

BATTLETECH™

SPOTLIGHT ON:



FIRST MARIK PROTECTORS



FIRST MARIK PROTECTORS

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), *Combat Manual: Kurita* (CM:K), *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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Alex Kaempfen and the entire Demo Agent Team for bringing a *BattleTech* Worldwide Event to tabletop MechWarriors everywhere!



STAR LEAGUE ERA



SUCCESION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

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FIRST MARIK PROTECTORS

UNIT HISTORY AND DESCRIPTION

The Jihad tore apart millions of families, but none so profoundly as the former Free Worlds League. Not the largest Successor State, nor particularly heaped with glory, the League was nonetheless the oldest alliance in the Inner Sphere, a realm whose diverse peoples had long suffered their differences for the common good. Even in the midst of the Jihad, the League ended not from the stress of war, but a loss of faith. Blake's minions played their part—notably by first planting, then exposing the false Thomas Marik—but in the end they only exploited preexisting fractures in the League's crust. When the doors of the House of Parliament closed for the last time on 28 January 3079, many worlds were left alone in the darkness. Into this void came Yoshio Kawamura of the Tenth Marik Militia. Kawamura joined the FLWM to protect the people of his realm, and those people did not cease to exist when their nation did. When voices called in the dark, Kawamura answered.

The seeds of Kawamura's Marik Protectors were planted in 3077, when Caesar O'Reilly exploited the turmoil of the Jihad to welcome League worlds into the Marian fold at gunpoint. Already en route to subdue the rebellious Rim Commonality, Kawamura, then a Force Commander in the Tenth Marik Militia, faced a devil's choice: target wayward Free Worlds citizens as ordered, or defend their brothers from an outside threat. Honor bested duty, and Kawamura deposed his CO, turned his back on Corrine Marik and League politics, and took the Tenth to Kendall. Through a brief but bloody campaign that brought the worst of war to the idyllic breadbasket world, Kawamura forged a unit whose dedication to safeguarding the lives of their countrymen is nearly unmatched in the Inner Sphere.

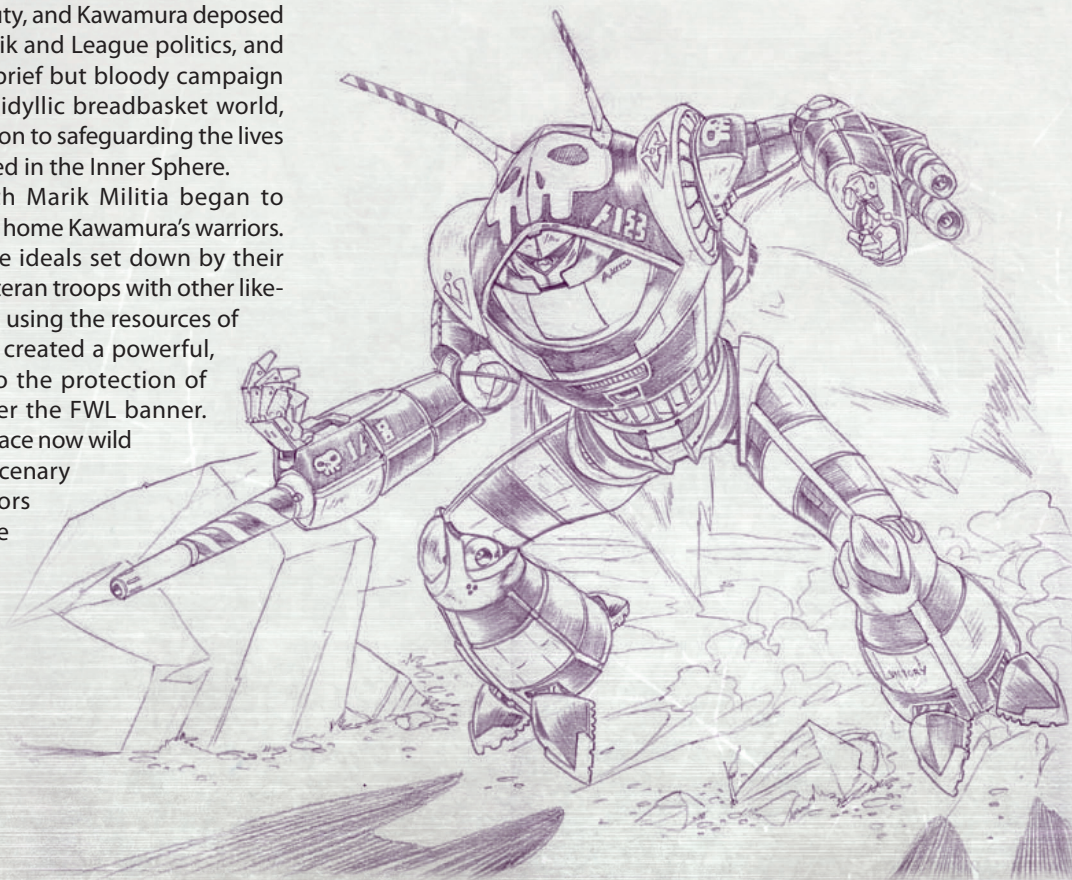
Without central support, the Tenth Marik Militia began to disintegrate as provincial loyalties called home Kawamura's warriors. Those who remained were loyal to the ideals set down by their commander. By merging this core of veteran troops with other like-minded but splintered commands, and using the resources of a grateful Kendall, Colonel Kawamura created a powerful, pseudo-mercenary force dedicated to the protection of all independent worlds formerly under the FWL banner. Contracts were plentiful in a region of space now wild and attractive to pirates. With the mercenary market in turmoil, the Marik Protectors presented a dependable alternative to paid warriors whose loyalty might change with the drop of a coin.

Though the League's central authority is gone and the regiment's colors have changed, Colonel Kawamura keeps alive the esprit de corps of the Tenth Marik Militia. Few officers chose to make a career in the Marik Militias, using them instead as stepping stones

to more prestigious units. Those that did remained just as proud as any Atrean Hussar or Dragoon. Alpha Company, the CO's personal command, was always staffed by these lifers. When Kawamura assembles his command company, he reminds them of their heritage and the prestige which they must live up to. One major departure from the traditions of the Tenth lies in the unit's battlefield role. Renowned as a vanguard and shock-trooper unit, the Tenth spearheaded many of the League's most pivotal assaults. The Marik Protectors sit on the opposite end of the spectrum, excelling in defensive operations.

In late 3082, repeated raids on the world of Sackville left the planetary government begging for outside help. Tamarind declined, feeling that Sackville offered nothing to the District in return. Colonel Kawamura answered Sackville's plea immediately, and even sent a sternly-worded rebuke to Duchess Brett-Marik about duty. Arriving with a combined-arms battalion, Kawamura refused the fanfare and parades the planetary government wished to throw him, and set to planning a defense. Most of Sackville's troubles came from one group of former Circinian pirates, whose attacks had become so frequent and predictable that local gambling houses gave odds on their return date and targets. Kawamura placed his own bet and prepared.

The pirates, a rag-tag group known collectively as Lincoln's Rotting Corpse, landed their rough battalion outside the city of Tighfield and proceeded toward the warehouse district for their usual





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smash-and-grab routine. Collecting on his bet, Colonel Kawamura positioned the First's armor and infantry inside several hastily-empty warehouses. When the pirates broke open the first door, they were greeted by a barrage from a Demolisher tank. Protector infantry opened fire from cover, while the rest of the Protectors' armor company emerged to confront the Corpse 'Mechs. Colonel Kawamura moved the Protectors' 'Mech company to block the pirates' retreat, while MechWarrior Sadie Banner raced her *Wraith* under the guns and into the yawning hold of a pirate *Mule*, capturing the DropShip nearly intact. The surviving pirates went to ground when their remaining DropShips abandoned them. The Sackville ruling council named Colonel Kawamura an honorary citizen, and paid the Protectors a hefty bonus that helped add a new hovertank company to the command. Though Lincoln's Rotting Corpse continues to plague systems along the Marik-Steiner border, their infrequent raids are severely reduced in scope.

The Marik Protectors' foes have not always come from the Periphery. Angered by Protector resistance to Regular interests on Lengkong, Prince Titus Cameron-Jones sent the Eighth Regular Hussars to Kendall in 3083 to teach the upstart Kawamura to keep his nose out of Regular affairs. Given years to prepare the world's defenses against a repeat of the Marian invasion of 3077, the two companies of the First Protectors on world joined with the Kendall Militia to run the Regulars through hell. Bunkers dotted fertile fields of Kendall Wheat like groundhog burrows, artillery missiles hid in false grain silos, and waves of low-flying conventional fighters waited to pick off stray targets. The Regulars made little progress towards the First's command facilities in the city of Lakeland, and they retreated after two harrowing days of nonstop attacks. A parting strike by pilot Winston Scagnetti's Mechbuster cored Force Commander Gleeson's *Tempest*, sending the Regular commander home humiliated.

The Protectors will accept the occasional offensive contract, but only against non-FWL worlds. Sick of constant harassment from the IV Legio, the world of Lahti hired the First Protectors in 3084 for a punitive raid on the Legio's base world of Trondheimal. Unwilling to provoke the Marian Hegemony but sympathetic to Lahti's predicament, Colonel Kawamura subcontracted a somewhat disreputable mercenary company called Havoc, Inc. to tweak the Legio's nose. Unimpressed with the hired mercs after their drunken arrival on Lahti, Colonel Kawamura prepared to scrap the plan until Lieutenant Fiona san Marcos presented an alternative. Repainting a company of 'Mechs in Havoc colors and using their transport assets, she conducted a lightning raid on Trondheimal, bloodying the Legio and planting clear evidence that the attack originated from Lahti.

Initially uneasy with the deception, Kawamura let his preference for fighting a defensive campaign sway him, and deployed the First Protectors to hidden fortifications to await the eventual Marian reprisal. The IV Legio did not disappoint, arriving in force to raze Lahti for their insolence. The new Marian Ravager battle armor initially tore through the Protector line and savaged the unarmored infantry holding the First's rear position, until Captain Doris Calhoun air-dropped her own company of Kopis suits into the fray, pushing the Marians back in a cloud of smoke and blood.

Ambushed and forced into the open by a company of heavy armor, the Marian BattleMechs suffered heavy casualties from artillery bombardment. Marian aerospace fighters embarked on strafing runs to relieve their ground forces, only to face flak from Partisan AA tanks. Prefect Alberich Winograd realized he'd been trapped and ordered a retreat. Impressed by the Legio's tight coordination and orderly withdrawal under fire, Colonel Kawamura allowed them to return to their DropShips. In a brief parley with Prefect Winograd, Kawamura established a state of detente between Lahti and the Hegemony, and a mutual respect between the two officers. Subsequent encounters between the First and IV's Tertia Cohorts have been almost cordial, ceremonial affairs ending with little bloodshed.

Business is brisk for the First Marik Protectors, and that is both a good and a bad thing. Kawamura's troops are becoming more seasoned by the day, but burnout and post-traumatic stress run high. The First faces a high turnover rate, especially in its infantry brigade, where deployments can last more than a year. Garrison duty is often a lazy soldier's dream assignment, but in an area of space rife with raiding, no man rests. The Marik Protectors exist to offer a single hope to the citizens of these outcast worlds: that when darkness closes in, there will be a light shining for them, a hammer and anvil to smite any who would disrupt their peace, a shield against all the ills the Periphery holds. Protectors, behind whom they may rest.

Special Unit Abilities: Colonel Kawamura stresses the importance of knowing the terrain in any engagement. As a result, the First possesses the Off-Map Movement Special Command Ability (see p. 192, *Tactical Operations*). As their primary role is defensive, the Protectors receive a +1 modifier to their Initiative rolls for the first five turns of any scenario in which they are the Defender. Conversely, in any scenario in which the Protectors are the Attacker, they suffer a -1 modifier to Initiative rolls for the first five turns. Excelling in ambush tactics, the First may deploy any number of their forces as Hidden Units (see p. 259, *Total Warfare*), even in clear hexes.

EQUIPMENT AND TACTICS

One of Colonel Kawamura's first acts upon forming the Protectors was to secure a long-term agreement with both Kali Yama ATC and Brooks, Inc. on Kendall, ensuring that his new brigade would be well supplied at reasonable cost. Kali Yama *Herculeses* and *Orions* dominate the Protectors' 'Mech units, resulting in a heavy force well-suited to defense and nicely complimented by Brooks' Pegasus and Galleon recon tanks. Each battalion maintains an artillery battery, and at least one lance of VTOLs and fast hovercraft to act as both scouts and spotters. Unarmored infantry comprises the bulk of the Protectors' combat contingent, and are outfitted with the best field equipment Kawamura can secure. Each company fields a squad of Achilles Battle Armor, and a squad of either Longinus or Phalanx suits for assaults.

The Protectors are organized along similar lines as the Federated Suns' Light Combat Teams. Armor and infantry assets are often incorporated at the company level, with an overstrength wing of



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aerospace fighters providing cover. Units can be further broken down to suit the mission. It is not uncommon to see a Protectors force led by a Battle Armor company, with perhaps a lance of tanks and 'Mechs in support. Every grade of officer down to Lieutenants are expected to act independently and assume command if the need arises. Much leeway is given to forces in the field, where the boots on the ground can assess local terrain and plan accordingly.

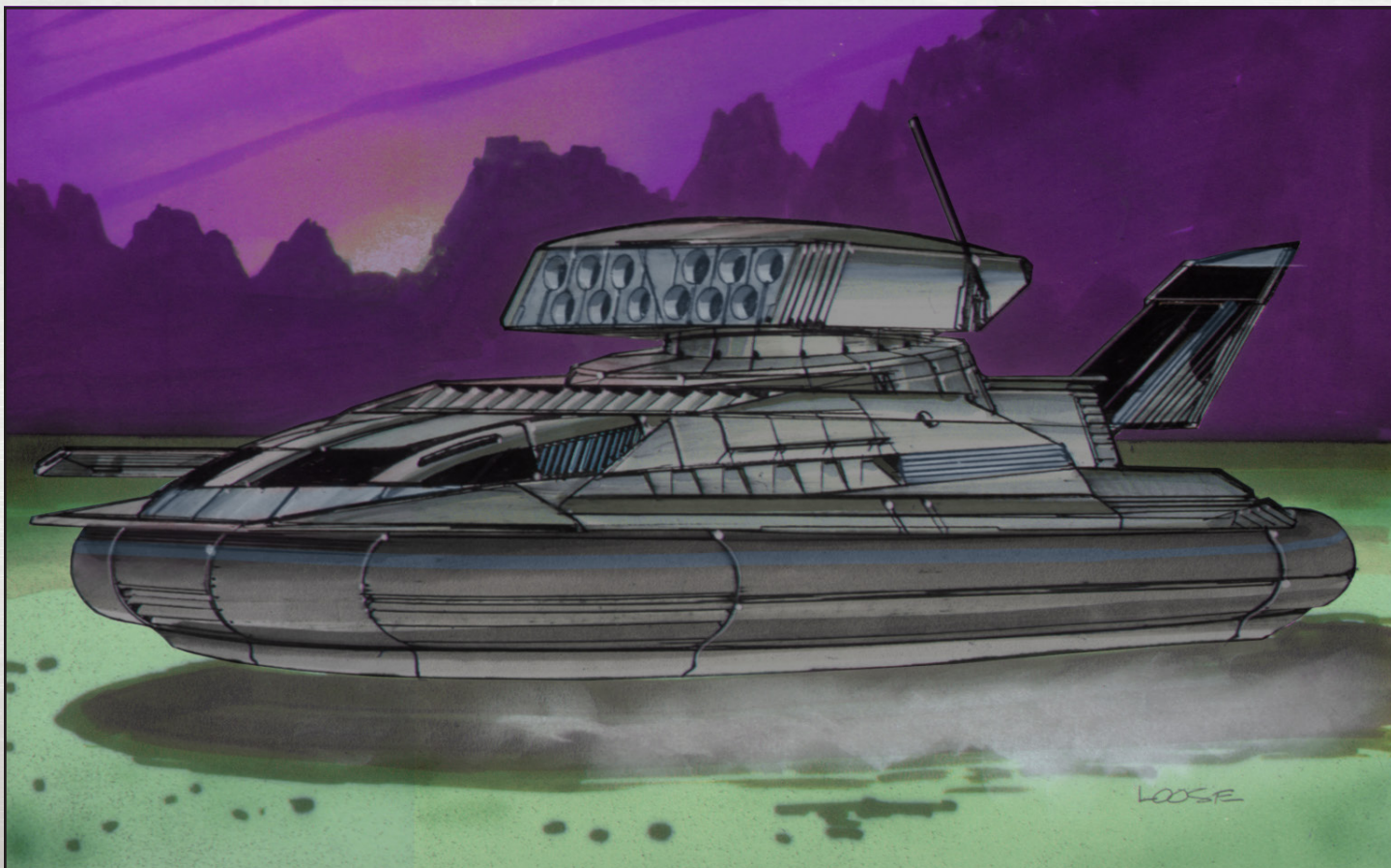
All Force Commanders are required to be familiar with the basic geography of every world within their unit's sphere of protection. Transit times are used to familiarize personnel with the area they will defend, including weather patterns and the disposition of the populace. Care is always taken to avoid fighting within population centers; if a city is a likely target, then evacuation protocols are put in place to minimize casualties should violence come to call. Colonel Kawamura takes the unit's designation as Protectors seriously. If death comes for their charges, then it is their duty to stand in front of it and offer their own lives instead. If even one civilian life is spared this way, then the sacrifice is justified.

UNIFORMS AND CUSTOMS

The spirit of the Marik Militia still runs in the First Protectors, manifesting in their customs. Their uniforms remain unchanged

from the glory days of the Free Worlds League, consisting of a simple olive green jumpsuit with the warrior's name stenciled on the left breast. The unit's equipment still sports the hammer and anvil crest of the Tenth Militia, though the traditional Marik purple has given way to a charcoal gray, with steel piping in place of the red accents. This dour palate may be an allegory for the death of the League, or just the betrayal of the Marik name by the man now known as Thomas Halas. Colonel Kawamura has offered no comment.

Unit morale is maintained via a system of recognition and rewards for exemplary service. A monthly checklist of duties is maintained at the company level, including simple tasks such as equipment maintenance, tidiness, uniform presentation, etc. The soldier with the highest score at the end of the month receives an extra day of paid leave. Campaign ribbons are crafted for each operation, incorporating the flag of the world into their design. Veteran warriors often have difficulty squeezing all of their ribbons onto their dress uniform. Warriors who perform with exceptional valor and risk themselves for the protection of others are awarded the Kendali Bloodstone, a teardrop-shaped, deep red garnet found only on Kendall. Soldiers so honored wear the award with pride, even on the battlefield.





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PERSONALITIES

YOSHIO KAWAMURA

Title/Rank: Colonel

Born: 3021

Born to parents who fled the former Combine world of Yorii after the Fourth Succession War rather than live under Steiner rule, young Yoshio grew up between the conflicting beliefs of Free Worlds League freedom and his father's strict dictates of *bushido*. Almost predestined for a military career, Kawamura's stoic professionalism and MechWarrior skills earned him a posting to the prestigious Tenth Marik Militia. Though he chafed for years under the leadership of Cindy Meyers, his formation of the Marik Protectors gave him a new appreciation for the difficulties of command, and a respect for the woman he once loathed. His bias against women has eased in recent years, though he still demands absolute professionalism from both men and women under his command.

Special Abilities: When Colonel Kawamura is on the field, the Protectors receive a +1 modifier to all Morale checks. During any scenario in which the Protectors are the Defender, they are not subject to Forced Withdrawal unless Kawamura is killed or incapacitated.

ARLEN MANDALAY

Title/Rank: Force Commander

Born: 3041

Mandalay has served as Yoshio Kawamura's aide for nearly two decades. Once an ambitious man, over the years he has come to recognize his own deficiencies in command, and resigned himself to the XO role. Content to serve a better officer, he carries out his duties effortlessly, predicting Colonel Kawamura's orders, reactions and even moods. He has twice attempted to retire to spend time with the family he barely knows, but both times Kawamura implored him to stay, citing no suitable replacement. Mandalay has recently begun grooming Lieutenant LaVoie to take over his duties, an interesting choice given his familiarity with Kawamura's biases. Unfortunately, he has become romantically entangled with LaVoie, calling into question any chance of retirement and return to his estranged wife and children.

KERIS LAVOIE

Title/Rank: Captain

Born: 3048

The LaVoie family has a long and storied history of service in the Marik Militia. With her parents and siblings all on the rolls, young Keris felt pressured to join even though her heart belonged to the arts. Cochlear damage from an untreated ear infection as an infant prevented her from piloting a BattleMech, so she enlisted in the armor corps, intending to serve only long enough to satisfy her family dictates. The Jihad extended her service long past her projections, and the destruction of the theater school on Atreus

that she hoped to attend crushed her dreams, leaving her bitter and sullen. Keris' rise to command the armor brigade's scout company surprised even her. Her Pegasus, dubbed the *Cressida*, is adorned with quotes from all the famous plays in which she will never perform.

ELSIE EUBANK

Title/Rank: Lieutenant

Born: 3057

Fresh from Allison MechWarrior Institute when Parliament dissolved the nation she hoped to serve, Elsie fell into a deep depression. Listlessness and bouts with alcoholism followed, until Colonel Kawamura announced his formation of the Marik Protectors. Elsie made the choice to abandon the path of ruin and once again serve a cause, if Kawamura would have her. Impressed by her energy and leadership skills, the notoriously biased colonel hired her on, perhaps because he saw a spark of his old commander in her. Elsie has never failed to deliver outstanding results, leading to a quick rise through the ranks. The rumor mill has her slated for the next company command to come available.

Special Abilities: At the end of the Movement Phase, Elsie may "bank" any unused Walking Movement Points from all friendly units within three hexes of her unit. At the state of the next Movement Phase, she may then reallocate that MP to any number of friendly units within three hexes of her unit. The reallocated MP may not increase a unit's movement beyond twice its Walking MP. Units utilizing the reallocated MP are considered to be walking for the purposes of Attacker Movement Modifier.

MICHAEL MOORCROFT

Title/Rank: MechWarrior

Born: 3066

An expatriate from the Marian Hegemony, Moorcroft was left behind by the II Legio during their raid on Kendall in 3077. Just a young astech with no concept of interstellar politics, Moorcroft little understood the hostility with which his captors treated him. His youth and an innate desire to please led to clemency from the Kendall military courts. Upon reaching his majority, Moorcroft renounced all ties to the Hegemony and became a Kendall citizen. Enlisting in the Protectors as a tech, he showed a natural affinity for BattleMech piloting and was given an accelerated apprenticeship. His ability to coax agility from the most sluggish machines impressed Force Commander Mandalay, who assigned him a *Wraith* for strike duty. The youngest MechWarrior serving in the Protectors, Moorcroft is the butt of many pranks and frequently draws undesirable assignments. Colonel Kawamura disapproves of this hazing, but acknowledges that it could toughen up Moorcroft for future assignments.

Special Abilities: Moorcroft possesses the Natural Grace Special Pilot Ability (see p. 78, *Campaign Operations*).



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REISS

Title/Rank: Staff Sergeant

Born: 3033

Born to an unremarkable sibko on Ironhold, Reiss is a Jade Falcon exile who abandoned his Clan rather than suffer the indignity of being branded *solahma*. Considered barely competent by Clan standards, his skills never earned him a rank higher than Star Commander, which he lost to a younger warrior after only a year. Nonetheless, surviving Operation REVIVAL, the Refusal War and the Coventry campaign gave Reiss invaluable experience that the Jade Falcons squandered. When he simply left his comrades during a visit to Solaris in 3067, no one cared. A brief stint with Huntsmen Stables led to an encounter with a Free Worlds League recruiter, and a meeting with Colonel Kawamura. Kawamura respects Reiss' experience and uses him in the role such a warrior excels at—that of a grizzled, war-wise sergeant. No longer concerned with legacy or glory, Reiss is content knowing that he will die in a cockpit, not as a nursemaid.

JEREMY BARBAROSSA

Title/Rank: MechWarrior

Born: 3055

A former mercenary, Barbarossa joined the Protectors as part of a plea deal. His ragtag unit was sent by Regulus to disrupt Tamarind-Abbey interests on the planet Home. Failing spectacularly, the surviving mercs were on their way back to their DropShip when Barbarossa turned on them, surrendering their location to First Protector forces on-planet and offering to defect with his *Stalker*. He claimed a guilty conscience and a wish to atone for past sins by serving in the Protectors. Suspicious but unwilling to turn down a new assault 'Mech, Force Commander Mandalay accepted him on the condition that Barbarossa sign over his 'Mech to the Protectors for a five-year period. Considered the least trustworthy soldier in the First, Barbarossa is never given solo assignments and is rarely left to his own devices. Colonel Kawamura assigned him to the command company under the old adage of keeping your friends close, but your enemies closer.

Special Abilities: If the Protectors suffer more than seventy-five percent casualties, roll 2D6. On a result of 2 or 3, Barbarossa will retreat from the field if he is still active. On a result of 12, he will turn on his allies and attempt to join the opposing force in exchange for passage off world.

FIONA SAN MARCOS

Title/Rank: Lieutenant

Born: 3042

Fiona once applied to the Knights of the Inner Sphere, but was rejected due to her misspent youth. Though her days of gang-related crime are far behind her, Fiona has never escaped their shadow. She is almost always tasked with defensive assignments, particularly on worlds struggling with deep internal strife. On Westover, she helped bring down the powerful Dillingham family, which had corrupted

the planetary government and dreamt of interstellar expansion. She has resigned herself to her role, knowing as Kawamura does that no officer in the Protectors is more suited to it. Yet, she does desire more traditional combat assignments.

LILITH WEAVER

Title/Rank: MechWarrior

Born: 3044

Daughter of Li Weaver, one-time speaker of Parliament, Lilith shared her father's staunch support of Thomas Marik. The revelation that the man whose ideals aligned so closely with her own was in truth a deceiver infuriated Lilith, but in time she accepted that it was Thomas' actions and not his name which mattered. Rather than follow Thomas to Oriente, she chose to stay with Colonel Kawamura when he formed his Protectors. Third of five children, Lilith always felt invisible and strove to stand out. Her dedication and laser-focus on performance earned her a spot in Kawamura's command lance, where she has stayed despite many offers of advancement.

Special Abilities: Lilith's family still holds great power on the world of Bowang. On any deployments to that world, all rolls required for support receive a +2 modifier, and all supplies purchased receive a twenty percent discount.

JONATHON BLACK

Title/Rank: Corporal

Born: 3061

A native of Kendall, Black lost most of his family during the Marian invasion of 3077. His father and eldest brother were killed in the world's defense, while his mother and younger siblings fled the invaders only to perish in nuclear annihilation at the hands of their own militia. Only Jonathon and one sister remained from a family of nine. Embracing a fanatical hatred of the Hegemony, Jonathon enlisted in the Protectors specifically to kill Marians. On the field, he enjoys sniping enemies from his Hawk Moth Gunship, and closing after a unit goes down to ensure the death of its pilot. Colonel Kawamura remains ignorant of this bloodthirstiness, as Black keeps his emotions well hidden.

Special Abilities: When facing Marians, Black will always shoot to kill. He possess the Marksman ability (see p. 77, CO), and will target the head of Marian BattleMechs. Unless an allied officer of Force Commander or higher rank is on the battlefield, Black will target ejected Marian MechWarriors and tank crews.

GUPTA "SHIV" SHIVPURI

Title/Rank: MechWarrior

Born: 3044

"Shiv" never met a meal he didn't like. Weighing more than 150 kilos, the running joke is that his *Sirocco* suffers more damage from the stress of carrying him than it does in battle. The jolly Buddha of the Protectors, Shivpuri is gregarious, bold, and rarely dressed in uniform, preferring flowing, comfortable robes even for formal dress occasions. Kawamura allows this because the one time he forced



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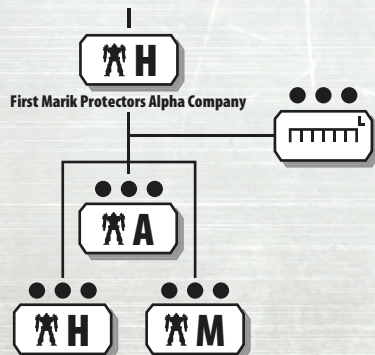
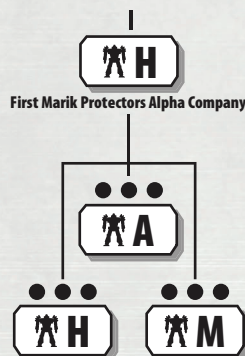
Shiv into a dress uniform, he was displeased with the result. Shiv acts as the unit's communications officer, coordinating the Protectors' actions with aid from the Tacticon B-2000 battle computer grafted into his 'Mech from a salvaged *Cyclops*.

KIM DAESHIM

Title/Rank: MechWarrior

Born: 3062

Daeshim often jokes that even when humanity is gone the Kim name will remain, carried on by whatever race succeeds man in dominion (his money is on the Engadine Nolan). Kim harbors dreams of becoming an exozoologist, discovering and categorizing new species on alien worlds, and sees the Protectors as a chance to travel and indulge his hobby. Every planet the Protectors visit presents new opportunities, and he has already published research on several previously unknown species on Prato and Kogl. Kim has requested a year's furlough to visit Hunter's Paradise in the Rim Collection, but Colonel Kawamura does not share his enthusiasm and has yet to approve. Others suggest that Kim should promise the colonel a rare pelt or other trophy to grease his palms, a prospect Kim finds horrifying—not only for the senseless loss of animal life, but for the impugning of Kawamura's honor.



PERSONNEL ROSTER

EARLY JIHAD ERA

ALPHA COMPANY, FIRST MARIK PROTECTORS (3082)

Alpha Company Command

Colonel Yoshio Kawamura, Veteran, HRC-LS-9000 *Hercules*
Force Commander Arlen Mandalay, Veteran, BLR-5M *BattleMaster*
Lilith Weaver, Elite, BLR-5M *BattleMaster*
Gupta "Shiv" Shivpuri, Regular, SRC-3C *Sirocco*

Alpha Company Support

Lieutenant Fiona san Marcos, Veteran, EGL-2M *Eagle*
Staff Sergeant Reiss, Veteran, ON1-M *Orion*
Jolanda Green, Green, ON1-MB *Orion*
MacAvoy "Mac" MacAvoy, Regular, MR-5M *Cerberus*

Alpha Company Striker

Lieutenant Elsie Eubank, Regular, SHD-5M *Shadow Hawk*
Monroe Salazar, Regular, WVR-9M *Wolverine*
Sadie Banner, Regular, TR1 *Wraith*
Maria Blankenship, Green, SDR-7M *Spider*

LATE JIHAD ERA

ALPHA COMPANY, FIRST MARIK PROTECTORS (3087)

Alpha Company Command

Colonel Yoshio Kawamura, Veteran, HRC-LS-9000 *Hercules*
Force Commander Arlen Mandalay, Veteran, BLR-5M *BattleMaster*
Lilith Weaver, Elite, BLR-5M *BattleMaster*
Gupta "Shiv" Shivpuri, Regular, SRC-3C *Sirocco*

Alpha Company Support

Lieutenant Fiona san Marcos, Veteran, EGL-2M *Eagle*
Staff Sergeant Reiss, Veteran, ON1-M *Orion*
Jeremey Barbarossa, Regular, STK-6M *Stalker*
MacAvoy "Mac" MacAvoy, Veteran, T-IT-N10M *Grand Titan*

Alpha Company Striker

Lieutenant Elsie Eubank, Regular, SHD-5M *Shadow Hawk*
Upton Aldrich, Green, SHD-7M *Shadow Hawk*
Sadie Banner, Veteran, TR1 *Wraith*
Michael Moorcroft, Green, TR1 *Wraith*

Armor Brigade First Company Scout

Captain Kerris Lavoie, Regular, Harasser (Standard)
Jonathon Black, Regular, Hawk Moth Gunship (Standard)
Vaughn Morse, Veteran, Pegasus Scout Hovertank (Missile)
Lelani Kaiwi, Elite, Saladin Hovertank (LBX)



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BUG STOMP

GAME SETUP

Recommended Terrain: Box Canyon, Desert Hills

Arrange at least four maps in a 4-by-1 row, joined at their short ends. The Box Canyon map should be at one end. At the far end, the Crana's *Assault Triumph*-class DropShip is landed, and may be used in the battle.

Attacker

Recommended Forces: Alpha Company, First Marik Protectors (3082), 4 Thumper Artillery. The Attacker enters the Box Canyon map on Turn 1.

Defender

Recommended Forces: The Crana, consisting of a Level II of BattleMechs, two Level IIs of light armor and one Level II of infantry.

The Defender deploys on the Canyon map, within six hexes of the edge. The Crana will attempt to escape by boarding their DropShip. Any unit that successfully boards the DropShip is considered to have escaped, unless the DropShip itself is destroyed. When all of the Crana have either boarded the DropShip or been destroyed, the ship will liftoff and the scenario ends.

WARCHEST

Track Cost: 800

Optional Bonuses

+200 Godforsaken Desert: An Extreme temperature of 62 degrees Celsius is in effect, as well as Blowing Sand (see p. 62, *TO*).

+300 No Escape!: Destroy the Crana's DropShip.

OBJECTIVES

Ground Underfoot. Destroy as many Crana units as possible. [25 per Level I unit]

Better Than You. At least 75% of the Marik Protectors must survive the mission. [150]

SPECIAL RULES

If the DropShip is destroyed, any surviving Crana will attempt the exit their current map from any edge. If they are unable to do so by the end of the second turn after the DropShip's destruction, they will surrender and the scenario ends.

AFTERMATH

After an exhausting chase, the Crana emerged from the canyon to find that the Protectors had outflanked them. A running battle across a kilometer of relatively open terrain whittled down the pirates, who surrendered when artillery fire destroyed their DropShip. The survivors were extradited to the Republic of the Sphere to face trial, raising regard for the Marik Protectors in Devlin Stone's new nation.

Mankind is capable of great things. Constructs to rival heaven's own design, poetry to sing in the halls of the soul, governments to bring light and prosperity to the furthest reach of human endeavor. Cosmic balance insists that this greatness must be met with evil so pure and unrelenting that the struggle against the dark will endure until the last living man draws his final breath. Some men serve the darkness willingly, pathetic souls who contribute nothing, and can do naught but break that which better men built. History calls them pirates. I call them insects, to be ground under my boot.

—Private journal of Yoshio Kawamura, 18 April 3082

SITUATION

Toki Canyon
Albert Falls,
Former Free Worlds League
11 September 3082

The Crana were a pirate band comprised of former Blakist Protectorate Militia centered around the world of Pollux. Facing increasing pressure from the nascent Republic of the Sphere, they fled their raiding grounds for purpler pastures. A predictable path of attacks led them to Albert Falls, and a waiting Colonel Kawamura. The Crana tried to evade pursuit inside the steep walls of Toki Canyon and flee to their waiting DropShip, but the Marik Protectors were ready.



FIRST MARIK PROTECTORS

CAESARIS INFERNO

GAME SETUP

Recommended Terrain: Hill Terrain, Light Urban Terrain

Arrange four maps with two Light Urban maps touching and adjacent to two Hill maps. The Defender chooses a home edge on the Urban sector; the Attacker's home edge is the farthest from the Defender's. On the Light Urban maps, place six single-hex, level 1 buildings with a CF of 30 to represent the fuel storage tanks, and another ten buildings of various types to represent the supporting facility.

Attacker

Recommended Forces: Elements of I Legio, Marian Hegemony.

The Attacker equals 75% of the Defender's forces. The Marians will attempt to destroy all the fuel tanks, then withdraw off their home edge.

Defender

Recommended Forces: Alpha Company and Armor Brigade First Company Scout (3087), 1 squad of Achileus Battle Armor, 1 squad of Kopis Battle Armor, First Marik Protectors.

Up to 50% of the Defender's units may be deployed as Hidden Units (see p. 259, TW).

WARCHEST

Track Cost: 700

Optional Bonuses

+100 Winds of Hell: Goth Khakar has whipped up a moderate gale for the festivities (see p. 61, TO).

+300 Overwhelmed: The Attacker's force equals 150% of the Defender's.

OBJECTIVES

Unexploded. Prevent destruction of the fuel tanks. [100 per surviving tank]

A Lesson Taught. Destroy 75% of the Attacker's forces. [300]

SPECIAL RULES

The Attacker is subject to Forced Withdrawal. (see p. 258, TW).

A destroyed fuel tank will ignite its hex. (see *Fire*, p. 43-48, TO).

AFTERMATH

Though they took heavy casualties, the Marians destroyed the fuel depot. The resulting fires burned for days, with the disruption to the Goth Khakar economy lasting for months. Governor Bajwa cited the loss of the depot as failure on Colonel Kawamura's part to fulfill his obligations, and refused to pay the balance of the Protectors' contract. An angry but humbled Kawamura conceded. The Goth Khakar debacle marked a low point for the Protectors, one Kawamura aims to rectify when next the Khakari need him.

Intercepted transmission, translated from Latin:

"They should have sold to us, not the Magistracy. Then we would be here with LoaderMechs instead of BattleMechs. Principes, I'm getting movement to the northeast. Go see if it's something we need to shoot."

"Copy, legatus." Static. "...a battle armor squad. Achileus...BattleMech support! Ambush!"

"Of course. Militia or mercenary?"

"Stand by. Neither, legatus. Marik Protectors."

"Ah, the rogue Kuritan rat. Good. Live-fire training is the best kind. Send him to protect the dead."

Twenty-two minutes of shouted orders, static, weapons fire and swearing.

"Where are my infantry centuries, principes? They should have emptied at least one of those tanks by now!"

"The infantry is bogged down, or—or gone. They're not going to reach the tanks."

"Gah! Enough. Destroy it all."

"Legatus?"

"We can't win. Neither can they. Light it up, and let Kawamura know what it means to defy the Caesar. He will regret this..."

SITUATION

Sindh

Goth Khakar,

Former Free Worlds League

8 November 3086

Known throughout local space as a reliable source of both hydrocarbons and hydrogen fuels, Goth Khakar suffered frequent attacks from fuel-hungry enemies. Acting on a tip about incoming Marian raiders, Governor Eshan Bajwa quickly contracted the First Marik Protectors. Seeking to test his men against the storied I Legio, Colonel Kawamura led the defense personally. Unable to carry off the fuel they had come for, the Marians resorted to destroying it in a fit of pique.



FIRST MARIK PROTECTORS

TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

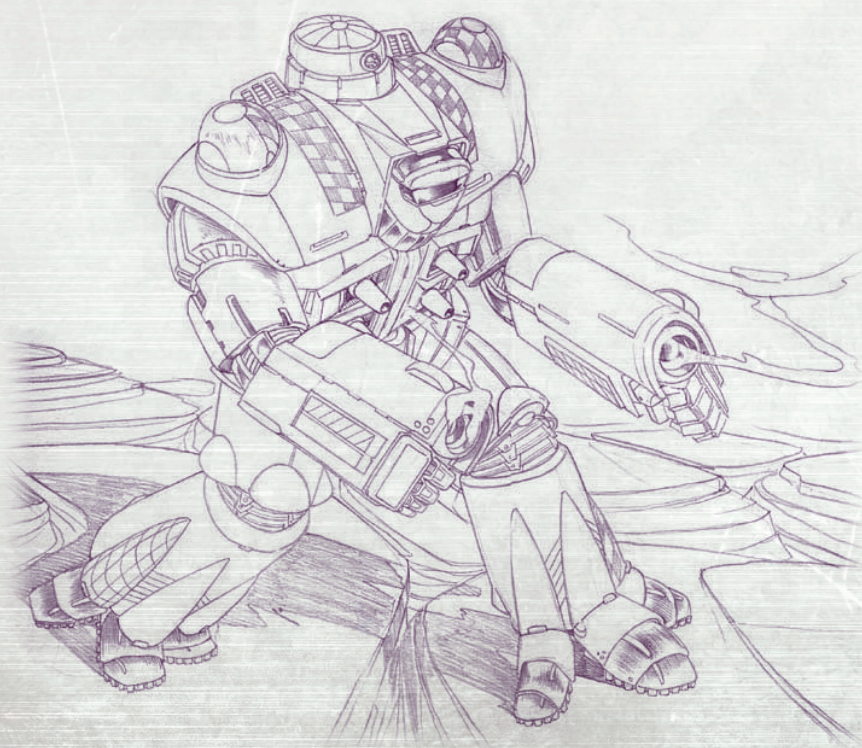
Off-Map Movement, +1 modifier to Initiative rolls for the first five turns of any scenario in which they are the Defender, -1 modifier to Initiative rolls for the first five turns of any scenario in which they are the Attacker, May deploy any number of their forces as Hidden Units, even in clear hexes.

STRATEGIC BATTLEFORCE FORMATION

Formation	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials			
Alpha Company, First Marik Protectors (3082)	3	5l	1	—	1	5	7	4	164	—			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Alpha Company Command	BM	4	4l	0	—	1	20	5	5	3	3	71	ECM
Alpha Company Support	BM	3	4l	1	—	1	13	5	5	3	4	46	IF1,TAG
Alpha Company Striker	BM	2	6l	3	—	2	11	3	4	1	4	47	RCN
Formation	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials			
Alpha Company, First Marik Protectors (3087)	3	6h	1	—	2	3	6	3	219	RCN			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Alpha Company Command	BM	4	4l	0	—	1	20	5	5	3	3	71	ECM
Alpha Company Support	BM	3	4l	1	—	1	16	6	5	6	3	62	IF1,TAG
Alpha Company Striker	BM	2	6l	3	—	2	12	3	3	1	4	51	IF1,RCN
Armor Brigade First Company Scout	V	1	9h	0	—	3	5	3	3	0	3	35	RCN

ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials
Alpha Company, First Marik Protectors (3082)	BM	3	5l	1	—	1	15	4	5	2	4	55	—
Alpha Company, First Marik Protectors (3087)	BM	3	6h	1	—	2	18	6	5	4	3	73	RCN



FIRST MARIK PROTECTORS ALPHA COMPANY COMMAND [3082]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)


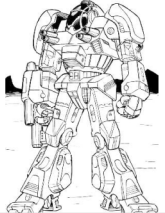

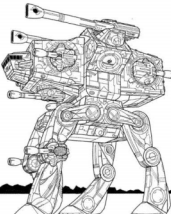
Formation: *Command Lance* (CO p. 63, ASC p.153)

Yoshio Kawamura (Hercules) Special Pilot Abilities: *Espirit de Corps* (CM:K p. 84), never subject to Forced Withdrawal or Morale checks

Lilith Weaver (BattleMaster) Special Pilot Abilities: Supply Master: 10% Support Point (SP) discount on repair/rearm costs

BV: 7,247 (Not adjusted for Skill Ratings)

PV: 211 (Adjusted for Skill Ratings)

<p>HRC-LS-9000 HERCULES</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</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: AMS, FLK1/1/1, REAR1/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 46</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>BLR-5M BATTLEMASTER</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: 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 BATTLETECH</p>	<p>PV: 52</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>BLR-5M BATTLEMASTER</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: 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 BATTLETECH</p>	<p>PV: 61</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>SRC-3C SIROCCO</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Juggernaut SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ECM, 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 BATTLETECH</p>	<p>PV: 52</p>  <p>© 2018 The Topps Company. All rights reserved.</p>

*Special Command Abilities apply to entire First Marik Protectors Alpha Company.
Formation Bonus Abilities apply to this lance only.*

FIRST MARIK PROTECTORS ALPHA COMPANY SUPPORT [3082]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)

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

BV: 5,743 (Not adjusted for Skill Ratings)

PV: 146 (Adjusted for Skill Ratings)

<p>EGL-2M EAGLE</p> <p>PV: 25</p> <p>TP: BM SZ: 1 TMM: 2 MV: 10"j ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●</p> <p>SPECIAL: ENE, 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 BATTLETECH</p>	<p>ON1-M ORION</p> <p>PV: 43</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 4 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, FLK1/1/1, IF1, LRM1/1/1, SNARC</p> <p>CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>ON1-MB ORION</p> <p>PV: 32</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 5</p> <p>DAMAGE S (+0) 3 M (+2) 4 L (+4) 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, IF1, LRM1/1/1, SNARC</p> <p>CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>MR-5M CERBERUS</p> <p>PV: 46</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 4</p> <p>DAMAGE S (+0) 5 M (+2) 5 L (+4) 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: AMS, REAR0*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 BATTLETECH</p>

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Formation Bonus Abilities apply to this lance only.

FIRST MARIK PROTECTORS ALPHA COMPANY STRIKER (3082)

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)

Formation: *Striker Lance* (CO p. 66, ASC p. 151)

Elsie Eubank (*Shadow Hawk*) Special Pilot Abilities: Speed Commander: May select one unit with Speed Demon SPA to lose the bonus Move and apply to another unit in the same Formation instead. This may stack with Speed Demon SPA on that unit for a total of +4" Move.

BV: 4,955 (Not adjusted for Skill Ratings)

PV: 137 (Adjusted for Skill Ratings)

<p>SHD-5M SHADOW HAWK</p> <p>PV: 35</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Missile Boat SKILL: 4</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>2</td> <td>3</td> <td>2</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, 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 BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		2	3	2	<p>WVR-9M WOLVERINE</p> <p>PV: 38</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 4</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>3</td> <td>4</td> <td>2</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE</p> <p>CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		3	4	2
DAMAGE	S (+0)	M (+2)	L (+4)														
	2	3	2														
DAMAGE	S (+0)	M (+2)	L (+4)														
	3	4	2														
<p>TR1 WRAITH</p> <p>PV: 41</p> <p>TP: BM SZ: 2 TMM: 3 MV: 14"j ROLE: Skirmisher SKILL: 4</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>3</td> <td>3</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		3	3	0	<p>SDR-7M SPIDER</p> <p>PV: 23</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"j ROLE: Striker SKILL: 5</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>2</td> <td>2</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		2	2	0
DAMAGE	S (+0)	M (+2)	L (+4)														
	3	3	0														
DAMAGE	S (+0)	M (+2)	L (+4)														
	2	2	0														

Special Command Abilities apply to entire First Marik Protectors Alpha Company.
Formation Bonus Abilities apply to this lance only.

FIRST MARIK PROTECTORS ALPHA COMPANY COMMAND [3087]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)


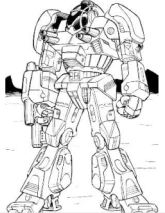

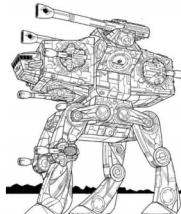
Formation: *Command Lance* (CO p. 63, ASC p.153)

Yoshio Kawamura (Hercules) Special Pilot Abilities: *Espirit de Corps* (CM:K p. 84), never subject to Forced Withdrawal or Morale checks

Lilith Weaver (BattleMaster) Special Pilot Abilities: Supply Master: 10% Support Point (SP) discount on repair/rearm costs

BV: 7,247 (Not adjusted for Skill Ratings)

PV: 211 (Adjusted for Skill Ratings)

<p>HRC-LS-9000 HERCULES</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</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: AMS, FLK1/1/1, REAR1/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 46</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>BLR-5M BATTLEMASTER</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: 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 BATTLETECH</p>	<p>PV: 52</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>BLR-5M BATTLEMASTER</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: 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 BATTLETECH</p>	<p>PV: 61</p>  <p>© 2018 The Topps Company. All rights reserved.</p>
<p>SRC-3C SIROCCO</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Juggernaut SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: ECM, 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 BATTLETECH</p>	<p>PV: 52</p>  <p>© 2018 The Topps Company. All rights reserved.</p>

*Special Command Abilities apply to entire First Marik Protectors Alpha Company.
Formation Bonus Abilities apply to this lance only.*

FIRST MARIK PROTECTORS ALPHA COMPANY SUPPORT [3087]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)

Jeremy Barbarossa (Stalker) Special Pilot Abilities: If the Protectors suffer more than seventy-five percent casualties, roll 2D6. On a result of 2 or 3, Barbarossa will retreat from the field if he is still active. On a result of 12, he will turn on his allies and attempt to join the opposing force.

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

BV: 6,060 (Not adjusted for Skill Ratings)

PV: 177 (Adjusted for Skill Ratings)

<p>EGL-2M EAGLE</p> <p>PV: 25</p> <p>TP: BM SZ: 1 TMM: 2 MV: 10"j ROLE: Brawler SKILL: 3</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>2</td> <td>2</td> <td>1</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●</p> <p>SPECIAL: ENE, 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 BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		2	2	1	<p>ON1-M ORION</p> <p>PV: 43</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>3</td> <td>4</td> <td>2</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, FLK1/1/1, IF1, LRM1/1/1, SNARC</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		3	4	2
DAMAGE	S (+0)	M (+2)	L (+4)														
	2	2	1														
DAMAGE	S (+0)	M (+2)	L (+4)														
	3	4	2														
<p>STK-6M STALKER</p> <p>PV: 51</p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>4</td> <td>5</td> <td>4</td> </tr> </table> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●●●●</p> <p>SPECIAL: CASE, IF2</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		4	5	4	<p>T-IT-N1OM GRAND TITAN</p> <p>PV: 58</p> <p>TP: BM SZ: 4 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>4</td> <td>4</td> <td>2</td> </tr> </table> <p>OV: 3 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: AMS, IF1, REAR0*/-/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		4	4	2
DAMAGE	S (+0)	M (+2)	L (+4)														
	4	5	4														
DAMAGE	S (+0)	M (+2)	L (+4)														
	4	4	2														

Special Command Abilities apply to entire First Marik Protectors Alpha Company.
Formation Bonus Abilities apply to this lance only.

FIRST MARIK PROTECTORS ALPHA COMPANY STRIKER [3087]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)

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

Elsie Eubank (*Shadow Hawk*) Special Pilot Abilities: Speed Commander: May select one unit with Speed Demon SPA to lose the bonus Move and apply to another unit in the same Formation instead. This may stack with Speed Demon SPA on that unit for a total of +4" Move.

Michael Moorcroft (*Wraith*) Special Pilot Abilities: Moorcroft possesses the Natural Grace Special Pilot Ability (CO p. 78).

BV: 5,451 (Not adjusted for Skill Ratings)

PV: 152 (Adjusted for Skill Ratings)

<p>SHD-5M SHADOW HAWK</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Missile Boat SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 3 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, 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 BATTLETECH</p>	<p>SHD-7M SHADOW HAWK</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Missile Boat SKILL: 5</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 3 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, 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 BATTLETECH</p>
<p>TR1 WRAITH</p> <p>TP: BM SZ: 2 TMM: 3 MV: 14"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>TR1 WRAITH</p> <p>TP: BM SZ: 2 TMM: 3 MV: 14"j ROLE: Skirmisher SKILL: 5</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

*Special Command Abilities apply to entire First Marik Protectors Alpha Company.
Formation Bonus Abilities apply to this lance only.*

FIRST MARIK PROTECTORS ALPHA COMPANY SCOUT [3087]

Special Command Abilities: Off-Map Movement, Tactical Specialization (Defense), Tactical Specialization (Hidden Units)

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

Jonathon Black (Hawk Moth Gunship) Special Pilot Abilities: When facing Marian Hegemony units, Black possesses the Marksman ability (CO p. 77, ASC p. 54), and will target the head of Marian BattleMechs. Unless an allied officer of Force Commander or higher rank is on the battlefield, Black will target ejected Marian MechWarriors and tank crews.

BV: 2,251 (Not adjusted for Skill Ratings)

PV: 94 (Adjusted for Skill Ratings)

<p>(Standard) HARASSER LASER PLATFORM</p> <p>TP: CV SZ: 1 TMM: 4 MV: 20" h ROLE: Scout SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 1 1 0</p> <p>A: ○ S: ●●</p> <p>SPECIAL: EE, ENE, SRCH, TUR(1/1/-)</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 BATTLETECH</p>	<p>(Standard) HAWK MOTH GUNSHIP</p> <p>TP: CV SZ: 1 TMM: 3 MV: 16" v ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 1 1 1</p> <p>A: ○ S: ●●</p> <p>SPECIAL: ATMO, EE, SRCH</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 BATTLETECH</p>
<p>(Missile) PEGASUS SCOUT HOVER TANK</p> <p>TP: CV SZ: 1 TMM: 3 MV: 16" h ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 0</p> <p>A: ○○○ S: ●●</p> <p>SPECIAL: EE, SRCH, SRM2/2, TUR(3/3/-, SRM2/2)</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 BATTLETECH</p>	<p>(LB-X) SALADIN ASSAULT HOVER TANK</p> <p>TP: CV SZ: 1 TMM: 3 MV: 16" h ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>A: ○ S: ●●</p> <p>SPECIAL: EE, FLK1/1/-, SRCH</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 BATTLETECH</p>

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Formation Bonus Abilities apply to this lance only.