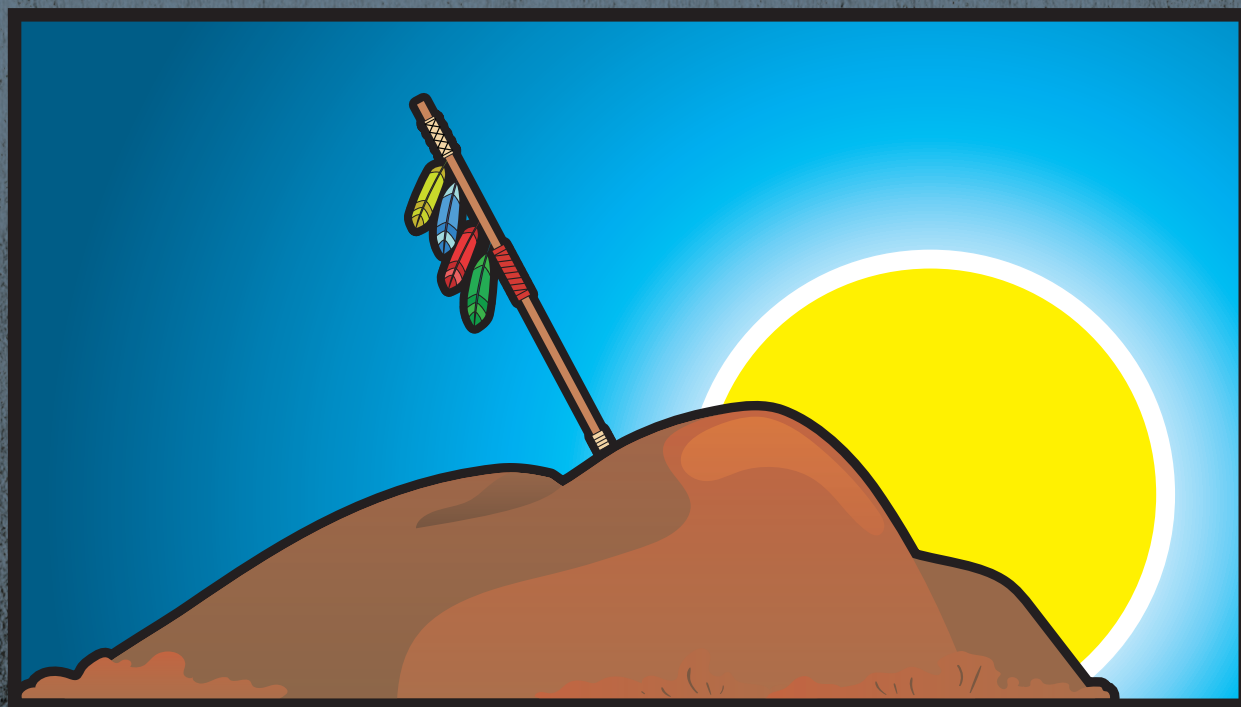


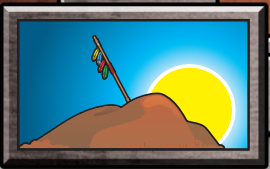
# BATTLETECH<sup>TM</sup>

## SPOTLIGHT ON:



# HOLT'S HILLTOPPERS





# HOLT'S HILLTOPPERS

## 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

The author would like to thank Neal Oldham, Ted Corcovilos, Tim Best, and John Gordon. Our gaming group saw the birth of the Hilltoppers. I've been happy to shepherd them from our multi-year campaign to canonical mercenary command. I'm proud now to share them with the BT universe as a whole.



STAR LEAGUE ERA



SUCCESION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

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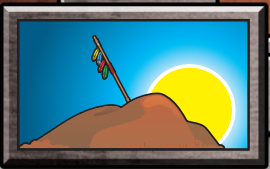


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## UNIT HISTORY AND DESCRIPTION

Operation GUERRERO was a grand success for the Free Worlds League; however, not all citizens of the League were pleased with the overt support for their ancestral enemy, the Capellan Confederation. The rebellion on Holt seemed a minor thing at the time, not even garnering the notice of the interstellar press amid the conflagration engulfing the worlds being wrested from the Federated Commonwealth.

A battalion of Holt's planetary militia launched a coordinated attack on the Sixth Marik Militia's base of operations. This attack was not intended to destroy the Sixth or even to drive them off-planet. Instead, it was to secure enough DropShips to leave Holt, in protest of the Captain-General's alliance with the Capellans. The Sixth mauled the poorly equipped militia, however. A handful of 'Mechs and aerofighters were all that survived of the rebellious battalion. Their attack only managed to secure a battered *Leopard*-class DropShip, forcing them to leave some of their materiel behind.

Months passed before these ragged survivors arrived on Outreach, using aliases and piloting 'Mechs and fighters with their colors and insignia obliterated. So was born Holt's Hilltoppers.

Their small numbers, nonexistent MRBC rating, and lack of advanced equipment left them unemployable in the Inner Sphere, so the Hilltoppers were forced to take contracts in the Periphery instead. Several years in service to the New Colony Region garnered the nascent command a reputation for unconventional defensive tactics, honed in numerous raids by the pirate bands that plagued the region. Both the Magistracy of Canopus and the colonists, including the Colonial Marshals with whom the Hilltoppers cooperated on many occasions, looked on the Hilltoppers with great favor for their respectful behavior and stalwart refusal to give ground to raiders, even when outnumbered. During this time, the Hilltoppers techs became adept at modifying their BattleMechs on the fly, as proper replacement parts in the Periphery were hard to come by.

After several years, commanding officer George Holt, an Amerindian who had taken their homeworld's name in replacement of his own, brought the Hilltoppers back to Outreach. He recruited some new MechWarriors and pilots, and the company was hired as an auxiliary force for Operation STILETTO. The Hilltoppers performed admirably in their limited engagements on Acamar, improving their reputation among potential employers. Fortune seemed to be smiling on the Hilltoppers. But in the mercenary world, fortune often switches favor without warning.

The Hilltoppers fought on Warlock against Capellan forces during the St. Ives War. The Hilltoppers' founders felt it was a

great opportunity to strike back against their ancestral enemies, but a liaison officer was integrated into their command due to their youthful status as mercenaries. When the Harloc Raiders sent a battalion to eliminate the mercenaries, the Hilltoppers prepared concealed positions in St. Ives-controlled city they were defending. The liaison, however, relayed orders that the Hilltoppers were to meet the Raiders in the plains outside the city. Holt initially refused the order but relented when his warriors faced arrest from police waiting outside the conference room.

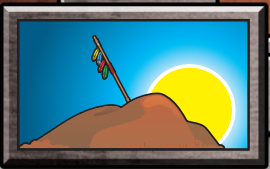
The battle began with luck seeming to favor the Hilltoppers once more. Their fighters caught the Raiders unawares and killed both the commanding and executive officers with precision bombing runs, at the cost of half the Hilltoppers squadron. This early loss of command might have turned the tide for a larger force, but the Raiders regrouped and took advantage of their superior numbers. Several Hilltoppers, including the liaison, fell to the enemy. Holt stunned the Raiders when he positioned his *Nightstar* between a fallen comrade and an entire company of light and medium Raider 'Mechs. He entered a battle frenzy and downed several Raiders, but the combined firepower of an entire company was overwhelming. Keeping his feet apparently through willpower alone, Holt powered down and requested terms of surrender, hoping that his comrades would be spared. His courageous defense impressed the Raiders enough that they accepted his surrender, though they charged a heavy ransom. The shattered Hilltoppers limped back to Outreach in defeat.

A surprise awaited the Hilltoppers when they arrived. A small group of Canopian renegades had hijacked not just a DropShip, but also a JumpShip, in fleeing their homeworld. These warriors remembered the Hilltoppers and sought to join the honorable command, caring not a whit that they had just suffered abject defeat.

Holt made the best of the situation. The Hilltoppers counted almost a 'Mech company and two pairs of aerofighters. More importantly, with transport assets of their own, they possessed true independence. Never again would the Hilltoppers accept integrated command from an employer. It was around this time that Holt became known as "Chief" rather than any military rank. His regard for his comrades extended beyond loyalty. The Hilltoppers were now a tribe. Those seeking to join in the future would be vetted for selflessness and dedication to the command as a whole; glory-seekers were not welcome.

A short contract defending Kiamba from the Ghost Bears netted Elemental captives who elected to join the Hilltoppers rather than be turned over to the Combine. Soon after, the Hilltoppers became embroiled in the Draconis March's invasion of the Draconis Combine during the FedCom Civil War. The Hilltoppers were hired to "protect the assets of Duke James Sandoval" during the invasion of Ashio. This limited them to defending the Robinson Rangers' DropShips, MASH operations, headquarters, and supplies.





# HOLT'S HILLTOPPERS

The Hilltoppers soon had bounties on their heads after they leveled a number of city blocks to eliminate guerrilla activity. This only motivated the Combine defenders to greater fury when the Hilltoppers met them in battle. In particular, the Forty-sixth Dieron Regulars, a formation barely a year old, targeted the Hilltoppers for elimination. Matters came to a head when the Hilltoppers ambushed and exterminated the scout lances of the Forty-sixth's second battalion. Second Battalion's infuriated commander, *Chu-sa* Harold Nakayama, took his command company to annihilate the Hilltoppers and destroy the Rangers' DropShips in the bargain.

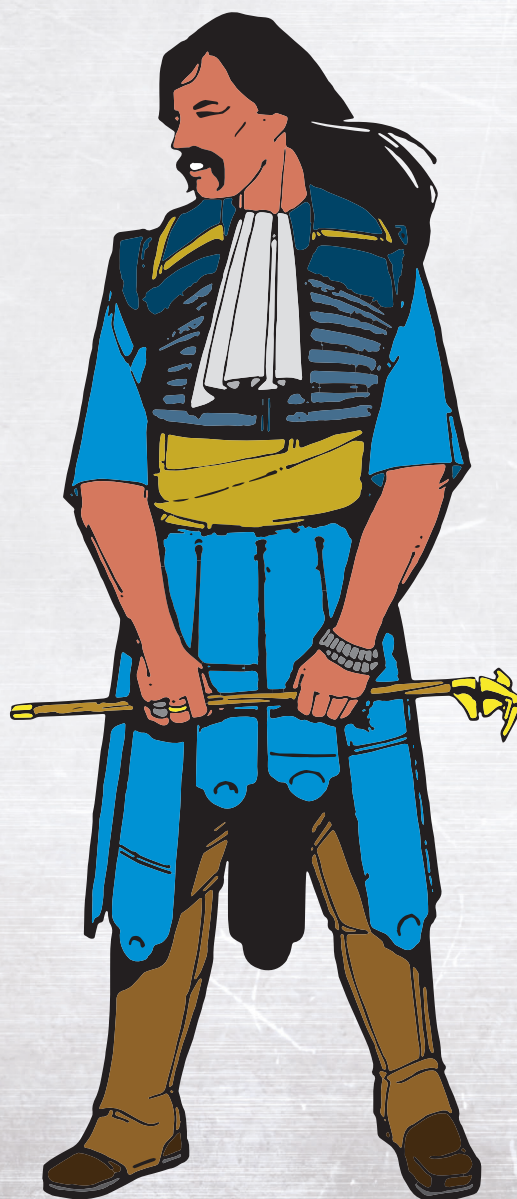
The Hilltoppers waited in ambush positions as the Forty-sixth approached. The canny Combine commander ordered an artillery bombardment, striking one of the Hilltoppers Elemental Points. The surviving Elementals broke cover and attacked the nearest Combine 'Mech, ruining the ambush. The Hilltoppers erupted from concealment and hurled themselves at the enemy. A brutal melee broke out. Holt personally challenged the nearest Combine MechWarrior to a duel, who happened to be the enemy commander. While they blasted one another, the Hilltoppers were pounding the Forty-sixth to scrap. When the Hilltoppers aerofighters arrived and cut off enemy reinforcements, the Combine commander abandoned the duel and ordered a retreat. The combined-arms assault ensured only five Regulars, including their commander, escaped the carnage.

Subsequent battles on Ashio cemented the Hilltoppers' reputation as excellent defenders. It also showed their utter savagery. Executive officer Captain Indrakosit was killed when *Chu-sa* Nakayama shot through his 'Mech's cockpit. The members of Indrakosit's lance went berserk and killed every Regular on the field that day, save Nakayama himself, who taunted the Hilltoppers as he slipped their grasp. It didn't seem to matter to him that he had lost three of his own MechWarriors. Killing a Hilltopper had apparently been his goal.

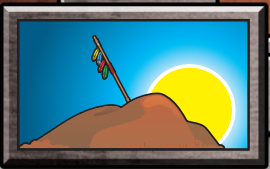
The Rangers' withdrawal from Ashio to Mallory's World ended the feud with Nakayama. The Hilltoppers carried away enough salvage to triple their strength. Instead of hiring MechWarriors immediately, however, Holt took his time and deliberately hired only those whose character matched his fellow Hilltoppers. It took months, during which time the command took a short-term contract on Arboris, followed by a cadre contract with ComStar on Filtvelt, since the Com Guards could not spare forces for such a distant planet. By late 3067, the Hilltoppers had grown to a reinforced battalion of three four-lance companies, and Holt accepted a several-year garrison-cadre contract in the Fronc Reaches, primarily to ensure that the new members would be able to integrate with the Hilltoppers.

Six months after the Hilltoppers' arrival on Portland, the Calderon's Commando pirate band attacked. The goal was not to acquire loot but to destroy the potential threat posed by the mercenaries. The pirates made use of publicized reports that

two of the Hilltoppers' three companies were deployed across Portland for various training exercises. Only one company, plus the tanks tasked with base defense, were defending the Hilltoppers headquarters. Calderon's Commando dropped a company of 'Mechs and one of fast hovercraft to destroy the base. A secondary goal was to capture any personnel and salvage any usable materiel in the process, but the pirates discounted the tenacity of mercenaries. Unlike most units who resorted to work in the Periphery, the Hilltoppers refused to break and run when the pirates surprised them. Instead, the Hilltoppers sold themselves dearly, refusing to fall before taking at least one pirate with them. Rather than the Hilltoppers suffering shattered morale, it was the pirates who lost their nerve and turned tail to flee. The Hilltoppers controlled the field, and their civilians and base were safe, but half of the defenders had fallen to the pirate onslaught.







# HOLT'S HILLTOPPERS

## UNIT DESCRIPTION

Holt's Hilltoppers are an exceptional defensive command. Whenever the Hilltoppers are the Defender in any battle, they may hide up to one-third (round up) of their units even in terrain forbidden by the *Hidden Units* rules (see p. 259, *TW*) and when the scenario does not normally allow Hidden Units. The Hilltoppers employ a very deep command hierarchy, with each member of the unit prepared to handle the combat loss of their immediate commander. When a lance, company, or battalion commander is killed in battle (not unit destruction in which the commander survives), the remaining members of that unit (lance, company, battalion) go into a frenzy. Every unit will concentrate fire on the enemy unit that killed their commander, to the exclusion of all other targets unless LOS or range prevents them, until that enemy is destroyed. This effect lasts a maximum of 3 turns for lance commanders, 4 turns for company commanders, and 5 turns for battalion commanders. If Holt is killed, this effect will last for the remainder of the battle, with every enemy unit being so targeted after the first enemy is downed. No surrender is accepted from any enemy in a battle if the senior Hilltoppers commander is killed. Further, because of the command hierarchy, no Hilltoppers unit suffers any penalty from losing a commander in a battle.

The Hilltoppers have a unique rank structure. MechWarriors begin with no rank, first earning the rank of corporal and entering the command structure of the overall command after acquiring five kills. Corporals may command a lance, but sergeant is normally the minimum rank for this. Each company has one sergeant in charge of discipline for that company. The sergeants answer directly to the lone Hilltoppers sergeant-major, who issues punishments for infractions to all non-officers. Lieutenants usually command lances, with the most senior Hilltoppers lieutenant named First Lieutenant. The same structure applies to aerofighter pilots, with "flight" as part of the rank, save that flight lieutenant is the lowest rank. Everyone ranked corporal higher is in the command hierarchy. When George Holt is not part of the deployment, the commanding officer temporarily takes the surname Holt, and is referred to as "the Holt" rather than by rank.

Each company has a separate command lance bearing the company name. Each lance of the company is named

alphabetically per the company commander's discretion. The fourth lance of each company is a lighter, faster lance than the others, serving as either a cavalry or scout lance.

Most 'Mechs are uncommon variants, having been modified by the Hilltoppers' excellent techs. Many modifications actually downgrade the units to achieve heat neutrality, weapons standardization, and/or lower repair cost.

The Hilltoppers insignia, an Amerindian War Lance stabbed into a hill backlit by a rising sun, is placed on the upper right torso of 'Mechs and battlesuits, on the right wing and left tail of fighters, and on the front right side of vehicles. The Hilltoppers paint their units in a quartered scheme. Black is always on the upper right and lower left (front right and rear left for vehicles/fighters). The other quarters are color-coded per the subunit, with red for Chief Company, yellow for Champion Company, blue for Carnivore Company, and green for support units. Fighter flights use the colors of the battalion to which they are attached. The Hilltoppers eschew kill markers, warning markings, or any other embellishments. This ensures their units have a clean appearance, and it also saves considerable time and money. The Hilltoppers employ neither standard uniforms nor rank insignia. They also forego most typical military regulations, like requiring salutes, PT, or shined boots.

Carnivore Company contains more new members than the other two companies combined. Individual lances suffer no penalty, but when the entire company is fighting together, a -1 Initiative penalty applies.

The Hilltoppers use medium and heavy aerospace fighters, arranged into squadrons of two three-fighter flights. Two additional fighters fly in conjunction with the command's *Leopard CV DropShip*, making for devastating ground attacks when so employed.

Support units include battlesuit infantry, combat vehicles, and the command's transport assets. The battlesuits are the only support units assigned to forward action, with the rest guarding the Hilltoppers base. The command has excess DropShip capacity and a second *Invader*-class JumpShip, which ensures all personnel can be transported simultaneously. One *Invader* has been retrofitted with lithium-fusion batteries.





# HOLT'S HILLTOPPERS

## PERSONALITIES

### GEORGE HOLT

**Title/Rank:** Chief, Commander of Holt's Hilltoppers  
**Born:** 3037

George Holt is an ethnic Amerindian from one of the world Holt's tribal groups, which make up about 40 percent of the population. He formed the Hilltoppers rather than tacitly support the Capellan Confederation by participating in Operation GUERRERO. To date, he has refused all contract offers from the Confederation. Holt maintains a grudge toward the Harloc Raiders and has vowed to recover his ancestral *Atlas* from them one day. Holt's tactical excellence usually places him at the rear of the Hilltoppers' force, overseeing the battle. This has the added benefit of making him a long-range terror with his Gauss rifles.

**Special Abilities:** Chief Holt is a Legendary MechWarrior. He possesses the Lucky (3), Range Master (Long), Sharpshooter, and Tactical Genius special pilot abilities (see pp. 54–57, ASC). If Holt is present in battle for the Hilltoppers, the command automatically wins Initiative the first turn. Holt is also able to challenge an enemy (the opposing commander, if known) to an honor duel in the following manner: each player rolls 2D6 and subtracts the sum of their skills (e.g., Gunnery + Piloting). The player with the smaller difference wins the roll; if Holt's player wins, then the duel begins, otherwise there is no effect. Once the duel begins, the two units may only fire at each other until one is disabled, killed, or retreats. This unusual ability also prevents nondueling units from attacking the two duelers while a battle occurs around them. Holt may only attempt to begin a duel once per battle.

### PONGAMON ZITHISAKTHANAKUL

**Title/Rank:** Sergeant-Major  
**Born:** ca. 3043

Pongamon "Z-Man" Zithisakthanakul is an Elite MechWarrior. Horrible burn scars are evidence of a cockpit fire that nearly claimed his life. He joined the Hilltoppers in 3063, after appearing on Outreach in a *Turkina*. No one knows how he acquired the OmniMech. He simply smirks when someone asks. He keeps it in the B configuration, though the maintenance costs and replacement parts are more than any other Hilltoppers unit. Holt had to locate and hire skilled technicians to maintain the *Turkina*. Z-man is part of Chief Lance and has appointed himself Holt's personal bodyguard. He refuses promotion to any officer rank. He oversees training and discipline for all non-officers in the Hilltoppers.

### SUN CHANG

**Title/Rank:** Corporal  
**Born:** 3042

Sun Chang is a Veteran MechWarrior who pilots a *Catapult*. She was a member of Laurel's Legion before joining the Hilltoppers. She brought her entire lance into the mercenary fold as part of a negotiated surrender on Arboris in December 3064. The Hilltoppers had wiped out the other two lances of her company, leaving her Third Lance all that remained. She and her lancemates hated the restrictions, suspicion, and surveillance since joining the Capellan Confederation Armed Forces. Rather than die beside those who preferred oppression to the freedom the Legion once enjoyed, she and her lance joined the Hilltoppers. The lance was split up to prevent any sort of infiltration effort, though Chang was given command of Apache Lance in Chief Company. As a concession to their origin, Holt allows them to place their former insignia on the lower left leg of their 'Mechs.

**Experience Level:** Veteran (3/4)  
**BattleMech:** *Catapult*

### RUBEN CATABAS

**Title/Rank:** Lieutenant  
**Born:** 3035

Ruben Catabas is a founding member of the Hilltoppers. His *Highlander* has been beaten down and rebuilt so many times it's almost brand new. He commands Blackfoot Lance of Chief Company. His lance is the company's fire-support lance, sporting two *Awesomes* and a *Vanquisher* in addition to his *Highlander*. Catabas claims descent from a Northwind Highlander who grew tired of life in the Confederation and retired with his 'Mech to Holt in the Free Worlds League. Catabas inherited the 'Mech and served in the planetary militia. He similarly refused to support actions that aided the Confederation and joined Holt in going renegade. He's been a stalwart, if unambitious, MechWarrior for the command. His position in the hierarchy is due to seniority rather than outright skill, though he is no slouch.

**Experience Level:** Veteran (3/3)  
**BattleMech:** *Highlander*





# HOLT'S HILLTOPPERS

## DONALD "SAINT" VALENTINE

**Title/Rank:** Major

**Born:** 3039

Former Solaris fighter Donald Valentine is an elite MechWarrior. Joining the Hilltoppers forced him to learn to fight as part of a unit rather than on his own. Even after several years, though, he sometimes lapses into solo combat mode. This has not affected his command as yet, but Holt has expressed concern. Valentine earned his nickname not for any romantic sensibilities, but for a massacre he perpetrated on 14 Feb 3064. The Hilltoppers were with the First Robinson Rangers in the Heshial Cont on Ashio when the Combine sent chain-gang infantry into the fight. These unarmored troops were dying more from the corrosive rain than from Hilltoppers weapons. Valentine, in a moment of mercy, charged into the middle of an entire battalion of infantry and killed them all with his *Axman's* autocannon. Valentine's total kills (of all unit types) is more than any other Hilltopper, even Chief Holt.

**Special Rules:** Major Valentine possesses the Fist Fire and Melee Specialist special pilot abilities (see pp. 53 and 54, ASC, respectively). He excels at fighting infantry. He may target infantry directly when they are inside buildings. He ignores To-hit modifiers for infantry dispersal (like the +1 for a battlesuit squad) and triples autocannon and pulse laser damage against unarmored infantry in open terrain. When leading a company or lance, the Hilltoppers player must roll 2D6 before rolling Initiative each turn. On a result of 2 or 12, Valentine operates independently and must roll a separate Initiative from the rest of his company, which then receives a -1 Initiative penalty. During these turns, Valentine must move closer to and attack the enemy nearest him at the start of the turn. He will attack this enemy to the exclusion of all others until it is destroyed or until the pre-Initiative roll is not a 2 or 12.

## THOMAS "SCARFACE" BOYD

**Title/Rank:** First Lieutenant

**Born:** 3038

Thomas Boyd is one of the founders of the Hilltoppers. His *Flashman* has been downed more times than anyone can count, but the Hilltoppers' techs always get it back into service. The deep gouges and other damage absorbed during the 'Mech's many falls earned Boyd his nickname "Scarface." His efforts to place the blame on a faulty gyro fall short, since the techs replaced it outright after Ashio. Boyd commands Brawl Lance of Champion Company. His lancemates maintain a pool before every battle, betting on how many times Boyd will fall in the coming fight. Boyd is the senior lieutenant in the Hilltoppers.

**Experience Level:** Elite (2/2)

**BattleMech:** *Flashman*

## OSAKA SILVER

**Title/Rank:** None

**Born:** 3049

Osaka Silver is a regular MechWarrior and the youngest member of the Hilltoppers. The daughter of a Draconis March MechWarrior and a Combine merchant, she was unwelcome in both parents' native realms. Despite being naturally skilled as a MechWarrior, the Draconis March refused academy admission. Instead, she was instructed in the basics by her father. When he was killed on Ashio, she sought out the Hilltoppers to recover his *Thunderbolt*. They stunned her by offering her a position in the command. She accepted and immediately had a family that ignored the circumstances of her heritage. The nineteen-year-old is learning quickly from Major Valentine as part of his command lance. She has adapted well to the Fronc Reaches, especially Portland where the Hilltoppers are all respected despite being mercenaries.

## IRINA TRIPOLSKAYA

**Title/Rank:** Flight Captain, Commander of Hilltopper Aerospace Assets

**Born:** 3036

Irina Tripolskaya is an elite fighter pilot who was born and raised in the Magistracy of Canopus. She was a prized aerospace pilot, but a dispute with her commanding officer escalated into violence. Rather than stay and face court-martial and disgrace, she led her supporters, including her MechWarrior brother, out of the Magistracy. They took with them their command's JumpShip and its new DropShip. These were renamed *Pride of Hardcore* and *Vixen-Bound*. With just a handful of warriors, Irina sought to join the Hilltoppers, having fought alongside them in the New Colony Region several years earlier. Holt placed her in command of all aerospace assets for the Hilltoppers. She is third in command of the entire unit, though she usually defers ground command to the ranking officer there. Her *Lightning* is always seen leading the Hilltoppers formation in combat.

## SERGEI TRIPOLSKAYA

**Title/Rank:** Captain

**Born:** 3040

Sergei Tripolskaya is a Veteran MechWarrior and Flight Captain Irina Tripolskaya's brother. He soon became a lance commander during the fighting on Ashio. There was initially friction to an "outsider" commanding veteran Hilltoppers. Sergei put those fears to rest with his singular dedication to the MechWarriors under his command. When the command expanded after Ashio, his lance command became a company command. His *Hunchback* is one of the lighter 'Mechs in Carnivore Company. Unlike Holt and Valentine, Sergei prefers mobility and is drilling Carnivore Company on coordinated maneuvers rather than ambush tactics. He sometimes grows overly concerned that the command's Fronc Reaches deployment puts him and his sister too close to their former home, where they are considered criminals.





# HOLT'S HILLTOPPERS

## L. L. GRESKO

**Title/Rank:** Sergeant

**Born:** 3042

Veteran MechWarrior L. L. Gresco commands Cheetah Lance in Carnivore Company. His *Argus* is the slowest in his lance but is still faster than the other 'Mechs in the company. He guards the faster light 'Mechs as they recon enemy positions or hunt enemy scouts. He joined the Hilltoppers before Ashio and distinguished himself when Captain Indrakosit, Holt's XO, was killed. Gresco assumed command of the lance and systematically killed three enemy MechWarriors in retribution. He still regrets the enemy commander's escape from that battle. Gresco is a hard drinker between contracts, but he stays clean and sober while the Hilltoppers are on a mission. He likes the command's new homeworld Portland enough that he bought a patch of forest where he plans to build a cabin. Garrison life is wearing on him though, which led to him regularly volunteering his lance for training across Portland's continents.



## JOHN "HAMMER" HAMRAHAN

**Title/Rank:** First Flight Lieutenant

**Born:** 3039

Veteran fighter pilot John Hamrahan is one of the founding members of the Hilltoppers. When Flight Captain Tripolskaya replaced him as aerospace commander, he took it in stride. This lack of ego sets Hamrahan apart from most aeroflakes. His focus is never on personal glory or rivalries. He does all he can to ensure his comrades make it home alive. When he refused to abort an attack run on Ashio, he was shot down by enemy fighters, but he completed his run before ejecting from his crippled *Lucifer*. He was hospitalized for over a month thanks to the rough, low-altitude landing, but his fellow Hilltoppers will never forget his selfless dedication. He is called "Hammer" for his pinpoint bombing accuracy, even though wingman Stan "Anvil" Kettle was killed on Warlock. He is Flight Captain Tripolskaya's deputy. He commands Clothyard Flight which operates with Dart Flight as the nominal second squadron of Hilltoppers fighters. He likes his new *Eagle*, but laments losing his grandfather's *Lucifer* on Ashio.

**Special Rules:** First Flight Lieutenant Hamrahan possesses the Ground-Hugger and Maneuvering Ace special pilot abilities (see pp. 53 and 54, ASC, respectively). He is a ground-attack specialist, gaining a -1 To-hit modifier on all strike and dive-bombing attacks, and a -2 on all strafe and altitude bombing attacks. He also ignores the first damage-induced control roll resulting from enemy fire taken while making a ground attack. Enemy fighters attacking him from the rear while he is making a ground attack suffer a +1 To-hit modifier.

## JONATHAN

**Title/Rank:** Lieutenant, Commander of Hilltoppers Battlesuit Assets

**Born:** 3043

Jonathan is a veteran Elemental who led two Points to join the Hilltoppers after then-Captain Holt challenged their commander to single combat and killed him on Kiamba after the Hilltoppers destroyed the other three Points in Jonathan's Star. He commands Asp Point and is still seeking to make amends for springing the ambush against the Forty-sixth Dieron Regulars too soon on Ashio. Jonathan's Point usually mounts onto Sergeant-Major Zithisakthanakul's *Turkina* and thus operates with Chief Holt's command lance. Jonathan has requested to take the surname Holt, in the manner that Clan bondsmen sometimes receive the surname of their new Clan. His fellow former Ghost Bears and the former Diamond Sharks in the Hilltoppers' other Elemental Point have not echoed this desire.





# HOLT'S HILLTOPPERS

## PERSONNEL ROSTER

### CIVIL WAR ERA

#### HOLT'S HILLTOPPERS

##### 'MECH COMPANY

###### Chief Lance

Chief George Holt, Heroic, *Nightstar*  
Sergeant-Major Pongamon Zithisakthanakul, Elite, *Turkina*  
Corporal Ruben Catabas, Veteran, *Highlander*  
Benn Koai, Veteran, *Awesome*

###### Crusher Lance

First Lieutenant Anunt Indrakosit, Veteran, *BattleMaster*  
Lieutenant Sergei Tripolskaya, Veteran, *Hunchback*  
Corporal Ernst Klinkert, Elite, *Gallowgas*  
Sergeant Timothy O'Callaghan, Veteran, *Starslayer*

###### Champion Lance

Lieutenant Donald Valentine, Elite, *Axman*  
Sergeant Alva Kinkade, Elite, *Axman*  
Thomas Boyd, Veteran, *Flashman*

##### BATTLESUIT FORCES

Asp, Veteran, Elemental Point  
Boa, Veteran, Elemental Point

##### AEROSPACE ASSETS

###### Arrow Flight

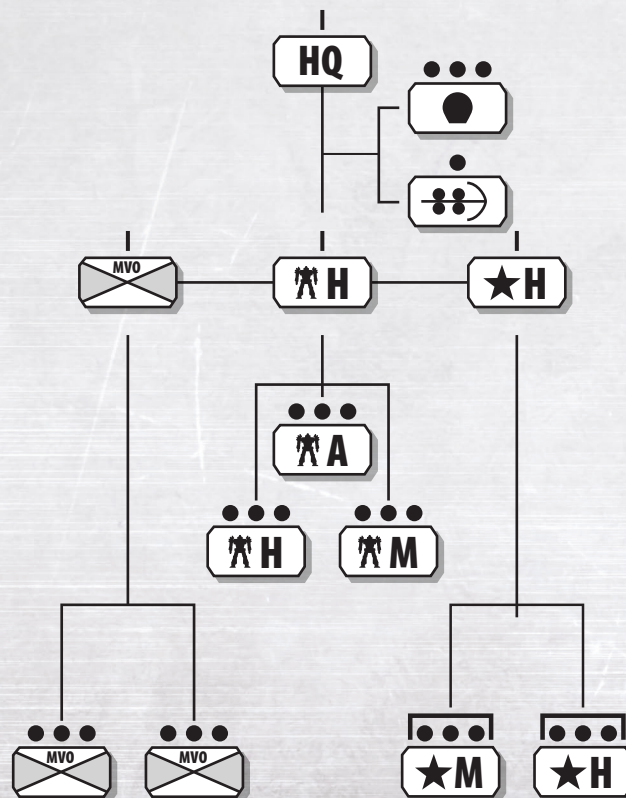
Flight Captain Irina Tripolskaya, Elite, *Lightning*  
Lloyd Wulf, Regular, *Lightning*  
Ben Tripp, Regular, *Lightning*

###### Bolt Flight

First Flight Lieutenant John "Hammer" Hamrahan, Veteran, *Eagle*  
Rob Newhouse, Elite, *Thunderbird*  
Stan Kettle, Veteran, *Lucifer*

###### Spacecraft

*Vixen-Bound*, Regular, *Overlord*-class DropShip  
*Hilltop*, Regular, *Union*-class DropShip  
*Lucky Roll*, Regular, *Leopard CV* DropShip  
*Pride of Hardcore*, Regular, *Invader*-class JumpShip







# HOLT'S HILLTOPPERS

## JIHAD ERA

### 'MECH ASSETS

#### CHIEF COMPANY

##### Chief Lance

Chief George Holt, Legendary, *Nightstar*  
Sergeant-Major Pongamon Zithisakthanakul, Elite, *Turkina*  
Isaac Baxter, Veteran, *Masakari*  
William Nichols, Regular, *BattleMaster*

##### Apache Lance

Corporal Sun Chang, Veteran, *Catapult*  
Raymond Zemel, Regular, *Black Knight*  
William Bender, Elite, *Catapult*  
Owen Marion, Regular, *Penetrator*

##### Blackfoot Lance

Lieutenant Ruben Catabas, Veteran, *Highlander*  
Sergeant Benn Koai, Veteran, *Awesome*  
Scott Azusa, Regular, *Awesome*  
Nancy Pendleton, Regular, *Vanquisher*

##### Crow Lance

Corporal Dale Morrison, Veteran, *Argus*  
Wolfgang Haney, Regular, *Grand Dragon*  
Levon Gazarian, Regular, *Grand Dragon*  
Marina Gillespie, Veteran, *Grand Dragon*

#### CHAMPION COMPANY

##### Champion Lance

Major Donald "Saint" Valentine, Elite, *Axman*  
Gayle Thibedeaux, Veteran, *Axman*  
Osaka Silver, Regular, *Thunderbolt*  
Albert Turley, Veteran, *Black Knight*

##### Assault Lance

Sergeant Ernst Klinkert, Elite, *Atlas*  
Kimiko Nishikawa, Regular, *Hatamoto-Chi*  
Shirley Knight, Veteran, *Hatamoto-Chi*  
Haresh Gilnani, Regular, *Phoenix Hawk*

##### Brawl Lance

First Lieutenant Thomas "Scarface" Boyd, Elite, *Flashman*  
MaryAmy McGwire, Veteran, *Perseus*  
Fox Greycloud, Regular, *Cyclops*  
Lori Wynstock, Elite, *Warhammer*

##### Crush Lance

Sergeant Timothy O'Callaghan, Veteran, *Starslayer*  
Phillip Ligon, Regular, *Wolverine*  
Mei Sang, Veteran, *Enforcer*  
Drucilla Fuson, Veteran, *Enforcer*

#### CARNIVORE COMPANY

##### Carnivore Lance

Captain Sergei Tripolskaya, Veteran, *Hunchback*  
Newton Clark, Regular, *Rifleman*  
Maria Arkady, Regular, *Vindicator*  
Ganesh Subramanian, Elite, *Guillotine*

##### Akita Lance

Corporal Lily Peace, Veteran, *Gallowglas*  
Sally Deem, Regular, *Tempest*  
Bruce Howell, Regular, *War Dog*  
Nan Li, Veteran, *Caesar*

##### Badger Lance

Corporal Roberto Gamble, Veteran, *Swayback*  
Lin Ma, Veteran, *Hunchback*  
John Horton, Elite, *Blackjack*  
Oscar Hoffa, Regular, *Enforcer*

##### Cheetah Lance

Sergeant L. L. Gresco, Veteran, *Argus*  
Madison Price, Veteran, *Phoenix Hawk*  
Carl Pizzuti, Regular, *Javelin*  
Randy Horn, Elite, *Firestarter*

#### BATTLESUIT FORCES

Asp, Veteran, Elemental Point  
Boa, Veteran, Elemental Point  
Copperhead, Regular, Elemental Point

#### AEROSPACE ASSETS

##### Arrow Flight

Flight Captain Irina Tripolskaya, Elite, *Lightning*  
Lloyd Wulf, Veteran, *Lightning*  
Ben Tripp, Veteran, *Lightning*

##### Bolt Flight

Flight Lieutenant Joseph Kiniry, Veteran, *Lucifer*  
Juan Martinez, Regular, *Lucifer*  
Carolyn Blake, Elite, *Thunderbird*

##### Clothyard Flight

First Flight Lieutenant John "Hammer" Hamrahan, Elite, *Eagle*  
Rob Newhouse, Elite, *Thunderbird*  
Christopher Zeigler, Veteran, *Lucifer*

##### Dart Flight

Flight Lieutenant Julia Valenzula, Veteran, *Stingray*  
Srinivas Malliahgari, Regular, *Stingray*  
Web Roman, Veteran, *Thunderbird*

##### Enfilade Flight

Flight Lieutenant Pete Mattingly, Veteran, *Stuka*  
Horst Steiner-Richtofen, Regular, *Stuka*





# HOLT'S HILLTOPPERS

## Spacecraft

*Vixen-Bound*, Regular, *Overlord*-class DropShip  
*Indrakosit*, Regular, *Union*-class DropShip  
*Lucky Roll*, Regular, *Leopard CV*-class DropShip  
*Bounty*, Regular, *Buccaneer*-class DropShip  
*Kettle*, Regular, *Condor*-class DropShip  
*Home Guard*, Regular, *Triumph*-class DropShip  
*Pride of Hardcore*, Regular, *Invader*-class JumpShip  
*Arboris' Glory*, Regular, *Invader*-class JumpShip

## BASE DEFENSE

### Aegis Lance

Steve Collins, Veteran, Demolisher  
Jorge Bretto, Regular, Demolisher  
Rojas Sampson, Regular, Demolisher  
Lucius "the Bald" Dameron, Regular, Demolisher

### Bulwark Lance

Bronson Jardon, Regular, Demolisher  
Celia Roberts, Regular, Demolisher  
Ruby "Silverlocks" Butler, Regular, SRM Carrier  
Barlow Brubaker, Regular, SRM Carrier

### Citadel Lance

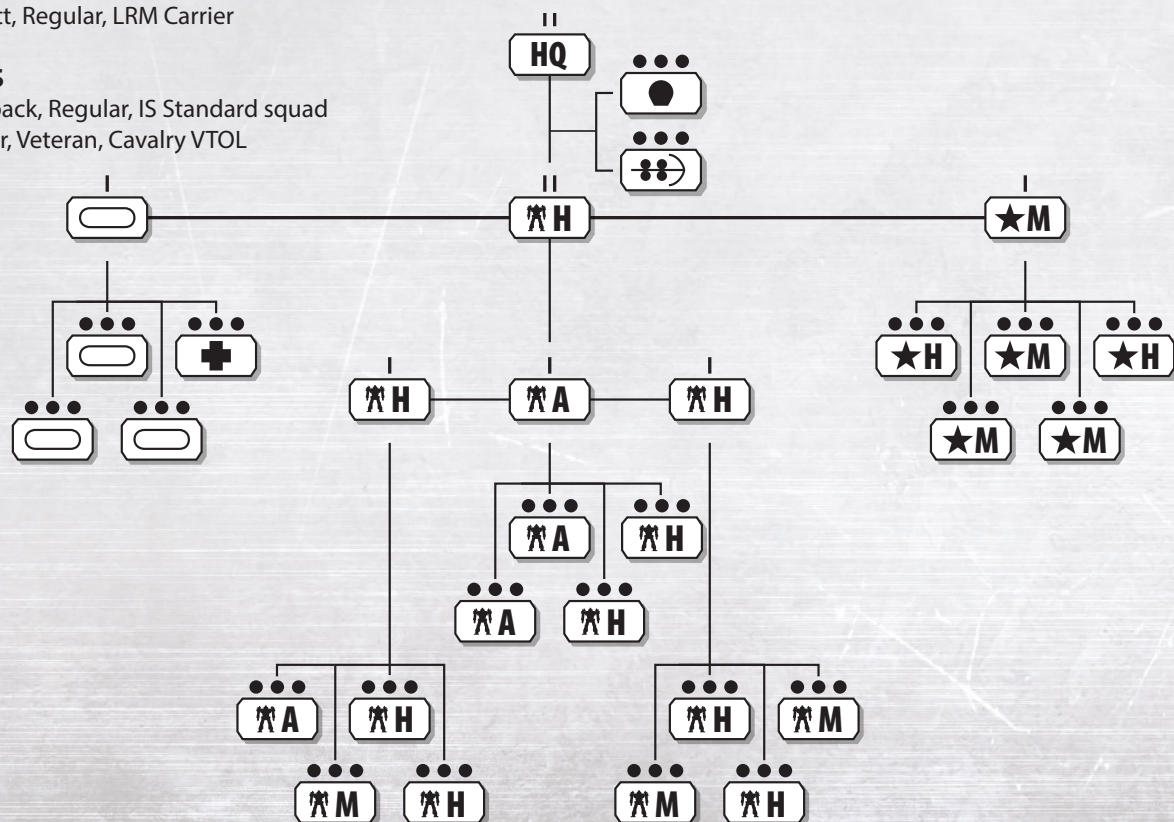
Halberd Repton, Veteran, LRM Carrier  
Frankie "Fastlane" Booker, Regular, LRM Carrier  
Nate Witczak, Regular, LRM Carrier  
Bob Sekrett, Regular, LRM Carrier

## PARAMEDICS

Diamondback, Regular, IS Standard squad  
Sidewinder, Veteran, Cavalry VTOL

## COMMAND HIERARCHY, 3068

1. Chief George Holt
2. Major Donald "Saint" Valentine
3. Flight Captain Irina Tripolskaya
4. Captain Sergei Tripolskaya
5. First Lieutenant Thomas "Scarface" Boyd
6. First Flight Lieutenant John "Hammer" Hamrahan
7. Lieutenant Ruben Catabas
8. Flight Lieutenant Julia Valenzula
9. Flight Lieutenant Joseph Kiniry
10. Lieutenant Jonathan
11. Sergeant-Major Pongamon Zithisakthanakul
12. Sergeant Benn Koai
13. Sergeant Ernst Klinkert
14. Sergeant L.L. Gresco
15. Sergeant Timothy O'Callaghan







# HOLT'S HILLTOPPERS

## RUINOUS AMBUSH

### GAME SETUP

*Recommended Terrain:* Urban Ruins

Arrange at least two maps with their long edges touching. Defender chooses one edge as their home edge, with opposite edge being the Attacker's home edge. Defender places 2D6 + 10 buildings (half are Heavy, the rest Medium) on the map; all have been reduced to rubble.

### Attacker

*Recommended Forces:* Forty-sixth Dieron Regulars

Attacker consists of Second Battalion's BattleMech command company, comprised of one Assault lance, one Heavy Lance, and one Medium Lance (see *Spotlight On: Nakayama's Blood* for specifics of this command). Attacker enters via their home edge on Turn 1. Attacker has one *O-Bakemono* (see pp. 150–151, *Technical Readout: 3058*) in its force. Player must designate one unit as battalion commander *Chu-sa* Harold Nakayama but may keep secret from Defender which unit this is. Attacker must have all units at least 10 hexes from their home edge before launching any artillery attacks.

### Defender

*Recommended Forces:* Holt's Hilltoppers

Defender consists of 11 'Mechs and two Points of Clan Elementals. Defender's entire force begins the battle as *Hidden Units* (see p. 259, *TW*) placed within 15 hexes of their home edge. All BattleMechs reduce armor by one-fifth in each location (except head, which is undamaged), and reduce all ammunition by one-fourth, to reflect prior combat. Defender must designate one unit as Chief George Holt. See the *Unit Description* and *Personnel* sections for special rules for Holt and the Hilltoppers.

### WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+200 Air Power.** The enemy has a squadron of bomb-laden aerospace fighters. (This bonus may apply multiple times, multiplied by the number of squadrons used.)

**+200 Bombardment.** The enemy has 4 Long Toms (Gunnery Skill 3) one map away; each has 2 rounds of high-explosive ammo; enemy gets five pre-sighted hexes, which must be secretly determined before play begins (see p. 180, *TO*).

### OBJECTIVES

- 1. Time is Critical (Attacker Only)!** Attacker must exit units off Defender's home edge before Turn 13. **[100 per unit]**
- 2. Slow Them Down (Defender Only)!** Defender must prevent Attacker's units from exiting via Defender's home edge before Turn 13. **[100 per unit not exited]**
- 3. Reap the Rewards (Defender Only).** Defender must cripple (not destroy) Attacker's 'Mechs for later salvage. **[100 per 'Mech]**
- 4. Drive Them Away (Attacker Only).** Attacker must destroy/cripple or force withdrawal of Defender's units. **[100 per unit]**

*The Hilltoppers were hired to defend the First Robinson Rangers' landing zone and DropShips during the invasion of the Draconis Combine. The Combine defenders of Ashio were fanatical. Elements of the Forty-sixth Dieron Regulars sought to end the invasion by threatening the invaders' DropShips. Only the Hilltoppers stood between the DropShips and the enemy. The defenders concealed themselves in the rubble of a residential district that had been leveled to quell incessant guerrilla attacks. The Regulars closed in while the hidden warriors waited for Chief Holt's order to spring their ambush.*

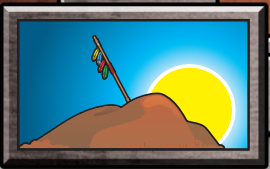
### SITUATION

**Outskirts of Iscariot  
Rhodesia**

**Ashio, Draconis Combine  
22 November 3063**

The Forty-sixth Dieron Regulars are advancing through a ruined residential area. The Hilltoppers are concealed in the rubble, waiting for the right moment to strike.





# HOLT'S HILLTOPPERS

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

### Mines

Defender places 1D6 command-detonated minefields (see p. 209, *TO*) anywhere on the map. These may be detonated at any time as long as any defending unit has LOS to the minefield hex.

### Honor Duel

Chief Holt may challenge one enemy to an honor duel in this battle. See *Special Rules* for Holt, p. 5.

### Frenzy

If any Hilltoppers commander (Holt, or either lance commander) is killed, that commander's subordinates go into a frenzy. (See *Unit Description*, p. 4.)

## AFTERMATH

The Hilltoppers lay in wait as the Regulars advanced. A lucky artillery strike on Hilltoppers Elementals sprang the ambush too soon. Units fell on both sides before Chief Holt challenged *Chu-sa* Nakayama to a duel. The two engaged in single combat while the battle raged around them. Holt was close to defeat when Hilltoppers fighters arrived and prevented Combine reinforcements from joining their comrades. This swung the momentum against Nakayama, who lost honor by retreating his forces before the duel could conclude. The battle became pointless when the Hilltoppers accompanied the First Robinson Rangers out of Iscariot, though Nakayama swore a blood oath to avenge his dishonor.







# HOLT'S HILLTOPPERS

## NO PLACE LIKE HOME

### GAME SETUP

*Recommended Terrain:* Scattered Woods, Scattered Lakes

Arrange two maps with their short edges touching. Defender chooses one edge as their home edge, with the opposite edge being the Attacker's. Before Turn 1, all Defender units are placed on the map within 8 hexes of their home edge. Attacker enters via their home edge on Turn 1. Defender places 15 single-hex, level 1 Medium (CF 40) buildings on the map to represent Holt Village; each building must be within 2 hexes of another building.

### Attacker

*Recommended Forces:* Calderon's Commando

Attacker consists of one company of Calderon's Commando medium and heavy 'Mechs and one company of hovertanks. The lowest allowable Walking/Cruising MP of these units is 5.

### Defender

*Recommended Forces:* Holt's Hilltoppers

Defender consists of one reinforced company (16 'Mechs) of Holt's Hilltoppers (player may choose any of the three companies to use for this track) and two lances of tanks. The tanks must remain within 10 hexes of their home edge.

### WARCHEST

**Track Cost:** 500

#### Optional Bonuses

**+250 Uneven Odds.** Double the size of enemy's vehicle force.

**+500 Overwhelmed.** Increase size of enemy's 'Mech force by 50 percent.

**+200 Suited up for Battle.** Enemy force includes 1D6/2 battlesuit units (Elemental Points for Hilltoppers, Inner Sphere Standard squads for Calderon's Commando).

### OBJECTIVES

- 1. Base Assault (Attacker Only)!** Attacker must exit units off Defender's home edge, thus attacking the base directly. [100 per unit]
- 2. Base Defense (Defender Only)!** Defender must prevent Attacker's force from exiting via Defender's home edge. [100 per unit killed/crippled/withdrawn]
- 3. Punish the Locals (Attacker Only).** Destroy the buildings in Holt Village. [100 per destroyed building]
- 4. Protect the Village (Defender Only).** Defender must prevent destruction of the buildings in Holt Village. [100 per building not destroyed]

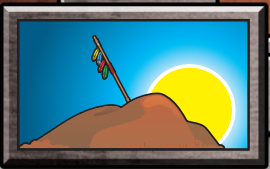
*he continent of Riverland. Holt Village sprang up around the new arrivals, with locals offering services to the mercenaries while benefiting directly from their protection. The Hilltoppers had barely settled into their new home when the Calderon's Commando pirate band paid them a visit.*

### SITUATION

**Holt Village**  
**Riverland, Portland**  
**Fronc Reaches**  
**13 March 3068**

Two of the Hilltoppers 'Mech companies are on maneuvers on the continents of Medina and Timberland, leaving just one company and the command's support units to defend their new home against a Calderon's Commando pirate raid. The pirates intend to show the mercenaries who holds the real power in the Reaches.





# HOLT'S HILLTOPPERS

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender will not retreat.

### Retreat

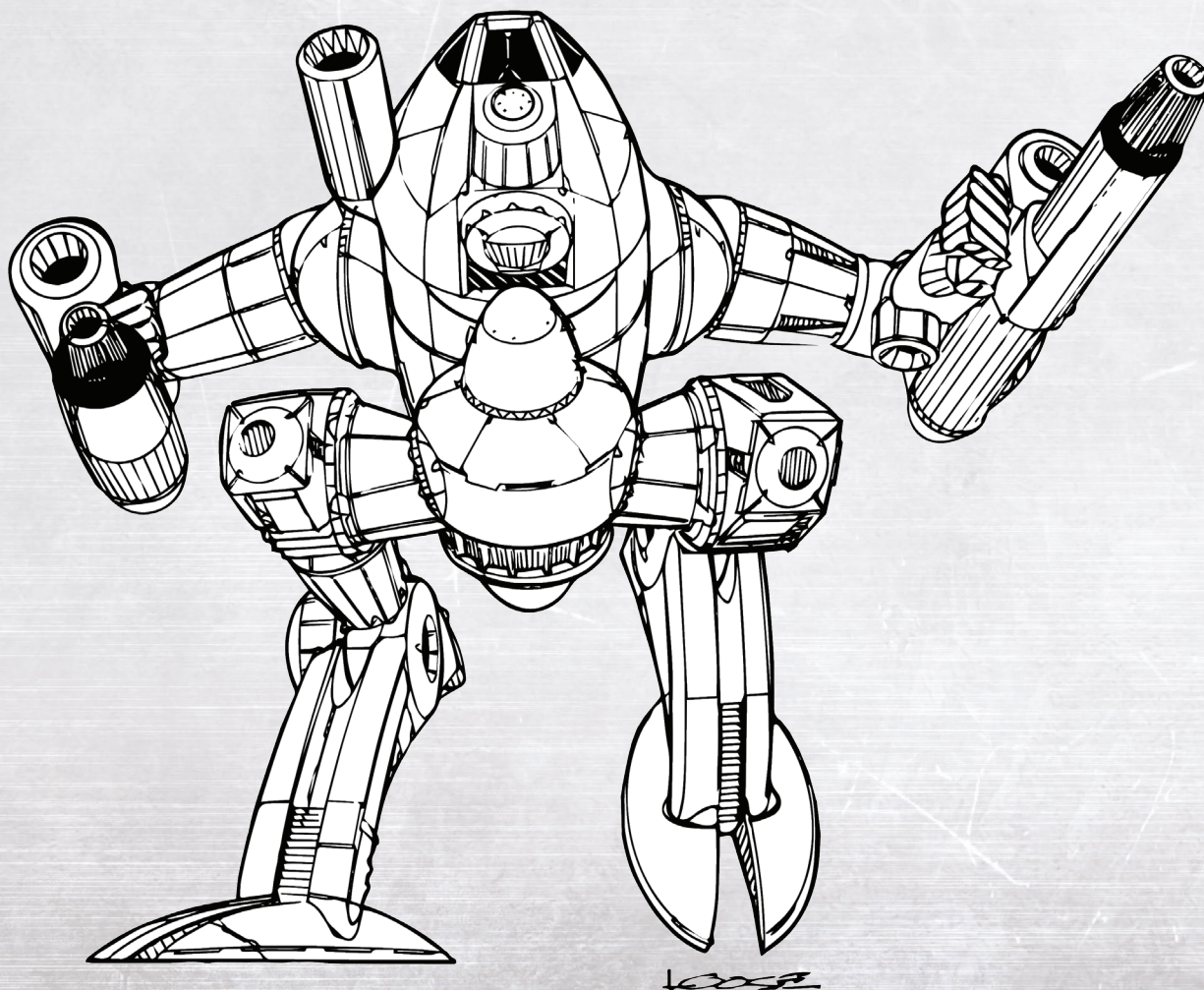
The Attacker will retreat if half the starting force (in total numbers) is crippled, destroyed, or forced to withdraw *and* the Defender outnumbered the remaining Attacker units in the End Phase of any turn. Retreat requires only moving toward the Attacker's home edge each turn and exiting via their home edge that turn, if possible. Retreating units may still engage any targets they wish. If during this time the Defender loses enough units that the Attacker is no longer outnumbered, the retreat may be called off in the End Phase. Retreat will resume if the necessary condition recurs in any End Phase. Units that retreat off the map may not reenter even if a retreat is called off.

### Frenzy

If any Hilltoppers commander (Holt, or company or lance commander) is killed, that commander's subordinates go into a frenzy. (See *Unit Description*, p. 4.)

## AFTERMATH

The pirate attack surprised the Hilltoppers. Even a reinforced company would be hard pressed to withstand such a sudden, fast attack by experienced pirates. It was the Hilltopper support units that saved the day. While the 'Mechs scrambled to meet the raiders, the tanks took up defensive positions and waited for the pirates to get in range. Devastating firepower from Hilltoppers Demolishers crippled or destroyed the first units to close the distance. The crews fought on despite withering pirate firepower. Half the 'Mech company was destroyed, each MechWarrior refusing to abandon their base, taking a similar toll on the raiders. Losing so many units so suddenly threw the pirates into a panic. As the pirates retreated, though, they vented their anger on Holt Village, leveling most of the buildings before returning to their DropShips.







# HOLT'S HILLTOPPERS

## TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

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

### STRATEGIC BATTLEFORCE FORMATION

Strategic Battleforce Formation													
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Holt's Hilltoppers (Civil War)	BM	3	4	1	4	1	5	6	3	151	OMNI1,CAR10		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Chief Lance	BM	4	3	1	NA	1	21	7	7	5	2	64	OMNI1
Crusher Lance	BM	3	4	1	NA	1	16	5	5	2	3	40	FLK1/0
Champion Lance	BM	3	4	1	NA	1	11	5	4	0	2	34	FLK1/0
Battlesuits	BA	1	3	2	3	2	3	2	1	0	3	13	CAR10,MEC
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Holt's Aerospace (Civil War)	AS	2	5a	NA	NA	2	4	6	3	58	BOMB5,FUEL20		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Arrow Flight	AS	2	6a	NA	NA	2	10	4	4	0	3	26	BOMB2,FUEL20
Bolt Flight	AS	3	5a	NA	NA	2	14	5	4	2	3	32	BOMB3,FUEL20,PNT1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Chief Company (Jihad)	BM	4	4	1	NA	1	5	6	3	222	OMNI2		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Chief Lance	BM	4	4	0	NA	1	21	8	8	6	2	67	OMNI2
Apache Lance	BM	3	4	2	NA	1	15	5	6	4	3	47	IF1
Blacvkfoot Lance	BM	4	3	0	NA	1	22	5	5	5	4	61	ECM
Crow Lance	BM	3	6	0	NA	2	12	3	4	2	4	47	IF1,PRB
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Champion Company (Jihad)	BM	3	4	2	NA	1	5	6	3	201	OMNI1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Champion Lance	BM	3	4	1	NA	1	15	6	6	2	3	47	FLK1,PRB
Assault Lance	BM	3	4	2	NA	1	17	6	6	4	3	59	MHQ1,TAG
Brawl Lance	BM	3	4	0	NA	1	18	7	6	4	3	53	IF1,OMNI1
Crush Lance	BM	2	5	3	NA	2	12	4	4	2	3	42	FLK1/1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Carnivore Company (Jihad)	BM	3	5	1	NA	2	4	6	3	170			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Carnivore Lance	BM	3	4	1	NA	1	13	5	4	1	3	41	FLK1
Akita Lance	BM	3	4	1	NA	1	14	6	6	3	4	49	ECM
Badger Lance	BM	2	4	1	NA	1	14	6	5	1	3	39	
Cheetah Lance	BM	2	6	2	NA	2	10	4	4	2	3	41	IF1,PRB,RCN
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Base Defense (Jihad)	CV	3	3	0	NA	1	7	7	4	119			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Aegis Lance	CV	4	3	0	NA	1	13	5	5	0	4	36	FLK5
Bulwark Lance	CV	4	3	0	NA	1	10	7	7	0	4	35	FLK3
Citadel Lance	CV	3	3	0	NA	1	7	3	4	4	4	29	IF4
Battle Armor Force	BA	1	3	2	NA	2	4	3	1	0	3	19	CAR15,MEC





# HOLT'S HILLTOPPERS

## STRATEGIC BATTLEFORCE FORMATION

Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Arrow Squadron (Jihad)	AS	2	5a	NA	NA	2	4	6	3	60	BOMB4,FUEL20		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Arrow Flight	AS	2	6a	NA	NA	2	10	4	4	0	3	26	BOMB2,FUEL20
Bolt Flight	AS	2	5a	NA	NA	2	15	4	3	2	3	34	BOMB2,FUEL20,PNT1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Clothyrd Squadron (Jihad)	AS	3	5a	NA	NA	2	4	6	3	60	BOMB4,FUEL20		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Clothyrd Flight	AS	3	5a	NA	NA	2	14	4	4	2	2	32	BOMB3,FUEL20,PNT1
Dart Flight	AS	2	5a	NA	NA	2	11	4	4	3	3	28	BOMB2,FUEL20

## ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials
Holt's Hilltoppers (Civil War)	BM	3	4	1	4	1	17	6	6	2	3	50	CAR10,FLK,OMNI1
Holt's Aerospace (Civil War)	AS	2	5a	NA	NA	2	8	3	3	1	3	19	BOMB2,FUEL20
Chief Company (Jihad)	BM	4	4	1	NA	1	23	7	8	6	3	74	OMNI2
Champion Company (Jihad)	BM	3	4	2	NA	1	21	8	7	4	3	67	FLK
Carnivore Company (Jihad)	BM	3	5	1	NA	2	17	7	6	2	3	57	
Base Defense (Jihad)	CV	3	3	0	NA	1	11	6	6	2	4	40	FLK
Arrow Squadron (Jihad)	AS	2	5	NA	NA	2	8	3	2	1	3	20	BOMB2,FUEL20
Clothyrd Squadron (Jihad)	AS	3	5	NA	NA	2	8	3	3	2	3	20	BOMB2,FUEL20



# HOLT'S HILLTOPPERS (CW ERA)

## CHIEF LANCE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run; Chief Lance adds Tactical Adjustments if included in a Force Formation: *Assault Lance* (CO p. 61, ACS p. 151)

**George Holt (Nightstar) Special Pilot Abilities:** Prior to the beginning of play, assign six points of SPAs to Holt from among the following: Lucky (3), Range Master (Long), Sharpshooter, and Tactical Genius

**BV:** 10,259 (Not adjusted for Skill Ratings)

**PV:** 278 (Adjusted for Skill Ratings)

<p>NSR-9J (Holt) <b>NIGHTSTAR</b></p> <p>PV: 96</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: Sniper SKILL: 1</p> <p>DAMAGE S (+0) 6 M (+2) 7 L (+4) 6</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●</p> <p>SPECIAL: AECM, TSM</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><b>BATTLETECH</b></p>	<p>B <b>TURKINA</b></p> <p>PV: 82</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: Juggernaut SKILL: 2</p> <p>DAMAGE S (+0) 7 M (+2) 7 L (+4) 5</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</p> <p><b>BATTLETECH</b></p>
<p>HGN-733 <b>HIGHLANDER</b></p> <p>PV: 53</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: Juggernaut 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: IF1</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><b>BATTLETECH</b></p>	<p>AWS-8Q <b>AWESOME</b></p> <p>PV: 47</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 3</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</p> <p><b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS (CW ERA)

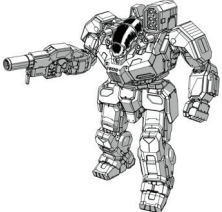


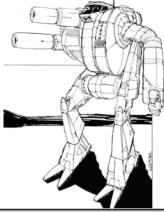
## CRUSHER LANCE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run

**Formation:** (Battle) Heavy Lance (CO p. 63, ACS p. 151)

**BV:** 6,010 (Not adjusted for Skill Ratings)

**PV:** 175 (Adjusted for Skill Ratings)

<b>BLR-1G</b> <b>BATTLEMASTER</b> <b>PV: 48</b> TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 3 DAMAGE S (+0) 3 M (+2) 3 L (+4) 1 OV: 1   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: REAR1/1/- CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		<b>HBK-5N</b> <b>HUNCHBACK</b> <b>PV: 34</b> TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Juggernaut</b> SKILL: 3 DAMAGE S (+0) 4 M (+2) 3 L (+4) 0 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○ S: ●●●● SPECIAL: AC2/2/- CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>		<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>	
<b>GAL-2GLS</b> <b>GALLOWGLAS</b> <b>PV: 51</b> TP: BM SZ: 3 TMM: 1 MV: 8"/6" ROLE: <b>Brawler</b> SKILL: 2 DAMAGE S (+0) 4 M (+2) 4 L (+4) 2 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: CASE CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		<b>STY-3D</b> <b>STARSLAYER</b> <b>PV: 42</b> TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: <b>Skirmisher</b> SKILL: 3 DAMAGE S (+0) 3 M (+2) 3 L (+4) 1 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●● SPECIAL: ENE, REAR1/1/- CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>		<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>	

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS (CW ERA) CHAMPION LANCE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run

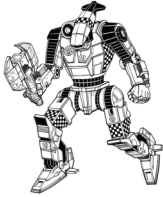
**Formation:** *Heavy Striker Lance*, understrength (CO p. 66, ACS p. 151)

**BV:** 4,228 (Not adjusted for Skill Ratings)

**PV:** 137 (Adjusted for Skill Ratings)

AXM-1N  
**AXMAN**
PV: 47

TP: BM SZ: 3 TMM: 1 MV: 8"  
ROLE: Skirmisher SKILL: 2



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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●●●

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

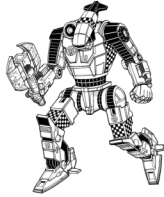
SPECIAL: AC2/2/-, CASE, MEL

ALPHA STRIKE STATS

**BATTLETECH**

AXM-1N  
**AXMAN**
PV: 47

TP: BM SZ: 3 TMM: 1 MV: 8"  
ROLE: Skirmisher SKILL: 2



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

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●●●

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each


SPECIAL: AC2/2/-, CASE, MEL

ALPHA STRIKE STATS

**BATTLETECH**

FLS-7K  
**FLASHMAN**
PV: 43

TP: BM SZ: 3 TMM: 1 MV: 8"  
ROLE: Brawler SKILL: 3



DAMAGE S (+0) 4 M (+2) 3 L (+4) 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●●●

**CRITICAL HITS**  
ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

SPECIAL: ENE, REAR1/1/-

ALPHA STRIKE STATS

**BATTLETECH**

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS (CW ERA) BATTLESUIT FORCES

**Special Command Abilities:** Ground Attack Specialization, Hit and Run

**Formation:** None

**BV:** 664 (Not adjusted for Skill Ratings)

**PV:** 38 (Adjusted for Skill Ratings)

[Laser]

**ELEMENTAL BATTLE ARMOR**

Squad 4

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, CAR4, MEC

**PV: 19**



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**ALPHA STRIKE STATS**

**BATTLETECH**

[Laser]

**ELEMENTAL BATTLE ARMOR**

Squad 4

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, CAR4, MEC

**PV: 19**



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**ALPHA STRIKE STATS**

**BATTLETECH**

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS (CW ERA) AEROSPACE SQUADRON

**Special Command Abilities:** Ground Attack Specialization, Hit and Run

**Formation:** *Strike Squadron* (CO p. 68, ACS p. 155)

**BV:** 8,106 (Not adjusted for Skill Ratings)

**PV:** 212 (Adjusted for Skill Ratings)

<p><b>LTN-G15</b> <b>LIGHTNING</b></p> <p>TP: <b>AF</b> SZ: <b>2</b> MV: <b>6a</b> ROLE: <b>Dogfighter</b> SKILL: <b>2</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 4 4 0 0</p> <p>OV: <b>0</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ TH <b>2</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>EGL-R6</b> <b>EAGLE</b></p> <p>TP: <b>AF</b> SZ: <b>3</b> MV: <b>6a</b> ROLE: <b>Dogfighter</b> SKILL: <b>3</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 4 4 0 0</p> <p>OV: <b>0</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ TH <b>3</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB3, ENE, FUEL20, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>LTN-G15</b> <b>LIGHTNING</b></p> <p>TP: <b>AF</b> SZ: <b>2</b> MV: <b>6a</b> ROLE: <b>Dogfighter</b> SKILL: <b>4</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 4 4 0 0</p> <p>OV: <b>0</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ TH <b>2</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>TRB-D36</b> <b>THUNDERBIRD</b></p> <p>TP: <b>AF</b> SZ: <b>3</b> MV: <b>5a</b> ROLE: <b>Attack</b> SKILL: <b>2</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 4 4 3 0</p> <p>OV: <b>3</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ TH <b>3</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB3, FUEL20, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>LTN-G15</b> <b>LIGHTNING</b></p> <p>TP: <b>AF</b> SZ: <b>2</b> MV: <b>6a</b> ROLE: <b>Dogfighter</b> SKILL: <b>4</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 4 4 0 0</p> <p>OV: <b>0</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ TH <b>2</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>LCF-R20</b> <b>LUCIFER</b></p> <p>TP: <b>AF</b> SZ: <b>2</b> MV: <b>5a</b> ROLE: <b>Attack</b> SKILL: <b>3</b></p> <p>DAMAGE S (+0) M (+2) L (+4) E (+6) 3 2 0 0</p> <p>OV: <b>0</b>   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ TH <b>4</b> S: ●●●</p> <p>CRITICAL HITS ENGINE ○○ ¼ MV (Minimum 1) FIRE CONTROL ○○○○ +2 To-Hit Each WEAPONS ○○○○ -1 Damage Each</p> <p>SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1/-, SPC, VSTOL</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this squadron only.*



# HOLT'S HILLTOPPERS [JIHAD ERA] CHIEF LANCE - CHIEF COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units); Chief Lance adds Tactical Adjustments if included in a Force

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**George Holt (Nightstar) Special Pilot Abilities:** Prior to the beginning of play, assign six points of SPAs to Holt from among the following: Lucky (3), Range Master (Long), Sharpshooter, and Tactical Genius

**BV:** 11,370 (Not adjusted for Skill Ratings)

**PV:** 294 (Adjusted for Skill Ratings)

<p><b>NSR-9J (Holt)</b> <b>NIGHTSTAR</b> PV: 108</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: <b>Sniper</b> SKILL: 0</p> <p>DAMAGE S (+0) 6 M (+2) 7 L (+4) 6</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●</p> <p>SPECIAL: AECM, TSM</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>B</b> <b>TURKINA</b> PV: 82</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6"j ROLE: <b>Juggernaut</b> SKILL: 2</p> <p>DAMAGE S (+0) 7 M (+2) 7 L (+4) 5</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ENE, OMNI</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>C</b> <b>MASAKARI (WARHAWK)</b> PV: 64</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: <b>Sniper</b> SKILL: 3</p> <p>DAMAGE S (+0) 6 M (+2) 6 L (+4) 6</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ENE, OMNI</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>BLR-1G</b> <b>BATTLEMASTER</b> PV: 40</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 1</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●</p> <p>SPECIAL: REAR 1/1-</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS (JIHAD ERA) APACHE LANCE - CHIEF COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Battle Lance* (CO p. 62, ACS p. 150)

**BV:** 6,163 (Not adjusted for Skill Ratings)

**PV:** 152 (Adjusted for Skill Ratings)

<p><b>CPLT-C1 CATAPULT</b></p> <p><b>PV: 38</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: IF1, LRM1/1/1</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>BL-9-KNT BLACK KNIGHT</b></p> <p><b>PV: 37</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: <b>Brawler</b> SKILL: 4</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 1</p> <p>OV: 3   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ENE, MEL</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>CPLT-C1 CATAPULT</b></p> <p><b>PV: 38</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: IF1, LRM1/1/1</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>PTR-4D PENETRATOR</b></p> <p><b>PV: 39</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: <b>Skirmisher</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 2</p> <p>OV: 3   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: AMS</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



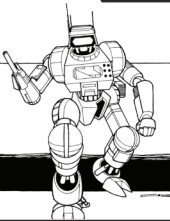

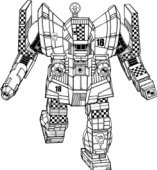

# HOLT'S HILLTOPPERS (JIHAD ERA) BLACKFOOT LANCE - CHIEF COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Assault Lance (CO p. 61, ACS p. 151)

**BV:** 7,515 (Not adjusted for Skill Ratings)

**PV:** 200 (Adjusted for Skill Ratings)

<p>HGN-733 <b>HIGHLANDER</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Juggernaut 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: IF1</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>PV: 53</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>AWS-8Q <b>AWESOME</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 3</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</p>	<p>PV: 47</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>			
<p>AWS-9Q <b>AWESOME</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 4</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: ECM, 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</p>	<p>PV: 45</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>VQR-2A <b>VANQUISHER</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 4</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: C3I, CASE, MHQ2</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>PV: 55</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>			

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS (JIHAD ERA) CROW LANCE - CHIEF COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Cavalry Lance* (CO p. 66, ACS p. 151)

**BV:** 5,712 (Not adjusted for Skill Ratings)

**PV:** 156 (Adjusted for Skill Ratings)

<p>AGS-4D <b>ARGUS</b></p> <p>PV: 50</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 1</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF1, 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>	<p>DRG-5K <b>GRAND DRAGON</b></p> <p>PV: 33</p> <p>TP: BM SZ: 3 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF1, REAR1/1/-</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>DRG-5K <b>GRAND DRAGON</b></p> <p>PV: 33</p> <p>TP: BM SZ: 3 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF1, REAR1/1/-</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>DRG-5K <b>GRAND DRAGON</b></p> <p>PV: 40</p> <p>TP: BM SZ: 3 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF1, REAR1/1/-</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 Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS [JIHAD ERA] CHAMPION LANCE - CHAMPION COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**BV:** 5,793 (Not adjusted for Skill Ratings)

**PV:** 164 (Adjusted for Skill Ratings)

<p><b>AXM-1N</b> <b>AXMAN</b></p> <p>PV: 47</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: Skirmisher SKILL: 2</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: AC2/2/-, CASE, MEL</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>AXM-1N</b> <b>AXMAN</b></p> <p>PV: 40</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: AC2/2/-, CASE, MEL</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>TDR-9S</b> <b>THUNDERBOLT</b></p> <p>PV: 37</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 4</p> <p>DAMAGE S (+0) 4 M (+2) 3 L (+4) 1</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: AMS, CASE</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>BL-6-KNT</b> <b>BLACK KNIGHT</b></p> <p>PV: 47</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 1</p> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: ENE, PRB, RCN</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



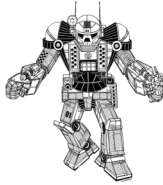
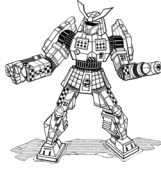

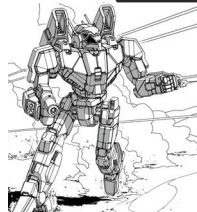
# HOLT'S HILLTOPPERS [JIHAD ERA] ASSAULT LANCE - CHAMPION COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Assault Lance (CO p. 61, ACS p. 151)

**BV:** 7,473 (Not adjusted for Skill Ratings)

**PV:** 209 (Adjusted for Skill Ratings)

<p>AS7-CM <b>ATLAS</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 4 4</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●</p> <p>SPECIAL: AMS, C3M, CASE, IF1, LRM1/1/1, MHQ5, REAR1/1/-, TAG</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>PV: 76</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>HTM-28T <b>HATAMOTO-CHI</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●</p> <p>SPECIAL: C3S, CASE, MHQ1</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>PV: 46</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>			
<p>HTM-28T <b>HATAMOTO-CHI</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 2   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●</p> <p>SPECIAL: C3S, CASE, MHQ1</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>PV: 55</p>  <p>© 2018 The Topps Company. All rights reserved.</p>	<p>PXH-3K <b>PHOENIX HAWK</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 2</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</p>	<p>PV: 32</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>			

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS (JIHAD ERA) BRAWL LANCE - CHAMPION COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** (Battle) Heavy Lance (CO p. 63, ACS p. 151)

**BV:** 6,651 (Not adjusted for Skill Ratings)

**PV:** 196 (Adjusted for Skill Ratings)

<p><b>FLS-7K FLASHMAN</b></p> <p>PV: 50</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 3 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ENE, REAR1/1-</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>P1 PERSEUS</b></p> <p>PV: 49</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 4</p> <p>OV: 3   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: CASE, IF2, OMNI</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>CP-11-G CYCLOPS</b></p> <p>PV: 47</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: <b>Sniper</b> SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 3</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●●</p> <p>SPECIAL: CASE, IF1</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>WHM-7S WARHAMMER</b></p> <p>PV: 50</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 5 4 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS [JIHAD ERA] CRUSH LANCE - CHAMPION COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Pursuit Lance (CO p. 65, ACS p. 152)

**BV:** 5,540 (Not adjusted for Skill Ratings)

**PV:** 143 (Adjusted for Skill Ratings)

<p>STY-3D <b>STARSLAYER</b></p> <p>PV: 42</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE, REAR1/1-</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 <b>BATTLETECH</b></p>	<p>WVR-7K <b>WOLVERINE</b></p> <p>PV: 37</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: SRM2/2</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 <b>BATTLETECH</b></p>
<p>ENF-5D <b>ENFORCER</b></p> <p>PV: 32</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, FLK1/1/1</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 <b>BATTLETECH</b></p>	<p>ENF-5D <b>ENFORCER</b></p> <p>PV: 32</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, FLK1/1/1</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 <b>BATTLETECH</b></p>

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS [JIHAD ERA] CARNIVORE LANCE - CARNIVORE COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**BV:** 4,791 (Not adjusted for Skill Ratings)

**PV:** 141 (Adjusted for Skill Ratings)

<p><b>HBK-5N</b> <b>HUNCHBACK</b></p> <p>PV: 34</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Juggernaut</b> SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 3 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC2/2/-</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>RFL-5M</b> <b>RIFLEMAN</b></p> <p>PV: 31</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 4</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: CASE</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>VND-3L</b> <b>VINDICATOR</b></p> <p>PV: 27</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 4</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: CASE, IF0*</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p><b>GLT-3N</b> <b>GUILLOTINE</b></p> <p>PV: 49</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Skirmisher</b> SKILL: 2</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: CASE</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS (JIHAD ERA)





## AKITA LANCE - CARNIVORE COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Direct Fire Lance* (CO p. 64, ACS p. 152)

**BV:** 7,035 (Not adjusted for Skill Ratings)

**PV:** 155 (Adjusted for Skill Ratings)

<b>GAL-2GLS</b> <b>GALLOWGLAS</b> <b>PV: 44</b> TP: BM SZ: 3 TMM: 1 MV: 8"/6"j ROLE: <b>Brawler</b> SKILL: 3 DAMAGE S (+0) 4 M (+2) 4 L (+4) 2 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: CASE <b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		<b>TMP-3M</b> <b>TEMPEST</b> <b>PV: 39</b> TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: <b>Brawler</b> SKILL: 4 DAMAGE S (+0) 5 M (+2) 5 L (+4) 2 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● <b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>		<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>	
<b>WR-DG-02FC</b> <b>WAR DOG</b> <b>PV: 38</b> TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 4 DAMAGE S (+0) 4 M (+2) 4 L (+4) 2 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: AMS, ECM, REAR0*/-/ <b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		<b>CES-3R</b> <b>CAESAR</b> <b>PV: 34</b> TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 4 DAMAGE S (+0) 4 M (+2) 4 L (+4) 3 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: CASE, REAR1/1/-/ <b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>		<b>ALPHA STRIKE STATS</b> <b>BATTLETECH</b>	

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
 Formation Bonus Abilities apply to this lance only.







# HOLT'S HILLTOPPERS [JIHAD ERA] BADGER LANCE - CARNIVORE COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** *Support Lance* (CO p. 66, ACS p. 153)

**BV:** 4,579 (Not adjusted for Skill Ratings)

**PV:** 141 (Adjusted for Skill Ratings)

<p>HBK-4P <b>HUNCHBACK</b></p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Juggernaut</b> SKILL: 3</p> <p>DAMAGE S (+0) 5 M (+2) 4 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</p>	 <p>PV: 37</p> <p>© 2018 The Topps Company. All rights reserved.</p>	<p>HBK-4P <b>HUNCHBACK</b></p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Juggernaut</b> SKILL: 3</p> <p>DAMAGE S (+0) 5 M (+2) 4 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</p>	 <p>PV: 37</p> <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>		<p><b>BATTLETECH</b></p>	
<p>BJ-3 <b>BLACKJACK</b></p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 2</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</p>	 <p>PV: 42</p> <p>© 2018 The Topps Company. All rights reserved.</p>	<p>ENF-4R <b>ENFORCER</b></p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: <b>Skirmisher</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 2 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC1/1/-</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>PV: 25</p> <p>© 2018 The Topps Company. All rights reserved.</p>
<p><b>BATTLETECH</b></p>		<p><b>BATTLETECH</b></p>	

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*



# HOLT'S HILLTOPPERS [JIHAD ERA] CHEETAH LANCE - CARNIVORE COMPANY

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Recon Lance (CO p. 65, ACS p. 152)

**BV:** 4,783 (Not adjusted for Skill Ratings)

**PV:** 147 (Adjusted for Skill Ratings)

<p><b>AGS-2D</b> <b>ARGUS</b></p> <p>PV: 50</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 4 L (+4) 4</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF2</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>	<p><b>PXH-3K</b> <b>PHOENIX HAWK</b></p> <p>PV: 38</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12" ROLE: <b>Striker</b> SKILL: 3</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: ENE</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>
<p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>
<p><b>JVN-11D</b> <b>JAVELIN</b></p> <p>PV: 26</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12" ROLE: <b>Striker</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: C3S, ENE, MHQ1</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>	<p><b>FS9-S</b> <b>FIRESTARTER</b></p> <p>PV: 33</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12" ROLE: <b>Scout</b> SKILL: 2</p> <p>DAMAGE S (+0) 1 M (+2) 1 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: AMS, HT1/-/, PRB, RCN, REAR0/-</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>
<p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>	<p>ALPHA STRIKE STATS <b>BATTLETECH</b></p>

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



# HOLT'S HILLTOPPERS (JIHAD ERA) BATTLESUIT FORCES

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Anti-Mech Star (CO p. 61)

**BV:** 996 (Not adjusted for Skill Ratings)

**PV:** 54 (Adjusted for Skill Ratings)

[Laser] **PV: 19**

**ELEMENTAL BATTLE ARMOR**

Squad 4

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

DAMAGE	S [+0]	M [+2]	L [+4]
	<b>2</b>	<b>1</b>	<b>0</b>

A: ○  
S: ●●

SPECIAL: AM, CAR4, MEC

ALPHA STRIKE STATS **BATTLETECH**

[Laser] **PV: 19**

**ELEMENTAL BATTLE ARMOR**

Squad 4

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

DAMAGE	S [+0]	M [+2]	L [+4]
	<b>2</b>	<b>1</b>	<b>0</b>

A: ○  
S: ●●

SPECIAL: AM, CAR4, MEC

ALPHA STRIKE STATS **BATTLETECH**

[Laser] **PV: 16**

**ELEMENTAL BATTLE ARMOR**

Squad 4

TP: **BA** SZ: **1** TMM: **1** MV: **6"**j  
ROLE: **Ambusher** SKILL: **4**

DAMAGE	S [+0]	M [+2]	L [+4]
	<b>2</b>	<b>1</b>	<b>0</b>

A: ○  
S: ●●

SPECIAL: AM, CAR4, MEC

ALPHA STRIKE STATS **BATTLETECH**

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this star only.*

# HOLT'S HILLTOPPERS [JIHAD ERA] AEROSPACE FORCES

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** May form two (overstrength) or three (understrength) *Strike Squadrons* (CO p. 68, ACS p. 155)

**BV:** 21,158 (Not adjusted for Skill Ratings)

**PV:** 526 (Adjusted for Skill Ratings)

**LTN-G15 LIGHTNING** **PV: 36**

TP: **AF** SZ: **2** MV: **6a**  
ROLE: **Dogfighter** SKILL: **2**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**4 4 0 0**

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○ TH **2**  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

**LTN-G15 LIGHTNING** **PV: 31**

TP: **AF** SZ: **2** MV: **6a**  
ROLE: **Dogfighter** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**4 4 0 0**

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○ TH **2**  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

**LTN-G15 LIGHTNING** **PV: 31**

TP: **AF** SZ: **2** MV: **6a**  
ROLE: **Dogfighter** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**4 4 0 0**

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○ TH **2**  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

**LCF-R20 LUCIFER** **PV: 41**

TP: **AF** SZ: **2** MV: **5a**  
ROLE: **Attack** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**3 2 0 0**

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○○ TH **4**  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

**LCF-R20 LUCIFER** **PV: 34**

TP: **AF** SZ: **2** MV: **5a**  
ROLE: **Attack** SKILL: **4**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**3 2 0 0**

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○○○○ TH **4**  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

**TRB-D36 THUNDERBIRD** **PV: 48**

TP: **AF** SZ: **3** MV: **5a**  
ROLE: **Attack** SKILL: **2**

DAMAGE S (+0) M (+2) L (+4) E (+6)  
**4 4 3 0**

OV: **3** | HEAT SCALE **1 2 3 S**

A: ○○○○○○ TH **3**  
S: ●●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB3, FUEL20, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** **BATTLETECH**

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this squadron only.*



# HOLT'S HILLTOPPERS [JIHAD ERA] AEROSPACE FORCES [CONTINUED]

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** May form two (overstrength) or three (understrength) *Strike Squadrons* (CO p. 68, ACS p. 155)

**BV:** 21,158 (Not adjusted for Skill Ratings)

**PV:** 526 (Adjusted for Skill Ratings)

EGL-R6  
**EAGLE**

PV: 41

TP: AF SZ: 3 MV: 6a  
ROLE: Dogfighter SKILL: 2

DAMAGE

S (+0) M (+2) L (+4) E (+6)

4 4 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH 3

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, ENE, FUEL20, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

F-90  
**STINGRAY**

PV: 30

TP: AF SZ: 2 MV: 6a  
ROLE: Dogfighter SKILL: 3

DAMAGE

S (+0) M (+2) L (+4) E (+6)

3 3 1 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH 2

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, ENE, FUEL20, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

TRB-D36  
**THUNDERBIRD**

PV: 48

TP: AF SZ: 3 MV: 5a  
ROLE: Attack SKILL: 2

DAMAGE

S (+0) M (+2) L (+4) E (+6)

4 4 3 0

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH 3

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

F-90  
**STINGRAY**

PV: 25

TP: AF SZ: 2 MV: 6a  
ROLE: Dogfighter SKILL: 4

DAMAGE

S (+0) M (+2) L (+4) E (+6)

3 3 1 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH 2

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, ENE, FUEL20, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

LCF-R20  
**LUCIFER**

PV: 41

TP: AF SZ: 2 MV: 5a  
ROLE: Attack SKILL: 3

DAMAGE

S (+0) M (+2) L (+4) E (+6)

3 2 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○  
S: ●●●●

TH 4

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

TRB-D36  
**THUNDERBIRD**

PV: 41

TP: AF SZ: 3 MV: 5a  
ROLE: Attack SKILL: 3

DAMAGE

S (+0) M (+2) L (+4) E (+6)

4 4 3 0

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

TH 3

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this squadron only.

# HOLT'S HILLTOPPERS [JIHAD ERA] AEROSPACE FORCES [CONTINUED]

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** May form two (overstrength) or three (understrength) *Strike Squadrons* (CO p. 68, ACS p. 155)

**BV:** 21,158 (Not adjusted for Skill Ratings)

**PV:** 526 (Adjusted for Skill Ratings)

STU-K5  
**STUKA**

PV: 43

TP: **AF** SZ: **3** MV: **5a**  
ROLE: **Attack** SKILL: **3**

DAMAGE

S (+0) M (+2) L (+4) E (+6)  
4 5 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●●●

TH  
3

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1/-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

STU-K5  
**STUKA**

PV: 36

TP: **AF** SZ: **3** MV: **5a**  
ROLE: **Attack** SKILL: **4**

DAMAGE

S (+0) M (+2) L (+4) E (+6)  
4 5 2 0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●●●

TH  
3

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB3, FUEL20, REAR1/1/-, SPC, VSTOL

FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this squadron only.*



# HOLT'S HILLTOPPERS [JIHAD ERA] AEGIS LANCE - BASE DEFENSE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** Assault Lance (CO p. 61, ACS p. 151)

**BV:** 3,924 (Not adjusted for Skill Ratings)

**PV:** 113 (Adjusted for Skill Ratings)

<p>(Standard, Mk. II)</p> <p><b>DEMOLISHER HEAVY TANK</b></p> <p>TP: <b>CV</b> SZ: <b>4</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Juggernaut</b> SKILL: <b>3</b></p> <p>DAMAGE S [+0] M [+2] L [+4] <b>4 4 0</b></p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)</p> <p>CRITICAL HITS ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV</p> <p>ALPHA STRIKE STATS</p> <p><b>BATTLETECH</b></p>	<p>(Standard, Mk. II)</p> <p><b>DEMOLISHER HEAVY TANK</b></p> <p>TP: <b>CV</b> SZ: <b>4</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Juggernaut</b> SKILL: <b>4</b></p> <p>DAMAGE S [+0] M [+2] L [+4] <b>4 4 0</b></p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)</p> <p>CRITICAL HITS ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV</p> <p>ALPHA STRIKE STATS</p> <p><b>BATTLETECH</b></p>
<p>(Standard, Mk. II)</p> <p><b>DEMOLISHER HEAVY TANK</b></p> <p>TP: <b>CV</b> SZ: <b>4</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Juggernaut</b> SKILL: <b>4</b></p> <p>DAMAGE S [+0] M [+2] L [+4] <b>4 4 0</b></p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)</p> <p>CRITICAL HITS ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV</p> <p>ALPHA STRIKE STATS</p> <p><b>BATTLETECH</b></p>	<p>(Standard, Mk. II)</p> <p><b>DEMOLISHER HEAVY TANK</b></p> <p>TP: <b>CV</b> SZ: <b>4</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Juggernaut</b> SKILL: <b>4</b></p> <p>DAMAGE S [+0] M [+2] L [+4] <b>4 4 0</b></p> <p>A: ○○○○○ S: ●●●●●</p> <p>SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)</p> <p>CRITICAL HITS ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV</p> <p>ALPHA STRIKE STATS</p> <p><b>BATTLETECH</b></p>

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.


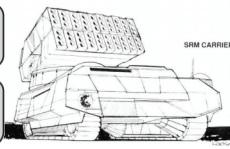
# HOLT'S HILLTOPPERS (JIHAD ERA) BULWARK LANCE - BASE DEFENSE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

**Formation:** (Battle) Heavy Lance (CO p. 63, ACS p. 151)

**BV:** 3,594 (Not adjusted for Skill Ratings)

**PV:** 106 (Adjusted for Skill Ratings)

(Standard, Mk. II)		PV: 27
<b>DEMOLISHER HEAVY TANK</b>		
TP: <b>CV</b> SZ: <b>4</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Juggernaut</b> SKILL: <b>4</b>		
		
DAMAGE S (+0) M (+2) L (+4) <b>4 4 0</b>		
A: ○○○○○ S: ●●●●		
SPECIAL: AC4/4/-, EE, SRCH, TUR(4/4/-, AC4/4/-)		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>
(Standard)		PV: 26
<b>SRM CARRIER</b>		
TP: <b>CV</b> SZ: <b>3</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Ambusher</b> SKILL: <b>4</b>		
		
DAMAGE S (+0) M (+2) L (+4) <b>6 6 0</b>		
A: ○○ S: ●●●		
SPECIAL: EE, SRCH, SRM6/6		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>

Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.



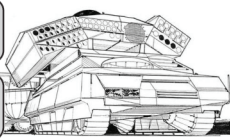
# HOLT'S HILLTOPPERS (JIHAD ERA) CITADEL LANCE - BASE DEFENSE

**Special Command Abilities:** Ground Attack Specialization, Hit and Run, Tactical Experts (Hidden Units)

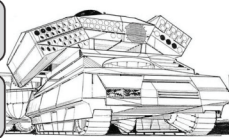
**Formation:** *Fire Lance* (CO p. 64, ACS p. 152)

**BV:** 3,332 (Not adjusted for Skill Ratings)

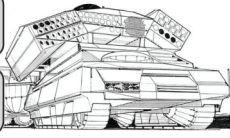
**PV:** 92 (Adjusted for Skill Ratings)

(Standard) <b>LRM CARRIER</b>		PV: 26
TP: <b>CV</b> SZ: <b>3</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Missile Boat</b> SKILL: <b>3</b>		
DAMAGE	S (+0) <b>2</b>	M (+2) <b>3</b>
		
A: ○○ S: ●●●		
SPECIAL: EE, IF3, LRM1/3/3, SRCH		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>

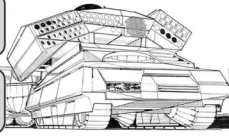
  

(Standard) <b>LRM CARRIER</b>		PV: 22
TP: <b>CV</b> SZ: <b>3</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Missile Boat</b> SKILL: <b>4</b>		
DAMAGE	S (+0) <b>2</b>	M (+2) <b>3</b>
		
A: ○○ S: ●●●		
SPECIAL: EE, IF3, LRM1/3/3, SRCH		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>

(Standard) <b>LRM CARRIER</b>		PV: 22
TP: <b>CV</b> SZ: <b>3</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Missile Boat</b> SKILL: <b>4</b>		
DAMAGE	S (+0) <b>2</b>	M (+2) <b>3</b>
		
A: ○○ S: ●●●		
SPECIAL: EE, IF3, LRM1/3/3, SRCH		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>

(Standard) <b>LRM CARRIER</b>		PV: 22
TP: <b>CV</b> SZ: <b>3</b> TMM: <b>1</b> MV: <b>6"</b> ROLE: <b>Missile Boat</b> SKILL: <b>4</b>		
DAMAGE	S (+0) <b>2</b>	M (+2) <b>3</b>
		
A: ○○ S: ●●●		
SPECIAL: EE, IF3, LRM1/3/3, SRCH		
<b>CRITICAL HITS</b> ENGINE ○ ½ MV and Damage FIRE CONTROL ○○○○+2 To-Hit Each WEAPONS ○○○○-1 Damage Each MOTIVE ○○-2 MV ○○½ MV ○○ MV		
ALPHA STRIKE STATS		<b>BATTLETECH</b>

*Special Command Abilities apply to entire Holt's Hilltoppers Force.  
Formation Bonus Abilities apply to this lance only.*

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Nightstar NSR-9J (Holt)

Movement Points: **Walking:** 3 [4] **Running:** 5 [6] **Jumping:** 3  
**Tonnage:** 95 **Tech Base:** Mixed Tech (I.S.) (Experimental)  
**Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

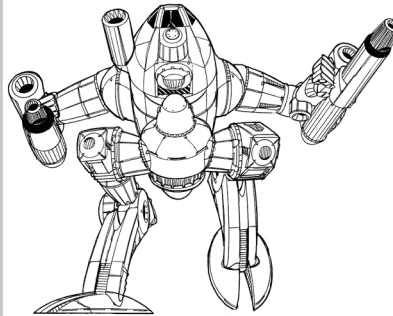
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser (Clan)	HD	2	5 [DE]	—	2	4	6
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	ER PPC (Clan)	RT	15	15 [DE]	—	7	14	23
1	Large Pulse Laser (Clan)	LT	10	10 [P]	—	6	14	20
1	Gauss Rifle (Clan)	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22

BV: 3,433

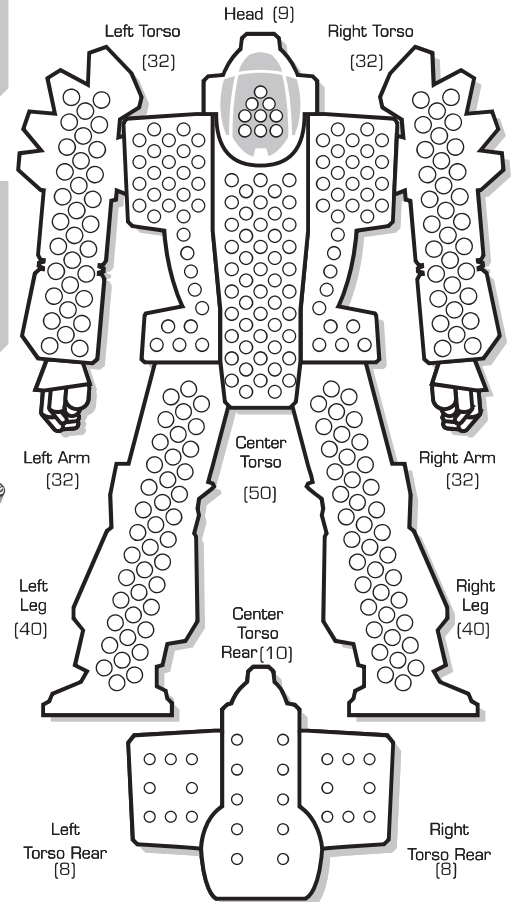
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
**Consciousness#**

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)

- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Head

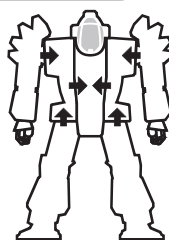
- Life Support
- Sensors
- Cockpit
- ER Small Laser (Clan)
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Triple-Strength Myomer

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)

- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Right Torso

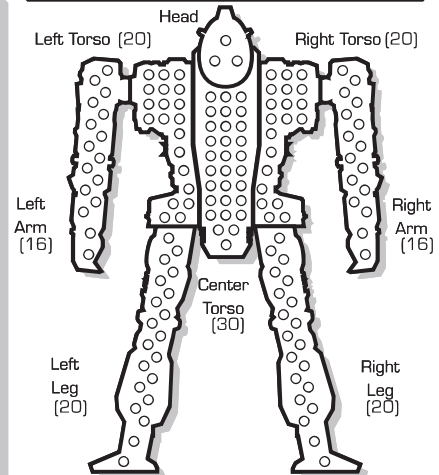
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- ER PPC (Clan)
- ER PPC (Clan)
- Angel ECM Suite
- Angel ECM Suite
- Triple-Strength Myomer

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	14 (28) 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

Heat Scale
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