueda believed the Trackers' edge was growing dull due to overuse on missions unworthy of their skills, and the assignment of young troopers possessing too much enthusiasm for the limited oversight the unit enjoyed.

The Capellan Crusades provided the experience the unit so desperately needed. Despite private concerns about her troopers' readiness for full-scale war, Ueda successfully petitioned for the Trackers' inclusion with Stone's Brigade in Operation MAGNUS. The unit saw only light action in the opening weeks of the offensive before they dropped on Sarna alongside the RAF's best in October 3112. There they faced the opportunity of a lifetime: the chance to headhunt the heir to the Capellan Confederation, Daoshen Liao, who was unable to evacuate the planet before RAF forces landed.

On Sarna, the Trackers recaptured their former glory, becoming the bane of the First St. Ives Janissaries. While the Stone's Brigade regiments kept up the pressure on the Janissaries and the Prefectorate Guard, the Trackers engaged in a brutal series of headhunting operations against the Janissaries, sowing confusion

by repeatedly targeting the unit's leadership, supply trains, and rear echelons. In one memorable incident, a Trackers scout sniper platoon succeeded in assassinating a Janissaries *sao-shao* holding an impromptu meeting with other officers. Strict training momentarily overrode the *janshi's* flight instincts, and they turned toward the next ranking officer—who was promptly shot dead a moment later.

When the RAF forces massed for a final push on the Tengen Aerospace facility, the last shreds of Warrior House Lu Sann, and Daoshen Liao, Major Ueda received the right to join Stone's Liberators in their flanking assault. The Trackers fought as never before, with Ueda and her officers orchestrating mobile ambushes and traps that gutted the Lu Sann defenders. Stone's Trackers were present when Stone's Liberators Colonel Jerome Edwards broadcast his demand for Daoshen's surrender, and they bore the brunt of Warrior House Imarra's daring combat drop. The Trackers sustained significant losses, including the death of Aiko Ueda, before retreating behind the RAF lines as Warrior House Imarra escorted the Capellan heir off-world.

The Trackers were officially disbanded as a combat command following the Capellan Crusades, listed as too severely damaged to rebuild. Many in the RAF SpecOps Command believe the surviving members were carefully seeded in other units, in an effort to transfer some of the headhunting troopers' edge across the RAF's elite ahead of a coming darkness.



PERSONALITIES

ELIJAH LOSSEY

Title/Rank: CO, 212th Nova Cat Headhunter Binary (Stone's Trackers), Star Captain (3071), Major (3081)

Born: 3042

Forced into less desirable assignments as a result of his Bloodname trial, Elijah chose to embrace his reputation, accepting assignment to the Nova Cat Watch and joining an exchange program to cross-train with Combine commandos. As a member of the Clan Council, Lossey befriended many similarly maligned warriors, and saw in them the makings of a black ops unit. The Jihad's outbreak convinced Khan Santin West to approve Lossey's proposal, and the 212th Headhunter Binary quickly earned a reputation for getting results no matter the cost. As attrition whittled away the unit's first recruits, Lossey took each loss personally and drew inward; as a result, he was viewed as aloof and cold by some of the non-Clan replacement troops assigned to 212th later in the war. Elijah vocally argued against each expansion of the unit, especially against the reassignment of their 'Mech forces and conversion and expansion into an infantry-only battalion during the creation of the Republic. Embittered by more than two decades of war and what he perceived as a watering down of the unit he built, Lossey retired to Irece in 3096.

Special Abilities: Raised as an Elite Clan Mechwarrior, Elijah possesses the Demoralizer special ability (see p. 225, *AToW*), but may only use it when piloting a BattleMech. Due to his increasing focus on leading the 212th's jump infantry, he is a Veteran MechWarrior after 3072 and a Regular MechWarrior after 3077. An expert in ambush and headhunting tactics, he bestows the Blood Stalker special ability (see pp. 219–220, *AToW*) on any unit he commands.

AIKO UEDA

Title/Rank: Lieutenant (3085), Major (3110)

Born: 3056

Just sixteen when the Blakist raid on Irece wiped out her family in 3072, Ueda came to Lossey's attention when the Nova Cats helped their neighbors recover. Sensing in the girl a pragmatic survivor's mentality, Elijah took the angry youth on as his protégée. Technically inducted into the Clan as a bondswoman, Ueda quickly earned adoption into the warrior caste. Tempering her brashness alongside Lossey, Ueda led a platoon during Operation SCOUR and earned reputations for ruthlessness among the Headhunters' Inner Sphere recruits and for personal integrity among the Clan warriors. Rising quickly through the RAF, she was the only real choice to succeed her adoptive father after his retirement. Like him, she maintained command of the Trackers for an exceptionally long time. She oversaw the final fusion of its Clan and Inner Sphere members into a cohesive fighting force while constantly combating their overuse on low-value targets. Major Ueda died with many of her troops in the final moments of fighting on Sarna during Operation MAGNUS in 3112.

JAIDEV "JAI" PATIL

Title/Rank: Lieutenant

Born: 3050

A second-generation infantryman, Patil trained hard from childhood to one day follow in his mother's footsteps as a Com Guard trooper and honor her death on Tukayyid. Serving with ground forces aboard the *Invisible Truth*, Patil was one of the lucky survivors of Case WHITE and spent much of the Jihad fighting Blakist atrocities with a brand of extreme prejudice that brought him to the attention of his superiors. Learning of the Nova Cats' black ops unit, Precentor Martial Victor Steiner-Davion assigned Jai and a handful of others to the 212th as advisors. Patil struggled to fit in with the Clan unit, sparking numerous fights even as his battlefield performance earned praise from Major Lossey and a promotion to platoon command. Though incorporated into the first Stone's Trackers TO&E, Patil made no secret of his plans to seek another post within the RAF. He would not get the chance: his platoon disappeared while investigating rumors of a Manei Domini sighting in the Periphery in 3084.

MIRA

Title/Rank: Sergeant (3085), Lieutenant (3110)

Born: 3058

A trueborn Elemental, Mira dreamed of winning a Bloodname despite her relatively small size. Achieving the rank of Point Commander, she was among the forces who liberated Tigress in 3077. Mira's Point had nearly reached the safety of their DropShip when a series of dirty bombs devastated the Coalition forces. Mira's fellow Elementals were caught in the blast or exposed to the biological agent through damage to their armor, but she survived. Enraged, Mira hunted down and tore through the Capellan guerillas eventually revealed as the perpetrators. Lossey, impressed by the young warrior's resolve, had her transferred to his command. The tradition-minded Elemental considered most of her new comrades *dezgra* and initially struggled to work alongside them. Her hopes for glory and honor found new life in the Republic, and she went on to distinguished service in several other units. Nearing the end of her career in 3110, she returned to the Trackers in a noncombat capacity, serving in their HQ squad as a personal bodyguard for her close friend, Major Ueda.

FARAH AL AAWAR

Title/Rank: Sergeant

Born: 3062

Born on Dabih just a few minutes before his twin brother Sa'id in 3062, Farah hoped to join the famed Arkab Legions in fulfillment of his Azami heritage—a dream further fueled by the declaration of Azami independence from Combine rule when Farah was ten. Training hard with his brother to master the art of camouflage and ambush, Farah grew into an expert in surprise attacks and assaults from unexpected directions. Farah's hopes of enlisting in the Arkab Legion were dashed when Dabih joined the Republic of the Sphere, but he remained loyal to his homeworld and convinced Sa'id to join the RAF. Tragedy struck



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during the brothers' first mission with the Trackers on Gan Singh in 3085, when Capellan partisans attacked their platoon. Greatly outnumbered, Farah flanked the incoming forces and staged a final, one-man surprise attack, allowing his brother and their squad to disengage and escape at the cost of his own life.

SA'ID AL AAWAR

Title/Rank: Corporal (3085), Captain (3110)

Born: 3062

Though only minutes younger than his identical twin Farah, Sa'id swiftly fell into the role of the little brother and worshiped the more driven Farah. While his brother saw their childhood games as training for a glorious career in the Arkab Legions, Sa'id saw them as what they were: games. Constantly harangued by Farah for his apparent fecklessness, Sa'id nonetheless joined the RAF alongside him. Among his fellow troopers, Sa'id developed a reputation as the approachable, fun-loving twin. That *joie de vivre* died alongside his brother on Gan Singh, and the hardened Sa'id vowed to honor his brother's sacrifice by pushing himself harder than anyone else. Consistently refusing transfer or promotion out of the unit his brother died for, Sa'id played a major role in helping the Trackers keep their edge during the first two decades of the Republic's existence. He was forced to accept command of Scythe Company in 3106, but showed little patience for the "paperwork" of his position, preferring to lead grueling, days-long wilderness training sessions in some of Prefecture X's harshest climates.

Special Abilities: If the twins are present together, they bestow a +1 to-hit modifier on any opponents attacking their unit; this modifier is lost if the twins' unit falls below half strength, as one of the brothers is considered to have been killed. Sa'id possesses the Gregarious Trait (see p. 118 *AToW*) until 3085, when it is replaced by -1 TP Compulsion (Training) (see p. 111, *AToW*).

DORIAN KOŠAR

Title/Rank: Specialist

Born: 3091

Born on Terra during the Republic's golden age, Košar's well-to-do family fervently believed in Stone's dream, a quality they passed on to their only son. With his parents' approval, Dorian lied about his age to enlist in the RAF—a fact that was revealed early in his career but didn't damage his incredible performance through basic training and recon school. Repeatedly noted for his aggressiveness, Košar earned a reputation as a crusader and zealot, eager to oppose anyone not fully embracing the Republic, or even fellow service members questioning current politics. He was tapped by Sa'id al Aawar as a demolition and sabotage expert for the Trackers—al Aawar believed Košar would help the unit recapture some of its lost focus, should he rise through their ranks.

Special Abilities: Košar's background bestows a +1 TP Connections trait and a +1 TP Wealth trait (see pp. 111 and 128, *AToW*, respectively); however, he also suffers from the Impatient trait (see p. 119, *AToW*).

ESTEBAN DE LA ROSA

Title/Rank: Captain

Born: 3078

A relatively recent transfer from the Tenth Hastati's infantry brigade before the Capellan Crusades, de la Rosa's tenure with the Trackers proved divisive. Though the New Earth native was a seasoned special-forces operator, he made no secret of his desire to use his new posting as a stepping stone to higher command in RAF SpecOps. He and Major Ueda clashed repeatedly over the unit's assignments in the run-up to the Crusades. While de la Rosa favored practical missions with clearly defined objectives for success or failure, Ueda believed such routine actions would inevitably make the Trackers a unit of routine skill and cost them the elite talents needed to hunt the most difficult targets. The two never settled the debate: Ueda was killed on Sarna, and de la Rosa, the Trackers' remaining senior officer, was promoted to an instructor position at Sanglamore Academy.

GÄELLE CHARBONNEAU

Title/Rank: Lieutenant

Born: 3086

Charbonneau made a name for herself during a combined special-forces wargame on Terra, during which she separated from her unit and successfully approached within meters of Stone's Trackers HQ. She eluded detection and was able to count coup on Captain Esteban de la Rosa before being "killed" by the remainder of his squad. Though de la Rosa was unamused, he saw in Charbonneau the makings of a master infiltrator. Major Ueda took the young Quebecois trooper under her wing and groomed her as a potential heir, much as she was tempered by Elijah Lossey. Shortly after promotion to platoon command, Charbonneau struck up a romantic liaison with de la Rosa. The young lieutenant feared the relationship was merely a way for her paramour to gain information about her mentor, but she was never able to find out the truth before the Trackers' demise.

EDAN

Title/Rank: Private First Class

Born: 3093

A throwback to the Trackers' roots as a Clan formation, Edan was a descendant of the Sradac Bloodline, who joined the Republic from Clan Wolf. Approached by Clan hardliners in Prefecture IV shortly after his Trial of Position, Edan rejected their overtures and instead joined the RAF. An unquestionably talented Elemental, Edan was recruited to Stone's Trackers by Lieutenant Mira. The elder Elemental hoped to make him an exemplar for the unit's other new recruits and instill in them the Clan single-mindedness and focus on victory that the Republic-born youth lacked after decades of peace. Edan was one of the few Trackers to survive the Warrior House Imarra assault on Sarna, and he became the keeper of their legacy during his long career in the RAF.



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PERSONNEL ROSTER

JIHAD ERA

212TH NOVA CAT HEAD HUNTER BINARY (3078)

Stiletto Alpha

Star Captain Elijah Lossey, Elite, *Wight Dezgra*
Lieutenant Joel Johnson, Veteran, *Javelin JVN-10F*
MechWarrior Tyson, Veteran, *Dasher (Fire Moth) D*
MechWarrior Gina Crocetti, Veteran, *Phoenix Hawk PXH-6D*
MechWarrior Ulke Potente, Elite, *Wight Dezgra*

Stiletto Beta

Star Commander Marya, Elite, *Wight Dezgra*
MechWarrior Rufus Cropper, Elite, *Panther PNT-12A*
MechWarrior Rogan, Veteran, *Wight Dezgra*
MechWarrior Johnston Gaines, Veteran, *Hollander BZK-F7*
MechWarrior Timur, Elite, *Shadow Cat Prime*

Scythe Star

Star Commander Jalo, Elite
Point Commander Mira, Veteran
Point Commander Sorne, Elite
Point Commander Kauri, Veteran
Point Commander Eoin, Veteran

Sickle Company

Captain Jonathan Winslow, Veteran, First Platoon (21 Troopers)
Lieutenant Aiko Ueda, Veteran, Second Platoon (21 Troopers)
Lieutenant Jaidev Patil, Veteran, Third Platoon (21 Troopers)

REPUBLIC ERA

212TH SPECIAL OPERATIONS BATTALION ("STONE'S TRACKERS") (3112)

Major Aiko Ueda, Elite, Command Platoon (21 Troopers)

Stiletto Company

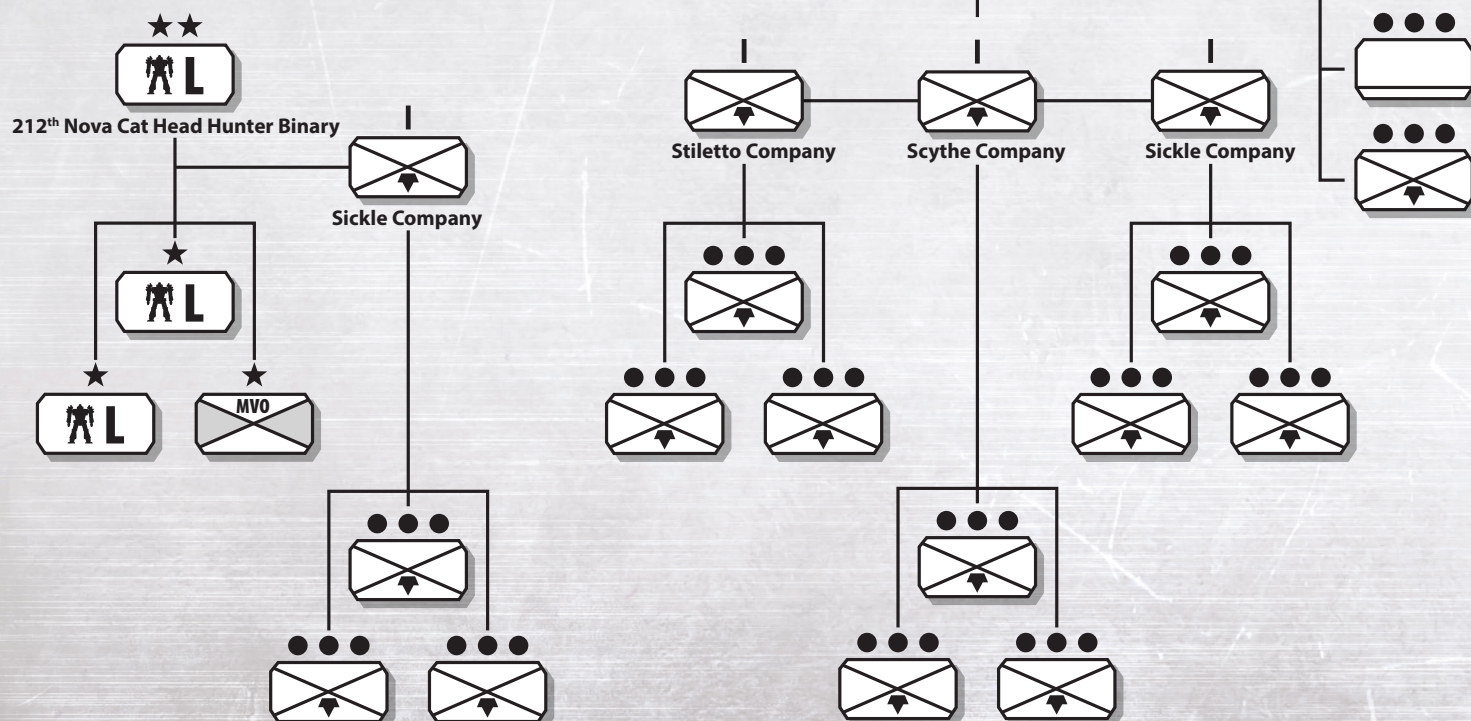
Captain Esteban de la Rosa, Veteran, First Platoon (21 Troopers)
Lieutenant Huang Qiu, Veteran, Second Platoon (21 Troopers)
Lieutenant Ainsley Franks, Veteran, Third Platoon (21 Troopers)

Scythe Company

Captain Sa'îd al Aawar, Elite, First Platoon (21 Troopers),
Lieutenant Gaëlle Charbonneau, Veteran,
Second Platoon (21 Troopers)
Lieutenant Charles Van Sant, Veteran, Third Platoon (21 Troopers),

Sickle Company

Captain Linh Phan, Veteran, First Platoon (21 Troopers)
Lieutenant Izem Zéroual, Veteran, Second Platoon (21 Troopers),
Lieutenant Carlos Rocha-Torres, Elite, Third Platoon (21 Troopers)





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HEAD OF THE SNAKE

GAME SETUP

Recommended Terrain: City (Downtown), City Street Grid/Park

The Defender arranges two city maps with the long edges touching, with dense buildings present on both.

Attacker

Recommended Forces: 212th Nova Cat Headhunter Binary

The Attacker consists of a Supernova of two Stars of BattleMechs, a Star of Elementals, and a Star of Jump Infantry. At least 30 percent of the 'Mechs must be light units. The Attacker enters the battlefield via a combat drop (see *Atmospheric Drops*, p. 22, SO).

Defender

Recommended Forces: Epsilon Eridani Protectorate Militia

The Defender is the HQ element of the Word of Blake Protectorate Militia, consisting of a Level II of BattleMechs, and a *Grigori* piloted by Precentor Agnes Merrick, the local Blakist commander and target of the 212th. The Defender's forces deploy at the center of one of the two maps and within two hexes of a friendly unit.

WARCHEST

Track Cost: 700

Optional Bonuses

+300 Not Alone (Attacker only): Add one platoon of Purifier Battle Armor to the Defender's forces.

+300 Undermanned (Defender only): Remove two BattleMechs from the Attacker's forces.

–100 Moonless Night: Use *Moonless Night* rules (see p. 58, TO).

OBJECTIVES

Headhunt (Attacker Only). Kill Precentor Merrick. [300]

Fall Back (Defender Only). Precentor Merrick's 'Mech survives. [300]

SPECIAL RULES

The 212th has suffered severe casualties during the Jihad, and now comprises a mix of Clan and Inner Sphere operatives. The resulting decline in unit cohesion may affect their battlefield performance for some time to come. Before rolling Initiative, roll 2D6; on a roll of 11 or 12, communication breakdowns have imposed a –2 penalty to the unit's ensuing Initiative roll which remains in effect for the remainder of this track.

Precentor Merrick's forces have been caught totally unaware by the 212th's daring combat drop and are still powering up their 'Mechs. The Defender's forces will be unable to move or shoot during Turn 1, and will suffer a –1 Initiative penalty for the subsequent two turns.

Forced Withdrawal (see p. 258, TW) is not in effect for either side, as retreat from this engagement is not possible.

AFTERMATH

The 212th sustained serious casualties shortly after landing on the outskirts of the city of Madison, but they pushed through the city on a beeline for Precentor Merrick's *Grigori*. As the Headhunters' *Wight Dezgra* complement drew off part of Merrick's Level II, a platoon of troopers succeeded in boarding her 'Mech, tearing a hole in the cockpit, and killing her with a laser. Eliminating the remainder of the Militia's command element caused mass chaos among the Blakist ranks and allowed the rest of Marshal Davion's forces to eradicate all formal resistance on Epsilon Eridani.

The end may finally be near. I can feel it now.

These long years of Jihad have cost our Clan, have cost me, so much. Everyone with whom I started the 212th is gone now, ground to dust by my vision. In their place are new troops—effective, but lacking the unity of their predecessors. Those of the Clan fail to understand their Spheroid comrades. Those of the Sphere fail to understand each other. On all sides, our Coalition brethren fail to understand our role, calling us assassins, even cowards.

But Marshal Davion is an exception. Among all the Coalition's leaders, he grasps the power of decisive action and of striking off the head to kill the body. He has bestowed on us a great honor, to serve in the vanguard and reclaim a world—our way.

—From the journal of Star Captain Elijah Lossey

SITUATION

**Madison, Parassus
Epsilon Eridani, Word of Blake
Protectorate
15 February 3078**

Following the death of Field Marshal Katheryn Sandoval-Ito on Acamar during Operation SCOUR, Marshal Jon Davion personally led Group II in a daring combined-arms suborbital drop intended to decapitate Blakist resistance and prove that Sandoval-Ito's death would not disrupt the aggressive pace of operations on the Federated Suns front. The 212th, a perfect fit for Davion's strategy, dropped in close to Protectorate Militia leadership, catching them almost totally by surprise.



STONE'S TRACKERS

AUSPICIOUS INCIDENT

GAME SETUP

Recommended Terrain: Heavy Woods, Woodland

Set up two mapsheets end to end as described in the *Breakthrough* scenario (see p. 261, *TW*).

Attacker

Recommended Forces: Stone's Trackers, Stone's Liberators

The Attackers are Stone's Trackers, a full jump infantry battalion (ten 21-trooper platoons, including the command platoon). All of the infantry units should deploy as *Hidden Units* (see p. 259, *TW*) anywhere on the map. The Trackers are supported by a lance of heavy 'Mechs from Stone's Liberators, which will enter via a long edge of one mapsheet on Turn 8, or whenever the Trackers have fallen to half strength.

Defender

Recommended Forces: First St. Ives Janissaries

The Defenders are a reinforced lance of the First St. Ives Janissaries, consisting of four light vehicles and two medium 'Mechs. Each unit has suffered previous damage; roll 20 points of damage in 5-point groups for the 'Mechs and 15 points of damage in 5-point groups for the vehicles; reroll any damage that would cripple or destroy the unit. The Defender begins on one of the short map edges and may only exit via the opposite map edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+300 Forest Kings (Attacker only): Replace two vehicles with one heavy 'Mech.

+300 Delayed (Attacker only): Stone's Liberators will not arrive until Turn 8, regardless of how much damage the Trackers sustain.

+500 Out of Nowhere (Defender only): Stone's Liberators will arrive on Turn 6, or whenever the Trackers have fallen to two-thirds strength.

OBJECTIVES

Hold in Place (Attacker Only). Prevent Janissaries units from exiting the battlefield until the Liberators arrive. [100 per unit]

Hightail It (Defender Only). Exit Janissaries units off the battlefield before the Liberators arrive. [100 per unit]

Ready for More (Attacker Only). Do not allow the Trackers to fall below 25 percent strength. [200]

Reversal of Fortune (Defender only). Reduce the Trackers to below 25 percent strength. [200]

SPECIAL RULES

Mines: The Trackers have laid five 15-point command-detonated minefields (see p. 209, *TO*) on the battlefield. Each minefield requires LOS for detonation.

AFTERMATH

Savaged by the combined efforts of the Trackers and the Liberators, the First St. Ives Janissaries collapsed as an effective combat command. The Trackers sustained some losses in their forest ambush, but Major Ueda insisted on their inclusion in the push for the Tengu Aerospace facility and the assault on Daoshen Liao.

Opportunity. That is all I have ever asked for.

My adoptive father gave me my first opportunity when he rescued me from the fires of Irece. I was a lost soul, spiteful and brash. He trained me to value control, precision, and power. Later I had the opportunity to protect his legacy and carry it forth into a bright new future. It took great effort to protect that legacy from the tarnish that threatened it—I wearied, and began to believe it was time to release our work to others.

Then this new war fell on us, and we were called to defend the future we helped forge. Rather than sink into twilight, my father's Trackers have the most precious opportunity: to reclaim the awe and fear which we once summoned.

—From the journal of Major Aiko Ueda

SITUATION

Great Sarn Forest
Sarna, Capellan Confederation
20 October 3112

Badly mauled by Stone's Brigade during their first days on Sarna during Operation MAGNUS, the remnants of the First St. Ives Janissaries desperately sought safe passage to their DropShips on the other side of a wide stretch of the Great Sarn Forest. They would find no relief among the dense trees and undergrowth of the old-growth forest, where Stone's Trackers lay in wait to finish what their Republic brethren began.



STONE'S TRACKERS

TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

STRATEGIC BATTLEFORCE FORMATION

Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
212th Nova Cat Head Hunter Binary (3078)	MX	1	5	2	-	2	4	6	3	176	CAR37,MEC,OMNI2		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Stiletto Alpha	BM	1	8	3	-	3	10	5	4	2	3	53	ECM,LPRB,OMNI1,RCN,WAT
Stiletto Beta	BM	1	8	2	-	3	12	4	4	3	2	66	ECM,OMNI1,PRB,RCN
Scythe Star	BA	1	3	2	-	2	7	5	2	0	3	32	AM,CAR25,MEC
Sickle Company	CI	1	2	1	-	0	4	3	2	2	2	25	AM,CAR12
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
212th Special Operations ("Stone's Trackers") (3112)	CI	1	2	1	-	0	7	6	3	74	AM,CAR40		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Command Platoon	CI	1	2	1	-	0	1	1	1	1	2	8	AM,CAR4
Stiletto Company	CI	1	2	1	-	0	4	3	2	2	3	22	AM,CAR12
Scythe Company	CI	1	2	1	-	0	4	3	2	2	3	22	AM,CAR12
Sickle Company	CI	1	2	1	-	0	4	3	2	2	3	22	AM,CAR12

ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials
212th Nova Cat Head Hunter Binary (3078)	MX	1	5	2	-	3	11	6	4	2	3	59	CAR37,MEC,OMNI2
212th Special Operations ("Stone's Trackers") (3112)	MX	1	2	1	-	1	4	3	2	2	3	25	CAR40

212TH NOVA CAT HEAD HUNTER BINARY STILETTO ALPHA STAR

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Striker Star* (CO p. 66, ACS p. 151)

Elijah Lossey (Wight) Special Pilot Abilities: Demoralizer; bestows the Blood Stalker SPA on units in Star

BV: 7,963 (Not adjusted for Skill Ratings)

PV: 170 (Adjusted for Skill Ratings)

<p>WGT-4NC "Dezgra" PV: 43 WIGHT</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"/14"j ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●</p> <p>SPECIAL: ECM, ENE, LPRB, RCN, STL, WAT</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>JVN-1 OF "Fire Javelin" PV: 24 JAVELIN</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>DASHER (FIRE MOTH) PV: 23</p> <p>TP: BM SZ: 1 TMM: 4 MV: 26" ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 3 L (+4) 0</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○ S: ●</p> <p>SPECIAL: ENE, OMNI</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PXH-6D PHOENIX HAWK PV: 37</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>WGT-4NC "Dezgra" PV: 43 WIGHT</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"/14"j ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●</p> <p>SPECIAL: ECM, ENE, LPRB, RCN, STL, WAT</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	

Special Command Abilities apply to entire 212th Nova Cat Head Hunter Binary.
Formation Bonus Abilities apply to this star only.

212TH NOVA CAT HEAD HUNTER BINARY STILETTO BETA STAR

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Striker Star* (CO p. 66, ACS p. 151)

BV: 7,486 (Not adjusted for Skill Ratings)

PV: 184 (Adjusted for Skill Ratings)

<p>WGT-4NC "Dezgra"</p> <p>WIGHT</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"/14"j ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●</p> <p>SPECIAL: ECM, ENE, LPRB, RCN, STL, WAT</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>	<p>PNT-12A</p> <p>PANTHER</p> <p>TP: BM SZ: 1 TMM: 1 MV: 8"j ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●</p> <p>SPECIAL: CASE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>
<p>WGT-4NC "Dezgra"</p> <p>WIGHT</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"/14"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●</p> <p>SPECIAL: ECM, ENE, LPRB, RCN, STL, WAT</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>	<p>BZK-F7</p> <p>HOLLANDER II</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: CASE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>
<p>Prime</p> <p>SHADOW CAT</p> <p>TP: BM SZ: 2 TMM: 3 MV: 16"/12"j ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●</p> <p>SPECIAL: CASE, OMNI, PRB, RCN</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>	

Special Command Abilities apply to entire 212th Nova Cat Head Hunter Binary.
Formation Bonus Abilities apply to this star only.

212TH NOVA CAT HEAD HUNTER BINARY SCYTHER STAR

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Urban Combat Star* (CO p. 67)

BV: 2,020 (Not adjusted for Skill Ratings)

PV: 103 (Adjusted for Skill Ratings)

[Flamer] **PV: 23**

ELEMENTAL BATTLE ARMOR

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: Ambusher SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

A: ○○
S: ●●

SPECIAL: AM, CAR5, HT1/-/, MEC

ALPHA STRIKE STATS BATTLETECH

[MG] **PV: 22**

ELEMENTAL BATTLE ARMOR

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: Ambusher SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE STATS BATTLETECH

[Flamer] **PV: 20**

ELEMENTAL BATTLE ARMOR

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: Ambusher SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

A: ○○
S: ●●

SPECIAL: AM, CAR5, HT1/-/, MEC

ALPHA STRIKE STATS BATTLETECH

[MG] **PV: 19**

ELEMENTAL BATTLE ARMOR

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: Ambusher SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE STATS BATTLETECH

[MG] **PV: 19**

ELEMENTAL BATTLE ARMOR

TP: BA SZ: 1 TMM: 1 MV: 6"j
ROLE: Ambusher SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	2	1	0

A: ○○
S: ●●

SPECIAL: AM, CAR5, MEC

ALPHA STRIKE STATS BATTLETECH

*Special Command Abilities apply to entire 212th Nova Cat Head Hunter Binary.
Formation Bonus Abilities apply to this star only.*

212TH NOVA CAT HEAD HUNTER BINARY SICKLE COMPANY

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Urban Combat Company* (CO p. 67)

BV: 681 (Not adjusted for Skill Ratings)

PV: 66 (Adjusted for Skill Ratings)

Stone's Trackers SPECIAL FORCES		PV: 22	
TP: CI	SZ: 1	TMM: 0	MV: 4"
ROLE: Ambusher		SKILL: 3	
DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2
A: ○○○○			
S: ●			
SPECIAL: AM, CAR4			
ALPHA STRIKE STATS		BATTLETECH	

Stone's Trackers SPECIAL FORCES		PV: 22	
TP: CI	SZ: 1	TMM: 0	MV: 4"
ROLE: Ambusher		SKILL: 3	
DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2
A: ○○○○			
S: ●			
SPECIAL: AM, CAR4			
ALPHA STRIKE STATS		BATTLETECH	

Stone's Trackers SPECIAL FORCES		PV: 22	
TP: CI	SZ: 1	TMM: 0	MV: 4"
ROLE: Ambusher		SKILL: 3	
DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2
A: ○○○○			
S: ●			
SPECIAL: AM, CAR4			
ALPHA STRIKE STATS		BATTLETECH	

*Special Command Abilities apply to entire 212th Nova Cat Head Hunter Binary.
Formation Bonus Abilities apply to this company only.*

212TH SPECIAL OPERATIONS BATTALION

["STONE'S TRACKERS"] COMMAND PLATOON

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

BV: 227 (Not adjusted for Skill Ratings)

PV: 26 (Adjusted for Skill Ratings)

Stone's Trackers
SPECIAL FORCES


PV: 26

TP: **CI** SZ: **1** TMM: **0** MV: **4"**j
ROLE: **Ambusher** SKILL: **2**

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2

A: ○○○
S: ●

SPECIAL: AM, CAR4



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ALPHA STRIKE STATS

BATTLETECH

*Special Command Abilities apply to entire 212th Special Operations Battalion.
Formation Bonus Abilities apply to this company only.*

212TH SPECIAL OPERATIONS BATTALION

["STONE'S TRACKERS"] STILETTO COMPANY

Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Urban Combat Company* (CO p. 67)

BV: 681 (Not adjusted for Skill Ratings)

PV: 66 (Adjusted for Skill Ratings)

Stone's Trackers
SPECIAL FORCES

PV: 22

TP: CI SZ: 1 TMM: 0 MV: 4"j

ROLE: Ambusher SKILL: 3

DAMAGE

S (+0) M (+2) L (+4)

2 2 2

A: ○○○

S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS

BATTLETECH

Stone's Trackers
SPECIAL FORCES

PV: 22

TP: CI SZ: 1 TMM: 0 MV: 4"j

ROLE: Ambusher SKILL: 3

DAMAGE

S (+0) M (+2) L (+4)

2 2 2

A: ○○○

S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS

BATTLETECH

Stone's Trackers
SPECIAL FORCES

PV: 22

TP: CI SZ: 1 TMM: 0 MV: 4"j

ROLE: Ambusher SKILL: 3

DAMAGE

S (+0) M (+2) L (+4)

2 2 2

A: ○○○

S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS

BATTLETECH

Stone's Trackers
SPECIAL FORCES

PV: 22

TP: CI SZ: 1 TMM: 0 MV: 4"j

ROLE: Ambusher SKILL: 3

DAMAGE

S (+0) M (+2) L (+4)

2 2 2

A: ○○○

S: ●

SPECIAL: AM, CAR4

ALPHA STRIKE STATS

BATTLETECH

*Special Command Abilities apply to entire 212th Special Operations Battalion.
Formation Bonus Abilities apply to this company only.*

212TH SPECIAL OPERATIONS BATTALION

["STONE'S TRACKERS"] SCYTHER COMPANY



Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)



Formation: *Urban Combat Company* (CO p. 67)



Sa'id Al Aawar Special Pilot Abilities: +1 to-hit modifier on any opponent attacking this company; modifier is lost if company falls to below half number of units.

BV: 681 (Not adjusted for Skill Ratings)

PV: 70 (Adjusted for Skill Ratings)

Stone's Trackers SPECIAL FORCES		PV: 26
TP: CI	SZ: 1 TMM: 0 MV: 4"	
ROLE: Ambusher	SKILL: 2	
DAMAGE	S (+0) M (+2) L (+4)	
	2 2 2	
A: ○○○ S: ●		
SPECIAL: AM, CAR4		
ALPHA STRIKE STATS		
BATTLETECH		

Stone's Trackers SPECIAL FORCES		PV: 22
TP: CI	SZ: 1 TMM: 0 MV: 4"	
ROLE: Ambusher	SKILL: 3	
DAMAGE	S (+0) M (+2) L (+4)	
	2 2 2	
A: ○○○ S: ●		
SPECIAL: AM, CAR4		
ALPHA STRIKE STATS		
BATTLETECH		

Stone's Trackers SPECIAL FORCES		PV: 22
TP: CI	SZ: 1 TMM: 0 MV: 4"	
ROLE: Ambusher	SKILL: 3	
DAMAGE	S (+0) M (+2) L (+4)	
	2 2 2	
A: ○○○ S: ●		
SPECIAL: AM, CAR4		
ALPHA STRIKE STATS		
BATTLETECH		

*Special Command Abilities apply to entire 212th Special Operations Battalion.
Formation Bonus Abilities apply to this company only.*

212TH SPECIAL OPERATIONS BATTALION



["STONE'S TRACKERS"] SICKLE COMPANY



Special Command Abilities: Camouflage, Esprit de Corps, Off-Map Movement, Tactical Experts (Hidden Units)

Formation: *Urban Combat Company* (CO p. 67)

BV: 681 (Not adjusted for Skill Ratings)

PV: 70 (Adjusted for Skill Ratings)

Stone's Trackers SPECIAL FORCES		PV: 22
TP: CI	SZ: 1 TMM: 0 MV: 4"	
ROLE: Ambusher	SKILL: 3	
DAMAGE	S (+0) M (+2) L (+4)	
	2 2 2	
A: ○○○○		
S: ●		
SPECIAL: AM, CAR4		
ALPHA STRIKE STATS		BATTLETECH

Stone's Trackers SPECIAL FORCES		PV: 26
TP: CI	SZ: 1 TMM: 0 MV: 4"	
ROLE: Ambusher	SKILL: 2	
DAMAGE	S (+0) M (+2) L (+4)	
	2 2 2	
A: ○○○○		
S: ●		
SPECIAL: AM, CAR4		
ALPHA STRIKE STATS		BATTLETECH

*Special Command Abilities apply to entire 212th Special Operations Battalion.
Formation Bonus Abilities apply to this company only.*

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wight WGT-4NC Dezgra**

Movement Points: **Tonnage:** 35
Walking: 8 **Tech Base:** Mixed Tech (I.S.)
Running: 12 (Experimental)
Jumping: 7 **Era:** Jihad

Weapons & Equipment Inventory (hexes)

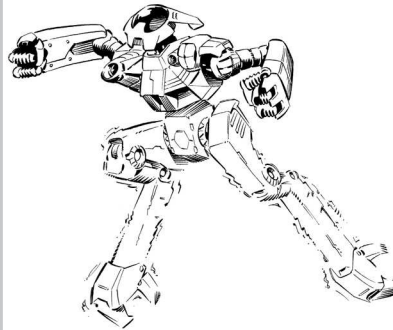
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Watchdog CEWS (Clan)	LT	—	[E]	—	—	—	4

WARRIOR DATA

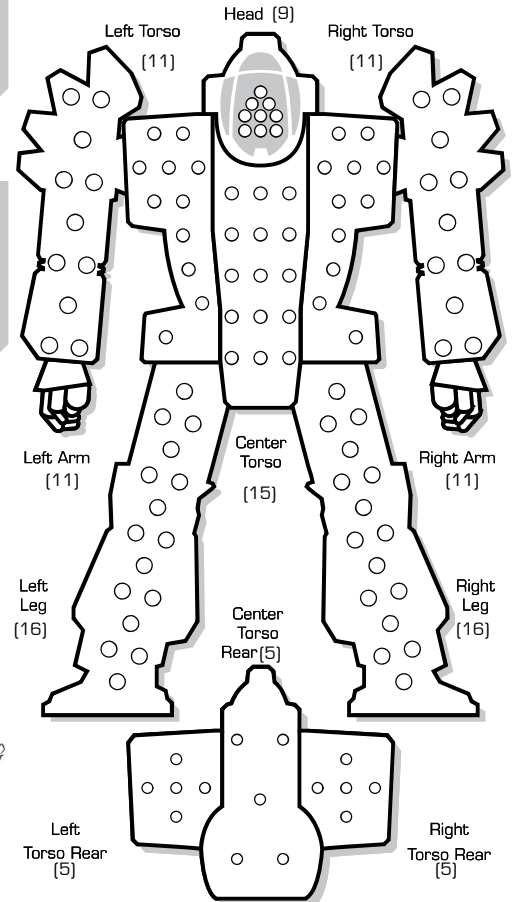
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

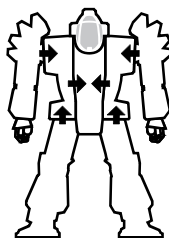
Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



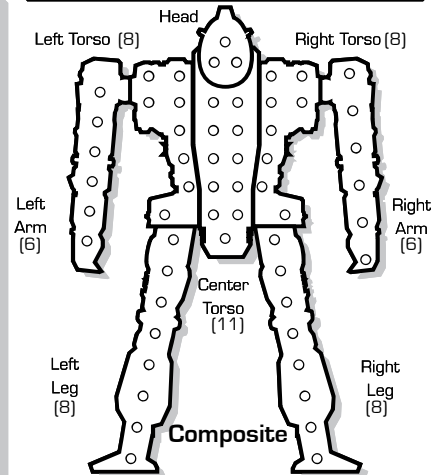
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Chameleon Light Polarization Shield

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0