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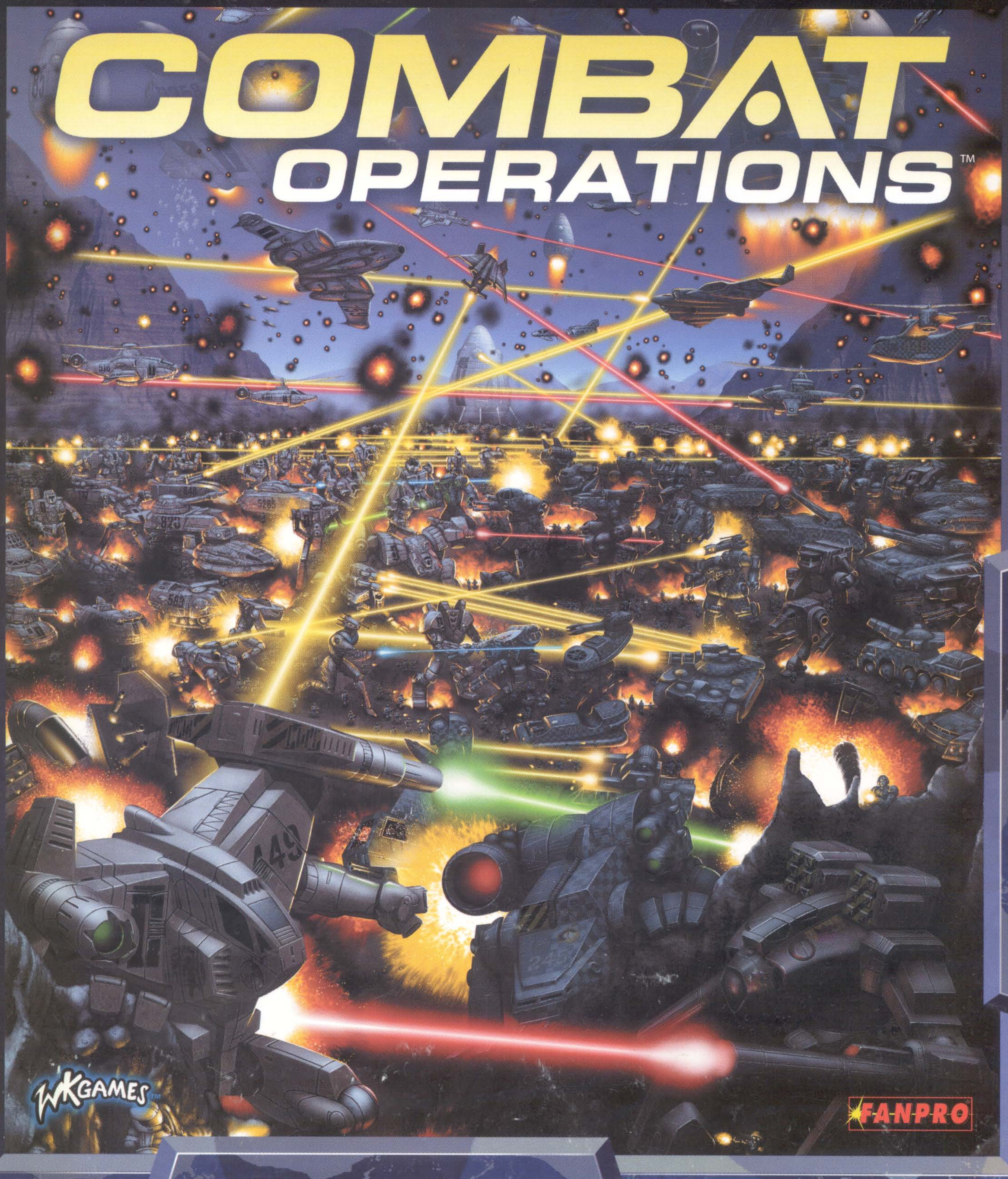

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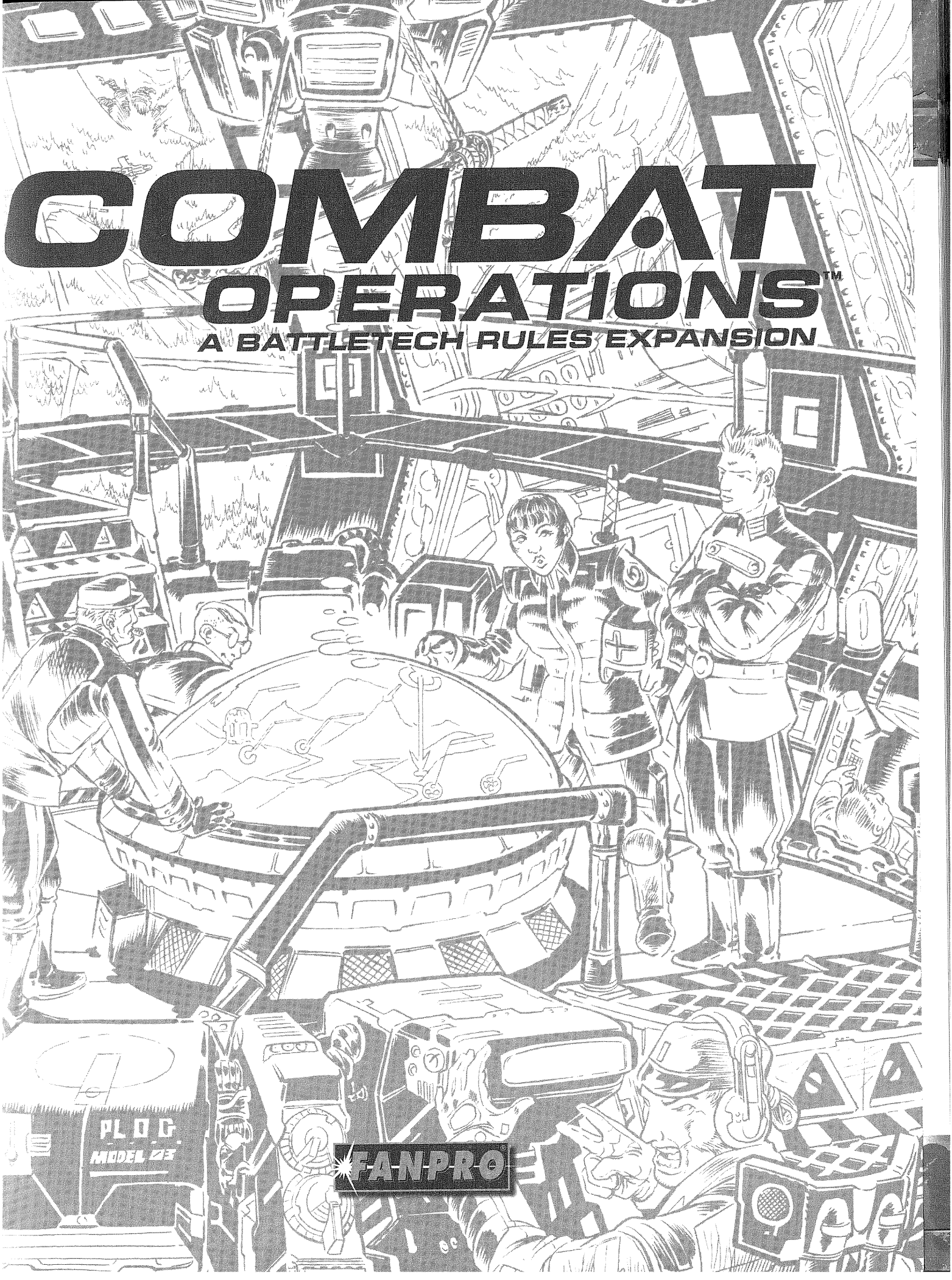
COMBAT
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A BATTLETECH RULES EXPANSION
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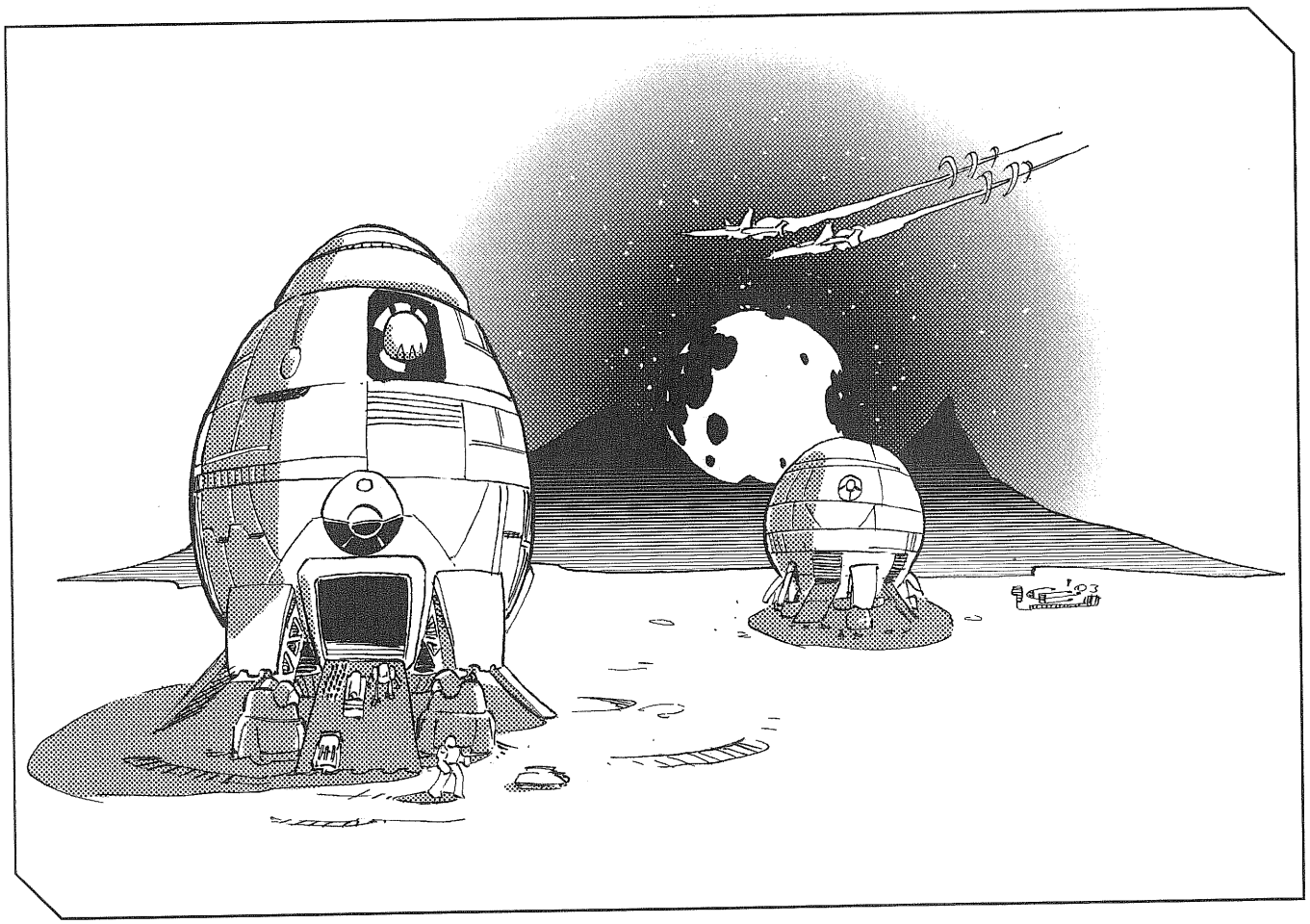

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BY ANY MEANS

Sunlight glinted off the canopies of the opposing Clan forces, a kilometer distant across the salt flats. BattleMechs stood next to vehicles, infantry next to battle armor. None moved, each remaining motionless while waiting for the signal to attack. Even the infantry were stoic, maintaining their formations despite the salt-laced winds whipping across the lakebed. Here on Courchevel, the last battle of the Ghost Bear-Combine war would shortly play out.

Tai-i Martin Sweeney reflected momentarily on events of the last year, all the while keeping his attention fixed on the *Avatar*'s 360-degree view screen. He had been on leave on Luthien when the Avengers struck Alshain, provoking deadly Ghost Bear reprisals into the Combine. In the chaos that ensued as the Combine sought to reposition its out-of-place forces to meet the threat, Sweeney had found himself seconded into the planning center, helping coordinate the redeployment and provisioning of the troops guarding the capital. The situation wasn't as grave as in 3051, when Luthien itself became a battleground, but this time the Combine couldn't expect—nor would many of its people tolerate—Davion-sponsored assistance. Instead, as his regiment fought the invaders on Idlewind, his role in the war was signing ammunition shipment orders and coordinating medivac efforts. It was a vital job, and an honorable one, but as a samurai, Sweeney wanted to be in the thick of the action, wielding his sword—or rather, his BattleMech—for the glory of the Dragon.

The first burst of fire snapped the *Tai-i*'s attention back to the present. The first of the duels to decide the battle—and the war—had begun far to his left. A *Timber Wolf* traded fire with a *Grand Dragon* and Elementals dueled against Raiden and Kanazuchi battle armor. He ran a last system check, knowing it would be a few moments yet before the commander ordered him forward.

His arrival on Idlewind had come at a difficult time for the Seventh Sword of Light. While remaining operational, the regiment was ill prepared for the tempo of operations and was facing grave shortages of parts, ammunition and medical supplies, problems that had already doomed the Ninth Pesht. Indeed, arriving on Idlewind after his enforced absence, the *Tai-i* had not been thrown into the brutal melee but had instead spent the first six hours of his front-line duty escorting a medical resupply mission. A year ago, such a mission would have offended Sweeney, but now he appreciated the importance of such tasks. Logistics wasn't glorious, but it was vital and when the Dragon wanted him to serve, he did.

"*Tai-i* Sweeney, this is Dragon Command. Advance and engage the *Hagetaka* designated Alpha-9-F. Your opponent is Star Captain Vivaro of the Bekker bloodline. *Gambatte*!"

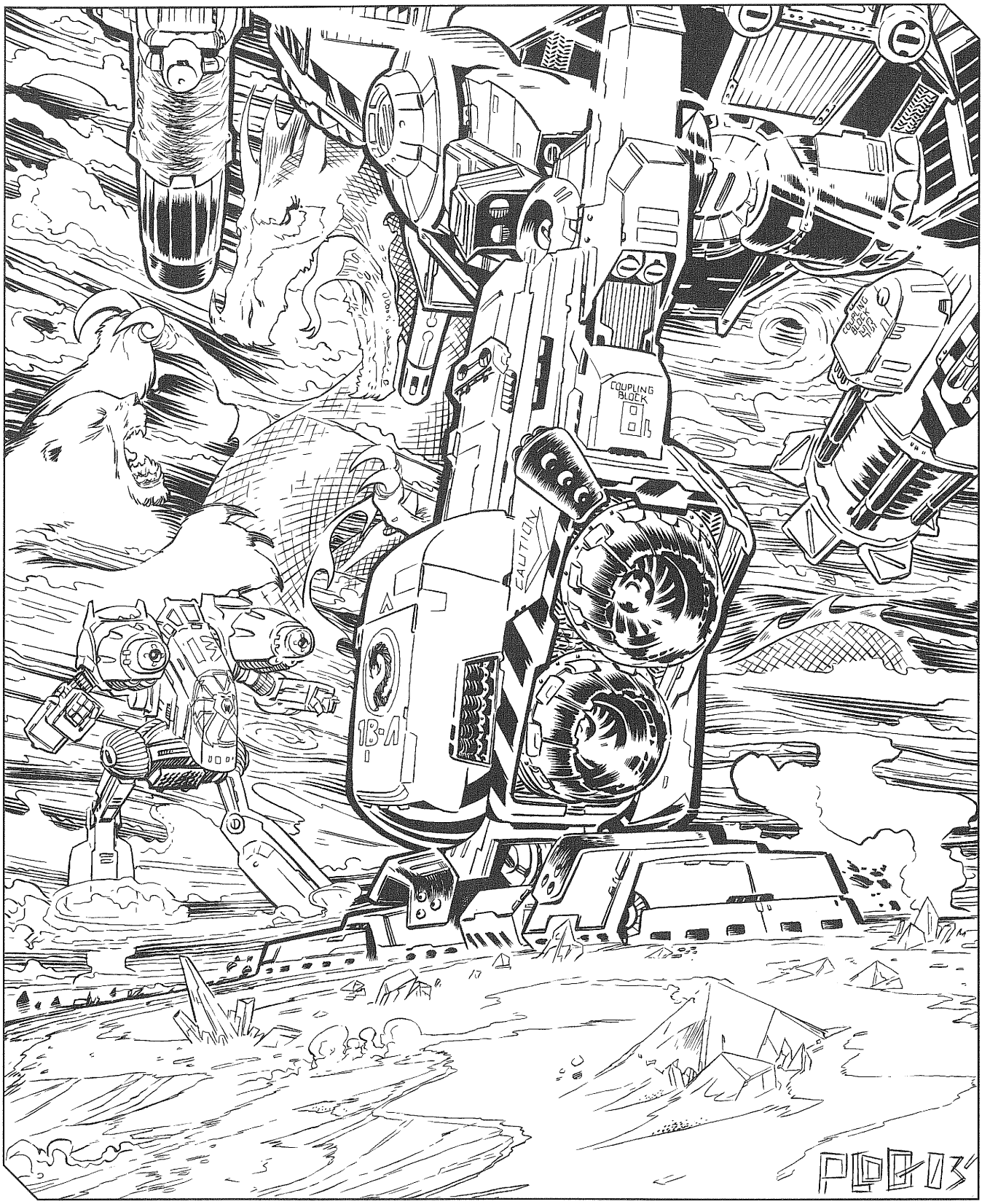
"*Wakarimasu*. For the Glory of the Dragon," he responded, pushing his throttle to one-quarter and advancing into no-man's-land. It took only a few moments to reach the midway point. He and his opponent halted a hundred meters apart. Sweeney engaged his pitch controls and the *Avatar* canted forward to the appropriate angle in a bow to honor his foe. The *Hagetaka* did likewise, albeit less gracefully. Both 'Mechs straightened and paused, their cold standoff as much a test of their prowess as the battle to follow. "Are you ready for the Dragon's claws, my friend?" he whispered. They fired simultaneously.

The first Gauss slug whistled past his shoulder. The second dug into his upper torso, rocking him back a little. His own fire went low and left, the large laser scorching the ground and the large-bore autocannon glancing off the opponent's shin before digging a furrow in the dirt. The *Hagetaka* immediately set off at a sprint, seeking to put distance between the combatants. The Clanner knew his best advantage was range, and that beyond 250 meters the load-out on Sweeney's *Avatar* would be largely ineffectual. The Clanner fired a second volley, shells from both Gauss rifles converging on Sweeney's position but passing harmlessly below as he leaped forward on jets of plasma.

Sweeney landed awkwardly and swore. He hadn't expected the C-configuration, the twin Gauss rifles. His mind had been set on campaign logistics rather than a short, brutal duel. In battle, he never would have sanctioned the use of a design so reliant on a single weapon system, especially one dependent on ammunition. The Clanner, true to his kind's reputation for slighting logistics, was gambling on winning in three or four minutes. Two could play at that game.

Roughly 160 meters separated the combatants when the spiraling contrails of short-range missiles converged on the *Hagetaka*'s right arm. Two-thirds of Sweeney's missiles rode the laser targeting system to the target, shattering armor and exposing myomer fibers and skeletal structure. The *Hagetaka* spun under the impact of the blow, its twin volley thrown wide. Part of Sweeney's attention followed the track of the ammo, wary of hitting one of the other duelists, an action he knew would transform the entire challenge into a free-for-all. Then that corner of his mind snapped back to the main event as his large laser recycled and stabbed toward the target, scoring a deep groove across its torso. The Clan pilot reeled under the assault but retained his footing.

Pressure was the key, the *Tai-i* knew, denying the Clanner the opportunity to act freely and maintaining the initiative. He leaped forward again, firing as he went and feeling the heat lev-


COUPLING BLOCK
CAUTION

els in the cockpit spike upward. The laser scored across the *Hagetaka*'s shoulder while his cannon rounds clipped the target's torso. Shards of armor rained down, but Sweeney didn't immediately see how his foe reacted, being too engrossed in landing his war machine. Somewhere behind a panel, a circuit blew and he tasted ozone. The landing threw him forward in the cockpit. His harness dug into his muscles as he fought gravity's urging to head-butt the console before him. With effort, he pulled himself upright and pivoted the 'Mech, snap-firing his laser and missiles once more. Both went wide but the attack served its purpose, prompting the Clanner to slow his withdrawal in favor of more evasive action.

The Combine officer pushed hard on his foot pedals, slewing the *Avatar* round as the *Hagetaka* returned fire. One Gauss round went wide. The other burrowed into the *Avatar*'s left torso just above the hip, rocking it back. Sweeney fought the gyro and kept the machine upright. Another volley of Gauss slugs slashed by, narrowly missing his 'Mech. He kicked in the jets, hoping a spontaneous leap would take him out of the Clanner's sights. The leap took him further than intended. As he landed, he pivoted slightly, the bird-like legs of his 'Mech cross stepping. His opponent's weapons flashed again as his weight shifted and then he was falling forward into the abyss.

The Gauss shell buried itself in his ankle, severing most of the structure but leaving the foot attached by a bundle of myomers as thick as a grown man's arm. Had it been a clean cut, he might have remained upright, balanced on the stump, but as he stepped forward, the remains of his foot fouled on the other leg, the action of his fall dragging the myomers into the joint of the functional leg. He attempted to clear the foul but knew it was hopeless without a tech team crawling around outside the 'Mech. His comm crackled as Star Captain Vivaro's equipment locked onto the Combine frequency.

"You fought well today and it is a shame that the provisions of the Trial do not allow me to take you as bondsman. You would be an asset to the Ghost Bears. Instead, I offer you hegira. The victor of the battle is clear."

"*So ka*. If you knew our ways, you would know that death is preferable to dishonor." He levered the *Avatar* up on its left arm, nudging the joysticks as he did so.

The *Hagetaka* moved closer, loping into a circular path one hundred meters away from the downed Combine 'Mech. "Hegira merely acknowledges reality. Your honor is not in question."

Sweeney gripped the joystick and made last-minute adjustments to the crosshairs. "It is not my honor in doubt," he said softly, caressing the alpha-circuit firing stud.

Fire engulfed the lighter Clan 'Mech.

INTRODUCTION

The *Combat Operations* rules expansion is a companion rulebook for the *Classic BattleTech (CBT)* game system and covers all aspects of war in the *BattleTech* universe. It is a sourcebook and a rules supplement, containing several in-universe essays on how wars are fought (and how such principles apply to different powers) as well as additional rules for *Classic BattleTech* and *AeroTech 2*. It also provides a bridge between the *Classic BattleTech* roleplaying game (*CBT: RPG*) and *BattleTech* board games.

The first section, *War and its Makers*, contains three essays on different aspects of warfare. The first essay, *Bullets and Bombs*, looks at how and why wars occur, including an overview of tactics and strategies. The second, *The Art of War*, examines less obvious but no less important sides of warfare—logistics, medical care, and law and order. The final essay, *Shadow War*, examines the intangible aspects of war—intelligence gathering, psychological operations and morale. Interspersed with these essays are overviews of the methods and attitudes of the major factions in the *BattleTech* universe.

The second half of the book comprises five chapters of additional rules for *CBT* and *AT2*. *BattleTech Operations Rules* provides additional rules for creating and managing *CBT* forces. *Infantry Platoon Construction* provides a means of creating custom *BattleTech* infantry platoons from the equipment contained in the *CBT: RPG* rulebook and in *LosTech*. *BattleTech* players not acquainted with either of those rulebooks can still construct a myriad of infantry platoons for use in their *BattleTech* games. *AeroTech 2 Operations Rules* provides a number of additional rules to expand the scope of *AT2*, including boarding rules, advanced sensor mechanics, rules for grounded DropShips in *CBT* and mechanics for using *BattleTech* units in *AT2* games. *Linked Scenarios* expands on the mechanics in the *BattleTech Master Rules (BMR)* to provide a system whereby the results of one scenario affect the next. The final (and largest) section of rules is the *BattleTech Strategic Game (BSG)*. Titled *The Inner Sphere in Flames,* these rules provide a framework within which players can re-fight large-scale conflicts ranging from border skirmishes to whole Succession Wars.

The final section of the book is the *Force Faction Tables*, lists of equipment available to each faction in each time period. These tables allow players to assemble and use forces that are representative of various in-universe situations.

MECHWARRIOR THIRD EDITION

MechWarrior Third Edition (*MW3*) was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG* (*CBT: RPG*). This product refers to pages in *CBT: RPG*, but the page numbers are identical regardless of whether you own *CBT: RPG* or *MW3*.

WAR AND ITS MAKERS

Victor,

While I no longer oversee the Com Guard's day-to-day operations, I have found it difficult to disengage myself from the martial affairs that have dominated my life. In my retirement—such as it is—I have corresponded with numerous military experts across the Inner Sphere, and beyond in some cases, maintaining the relationships I established during my tenure as Precentor Martial. In particular, I have worked closely with various members of the nascent SLDF as it endeavors to establish itself and define its methods and protocols.

What follows is a selection of papers I have gathered during this task, describing the intricacies of warfare in the modern age, on the battlefield and behind the scenes. I intend them to form the core of a new introductory text on the prosecution of war, provisionally titled Combat Operations. While the following essays rarely reach the depth of a dedicated text, each provides a solid overview of its subject matter without becoming bogged down in technicalities and nationalistic complications. I have not revised the texts, though I and my aides have added a number of short notes concerning the combat philosophies, strengths and weaknesses of the major factions in the Inner Sphere and Clan Space. These notes capture the flavor of individual nations and groups, but they are no substitute for the detailed field manuals about each military that have been assembled over the past decade, or the updated document recently assembled by Caradoc Trevena.

Furthermore, my aides have collated a number of supplementary documents that describe upgrades to SLDF combat simulator systems, and which I hope you will find useful in developing the same for the Com Guard.

I will be on Tharkad at the end of the month for the Star League conference—Archon Peter kindly extended me an invitation to address the conference and chair several meetings—and I hope you can spare some time to discuss matters with an old man.

Best wishes,

Anastasius Focht,
ComStar Precentor Martial (Retired), Tukayyid,
15 October 3067

BULLETS AND BOMBS

AN ANALYSIS OF HOW WARS OCCUR BY ARASTIDE HABEAS, LECTURER IN MILITARY SCIENCE, NAMA, NEW AVALON, 19 SEPTEMBER 3067

No matter how many centuries' worth of progress humankind makes, war has inevitably followed. Since time immemorial we have labored to make it cleaner, more precise, less painful, but there is only so much one can do with the dirty business of warfare. Indeed, for all our efforts, the frequency of armed conflicts has not diminished to any appreciable extent. In the end, wars have only become easier to wage, as convenient as pushing a button or pulling a trigger.

The causes for war may vary, but the results are the same: shattered lands, lost lives, devastated infrastructures and uncounted homeless. These are just a few of the most common results of the horror invariably unleashed when negotiations fail—assuming, of course, that the combatants attempted a diplomatic solution in the first place.

No world in the Inner Sphere, Periphery or Clan Space has remained untouched by war. Even the most primitive backwater planets have become graveyards to hundreds, if not thousands or even millions, who took up arms in the name of freedom, honor, revenge, greed or the petty lust for power. Methods may vary, and traditions and perceptions of honorable warfare may occasionally hold greater or lesser importance, but no one is immune to humankind's baser instincts—our almost genetic need to go to war.

As naturally as war comes to us, however, waging it is no simple matter. The time and expense spent on logistics alone would boggle the mind of any armchair general. Keeping even the smallest BattleMech lance in fighting trim requires an investment of vast resources. Nations have gone bankrupt while fighting wars, regardless of whose soldiers claimed the field in the end. Smart leaders and their military commanders carefully think through every consequence of their actions before engaging in war, and today's interstellar battleground leaves little room for error.

What follows is a general discussion of the main elements of modern warfare, common themes and features of armed conflict today. I hope to touch on all main aspects of this ugly business, from the reasons states go to war (so regrettably many) to the tools and tactics used to win one. As with all such matters, none of this material should be considered absolute. The universe is an ever-changing place, and the changes may

THE RULES OF WARFARE

The reasons for war, and the philosophies of the states that fight one, very often dictate the conduct of troops in battle. A war over differing political ideologies, for example, will be fought with an eye toward exemplifying the virtues of each nation's political ideals, hoping to win over the hearts and minds of the most people to a nation's cause. A war of conquest, on the other hand, seeks simply to claim the most territory, leaving the people who live there a secondary concern. On the warrior's level, from the earliest days of organized warfare, the need to codify battlefield conduct has never been far from the minds of those who fight. Concepts of honor, whether chivalry or zellbrigen, instruct a warrior on the proper way to do battle, thereby attempting to civilize a barbaric practice.

On the international level, codes of warfare are often written into law, the violation of which can bring commanders to justice for "crimes against humanity." On ancient Terra, such concepts as the Geneva Conventions held sway. Today, similar articles embodied in the Ares Conventions serve the same role. In addition to the five major articles of the Conventions outlined below, most Inner Sphere and Periphery powers forbid any attack on technology based on Kearny-Fuchida principles, specifically JumpShips (excepting WarShips) and hyperpulse generators (HPGs). Violation of the Conventions or attacking such irreplaceable technologies are widely considered crimes against humanity.

Article I—Nuclear Arms

The use of any nuclear device or variant thereof on a planetary surface or against any commercial vessel is prohibited. This prohibition extends to tactical nuclear blasts against the aforementioned targets. Controlled nuclear attacks in space against military targets are prohibited unless they occur at a minimum distance of 75,000 kilometers from the surface of any inhabited world in a star system.

Article II—Orbital Bombardment

The use of orbital assets to bombard stationary targets (as defined in Appendix B, Section 4) on a planetary surface, with the single exception of a valid military objective whose destruction the attacker deems necessary to ensure the survival of his own troops, is prohibited. In no case may any orbital attack take place in or near any heavily populated area, and any orbital attack is subject to ex post facto review by a duly appointed council from the signatory states.

be felt nowhere more keenly than on the field of battle. No one tome can hope to capture every nuance of modern war.

CASUS BELLI: WHY PEOPLE FIGHT

"He will triumph who knows when to fight, and when not to fight."

—Sun-Tzu, *The Art of War*

"A prince should therefore have no other aim or thought, nor take up any other thing for his study, but war and its organization and discipline, for that is the only art that is necessary to one who commands."

—Niccolo Machiavelli, *The Prince*

War, no matter how clean, no matter how honorable, is the single most disastrous occupation in which we can engage, but it is not always an evil thing. Past wars have taken place to secure the liberty of an oppressed people, to defend a nation from certain conquest and subjugation, or to unify a fractured nation and save its collective peoples from decline. In truth, there may well be as many reasons to go to war as there have been wars throughout history. Some erupted over an irreconcilable difference in political views, a clash of mandates that breeds tensions and ultimately conflict. Others were waged out of vengeance, a chance to "even the score" for some injustice real or imagined. Still others have erupted when a threatened realm acted preemptively, hoping to head off a feared invasion or attack by being the first to launch one of its own.

Most wars, however, take place over possessions, whether territory, wealth, or resources—all of which more often than not translate into political power.

Power, particularly political power, is often the single most influential element in the beginnings of a war. From a ruler, desperate to protect his people to a despot seeking to expand his empire, only those with sufficient power can effectively wage war against their enemies. The sheer expense of fighting in terms of manpower and materiel means that most rulers worth their salt will examine all other options before resorting to these drastic measures. The more politically savvy—those who look ahead to the potential outcome of their actions—will even justify the need for war beforehand, removing any moral ambiguity and swaying their soldiers and citizens to rally behind a cause.

Students of history will recognize the concept of a war launched over political differences. Many of these wars involve larger powers, usually through proxy states they hope to dominate with their own style of government or economy. On pre-spaceflight Terra, for example, the United States of America and the Union of Soviet Socialist Republics—both the undisputed planetary superpowers after the Second Terran World War—engaged in nearly fifty years of low-level warfare. During this "Cold War," their forces rarely clashed directly, but dozens of smaller nations became battlegrounds for their troops—all in the name of politics and power.

Modern examples of this kind of war might be the so-called "flashpoint" battles of the FedCom Civil War—military engagements launched in the name of Katherine or Victor Steiner-Davion that had no sanction from either side. Other current examples are often fought by mercenaries, leaving regular troops uninvolved and providing a degree of political and diplomatic deniability to the realms employing them.

Wars over resources and the like are another common theme, especially in our era, when some worlds lack the means to sustain themselves or when certain valuable commodities, such as BattleMech factories and JumpShip yards, remain a rarity that entire nations covet. The people living on these worlds are a resource as well, providing skilled labor, more troops to fight, and a wider tax base for the government that ultimately claims the right to raise its flag over their heads.

TROOP TYPES

Just as the reasons for going to war are legion, so are the means by which to do so. Today's armies consist of numerous, diverse elements that offer commanders a wide range of possibilities. Each of these tools of warfare has its merits and its drawbacks, from the mightiest BattleMech to the common soldier. With regular, irregular and even mercenary assets to draw upon, today's military leaders have more options than ever when confronting an enemy, and the smart ones know when and where to use every one.

BATTLEMECHS

The BattleMech bears the title "King of the Battlefield" for several reasons. Faster, more maneuverable, better armed and armored, and far more flexible than any other modern battlefield unit, the average BattleMech is more than a match for anything but another BattleMech. Given their variety, from the speedy, lightweight scout to the biggest lumbering titan bristling with armor and weapons, BattleMechs are available throughout the Inner Sphere in configurations to suit any tactical need—particularly in the case of OmniMechs, which are designed for quick reconfiguration to fill a variety of roles. BattleMechs also offer the best possible ratio of firepower to manpower in a modern military unit, a logistical godsend when factoring the investment in human lives and training of the modern warrior.

Their sheer cost, and the sophistication of their design, make BattleMechs among the most expensive combat elements in widespread use, with even the lightest and cheapest running in the neighborhood of a million C-bills to produce. The same applies to parts and maintenance requirements, factors that a smart field commander must also consider when fielding a large force of these wondrous machines.

CONVENTIONAL VEHICLES

For all its flexibility, even the BattleMech can benefit from the support of conventional armored vehicles. Virtually every planet in the Inner Sphere and Periphery—and even in the Clan territories—makes extensive use of conventional vehicles for added defense, thanks to lower cost, higher availability, and general ease of repair over BattleMechs.

However, compared to 'Mechs, armored vehicles are comparatively fragile and lack the same mobility and flexibility. Where a 'Mech can function—or at least retreat—even on a shattered hip joint, a vehicle with a thrown track or a blown air skirt becomes little more than a sitting duck on the battlefield.

Ground Vehicles

The most common conventional vehicles are ground vehicles, produced with tracked, wheeled or hovercraft motive systems. Like BattleMechs, they fulfill a broad range of mission-specific duties, from the ultra-fast scout hovercraft to the common, wheeled personnel carrier, to the massive, track-crawling batteries of weapons designed solely for base defense.

VTOLs and Conventional Aircraft

Built for speed as well as cost-effectiveness, Vertical Take-Off and Landing craft (VTOLs) and conventional fighters form the valuable air support core on most Inner Sphere worlds. Like other conventional vehicles, their capabilities vary depending on their intended mission role, though most make ideal fast ground-support units or reconnaissance craft. Only their extreme vulnerability to weapons fire and their lighter weapons payload—even lighter than their ground-bound cousins—limits their effectiveness in battle. The benefits of air superiority, even with these drawbacks, cannot be discounted lightly.

Wet Naval Vessels

The seagoing military vehicle may be among the oldest known manmade mechanisms of war, and the wet navy surface ship or

Article III—Surrender

To lessen the human cost of warfare, all combatants must accept the surrender of any unit that offers it. A white flag (or similar object displayed in the same manner as a flag) adorned with a red "S" will represent the universal surrender standard, so that any unit unable to communicate by conventional means may still surrender freely. The universal surrender guidelines in Appendix E outline the provisions for the fair treatment of prisoners and fair compensation for the capturing forces upon the release of war prisoners to their native realms.

Article IV—Safe Passage

The governments and military commands of the undersigned agree to recognize the aforementioned white flag as a symbol of truce. Any vessel or vehicle or person bearing such a truce flag shall be granted safe passage through any place, insofar as the bearer breaks no law pertaining to that place, or initiates no hostile activity of any kind. Should the bearer of a truce flag engage in hostile activity as defined in Appendix F, the truce flag shall be deemed invalid, and any action taken against such an individual or individuals becomes the responsibility of those suffering said hostile action. Harassment of a truce flag bearer without provocation will be investigated by a duly appointed board of inquiry from the signatory states.

Article V—Urban Warfare Restrictions

No battle shall be waged in an urban area except under extreme circumstances. If the military objective of an assault lies in a city center, attacking troops must ensure that any hostile action taken causes the least possible amount of collateral damage. No attack may be made against a civilian target, for any reason. Civilian targets shall be deemed to include such life-supporting equipment as water and air purifiers, agricultural assets, or any other item that enables a planet's population to continue their existence.

Article VI—Chemical and Biological Weapons

Because chemical and biological weapons kill human life indiscriminately and often permanently damage the biosphere of any world suffering such an attack, the use, further development and production of such agents are strictly prohibited.

THE INNER SPHERE POWERS

CAPELLAN CONFEDERATION

Since the end of the Fourth Succession War, Capellan rulers have worked tirelessly to ensure that the damage inflicted on their nation could never happen again. Chancellor Sun-Tzu Liao enacted reforms in the early 3050s that allowed decentralized command of the Capellan armed forces, allowing for more tactical flexibility with strategic control maintained by the Commanding General of the Capellan military under the Chancellor's watchful eye. The Capellan Officer Corps is a group of highly trained professionals, no longer afflicted with what used to be called "Hopeless Battle Syndrome". The famed Capellan Warrior Houses have become more adept troubleshooters with large units like the Reserve Cavalry to support them. Movements of front-line units take place with the same consideration. The influx of new technologically advanced BattleMechs like those for the Shadow Lances, as well as advanced OmniMechs, has raised the overall strength of the CCAF to levels not seen since the First Succession War. Though the Capellans have used combined arms for hundreds of years, this type of unit has become the foundation of the new tactical doctrine. The use of augmented lances has added a level of flexibility not previously enjoyed by many regimental commanders.

THE DRACONIS COMBINE

The DCMS presents a fearsome face to the armies of its neighbors and inspiration to those on its home front. Organized along several defensive districts, ingrained with a deep respect for tradition and the chain of command, and honed by decades of fierce combat against the Clans and the Federated Commonwealth, they are a highly centralized force, particularly effective in direct engagements. Though largely placed on the defensive since the Fourth Succession War, the DCMS excels at offensive operations as well. This ability put them in the forefront of Operation Bulldog, and served them well again when Combine forces seized several Lyran and Federated Suns worlds in retaliation for renegade strikes during the FedCom Civil War. With numerous underground efforts at work to unseat or discredit the Coordinator, loyalty plays a large factor in DCMS logistics, and often only the most dedicated troops receive the choice equipment, up to and including captured Clan technology. This policy both encourages loyalty and assures that the most expensive supplies remain in the hands of troops eager to leap to the Coordinator's will. Combine tactics vary from the honorable to the underhanded, depending on

submersible boat today retains its place among the armies of the Inner Sphere even though the preponderance of ground warfare has rendered their role much more limited. Because of the extreme difficulty of transporting them, large-tonnage seagoing vessels long ago gave way to much smaller craft, though the occasional 85,000-ton floating fortress may still be encountered on the seas of some far-flung worlds.

Wet navy ships and submarines come into their own whenever combat must take place in or near water, and most worlds with sizeable oceans maintain fleets of these vehicles to keep their waterways clear and secure, particularly around underwater military bases or near shoreline seaports. Only their slow-moving nature and the rarity of aquatic combat conditions in today's spacefaring age limits the application of these valuable military forces.

AEROSPACE FORCES

Aerospace forces offer the modern commander a powerful supplemental tool on the modern battlefield. Often possessing the firepower of a BattleMech, the aerospace fighter is far more resilient than its conventional counterpart, and its ability to operate in-atmosphere and in space enables a large combat force to cover its approach to a hostile world or battle zone. Aerospace fighters are extremely expensive compared to conventional atmospheric craft and VTOL vehicles, but their inclusion in a modern fighting force is almost mandatory during interplanetary campaigns.

SPACE NAVIES

Spaceborne naval assets cover large vessels, from DropShips and JumpShips to the mammoth WarShips fielded by the most powerful armies of our time. Essential for transport to and from a battle zone, as well as between star systems, interstellar wars cannot take place without these valuable craft.

DropShips

Vital for JumpShip-to-surface transport (and vice versa), DropShips fill a broad range of mission roles, ranging from simple cargo supply ships to massive assault craft. Specialized transports can help bring an effective mix of ground troops and aerospace assets to a hot zone, and often act as a mobile field command center during planetary campaigns. Most DropShips also mount an impressive array of weapons that can augment the capabilities of their own aerospace fighter screens and deter ground forces from attacking them directly. Of course, all these capabilities come at a high price tag, and wars are not won by DropShips alone, but by whatever forces they can deliver safely to the combat area.

JumpShips

The standard JumpShip has become the backbone of any major power's fleet since the days when interstellar travel became a reality. Most armed, military JumpShips have been lost over the centuries, but a small variety of military models remain in service across human-occupied space. These vessels are extremely expensive and prized for their ability to travel through hyperspace, delivering their cargo of loaded DropShips across the interstellar gulf, but their light armor, minimal weapons and poor maneuverability leave them vulnerable between jumps.

During the declining centuries of the Succession Wars, facilities to manufacture these vessels, which are vital for communication and trade as well as for military campaigns, were destroyed at an astonishing rate. For this reason, most powers (the Clans are the notable exception) consider attacks against any JumpShip as a crime against humanity, as serious as any other violation of the Ares Conventions. Though this consideration remains a part of the honorable military commander's strategy, and most will try to capture these valuable ships long before considering their destruction, with the resurgence of so much lost technology, including the ability to even manufacture WarShips again, attacks on JumpShips have begun once more.

WarShips

In the days of the Star League, the fleets of almost every major and minor power maintained dozens—if not hundreds—of the heavily armored, massively armed and highly mobile military JumpShips known as WarShips. With firepower that could swat even an assault DropShip from the sky in a single volley, the WarShip knew no equal save another WarShip. Most of these powerful assets were destroyed during the First and Second Succession Wars, and humanity nearly lost the ability to manufacture more. For centuries, no power in the Inner Sphere except ComStar could field WarShips as part of its fleet until the arrival of the Clans. Today the return of these leviathans represents the desperation of the Great Houses to match that awesome advantage.

WarShips are the single most expensive part of any realm's army, with the average vessel worth the annual GNP of an entire planet, and their planning and construction takes years from beginning to end. Even today, only a precious few factories can support their construction, and the maintenance needs for ship and crew are nothing short of astronomical. These factors, as well as the limited role of the modern WarShip in interstellar campaigns, thankfully make these vessels the least common element in a force.

INFANTRY

Every inhabited planet in the Inner Sphere, Periphery and Clan Space can boast a heavy infantry defense force, the most basic of all combat elements. Despite the awesome power of BattleMechs and armored vehicles, the standard foot soldier remains the backbone of every modern military force. Poorer worlds rely almost exclusively on these brave men and women to defend against invaders, and wealthier worlds need them to support any heavy military command.

The main benefits of infantry to a modern army are the relative lack of expense involved in training and equipping a cohesive infantry force for battle, as well as the sheer quantity that can be raised from a local population. Furthermore, infantry remain the single most valuable force capable of taking, securing and holding an objective, in ways that even a BattleMech cannot accomplish. The only limits on infantry are their extreme vulnerability to modern heavy weapons and the relatively lightweight firepower they bring to a field, but in some cases even these factors can be mitigated.

Battle Armored Infantry

The modern heavy infantry force often includes the Clan-born innovation of powered armor. Now available in a variety of mission-specific configurations as well as a standard all-aspect design, these forces give conventional foot troops sufficient mobility and firepower to menace even a BattleMech. Unfortunately, unlike standard infantry, battle armor squads are far more expensive to raise and maintain, adding upwards of two million C-bills to the standard cost of a conventional infantry squad.

Special Forces Infantry

Elite Special Forces infantry are highly skilled, extremely flexible infantry troops employed for high-priority work that emphasizes stealth over brute force. Though they are more expensive to raise, train and equip than conventional infantry assets, and far too valuable for use in a standard order of battle, the smart commander can snatch a victory from the jaws of defeat by including and wisely deploying just a few Special Forces squads during a major campaign.

NON-STANDARD TROOPS

Beyond the type of equipment used, commanders must also determine the nature of those troops who serve under them. Equipment alone does not win battles, and the smart general knows how to factor the value of all these expensive arms against the experience, loyalty and dedication of those who use them.

the desperation of the situation and individual commanders' preferences for the older samurai edicts, which emphasize the MechWarrior, or the more practical methods of combined arms. DCMS strategy does not only hinge on the might of technology, however, but also the skill and devotion of its warriors. Infantry and Special Forces teams often serve a vital role in any DCMS order of battle, slipping behind enemy lines to eliminate or capture key command and support assets even as their main body engages in a brutal slugging match.

FEDERATED SUNS

The AFFS has long been lauded as the most professional and competent military force in known space. Though the Federated Suns is not a military dictatorship, its leadership is intimately involved with the AFFS. Of course, with a statutory requirement that the First Prince have served in the military, this closeness is not surprising.

The AFFS traditionally does not suffer a great deal of interference from its Prince, the recent civil war notwithstanding. Regional commanders, the leaders of the three Marches, are ultimately responsible for carrying out the directions of the Prince and for defending the nation. Rather than personally take charge of combat operations, these senior officers invest in their battlefield commanders the authority to carry out orders as they see fit, providing them the materiel and manpower support they need to succeed. In order to do this, every Combat Theater has at least one major logistics depot, while temporary depots are set up close to the front lines to support invasions and other significant combat operations.

The AFFS employs combined-arms units on a large scale and fields such forces in virtually every combat operation. Its junior and senior officers are well versed in combined-arms tactics and also receive the best possible military education. The AFFS fields on average a medium-to-heavy BattleMech corps that, though depleted following the FedCom Civil War, is mostly upgraded. If anything, its most significant weakness is a lack of sufficient JumpShip support for the combat units.

FREE WORLDS LEAGUE

Though now unified under a single command structure, the FWLM lacks experience in large-scale coordinated combat operations, instead relying on the initiative of individual commanders and the orders of regional marshals. This system is a legacy of a decentralized system that historically caused many command and control problems. Operation Guerrero in 3057 proved that the League could mount a substantial coordinated offensive, but whether it could

repeat that performance against a better prepared foe is less certain. League troops are well trained and equipped with the most up-to-date weapons, vehicles and protective equipment in the Inner Sphere, though several decades of relative peace have left the FWLM with a lower overall experience level than other powers. The League has immense stockpiles of support materiel held at central depots rather than assigned to specific units. Together with a preponderance of agile medium-weight vehicles and BattleMechs, and aerospace forces including the most powerful navy in the Inner Sphere, this facilitates the League's preference for a more mobile form of warfare that adapts to enemy attacks and allows League forces to stage their own lightning raids against targets of opportunity. They rely as much on surprise as on raw firepower to achieve their objectives, believing that a single well-placed knife thrust is more effective than a flurry of hammer blows.

LYRAN ALLIANCE

Despite the industrial might of the Lyran Alliance, the Steiner military has traditionally underperformed when compared to its neighbors. This poor showing stems mainly from the leadership of typically well equipped and trained troops by a preponderance of "social generals"—officers who owe their positions more to connections than talent. This system dilutes the military chain of command and fosters a blinkered approach by commanders, pilots and the LAAF Quartermaster Corps toward employing heavy and ponderous BattleMechs and vehicles.

The thirty-year alliance with the Federated Suns made some inroads into these problems, encouraging more flexible leadership and the use of lighter 'Mechs and vehicles—in particular combined-arms RCT formations. However, the recent Steiner-Davion Civil War and the political tension that preceded it have seriously undermined these "Davionist" military reforms and led, in some areas at least, to the re-emergence of "Old Guard" officers who have sought to turn the clock back to before the Fourth Succession War, forgetting the successes their flexibility afforded them in that conflict. Luckily for the Lyrans, their most senior officer—Adam Steiner—and many of his supporters do not condone this backsliding and have worked to maintain the reforms and the strength of the military.

However, the FedCom Civil War and the recent Jade Falcon Incursion have shattered the morale and severely depleted the materiel of the LAAF, which now faces an uphill struggle to regain the potency it enjoyed at the start of the decade, let alone the strength it claimed before the Clan Invasion. The Lyran economy will likely rise to the challenge once

Most military leaders prefer to use their own forces, raised, trained and equipped by standards they are intimately familiar with and know they can count on. Political and military realities, however, often force reliance on non-conventional troops to secure a battlefield objective. These realities, and the use of such non-standard assets, can factor into the tactics and strategy of any campaign.

Mercenary Troops

Almost as long as organized warfare has existed, some soldiers have fought purely for profit. Mercenaries, willing to assume the burden of another realm's war for the chance to earn wealth and sometimes fame, have gained employment in wars as far back as 2300 B.C.E. supplementing the strength of regular armies in times of crisis.

The use of mercenary forces allows a realm to take advantage of experienced troops without worrying about the need to feed, train or equip them, while allowing the realm to reap the benefits of their battlefield experience for only as long as needed. Today, mercenary forces can be found for every budget and specialized for any conceivable combat role, from a simple team of infiltrators to a massive planetary assault force. Most significantly, the use of mercenaries provides a realm with a degree of political protection for undertaking military action against its neighbors. By removing House forces from a battle zone, a political leader can thus preserve his own troops and his own people's goodwill while still settling a score with a rival state.

Of course, for all their advantages, mercenaries also come with significant disadvantages. The temporary nature of their employment can often deprive the realm employing them of their experience in the event another emergency develops. This transience also brings with it perpetual uncertainty about a mercenary command's loyalty. As professional soldiers, motivated by money rather than politics, the typical mercenary force is only as loyal as their next paycheck or the terms of their contract, and the more unscrupulous are just a hefty bribe away from defecting to the other side. Some, however, demonstrate extreme loyalty to their employers—Wolf's Dragoons never break a contract—while others are closely bound to (or against) specific Great Houses, like the Kell Hounds to the Lyran Alliance. Still others have voluntarily become part of House militaries—for example, McCarron's Armored Cavalry with the CCAF, or the Eridani Light Horse and the SLDF.

Finally, because the modern mercenary command's pay typically depends on their experience and equipment, cheaper forces tend to be less effective ones. For the potential employer, *caveat emptor* ("let the buyer beware") is an axiom not just for good business, but good strategy as well.

Irregular Troops

Though the standard mercenary command is an irregular force by definition, another kind of irregular combat force typically takes the form of locally raised, nominally friendly guerilla fighters. In fact, any local opposition force may be counted as part of a combat commander's irregular troops. Such troops can be a huge help when attempting to secure a major objective, up to and including entire worlds, and are inexpensive to raise because many of them are disgruntled members of the enemy's own civilians or military. As a fighting force, these troops make up in dedication what they may lack in firepower and numbers, and their intimate knowledge of the enemy and his tactics can prove invaluable during a major campaign.

Most irregulars may be enticed to join an attacking force purely on the basis of the "enemy of my enemy" principle, taking up arms against their parent state because of perceived injustices visited upon them or in hopes that they will fare better under a new ruler. However, a smart strategist is wise not to rely too heavily on these non-standard forces, even if they are raised, trained and indoctrinated by his own Special Forces units. Such irregular troops are far more likely to be poorly trained, poorly equipped and hard to control once battle is joined. Motivated often by their own agendas and ideals, such irregulars may regard an attacking (or "liberating") force as merely a convenient but temporary ally.

BATTLEFIELD TACTICS

The first lesson one learns about battlefield tactics is also the most ancient law of combat: No plan survives first contact with the enemy. There simply are no hard and fast rules of warfare, no guaranteed "checkmate" maneuvers that can assure one side or another of a lasting victory. Field commanders should be aware that war is not a simulation. The enemy forces are not computer programs with set algorithms and subroutines, but human beings, and often damned creative ones at that. Therefore, the following section is not dogma, but merely a guide to tactics that normally work in the field, all things being equal.

COMBINED ARMS

By far the most effective battle formation in wide use today is the combined-arms formation, a force composition that permits commanders the widest possible range of applicable capabilities for the battlefield. The 'Mech may be the king of the battlefield, but an all-BattleMech force faced with a combined-arms force that includes fighters, armor and infantry in addition to 'Mechs will probably lose if the combined-arms units are properly deployed.

As discussed above, each type of battlefield unit presents a commander with unique capabilities and drawbacks. Used in a homogeneous arrangement, these capabilities may become more pronounced, but with equally magnified drawbacks. For example, the aforementioned all-BattleMech force may hold the upper hand in overall resilience to damage, but lacks the high mobility of the combined-arms force's air support and the infantry's unique ability to effectively hold urban objectives. It is also much more difficult to meet maintenance requirements, and battlefield damage can cost a great deal more in resources to repair.

By combining arms, complementing the capabilities of some elements by deploying others in support, the strengths of the various fielded units overlap one another while downplaying or counteracting weaknesses. This gives field commanders a more solid yet flexible force mix to work with, creating the most effective formula for battlefield success.

As a general rule, the ideal combined-arms force employs a healthy mix of BattleMechs, conventional armor, infantry and air support, but other combined-arms forces may feature a more pronounced space support element, or even a wet navy support group.

more, but will the Alliance's enemies give them that opportunity?

STAR LEAGUE DEFENSE FORCE

The modern SLDF inherited much of its tactical doctrine from the Eridani Light Horse Brigade, which still constitutes the bulk of the force. Swift maneuvering and rapid strikes characterize the Light Horse style of warfare and are even more effective now that the Brigade has a significant quantity of salvaged Clan technology. The First Royal BattleMech Regiment merges the combat styles that its disparate members brought to the unit, making it a flexible and dangerous force. The troops learned the lessons of the Huntress campaign well, and all the MechWarriors have received extensive cross-training as technicians, medics or infantry, allowing the First Royal to operate for extended periods without support units. Of all the SLDF units, the Royal Black Watch Regiment is most inclined to confront an opponent face-to-face and then annihilate the foe with a stunning show of piloting and gunnery. Unlike the other SLDF forces, the Black Watch does not use Clantech upgrades.

COMSTAR AND THE WOB

ComStar inherited the Star League's material superiority and for centuries used this advantage to offset its lack of experience. The decades since the Fourth Succession War have seen the erosion of this technological superiority, countered by more open operations and involvement in military activities. Despite their performance on Tukayyid, however, the Com Guard does not function well en masse, having little experience of operations above the battalion or regimental level. They are, however, much more suited to small-scale operations than any other military, adopting the combined-arms approach at the most fundamental level, usually that of the demi-company.

Since the ascension of Primus Sharilar Mori, the Com Guard has lost many of its mystical trappings, though its operations remain shrouded in formal ritual. The Com Guard lost some strength to the nascent Word of Blake splinter faction in 3052, but the most grievous harm to the organization came in the past decade with the controversial appointment of Victor Steiner-Davion as Precentor Martial. Many soldiers have since fled the organization, undermining its already difficult efforts to rebuild, and an unknown number within the Com Guard are of questionable loyalty. However, while its ground forces have suffered in this succession of schisms and defections, the Com Guard navy remains a potent force, the largest of any Inner Sphere power and rivaling even that of Clan Snow Raven.

Air Support

Though BattleMechs offer unparalleled capabilities on the ground, even these walking avatars of destruction fear the assault of well-deployed air support, a must-have element for the combined-arms campaign. Even when performed by VTOLs or conventional fighters, the speed and precision of air raids can deliver intensive firepower where a commander needs it most, and on very short notice. Just one attacking lance of fighters can even throw an enemy's battle plan into chaos as he focuses on ground objectives. Because they are hard to anticipate and even harder to hit from the ground, the only effective counter to a good aerospace fighter is another one. Moreover, air power can locate key enemy positions with just as little risk, pinpointing artillery positions, command centers or even undetected flanking forces.

Because of their numerous advantages, the force that attains domination of the skies first also gains a significant advantage over its opponents. If it can then neutralize the enemy's air power, the dominant force claims air supremacy—uncontested control of the skies—and can deliver devastating attacks with impunity, restrained only by the size of his fighters' fuel reserves. In such an event, only the force with the foresight to include dedicated anti-aircraft elements stands a chance of leveling the playing field.

Artillery and Fire Support

Another often-discounted element in the modern combined-arms TO&E is the dedicated artillery or fire support unit. Rooted in some of the most ancient concepts of military technology, artillery remains an effective tool for delivering sustained fire with minimal risk of counter-fire. Ideally suited for stand-off attacks against slow-moving targets and static emplacements, artillery can provide commanders with the means to suppress an aggressive enemy force, slowing their advance and giving much-needed time to regroup and counterattack.

Artillery and other methods of indirect fire support have their disadvantages, of course. The first of these is ammunition dependency—the constant need for more ammunition requires additional support and logistics to sustain over longer campaigns and battles. A close second is the relative inability to engage faster-moving targets or enemy units that manage to close in, coupled with the need for spotter units in the combat zone to deliver accurate fire. Finally, because artillery and fire support units must often remain stationary to minimize drift—a hazard that can menace even friendly forces if the lines of battle are too close—they are more susceptible to counter-battery fire. To mitigate these drawbacks, most artillery units remain far behind friendly lines, and are often relocated every few volleys to prevent triangulation by enemy forces and scouts.

URBAN WARFARE

Urban warfare is the nightmare battleground that every commander must face sooner or later, and one of the most unfortunately common occurrences in modern times despite the Ares Conventions. Abhorred by the Clans and right-thinking Inner Sphere generals alike, desperate commanders nonetheless fall back on urban warfare most often when their defensive lines collapse and they are in imminent danger of being overrun.

In an urban setting, combat invariably occurs at close quarters, where 'Mechs and vehicles lose the advantage of their superior mobility and much of their long-distance firepower. The manmade landscape of an urban jungle largely negates the power of air support, often forcing commanders to call off their fighters after a few errant bombs or strafing runs cause more collateral damage than enemy casualties. For attackers, the risk of ambush rises exponentially in the urban battleground, where defensive forces can lie in wait behind the ruined façade of an abandoned shop. Most horribly, collateral damage and civilian casualties become a certainty during any urban engagement, to the point where even the victorious nation risks

severe damage to its own economic and social infrastructure—as well as any popular support among locals, who rarely take kindly to being used as human shields.

Infantry comes into its own on the urban battleground, able to move across the landscape of buildings with greater ease than the mighty BattleMech. Infantry's ability to clear, seize and hold objectives in a city, virtually masked by the presence of so many buildings, allows them to quickly attain ideal ambush positions and provide valuable cover fire for friendly tanks and 'Mechs. These capabilities offer a tremendous advantage to the smart commander, particularly if he knows where to effectively deploy such assets.

Anyone seeking to fight within a population center must always remember that urban warfare for its own sake is restricted under Article V of the Ares Conventions. Most military commanders who feel compelled to engage enemy forces in an urban environment should be warned that their actions might face a devastating review after the fact. Even victorious field commanders have found their careers ended after needlessly waging war within a city environment.

NAVAL WARFARE

An uncommon venue for modern warfare, naval combat nonetheless can and does occur on worlds where major objectives are coastal or submerged offshore. Because this area of battle is so rare, it is often discounted in strategic warfare. Victory favors the force that can mass the greatest number of naval assets, usually supported by significant airpower and limited 'Mech units. However, even a force with sea superiority must bow before a suitably equipped ground or air force that can seize or destroy all the key harbors and refueling points on which these vessels rely to retain their advantage.

SPACE WARFARE

Before a ground war can begin, the troops must first get to the planet. In many cases, such attack groups are rarely contested, but around major worlds or any other planet capable of raising a sizeable aerospace defense force, combat in the depths of space becomes almost a certainty. In such an event, aerospace fighters, DropShips and even the occasional WarShip can mean the difference between life and death before and after the ground combat phase.

Aerospace Fighters

Aerospace fighters commonly see use during space missions, forming an advance defense screen for DropShips in transit to and from the local jump point. Faster, more maneuverable and harder to hit than the DropShips they protect, aerospace fighters are limited only by their relatively small fuel reserves and correspondingly short endurance for sustained acceleration compared to DropShips. Aerospace fighter wings are generally deployed only when combat is expected, or as a combat patrol around a relatively stationary objective such as a recharging JumpShip or a space station.

The flexibility, speed and mobility of aerospace fighters allow them to perform a variety of roles during space combat, the most common of which is anti-fighter defense. Because most DropShip and WarShip weapons cannot effectively track fighters, only another aerospace fighter group can provide the best defense against enemy attack squadrons.

Massed fighter groups, usually operating in small wings or with some degree of DropShip support, can menace even an opposing DropShip, inflicting damage that can gradually decimate the enemy vessel's armor and systems. The horrendous volume of firepower most DropShips are capable of makes this tactic a risky endeavor, but one that many commanders are willing to undertake if it means preventing another regiment of enemy troops from landing on their world.

Opposing WarShips is another role for aerospace fighters, albeit one largely considered a suicide mission. Often deployed in massive formations, and almost never without support from assault DropShips, many aerospace fighter squadrons have met their doom trying to penetrate the massive armor and evade the overwhelming firepower of even a small or mid-sized WarShip. While fighters alone can defeat a WarShip, only the truly desperate field commander attempts to do so.

Structurally, the Word of Blake Militia is identical to the Com Guard, though its decade-and-a-half relationship with the Free Worlds League has led to a radical divergence in the equipment used. Whereas ComStar has sought to rely on its own factories (a major problem since the loss of Terra), the Blakists have shown themselves willing to employ any equipment they can obtain, leading to a more patchwork composition than those they call their "heretic" kin. In broad terms, the Com Guard and Word of Blake use similar tactics. However, while the Com Guard relies on the comprehensive training its warriors undergo, the Blakists—whose forces have grown exponentially in recent years—rely on the fanaticism and loyalty of their troops, taking more of a brute force approach rather than the Com Guards' finesse.

FREE RASALHAGUE REPUBLIC

Not even half formed when the brief Ronin War ravaged the newborn Republic, the KungsArmé went on to adopt a tactical doctrine derived (like their equipment) from both the Draconis Combine and the Lyran Commonwealth. The Clans changed all that. With conventional tactics proving worthless against the technologically advanced invaders, Rasalhague troops reverted to the kind of guerrilla tactics they had used during the long struggle against the Combine occupation. Though the Clans are starting to adapt to such tactics, the technological gap has narrowed too. After the demonstrated effectiveness of aerospace forces in fighting the Clans and the brave sacrifice of pilot Tyra Miraborg, the KungsArmé has worked to upgrade and reinforce its aerospace assets, with many squadrons operating at double standard strength. Rasalhague BattleMech forces make extensive use of long-range weaponry, particularly ammo dependent weapon systems. KungsArmé fire lances often include a fifth or even a sixth 'Mech, usually to act as a spotter or for added firepower.

THE PERIPHERY POWERS

OUTWORLDS ALLIANCE

The Alliance has always viewed ground forces as secondary to aerospace forces. The Alliance Military Corps operates primarily as a defensive force, and tactics revolve around achieving and maintaining air supremacy. The pilots of the Alliance Aerospace Arm are reputedly the best of any realm, and an attacker can expect to pay a heavy price to land on any world they protect. Ground actions also involve extensive use of aerospace forces, with the troops of the Alliance Ground Defense Arm protecting key locations or holding the enemy in place while the aerospace arm conducts devastating bombing and strafing attacks. When on the offensive (a rare occurrence for Alliance troops), aerospace forces are once more seeing most of the action. The ground troops move in only after repeated air attacks pulverize the target. The Outworlds Alliance diverges from standard organization by transposing the use of the wing and regiment designations for its forces. Whereas an Inner Sphere aerospace regiment comprises three wings of three squadrons each, three regiments comprise Alliance wings, each regiment incorporating three squadrons. The adoption of this organizational structure is a deliberate attempt to confuse the enemy.

TAURIAN CONCORDAT

Fanatical about its independence, the Concordat was forced into the first Star League after the bloody Reunification War (making this realm's voluntary incorporation into the reformed Star League somewhat ironic). Notable as one of the few states not to sign the Ares Conventions, the Taurian Concordat has resorted to chemical, biological and even nuclear weapons in the past.

Conventional troops have always been a mainstay, and a large pool of reservists exists to bolster these forces. While limiting Concordat offensive capabilities, this large military serves to protect the Taurian worlds. Today many worlds resemble armed camps, with massive fortifications. A product of generations of paranoia over the illusory threat of invasion by the Federated Suns, the cost of building and maintaining Taurian defenses threatened to ruin this power's economy on more than one occasion.

Of special note are the Taurian Special Forces. Among their other duties, this elite force is charged with manning the defenses of the Hades Cluster, ready to engage spacecraft with anything from tactical nukes to hand weapons.

The Concordat's participation in the Trinity Alliance has given the TDF access to larger quantities

DropShips

DropShips fill a variety of mission roles, but most simply serve as transport for a combat force. In space battle tactics, DropShips often become favored targets because they deliver the true threat in-system, often hauling 'Mech regiments a battalion at a time. Though heavily armed, DropShips left to their own devices are easy prey for enemy aerospace fighters and other DropShips thanks to their typically poor maneuverability and correspondingly limited ability to respond to faster combat spacecraft.

To help support the transport DropShip during space warfare, most commanders add a heavy fighter screen or rely on specialized combat DropShips to deter enemy forces. Assault DropShips, devoted more to speed and firepower than transport, often form part of a DropShip escort fleet, and may even take part in active anti-DropShip/anti-WarShip missions.

The most effective and secure space combat force includes a mix of cargo or troop transports and assault craft, with heavy fighter support. Many such forces can even effectively oppose an enemy WarShip, if they can retain their strength as they close with the objective.

WarShips

WarShips are the most fearsome creations to sail the void, with even the smallest boasting enough armor and firepower to blast a DropShip from the sky and withstand a sustained counterattack from lesser craft. Mounting capital weapons in addition to standard arms for anti-fighter work, WarShips can even add their considerable firepower to a surface battlefield, providing support fire that can put a whole battalion or more of dedicated artillery to shame, so long as the target is clear of friendly forces or undesirable civilian casualties.

Thankfully, WarShips are a rare sight in a space battle, but for the unprepared commander who must face off against one (or more) in combat, their presence can herald a terrible and swift end to a military campaign. Another WarShip—preferably more than one—is by far the most effective means to combat a WarShip, along with the hope that the enemy captain has the good sense to run when his vessel is too damaged to go on.

For battle groups not fortunate enough to include a WarShip escort, a combined-arms approach of mixed DropShips, aerospace fighters and marine boarding craft provides hope for countering these massive vessels. Common tactics in such an event involve tying up as much of the WarShip's firepower as possible with fighter and DropShip support, then bringing in boarding craft along a less well-protected flank. If accomplished quickly and perfectly, squads of armed marines can then attempt to seize the beleaguered WarShip from within, a task that involves brutal deck-to-deck fighting.

CLAN VS. INNER SPHERE

No discussion of modern tactics would be complete without addressing the tactical situation faced by Inner Sphere troops against the Warriors of Kerensky. In their seventeen years among us, the Clans have struck fear and hatred into the hearts of the citizens and soldiers of the Inner Sphere, not just for their alien customs and formidable firepower, but also for their almost inhuman efficiency and ritualized approach to war.

Though it would be foolhardy to assume all Clan warriors behave the same way in combat, many lingering traces of the Clans' style of warfare remain evident today. The first and most critical of these is their continued insistence on what they consider a "fair fight." Clan warriors claim greater honor—and opportunities for advancement—by winning a battle with the minimum amount of troops, a practice that reduces their risk while increasing their standing in their martial society. These same principles also lead them to prefer fast, open field engagements, to quickly resolve the fighting and to eliminate the risk of collateral damage near their objectives.

Inner Sphere armies, by comparison, favor decisive odds and the use of surprise and intelligence to slant the odds of battle in their favor. Far more willing to "go to ground" and stretch out a campaign to a series of several smaller battles, we have no problem putting up token resistance and then fading into the woods and mountains to strike again later, where the enemy's guard is down. Our use of these tactics against the Clans strongly affected the invaders, particularly Clans Jade Falcon and Wolf, who have come to regard Inner Sphere militaries as honorless and increasingly unworthy of the Clans' high-minded goals of fair combat.

The ritual combat form of *zellbrigen*, for example, where each Clan warrior selects a single target and attempts to bring it down before choosing a second or a third, has increasingly vanished from Clan rules of engagement. Against the Wolves and the Ghost Bears, Inner Sphere troops may find some elements destroyed by massed weapons fire, and the particularly honorless may even be gunned down while withdrawing from the field of battle. Against the Falcons, commanders are more likely to see the dueling rules still in force, but the Falcons' tolerance for even the slightest perceived violation of these rules will prompt the same "grand melee" tactics the Wolves have embraced.

Among themselves the Clans use a bidding process known as the batchall to set the terms of each engagement. In the early stages of the invasion, they used the same process against Inner Sphere forces, until cunning Inner Sphere strategists turned the batchall against them. Since then, few of the Invading Clans will invoke the batchall or accept bids from other forces. They may still follow such traditions when faced with the most honorable opponents, though run of the mill commanders cannot expect Clan units to act in a predictable manner.

Another advantage Inner Sphere military commanders often have is the willingness to use combined-arms tactics against Clan forces. Generally speaking, the Clans prefer homogeneous force compositions, all 'Mechs or all fighters, occasionally supported by battle armored infantry. These compositions stem from the Clans' intensive focus on their various born-and-bred warrior phenotypes, which dominate Clan military organization. A few Clans, however, are beginning to adapt to Inner Sphere realities, with more mixed combat forces—sometimes even including artillery and conventional armor—appearing in limited numbers among them.

Inner Sphere commanders expecting to face Clan forces in battle must be aware of the particular habits of the Clan they are facing in order to prepare for any "unClanlike" adaptations the opposing forces may have made to Inner Sphere tactics. Commanders should keep in mind, however, that the Clans are not robots or computer programs. Most are tactical geniuses, every bit as crafty as an Inner Sphere tactician in battle, and this number rises every time an Inner Sphere force commander demonstrates a disregard for the Clan rules of warfare.

STRATEGY

Every battlefield victory is only part of a larger campaign, and most field commanders are only familiar with their own sliver of the larger conflict, be it a battle for a city, a hill or a fortification. The overall campaign, however, begins even before an attacking force's JumpShips arrive in a target system, and for larger objectives—for example, the conquest of an entire world—large-scale strategy rather than small-scale tactics will win the war.

KEY OBJECTIVES

The first elements that must be considered in any campaign are its key objectives. In a simple military objective or extraction raid, the target is typically a single facility, command center or group of warehouses, where the valuables to be captured or destroyed reside. By seizing or eliminating these objectives, the attackers win and must then quickly and safely withdraw before reinforcements can arrive from elsewhere on planet or outside the system.

of advanced technology, but the split of the Calderon Protectorate from the Concordat has produced deep divisions within the ranks.

MAGISTRACY OF CANOPUS

The Magistracy fields the largest and most technologically advanced military of any of the Periphery nations, the latter due entirely to the Magistracy's association with the Capellan Confederation through the Trinity Alliance. From its inception, the Magistracy Armed Forces (MAF) has been devoted to defending the nation against external threats, especially pirates and other raiders that continually plague the worlds of the Periphery.

In some ways, the MAF is the most corrupt military outside of Clan Space. Those who can afford the price, not those who necessarily deserve them, receive promotions, a holdover from the days when the Magistracy was best known for its lascivious traveling circuses, where anything could be had for the right amount of cash. Despite this pay-to-play system, the MAF has a reasonably effective senior leadership—incompetent officers are often forced out before they can hurt the military to any significant degree.

Though the most advanced of the Periphery militaries, the MAF is seriously lacking in many areas, especially in interstellar transport. For a nation its size, the Magistracy has a mere handful of DropShips and JumpShips that cannot keep up with the many demands on their services. As a result, the MAF is all but incapable of invading another nation. Likewise, with military assistance often weeks away, outlying Magistracy worlds have had to build layered militia forces to protect themselves from raiders.

The Magistracy controls the world of Detroit, one of the prime reasons their 'Mech forces are as upgraded as they are. Conventional armor and aerospace fighter contingents still field predominantly old and outmoded equipment.

MARIAN HEGEMONY

Once little more than a bandit kingdom, the past several decades have seen the Marian Hegemony turned into a legitimate nation with a true professional military. The Marian Legions follow a centralized command structure, with a general presiding over the entire armed forces. Organized as a traditional Roman force, the legion is the primary formation of the Marian military, made up of three or more cohorts (each of which is approximately equivalent in strength to a battalion).

With the ascension of Julius O'Reilly as the Marian Caesar, the nation's military received a significant boost in quality and professionalism. The

legions typically fight in cohort strength or larger and tend to fight in formation, which allows their few experienced officers to successfully lead large numbers of relatively untrained soldiers, many of whom are conscripts.

As the Hegemony is a Periphery nation, the quality of its equipment is relatively poor, though the legions have seen a recent boost in new equipment of late. Likewise, equipment reserves are relatively low, especially in the wake of the failed invasion of the Circinus Federation. On the other hand, the Hegemony legions represent the largest and most powerful military on the Lyran/Free Worlds League border with the Periphery. Once filled almost entirely with outlaws and criminals, the Marian Legions have become a real military and are certainly more than powerful enough to fend off predations by the raiders and pirates who make the Periphery their home.

CIRCINUS FEDERATION

A bandit kingdom in every way, the Circinus Federation is a mere shell of the almost-legitimate nation it was a hundred years ago. The Federation's tiny military, always a force that existed to raid and plunder nearby worlds, turned toward darker aims during the latter half of the Third Succession War. By the end of that war, the Federation's people were largely a slave population, and though the realm remained primarily agrarian, wealth lay in the hands of a small minority.

Likewise, the size and quality of the military has deteriorated precipitously in the past few decades, a hard fact attributable directly to President H.R. "Little Bob" McIntyre. Once a powerful force in their corner of the Periphery, the Circinian military was little more than a rag-tag band when Caesar Julius O'Reilly and his Marian Legions attacked. Only the intervention of outside interests prevented the nation from falling.

The Federation military is still barely a cogent force, filled primarily with unskilled, unmotivated and undisciplined individuals. Its equipment is in a continual state of disrepair and spare equipment is hard to come by. Its only advantage is the backhanded one of relatively small size, meaning that at least it has sufficient DropShip and JumpShip support.

A "shadow military" seems to be operating within the Federation lately, however. Likely mercenaries hired by an outside power, these troops are relatively well trained and equipped, fielding equipment of recent manufacture and possessing excellent technical and logistics support.

Larger campaigns, however, must consider a far broader picture. Winning a planet, after all, is not simply a matter of smashing an enemy base here and there, but securing military control over the planet's main arteries of military and civilian control. Successfully identifying and dealing with all of these elements is the hallmark of the wise campaign commander.

Military Objectives

It almost goes without saying that the successful capture of a world necessitates the removal or neutralization of its existing defenses. This includes everything from the planet's primary BattleMech defense forces to any local militias and mercenary commands in place. The planet's defenders must be dealt with quickly, to prevent the summoning of reinforcements—or at least before such reinforcements can arrive, so the attackers can fortify defensive positions and hold onto their prize.

Effectively eliminating a military defense force thus requires an assault force to first correctly identify and locate all local command centers, communications assets and supply bases used by the defenders. If these objectives are not secured or neutralized beforehand, engaging and destroying a defense force on its own will merely cost materiel and manpower that will be desperately needed to face incoming reinforcements.

In an ideal scenario, an attacking force will attempt advance reconnaissance on the target world to pinpoint the first objectives, marking all primary hubs for planetary defense communications and command, as well as the locations of any and all supply depots. These recon forces often slip in under a benign cover, as local traders or tourists, for example, weeks or even months in advance of an attack. Advance elements of the assault force arrive next, most likely via a pirate jump point for maximum surprise, hoping to neutralize all communications before word can get out. They move to isolate and destroy command elements in order to leave the defenders in disarray. Supply depots, which may be used by either side, become a tertiary objective, eliminated or secured as the commander sees fit, based on how well defended they are.

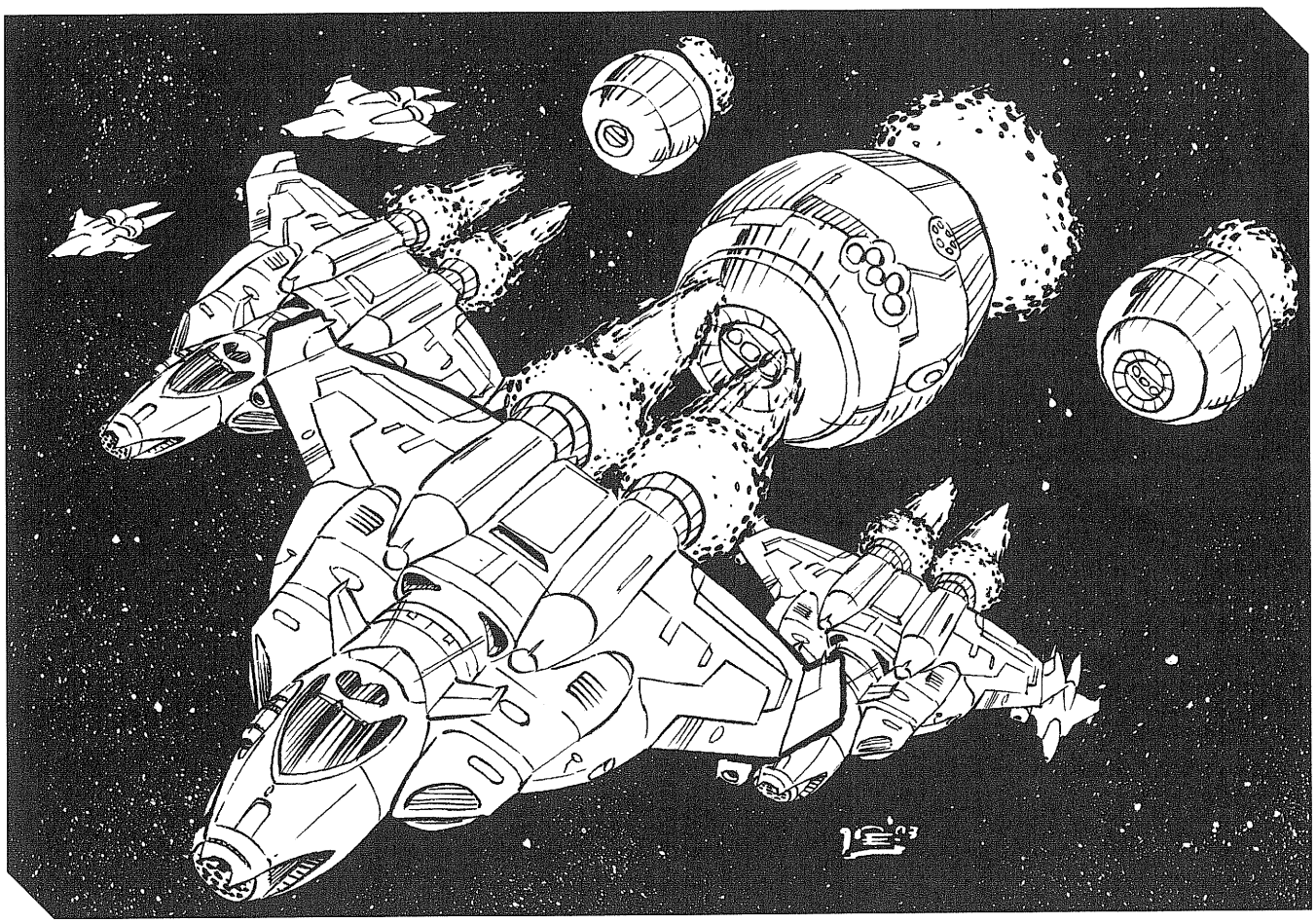
Only after dealing with all communications, command and supply assets can an assault force expect a swift victory over a defending force. Arriving on the tail of their advance attack units, the main body of an invasion force may now land to contend with local defenders—in disarray and hopefully unable to call for help—to win control over a planetary objective.

Though this task may sound simple as described above, no campaign commander should ever expect a planetary assault to go off exactly as the textbook recommends. An attacker in any campaign has the advantage only in choosing his objectives, keeping the enemy guessing as to where and when he will strike. The defender, on the other hand, often holds every other ace, and may anticipate the assault force and create a formidable array of traps, ambushes and built-up defenses to deny the attack force its swift victory. Indeed, even with all command and communications assets shattered, a dedicated defender can hold off attacking troops long enough for help to arrive regardless of any initial successes.

Civilian Objectives

Though it is anathema to any soldier to make war on civilian interests, in the planetary assault campaign, commanders must factor a world's civilian political infrastructure into the assault strategy. Key civilian command centers, including government buildings, local capitals, utilities, mass transit hubs and major military industries all become valid military objectives to be seized and controlled if the attacker hopes to keep any gains made on the battlefield.

The objective when dealing with civilian interests is capture, not elimination. Honorable soldiers do not make war on civilians under any circumstances, not only because of the Ares Conventions, but because doing so is an extremely impractical



strategy. Many are the times when a would-be conquering army ultimately lost control over its objective world and found itself forced to retreat by a popular revolt, sparked by the army's willingness to make war on civilians.

When addressing civilian objectives in a campaign, the smart commander can identify the key administrative and industrial centers on the planet, plus any strategic resources such as oil, mining and agriculture that can be used to support combat operations. Other civilian centers that can be turned to military purposes, such as communications networks and mass transit hubs that can accommodate large numbers of troops and cargo for airborne, overland and overseas travel, must also be considered and prioritized for capture. Destroying these assets should always be a last resort, as winning a planet by destroying its infrastructure makes it doubly hard to administer the fruits of victory.

PLANETARY ASSAULTS

A key element in any planetary-level campaign is getting troops to the surface safely and quickly while raising a minimum amount of alarm. As briefly discussed above, accomplishing this task entails a great deal of planning, and the campaign begins even before the jump into a target system.

The Jump-In

Determining the arrival of an assault fleet in space is a critical first step and should be weighed based on advance knowledge of the system's defenses and level of alarm. For example, arriving at a nonstandard ("pirate") jump point close in can give the assault force commander a shorter transit time, but leaves the system's main travel points—usually occupied by picket forces and the occasional recharge station—unsecured against reinforcements. Seizing these facilities first by arriving at a standard zenith or nadir point may secure valuable assets as well, such as additional JumpShips, supplies and the like, but risks alerting the planet prematurely to the presence of an invasion force.

Orbital Superiority

Once in-system, an assault force must make its way to the planet without losing its ground troops to any interception by the enemy. Typically, an assault force employs its aerospace elements as a defensive screen, but those equipped with assault DropShips or even WarShips can further guarantee their survival to D-Day (Drop Day).

Upon reaching orbit, attaining orbital superiority by using these assets to clear any orbital defense forces around the tar-

THE CLANS

INVADING WARDENS

Once seen as the weak partners of the Inner Sphere Invasion, the Warden Clans have seen their fortunes shift dramatically following the destruction of the Smoke Jaguars and the Great Refusal. Advocating a more harmonious existence with the Inner Sphere than their Crusader counterparts, they are nonetheless fierce fighters, willing to adapt their methods to suit the new environment. The resources of the Inner Sphere have allowed all the Invading Warden Clans to prosper, facilitating a diversification of tactics and equipment hitherto incomprehensible to the Clans. They favor a pragmatic approach to combat—few will blindly follow tradition if doing so hands their enemies an advantage, though they seek to maintain the legacy of their forefathers—and several seek to establish a new heritage that merges the best of the Clans and the Inner Sphere.

Clan Diamond Shark: While they maintain a powerful military, this Clan's strength lies not with its touman but with its trading and intelligence-gathering apparatus. When the Sharks use force—which isn't very often—they apply it precisely and in devastating fashion, as much a warning to their enemies as an application of their will. Now exploiting Inner Sphere markets, this merchant-oriented Clan has access to new materials and resources. Their rival Clans accuse them of "selling out" the Clans by marketing Clan technological designs.

Clan Ghost Bear: Now integrating into the Inner Sphere and steadily winning over their native Rasalhagian population, the Ghost Bear Clan can boast one of the most solid support networks of all the invading Clans. Their battle strategy, however, combines almost unClanlike caution with a fierce "all or nothing" approach emphasizing brute force and overwhelming firepower. Though many Ghost Bear troops observe the principles of zellbrigen, notable exceptions include any engagement against mercenaries, pirates and some Inner Sphere troops.

Clan Nova Cat: The Nova Cats' tactical doctrine traditionally allowed each Galaxy to fight independently, a choice that hampered their ability to defend their Irece Prefecture effectively when the Ghost Bears attacked it. Subsequently, Khan West realized that to better defend his area of responsibility, the entire Nova Cat touman had to learn to operate both tactically and strategically. To that end, Alpha, Tau and Delta Galaxies have exercised together in a few operations against Tau Xi and Lambda, designed to sharpen their skills in large unit maneuvers and mutual support of each other down to the Cluster level.

get becomes the campaign commander's next priority. Until these assets are cleared or at least contained, dropping troops will be at risk.

After attaining orbital superiority, many commanders use their remaining aerospace assets to try to clear away surface radar stations, communications centers, and even enemy staging areas near the intended landing zones of the attack force. This tried and true technique, however, tends to place the attacking air support elements at higher risk. To mitigate this problem, some invaders deploy covert troops in advance of this phase, delaying their final drop time long enough to gather more reliable intelligence on the surface situation before sending in unsupported aerospace elements.

D-Day

Once the attacker has cleared away all major opposition, assuring a safe drop and a fairly safe departure should the invaders' mission fail, the final invasion of a target world can begin in earnest. Assault troops can land on a planetary surface by making a standard landing in a designated secure (or "safe") landing zone (LZ) or a combat drop into an unsecured ("hot") drop zone (DZ). The former tactic allows campaign commanders to minimize risk during the landing, but also gives an enemy much more time to prepare defenses and call for help. The latter enables commanders to hit key objectives quickly, though at significant risk to equipment and personnel.

The ideal landing zone for an attacking force is any spaceport large enough to accommodate DropShips and supporting craft, offering refueling facilities as well as a flat, blast-proof and stable runway on which to set down. Failing that, in most cases any stretch of clear, relatively flat terrain will do, though DropShip captains who land in open fields invariably risk an awkward shift as their multi-thousand-ton vessel settles into the softer earth, possibly complicating future takeoffs.

Commanders who land far from any major military objectives can often rest secure in the knowledge that they are likely to meet few—if any—defenders in such isolated areas. Setting down in this type of landing zone allows them to deploy forces before the enemy can muster a response. This approach also draws less fire than a combat drop toward the invaders' transports, which become extremely vulnerable once they hit atmosphere.

Despite its dangers, the combat drop enables campaign commanders to take out major objectives swiftly, denying the enemy a chance to mount an effective defense. In the standard combat drop, the attacking force exits an inbound DropShip as it passes close to the objective, using booster thrusters or integral jump jets to slow their descent and then hitting the ground running like combat paratroopers. This operation puts the inbound DropShip and its dropping troops at risk from surface-to-air defenses and any aerospace elements the defenders may have held back.

Alternatively, an orbital combat drop keeps the attacking force's DropShips out of harm's way by releasing the troops while still outside the atmosphere. The dropping troops, encased in ablative cocoons for safe transit, remain vulnerable to enemy counter-fire and aerospace attack.

In the avalanche combat drop, another variation on the combat drop principle, the attacking forces drop directly atop the objective rather than a short distance away. This method exposes the incoming forces to the very heart of the objective's defenses, but can also shave critical minutes off the enemy's time to adjust and places attacking forces right in the defender's midst.

The Ground War

Once the attacking force is on the ground, depending on the circumstances, the most critical phase of the campaign unfolds over the next day or so. Cautious assaults where the DropShips first set down and secure a home landing site gain the advantage of establishing at least a rudimentary logistics chain for the invaders' benefit. The more aggressive combat drops, on the other hand, will presumably over-

whelm the enemy defense forces at several key locations, and may even reap the added benefit of throwing local defenders into a panic. This, of course, makes it easier to land the invading DropShips at a secured zone of the attacker's choosing. Because both methods entail some degree of risk, many planetary assault forces in the past have broken down their battle groups to perform both combat drops and secure-zone landings, enabling them to secure a relatively safe base of operations while simultaneously taking out key elements of the local defense.

Once a field command center is established, regardless of the methods used, the invasion becomes a matter of quickly locating and eliminating or capturing the enemy's primary defense forces, command and control centers, and other objectives that have military value. In addition, scouting forces, typically consisting of light 'Mechs, aerospace fighters, covert troops or other recon elements, are deployed to identify major political or industrial objectives, so that follow-up attacks can quickly secure these centers and any other military objectives not previously accounted for.

For the defenders, countering a planetary assault of this nature is a matter of maintaining as much force cohesion as possible and getting word out for reinforcements. A defense force that holds out for as many as six weeks stands a good chance of being relieved by troops from a neighboring world. For this reason many defenders overwhelmed by an initial attack may break into smaller forces and turn toward guerrilla tactics to harass and weaken the invasion force. Unless such resistance cells can be quickly crushed, an invasion commander risks not only the further weakening of his command, but also rising popular support that can lead to increased resistance through strikes, sabotage and even terror campaigns.

GRAND STRATEGY

Grand strategy, the administration of war above the normal strategic scale, begins at the planetary level, but extends far beyond the limits of a single star system. Waging even the smallest interstellar campaign requires a huge logistical network and massive resources, as well as sufficient troops and materiel to overcome the defending forces on one or more planets.

Transport and Logistics

Among the most crucial elements in an interstellar campaign—or even a planetary-level campaign—is securing adequate transportation and a steady flow of supplies for the troops. The logistical chain is the lifeline of the modern army, which needs food, water, medical supplies and ammunition to stay operational and battle worthy. For interstellar empires, the added complication of waging a war without severely disrupting civilian traffic and trade also becomes a priority as House troops gather on staging areas near the intended target worlds to await the JumpShips and DropShips that will carry them to a war zone. The build-up of such assets can take weeks, or even months, and without proper security and secrecy can give away an intended assault well before it can be launched, opening up supply depots and staging areas to pre-emptive strikes.

On the grand strategic level, preparation for an invasion becomes an exercise in politics as well as military administration, and can include no small level of diplomacy. Local friendly leaders need to be apprised of troop movement through their regions in such a way as to create a minimum of public stir for the newsvids. The troops themselves must be kept in the dark regarding particulars, to forestall enemy intelligence, even as supplies from food to replacement armor and weapons are brought in from local and distant stores via a network of civilian and military JumpShips and DropShips, all in anticipation of the invasion force's combat needs. As this goes on, leaders of the realms about to fight may make last-ditch efforts to resolve a pending crisis peacefully—or the invader's diplomats may simply wish the enemy to think they are working toward such a goal.

Clan Wolf (in-Exile): Once the undisputed leaders in the Clan Grand Council, the exiled Wolves now hold the dubious position as the least Clanlike of their brother Clans, yet they also believe they hold most true to the ideals espoused by the Clan founders, Nicholas and Aleksandr Kerensky. Though numerically the weakest of the Clans, these Wolves are among the best and most experienced Clan warriors. They have made up for the loss of their Clan Space holdings—especially manufacturing resources—by affiliating themselves with the Kell Hounds and their network of suppliers, making for mixed-tech units. Their embrace of Inner Sphere tactics makes them perhaps the most dangerous and unpredictable Clan on the battlefield.

INVADING CRUSADERS

Once the dominant faction among the Clans, the Invading Crusaders have seen their power weakened by the destruction of the Smoke Jaguars and the defection of former Crusaders to the Warden cause. They remain the most aggressive of the Clans, with the determination and martial strength to win roles in Operation Revival and then to exploit the situation and establish themselves as pseudo-nations. While constant warfare has cost them dearly in terms of manpower, leaving their homeworld holdings dangerously weak, they each have more resources than all the Home Clans combined and can easily recover from any material losses. Manpower remains their greatest problem, and each has taken unique steps to secure the continuance of their military traditions. Though once among the most traditionalist of the Clans, contact with the Inner Sphere has "corrupted" the Invading Crusaders. While they generally hold true to the Kerensky ideals, they are considerably more pragmatic than their Clan Space kin.

Clan Jade Falcon: Since the fall of the Smoke Jaguars, formerly the pre-eminent Crusader Clan, the Falcons' years in the Inner Sphere have led them to relax the hard-line traditionalism that once shackled their actions. Their disastrous conflict with the Wolf Clan, two wars against the Lyran Alliance and their brutalization of the Steel Vipers demonstrate the Falcons' resolve and martial prowess, though these conflicts also cost them dearly in resources and manpower and prompted the accelerated deployment of cadet forces. Though cadets are generally inferior to more experienced troops, this move may eventually benefit the Falcon. By the time the cadets are the same age as the new troops of other Clans, the young Falcon warriors will already have seen half a decade or more of active combat, combining experience with their physical prime.

Clan Wolf: Left seriously understrength after the Refusal War against Clan Jade Falcon, the Wolves had to adopt a methodology quite different from what had previously defined them. Spread thinner than most Clans, especially with scores of worlds in the Inner Sphere to defend, the Wolves have had to become swift reactors, able to pounce on problems immediately and ruthlessly. Their true saving grace is the huge surplus of resources from their Inner Sphere holdings, which gives them bargaining power within the Grand Council. As hard-line Crusaders, they tend toward traditional Clan rules of engagement, though they readily suspend them when it comes to their most hated enemies.

HOME WARDENS

Though committed to protecting the Inner Sphere from outside threats rather than subjugating its people, and (with the exception of the Steel Vipers) failing to take part in Operation Revival, it would be folly to dismiss the martial prowess of the Home Warden Clans. Each Clan has unique strengths that allow it to prosper, though over-specialization has in some cases limited these Clans' opportunities to advance their position.

Clan Cloud Cobra: Long considered an aerospace-heavy Clan, the military might of the Cloud Cobras depends greatly on the strength and prowess of their fighter and naval forces, more so than in any other Clan (including the Snow Ravens, though that Clan fields a larger number of those units). The ground forces of the Cloud Cobras are highly mobile, with 'Mech and other ground units commonly making lightning strikes after a combat drop, securing an LZ for their DropShips, and then loading back up and making another assault in a different area.

Clan Coyote: The Coyotes remain staunch traditionalists when it comes to combat. They field an extremely heavy OmniMech force, assigned what they consider appropriate attending battle armor support. Recent attempts to diversify the Coyote Touman with the introduction of new conventional BattleMechs has met with significant resistance by Coyote warriors, who likewise eschew the use of combat vehicles in anything but a final defense role. Zellbrigen is a key concept to Coyote warriors, who still value the ideals of personal honor that Nicholas Kerensky set down.

Clan Goliath Scorpion: Clan Goliath Scorpion's emphasis on leaving individual MechWarriors relatively free to pursue their own visions and paths has resulted in a decentralized approach to logistics and combat. Warriors must often maintain their own equipment while obtaining and consuming their own supplies as efficiently

Once an invasion is underway, campaign commanders must consider two waves of transports. The first is the invasion wave itself, comprised of the main battle elements, which must first clear the target system of any hostile forces—if only in space—before the support and logistics wave can arrive with supplies and additional assets. These two waves may actually arrive at a jump point together, but even so they will approach the target planet separately. This assures a clear path for the cargo vessels so that they can deliver their supplies as safely as possible to any field command centers and depots established by the invading force. Once on the ground, most logistical transports immediately depart for waiting JumpShips, and may make several trips back and forth to convey additional supplies or evacuate casualties and salvage.

As long as a logistics network operates during a campaign, a force commander must also devote significant assets to its defense, to prevent enemy forces from capturing or destroying critical supplies and thus degrading the combat effectiveness of invading units. Along with the regular guard troops, this defense should always include Special Forces capable of dealing with enemy intelligence and similar covert operatives. Though the logistics chain does not fight directly, its survival can strongly influence the survival of an invasion force, not just on the target planet, but on every world involved in an interstellar campaign.

Communications

As troops fan out over a planet, and indeed over several planets in an interstellar campaign, communication across these distances between all levels of command also becomes a tricky element to manage. On the grand strategic level, reliable communications are critical not only to relay intelligence and issue orders, but also to maintain campaign coordination and a cohesive chain of command.

Ideally, any command during a military operation—whether tactical, strategic or grand strategy—should have established many secure lines of communication well in advance, and should actively work to disrupt the enemy's communications networks. Some strategists, however, prefer to leave some enemy channels open, for possible later negotiations to end a conflict and also to maintain a flow of intelligence and feedback. The ability to listen in on enemy communications is one of the best intelligence advantages an invasion force can obtain, enabling commanders to determine in advance what their opponents' plans are while helping them gauge the results of any action taken against them.

A solid and uncompromised communications network plays a vital role in maintaining the chain of command. This network allows campaign commanders to communicate orders to their subordinates, assigning objectives, issuing directives and coordinating the actions of several disparate units working toward a single goal. If enemy forces compromise command channels, however, this same network can tip off the enemy to the attackers' plans, or can be turned against a campaign command to shatter its force cohesion and plunge the various units into chaos. It therefore becomes as important to safeguard the communications network—whether planetary, interplanetary or interstellar—against hostile tapping or interception. To accomplish this, all orders are issued only through select channels, and then only in codes used by a given command link. Such measures help mask orders and frustrate enemy intelligence efforts.

Unfortunately (or fortunately, in some cases), as the campaign gets bigger, the ability to command all its aspects, including logistical and battlefield needs, becomes virtually impossible. Communications failures (up to and including ComStar interdictions in the past) may crop up at any time, forcing the field commands to operate independently. In anticipation of events like this, many field commanders may be briefed on the overall objectives for which they will be held responsible, so that in the event of communications failure or evidence of a compromised network, these commanders may assume the initiative and handle their operations

as they see fit. Allowing commanders their own initiative over the campaign directives is a dangerous but necessary part of grand strategy. On the one hand, it places a great deal of power in the hands of trained officers whose decisions can lead to innovative tactics and ultimate victory. On the other hand, a particularly uncreative field commander might simply decide to wait for new orders, paralyzed with indecision—or worse, may act rashly, causing or sustaining damage far in excess of what could reasonably be expected of his units otherwise.

All in all, the integrity of a well-run interstellar campaign is tied to the security and stability of its logistical, transportation, command and communications networks. If any of these elements fails, the entire campaign is at risk. Always remember that your enemy may be just as smart—if not smarter—than you, whether you face him across the field of battle or the gulf of interstellar space.

THE ART OF WAR

AN ANALYSIS OF THE HIDDEN ASPECTS OF WAR BY CAPTAIN DAVID MACDONALD, FORT WINSTON, DIERON, 12 OCTOBER 3067

Victories take place on the field of battle, but in reality the outcome depends on matters decided long before the first shot occurs. The preparedness of troops to face the enemy depends on a network of interlinked factors. Lack of food and ammunition, equipment in poor repair, the combat environment, all can hand a talented leader an ignominious defeat. A wise commander therefore does not neglect the often tedious subject of logistics.

Even well supplied troops can be at a disadvantage scattered across the surface of a planet (or even several planets). The enemy may go to extraordinary lengths to compromise or disrupt vital communications. Once battle commences, secure and reliable communications become all the more critical.

Rules and regulations (and their enforcement) separate an army from an armed mob. When order breaks down the consequences can be dire; civilian support can evaporate overnight, and on captured worlds the previously subjugated population can revolt. Any lapse is an opportunity the enemy will be quick to exploit. Assuming the troops don't run out of ammunition, critical equipment does not fail while the enemy compromises communications, and the troops don't devolve into a lawless mob, there is always the pleasant thought that people missed something in the last round of vaccinations.

This is the art of war in the thirty-first century: getting an army into the field, keeping it there and making sure its members are physically and mentally ready to face the enemy.

LOGISTICS

The dictionary defines logistics as "the military science concerned with the transport, quartering and supply of troops." Failure to master any one of these three concerns can render a unit combat ineffective just as easily as enemy action.

TRANSPORT

No matter how skilled or powerful a force, it is of little value if it is in the wrong place. Transport assets—interstellar, interplanetary and surface—are therefore vital to the prosecution of warfare.

Interstellar Transport

The ubiquitous JumpShips (and rare WarShips) remain the only means of FTL (faster than light) travel known to humankind. Infuriatingly, the dual limitations of recharge time and the need to use jump points hobbles the ability to travel light years in an instant. Recharge stations at regular jump points or expensive lithium-

as possible. Unfortunately, this independence also impairs coordinated tactics and focuses their troops almost exclusively on personal combat.

Clan Snow Raven: Without doubt the most specialized of the Clans, the Snow Ravens favor aerospace and naval forces above all other combat branches. This has limited their ability to seize and hold territory but has allowed them to rebuff all except the most determined challenges to their possessions. The last decade has seen a softening of this stance and a bolstering of their ground forces by the addition of ProtoMechs to the Raven Touman, a unit type that fits well with their thrifty nature and preponderance of aerospace warriors. Their strategic partnership with the Outworlds Alliance looks set to further bolster this Clan's resources, elevating them above the majority of the Home Clans.

Clan Steel Viper: Formerly an invading clan, the Vipers were disgraced by the double blows of their failed occupation policy and their military defeat at the hands of the Jade Falcons. Several initiatives have sought to bolster the Viper touman, which is the most battle-hardened and resource-rich among the Home Clans, but none have provided the hoped-for edge. Infantry, armored and unarmored, remains central to the Vipers' strength but limits their offensive power even as it bolsters their defensive capabilities.

HOME CRUSADERS

Aggressive traditionalists, the Home Crusaders are the Clan faction most likely to adhere to the traditional forms of Clan combat. They are convinced the Clan way is superior, but have not seen their fanaticism tempered by contact with the Inner Sphere. Despite the first-hand evidence of the Great Refusal, several believe that tales of Inner Sphere prowess are merely excuses to explain reversals and defeats, and that tales of trickery and deception are smokescreens for incompetence and sloth. They are thus likely to be brash and overconfident when facing Periphery or Inner Sphere opponents (the Hell's Horses being the notable exception, having had some experience of the Inner Sphere).

Clan Blood Spirit: If anything defines the Blood Spirits, it is their instinctive need to avenge injustices—real or perceived—committed against them, almost to the exclusion of any other endeavor, as evidenced by their interference in the Burrock Absorption and their resulting bloody feud with the Star Adders. Resource-poor, they have had to rely on the quiet support of allies to remain viable. As a result, their Galaxies field a significant number of nominally second-line machines, though they were one of the first Clans to adopt the ProtoMech whole-

sale. Savage and vicious fighters, they often dispense with traditional honorable combat against those they see as their true enemies. Regardless of their dependencies, however, due to their training and desire for revenge, it can be argued that warrior for warrior the Blood Spirits are the finest in Clan space.

Clan Fire Mandrill: To call Clan Fire Mandrill a microcosm of inter-Clan dynamics is an understatement. More than in any other Clan, the Mandrills and their Kindraa fight each other for power and prestige in a constantly rising and ebbing tide. This fact has prevented them from taking any sort of leadership role within the Clans, though their warriors are on average more experienced than those in other Clans. Their inability to work with each other means that most joint endeavors fail. Likewise their strict adherence to zellbrigen means they have little ability to adapt to rapidly changing battlefield conditions.

Clan Hell's Horses: The Horses' preference for combined arms has resulted in the rise of a surprisingly large and complex logistical network, administered by elements of the civilian castes. For this reason, Horses attack forces are often uncommonly large by Clan standards, even when only a few combat elements engage in actual battle. Emphasizing warriors over machines, the Horses tend to throw an inordinate number of infantry and conventional armor into battle, with 'Mechs used as support. This approach also tends to de-emphasize the standard Clan rules of engagement.

Clan Ice Hellion: Clan Ice Hellion is often thought of as an aerospace Clan, though that moniker is a misnomer. It is true that aerospace pilots occupy many of the significant seats of power in the Hellion Touman. The composition of this Clan's military is far more evenly spread than that, however. For a Hellion, speed is the key concept around which the majority of Clusters are constructed. In recent years, due primarily to their relative weakness in comparison to other Clans, the Ice Hellions have added a number of combat vehicle Clusters to their rolls, expanding their military might along with their flexibility.

Clan Star Adder: Now the most powerful of the Home Clans, Clan Star Adder is also the most pragmatic when it comes to military doctrine. BattleMechs occupy a position of honor within Adder Galaxies, and with significant support from battle armor are grouped together in as many Nova formations as the Clan can create. Fighters are employed in a fashion much like an Inner Sphere military, to maintain air superiority and to provide close air support. Vehicles are often kept in a supporting role on the battlefield, especially the copious artillery, though Adder commanders commonly deploy fast cavalry units as flankers and harassers.

fusion batteries can speed a JumpShip on its way, but aside from a few wild theories, the limit of thirty light years per jump remains an unbreakable barrier.

Interplanetary Transport

Early interstellar vessels were inefficient; maneuvering from jump point to planetary orbit and back, consuming precious fuel moving the massive KF drives around in the process. The development of the DropShip-JumpShip combination revolutionized interstellar travel, slashing turn-around times between jumps and expanding cargo capacity. Commerce and colonization thrived, and inevitably this newfound prosperity fueled conflict. Early military DropShips were little better than converted cargo hulls, but the introduction of dedicated designs such as the *Vulture* DropShip made large-scale interstellar warfare possible. Military transport DropShips can deliver their deadly cargo to almost any point on the surface of a planet.

Surface Transport

The fastest way to move personnel and cargo over long distances is aboard a DropShip. When sub-orbital hops are not an option, fighting forces must use local transportation networks (roads, rail, maglev, surface shipping and even draft animals). Maintaining secure lines of supply, especially in hostile territory, can significantly sap a command's strength.

BattleMech fusion engines give them endurance limited only by that of the MechWarrior. Likewise, the effective range of fusion-powered ground vehicles is determined by the availability of spare parts (and trained mechanics) rather than by the availability of fuel. Aerospace craft (which consume reaction mass, or hydrocarbon fuel) and vehicles powered by I.C.E. power plants introduce the problem of maintaining a steady supply of fuel, stretching lines of supply to breaking. Infantry can always walk, negotiating terrain that no other unit can deal with, but their range and endurance becomes limited by what they can carry on their backs.

QUARTERING

Troops, equipment and supplies must be sheltered from the local environment, even if only with a tarpaulin to keep off the rain—military campaigns never take place in fine weather. For personnel, quarters offer the chance to don clean clothes, perhaps grab a shower and get something better to eat than field rations. Equipment can be maintained and repaired and supplies stored before being distributed in an orderly fashion.

Portable Shelters

Carried easily by foot infantry or stowed in a vehicle, light and compact portable shelters or tents provide ample cover on the battlefield. They can be erected and broken down again in a few minutes, and are designed to stand up to mildly hostile conditions. Comforts are limited, little more than allowing troops to stay warm and dry. Adding a basic life support system makes a shelter habitable in more extreme conditions, giving personnel a chance to shed their survival equipment for a time. The light plastics or weatherproofed fabrics used offer little protection from attack.

Prefabricated Buildings

Designed for transport by cargo vehicles or 'Mechs, prefabricated buildings can be erected in days or even hours. Though far from luxurious, they are far more comfortable than a tent or portable shelter. Environmental controls and sanitation are incorporated into more advanced models. An external power supply is required (such as a power tap from the reactor of a handy BattleMech), but the building may benefit from links to local water, power, sanitation and communications networks. Most prefab units are general purpose, but some have dedicated functions such as M.A.S.H., decontamination or command, with appropriate connection points for

electronics and utilities or built-in filtration systems. Hostile environment versions exist too: sealed structures for exotic atmospheres or a heavily insulated exterior shell for artic conditions. The frugal needs of the Clans are met adequately by this kind of construction, and such structures often become permanent in Clan territories. Prefabricated buildings provide some protection from small-arms fire, and a combat engineering team can construct better defenses as the situation demands.

Permanent Facilities

Requiring a significant investment of time and materials, and thus rarely constructed during short military campaigns, these structures are nonetheless a vital part of permanent complexes or drawn-out campaigns. Such facilities offer all the comforts of home to a defending force. Access to local water, power and communications networks are available, but security dictates these facilities be as self-sufficient as possible. Independent backups are included in the construction.

Size can vary widely from a two-man watchtower up to a city-sized Star League fort or Castle Brian. Larger facilities can house thousands of troops in comfort, providing quarters and advanced medical, recreational and training facilities. Provision for dependents, warehousing and even DropShip landing pads appear in larger complexes.

The Clans show no reluctance to use permanent facilities (indeed, they actively seek out those that survive from the first Star League era), but the Clan system of fighting Trials leaves little room for defensive structures in their culture. The Brian caches and other fortifications in Clan Space date back to before the Exodus Civil War.

Permanent facilities use hardened construction and may include perimeter walls, weapons turrets and a permanent garrison.

SUPPLY

Supplying a unit, even a single BattleMech company, can be a mammoth undertaking. Food and water may be priorities, but without ammunition, spare parts, medical supplies, clothing and a host of other consumables, a unit will soon become combat ineffective.

BattleMech technology offered the Terran Hegemony the key to maintaining dominance in the Inner Sphere's military and political arenas. Not only were BattleMechs flexible and fearsome fighting machines, but by putting that much conventional firepower into the hands of a single individual, the Hegemony created a combat force that needed much less support than an equivalent armor or infantry formation.

Food

An ancient Terran leader once observed that an army marches (figuratively) on its stomach. Depending on temperature and gravity, the average soldier burns between two thousand and seven thousand calories a day. Supplying those calories is a task with which armies have struggled for millennia. Irregular forces can survive by foraging, but even the smallest regular force will rapidly strip an area. Permanent installations, DropShips or even simple military chuck wagons can supply troops' needs, but fresh foodstuffs are too bulky and heavy for the transportation of sufficient quantities in the field.

Personnel can subsist on a combination of energy pills, dermal nutrition patches and vitamin supplements for a short time, freeing part of their combat load for more immediate needs (like ammunition). This situation is never popular with troops, however, and a good commander tries to avoid the inevitable sapping of morale that accompanies an empty stomach.

Troops in the field subsist on the MRE (Meal Ready to Eat, more familiarly known as Meal Rejected by Everyone). The MRE is a light and compact food package, variations of which have served as standard field rations across known space. Each can supply around fifteen hundred calories and can be stored for up to twenty years in favorable conditions, but their shelf life can drop to around two months at temperatures near the ceiling of human endurance.

To prepare the MRE, the soldier opens it and adds water to the wet-packs inside. The packs can be warmed, with some designs including an integral chemical heating element, or the contents can be consumed cold. Each MRE also comes with extra dry-packs containing items such as food bars and crackers. Condiments, spreads and other items (such as chewing gum) are included to keep the contents "interesting." All the food provides the recommended daily intake of vitamins and minerals.

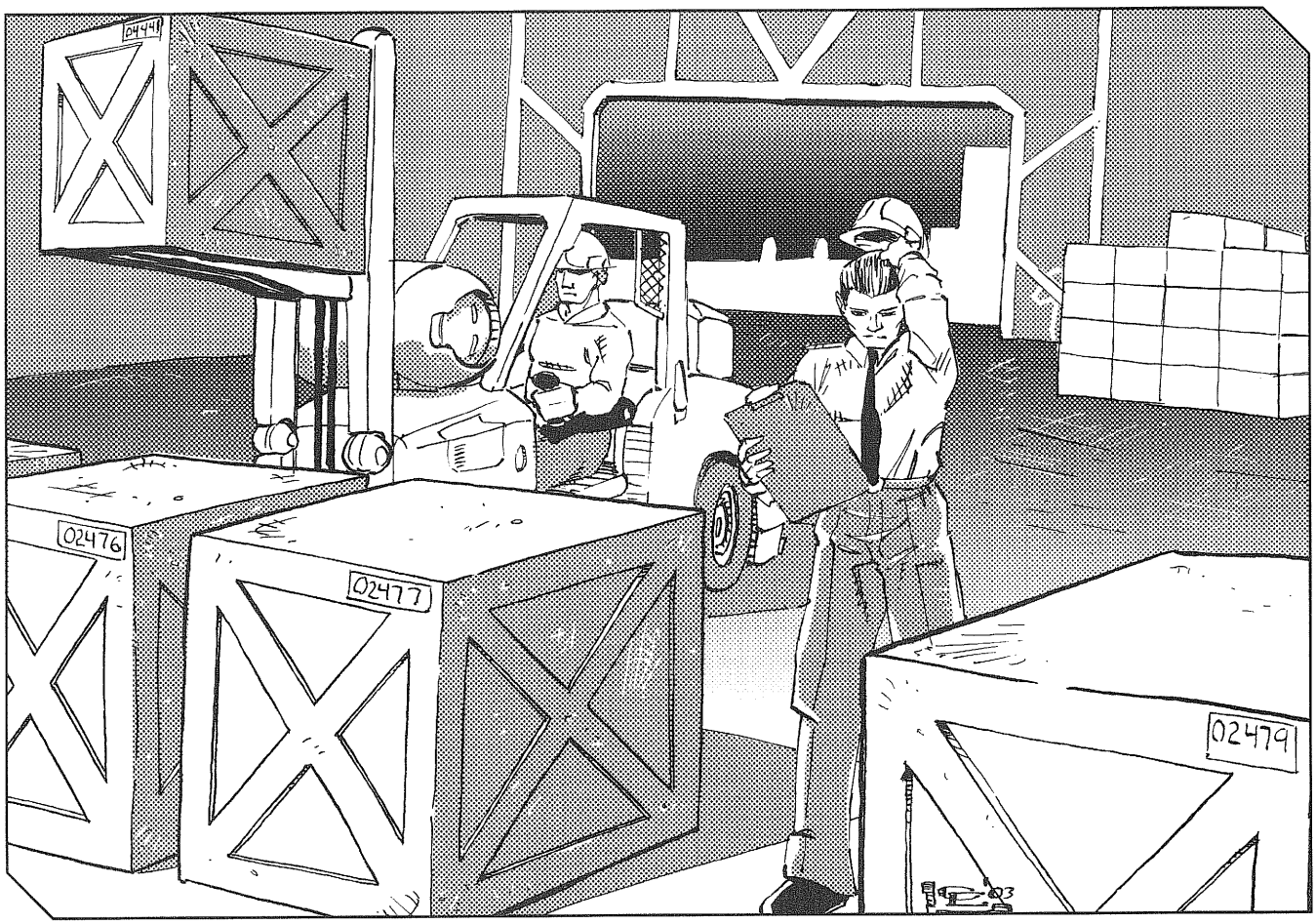
Clan MREs are lighter and more compact than their Inner Sphere counterparts, though even Clan technology has not improved the taste.

Water

The biggest headache for any force is securing an adequate supply of clean water. The average person requires between four and seven liters of drinking water each day. Water loss depends on environment and activity level. Personal hygiene requires a minimum of seven liters a day (although some Lyran generals have been recorded as using upwards of seventy-five liters). If troops are not subsisting on field or combat rations, food preparation requires at least another twenty liters. Finally, for any sanitation more advanced than using a shovel, twenty to seventy-five liters per person can be flushed away.

Even with the best recycling technology, water reclamation can never reach one hundred percent efficiency. Access to local sources is vital to maintain a unit as a fighting force, and during the Succession Wars water was often the objective of military campaigns.

If local water sources are chemically or biologically tainted, purification equipment is added to the list of things a force must bring with it. The individual can use personal filters and purification tablets, but a permanent or semi-permanent base is requires a large and reliable source. The inexpensive Jamerson-Ulikov purification technique made possible the colonization of many worlds during the first Star League era. Over the course of the Succession Wars, the loss of that technology was probably



the largest cause of death. Only after the New Avalon Institute of Science gained access to the Helm Memory Core did humanity rediscover the process. The Clans never lost the technology, which proved vital to their expansion efforts across the marginal worlds of the Kerensky Cluster.

Water supplies can be a critical weakness for an enemy to exploit. During the Fourth Succession War, the Fifth Sword of Light poisoned the main water supply for the city of New Lanark on Northwind. Ptomaine poisoning killed five thousand civilians and reduced the Fifth Deneb Light Cavalry to half strength.

Life Support

For every world like New Avalon, there is a hostile one like Sirius V or Defiance. Extreme pressures and temperatures or biological or chemical taint can combine to make the atmosphere unbearable. Even oxygen can be poisonous in high concentrations.

Filter masks, air tanks or environmental suits allow troops to operate in these conditions, but place an even greater burden on supply lines. BattleMechs and battle armor have their own life-support systems, but these must be maintained. Conventional forces, support staff and off-duty troops all require life support as well.

Though the Clans have the technology to surgically modify themselves (so called genoforming) to live in hostile environments, they consider it anathema to do so, preferring to leave evolution to its own path. However, there are persistent rumors that such extensive physical modifications do occur among the Clan's Dark Caste.

Medical Supplies

A military unit needs a complete spectrum of medical supplies, even when not in combat. Medical facilities must be maintained, consuming water, detergents, anti-bacterial and anti-viral agents. Likewise, predicting with absolute certainty the day-to-day medical needs of personnel is impossible, and so medical teams must maintain stocks of a wide range of drugs and other consumables (most with finite shelf-lives).

Clothing

Every single member of a unit, combatant and non-combatant alike, can require a bewildering array of clothing. Arctic, jungle and desert clothing are rarely suitable in other environments. In the course of a campaign, a soldier may find himself in all of these environments, on separate worlds or all on the same one. The number of campaigns that have failed because troops

lacked suitable clothing could fill volumes. Clean and dry clothing is more than a luxury. Something as simple as not having a dry pair of socks to put on in wet environments can seriously affect a soldier's health.

Ammunition

A Defiance Hammerfist heavy gauss rifle becomes eighteen tons of scrap metal without ammunition. After the Age of War, weapons manufacturers adopted standardized ammunition specifications across weapons of the same class.

The Clans also use common standards, but not one that matches the Inner Sphere. We do not know whether this deviation from SLDF standards was deliberately introduced or accidental. Clan and Inner Sphere munitions can be adapted, but it takes time and skill to do so. If ilKhan Nicholas Kerensky (or one of his successors) introduced the new standards to prevent Inner Sphere forces from using captured equipment when the Clans returned, then the idea backfired. Most of the Invading Clans brought with them a woefully inadequate supply of ammunition and could not themselves use captured Inner Sphere stockpiles without time and effort. The Com Guards exploited this shortsightedness and bled the Clan magazines dry on Tukayyid.

Ammunition dumps and supply convoys remain targets of choice for a commander wishing to weaken an enemy. The FedCom Civil War also outlined the need for heightened security. The Fifteenth Arcturan Guards did not discover that their LRM ammunition was useless until it was too late. The merchant crews of the DropShips that had delivered the Guards' stores were secretly supporters of Archer's Avengers, and allowed their cargo to be "modified" before delivery by Avenger personnel.

Conventional and armored infantry can be equipped with a mind-boggling array of small arms, support weapons and explosives. Even MechWarriors carry personal sidearms. All need ammunition or their weapons will only be effective as clubs.

Spare Parts

Natural wear and tear may not consume spare parts at the same rate as battle damage, but nevertheless represents a constant drain on supplies. Like ammunition, BattleMechs and vehicles have evolved into designs that use many standardized components. Other components require alteration to shift between designs. The arm of a *Hatchetman* cannot be replaced with one from a *Vindicator* without significant modification, though the actuators and control systems can be used interchangeably. The actuators from either of these 'Mechs cannot be used in a heavier unit.

OmniMechs, the creation of Clan genius, promise to give a unit unparalleled flexibility if the troops have the supplies to reconfigure them. Clan Wolf proved this on Tukayyid, swapping out ballistic and missile weapons for laser and particle cannon pods when their ammunition began running dry. Free from the supply problems that dogged their fellow Clans, the Wolves achieved a personal victory during the proxy contest for Terra. Conversely, Clan Smoke Jaguar failed to learn from their earlier defeat. The Jaguars were gearing up to renew the assault on the Inner Sphere when the new Star League launched Operation Bulldog. That massive assault caught the Jaguars with storehouses full of ammunition and with their OmniMechs configured for quick attacks, not prolonged defensive actions.

Other Consumables

The list of items an army needs is almost endless. Without fuel, ICE engines and aerospace assets cannot function. Even fusion-powered vehicles and BattleMechs need the correct lubricants for their operating environment, and using the wrong type can have dire consequences.

Logistics does not end when the troops have been fed, watered, clothed and sheltered. Other incidental items are still required: paper for hardcopies, insect repellent, soap, toothpaste, toilet paper and many other items, all of which must be stored, transported and distributed.

The hulls of Clan spacecraft and the shells of their battle armor use the near-magical substance HarJel to seal breaches. Previously available only from Clan Space, HarJel could be obtained in the Inner Sphere only via incredibly long supply lines. The discovery of a similar compound in the Twycross system has solved that problem, though Clan Diamond Shark's continued near-monopoly of the substance ensures that the price remains high.

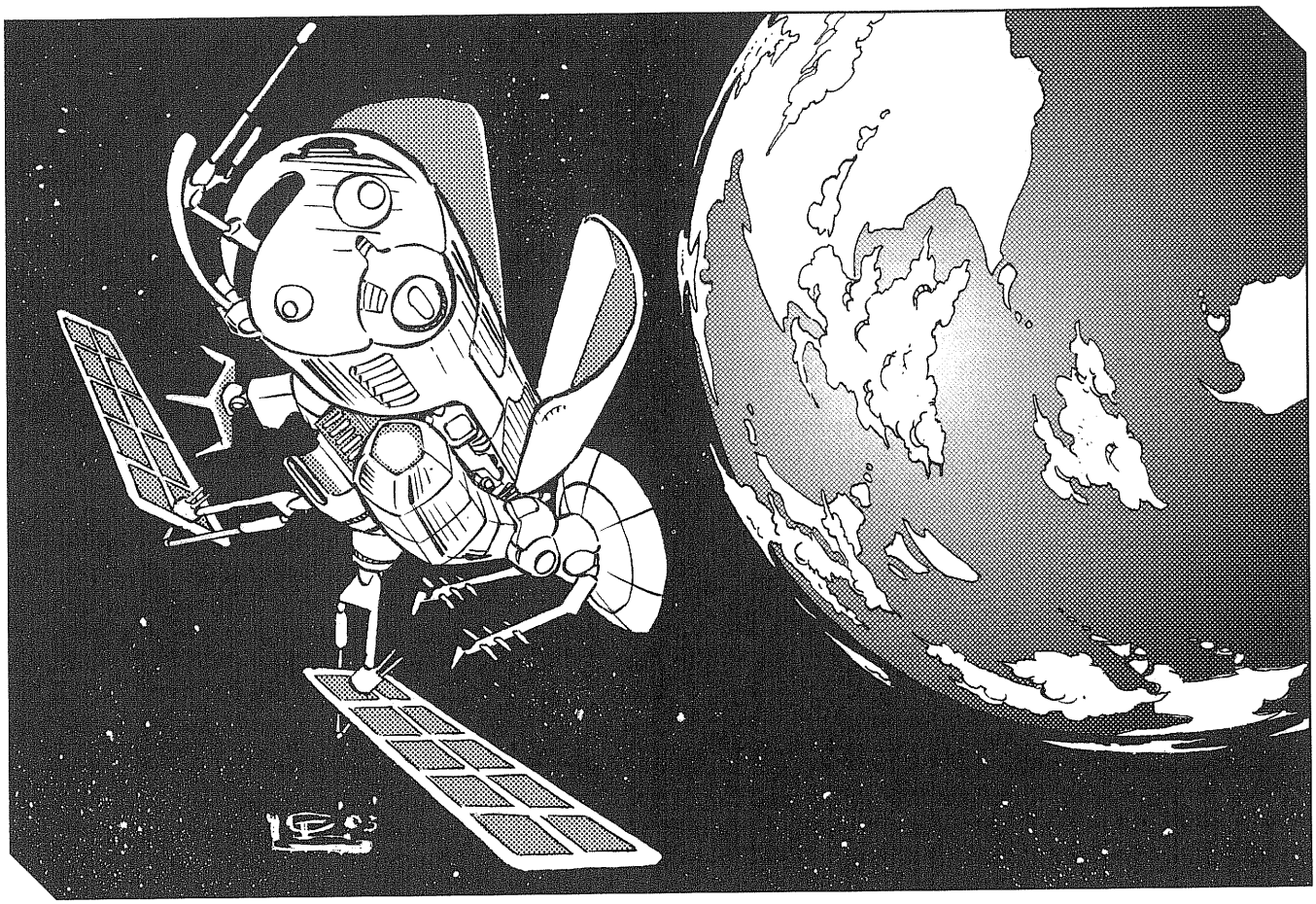
Entertainment

Combat is stressful, and the tedium of garrison duty can also be detrimental to mental health and morale. Anything that can divert troops becomes a vital resource. The ever-popular Solaris VII fights are available across the Inner Sphere via local entertainment networks and in recorded form. The long-running Immortal Warrior holovid series continues to defy the critics and remains popular. House militaries organize touring bands, theater, opera and even the occasional Canopian Pleasure Circus to maintain troop morale. The Clans don't acknowledge any such need in their own troops, but the Great Works created by the Ghost Bears, Nova Cat mysticism and the buzzing Chatterweb tell another story.

Consumption of alcohol and recreational drugs is strictly forbidden when in the field. At other times restrictions on such substances vary widely. An Inner Sphere MechWarrior will quaff a draft of Timbiqui Dark (according to its advertising, armored vehicle crews prefer Pharaoh Beer), but only a freeborn or solahma trueborn Clansman will touch the concoction known as a Fusionnaire.

COMMUNICATIONS

The most skilled and powerful army is worth nothing if commanders cannot direct it. Communications have become one of the linchpins of modern warfare. The powers of the Inner Sphere have waged a communications "arms race" for centuries, each side struggling to make its own communications secure while intercepting or disrupting the enemies' ability to direct its own forces.



BATTLEFIELD COMMUNICATIONS

Allowing a commander to direct forces, get feedback on success and receive timely warnings of enemy activity is the dominion of battlefield communications. With even the best of plans vulnerable to disruption by the unexpected (even an unpredicted breakthrough can throw a commander a curve), the situational awareness provided by modern communications is vital. Several different methods of communication appear in modern warfare.

Radio

Radio was only one of many technological advances that revolutionized warfare in Terra's pre-spaceflight era. Able to communicate instantaneously over great distances, commanders could direct larger forces over a wider area. Modern-day personal communicators, such as that built into the average infantry helmet, are radio-based and have a range of about ten kilometers. The dedicated communications gear carried by the radioman of an infantry platoon has a larger range of up to twenty-five kilometers. Vehicles and 'Mechs carry systems that can transmit more than twice that distance.

A number of conditions can reduce the range over which radio works. Excessive sunspot activity can play havoc with communications, as can unfavorable atmospheric conditions. Mountains, buildings and even local vegetation can all significantly degrade performance, as can high concentrations of ferrous or radioactive material in the local geology. In the wrong conditions, a radio may have a range of mere meters.

Deliberate jamming of some or all frequencies can also shut down communications. The Northwind Highlanders are famous for flooding all channels with bagpipe music, a tactic that boosts their own morale while disorienting the enemy. A sufficiently powerful transmitter can "burn through" jamming to some extent, but such equipment is reserved for mobile headquarters vehicles, command 'Mechs and command centers.

Radio has several drawbacks compared to other modes of communication. Even with an encrypted transmission, the enemy can detect communications taking place, and through triangulation can find the transmitter's location. A common response is to dispatch an aerospace strike or artillery fire to sites of heavy comm traffic. Standard operating procedure requires a range of frequencies through which a command will switch. More sophisticated communications packages are "frequency-agile," meaning that all units are synchronized to switch automatically. Distributing the same series of prearranged frequencies to all units, however, has logisitcs issues all its own.

Laser Links

A laser link is actually two low-powered lasers used to link units on the battlefield. Unlike radio, it is secure from interception—enemy forces must break the beam to tap into it, which trips an automatic cut-off.

The system has several limitations, the foremost of which is that for two-way communications, two lasers must be used (one on each end of the link) and the link cannot be shared between more than two units at a time. Because each laser must be targeted precisely at the unit to which transmissions are being sent, maintaining the link while on the move is difficult. In addition, the system operates through line-of-sight. Any intervening object blocks the link. The enemy can block laser transmissions by dispensing particulate obscurants on the battlefield, scattering laser communications.

Unlike combat lasers, which are ineffective over long distances because they interact with the particles in the atmosphere, the strength of communications lasers is relatively unimportant. This gives them an effective range out to the local horizon for ground communications, and the advanced communications systems found in command 'Mechs, module headquarters and fixed installations can even communicate with orbiting spacecraft and satellites at over two thousand kilometers in altitude, provided both sides know each other's relative motions.

Microwaves

Microwave communications share many of the advantages and disadvantages of laser links, but they surpass the laser system in their ability to penetrate smoke, clouds or particulates that can defeat a laser. Unfortunately, the relatively large dish required to receive microwave transmissions relegates the system to a static wireless network.

Landlines

Fixed landlines surpass other systems in that no environmental conditions can block transmissions. Whether using electrical impulses down a conductive wire or laser light carried by a fiber-optic line, the only way to interrupt a landline is to physically sever it. An enemy can intercept communications over a landline by tapping into it—an easy task if the line is located above ground, but more difficult if it is buried ten meters under the surface. Landlines normally have specific points where a unit can "plug in" and make use of the system. The greatest drawback of the landline is that units availing themselves of its capabilities must remain at fixed points, and the cost of laying landlines limits the territory they cover. The ease with which a small Special Forces team (or even local partisans) can sabotage a landline makes them unattractive for most military applications.

STRATEGIC COMMUNICATIONS

On a strategic scale, communications are just as vital. Spread across several locations on the surface of a planet, a unit must be able to coordinate its actions or else the enemy will destroy it piecemeal. Military forces use the same systems that served on the battlefield, but a new set of advantages and problems appear on this larger scale.

Radio

Headquarters units (fixed and mobile) have transmitters far more powerful than anything carried for use on a single battlefield. As a fast and effective way of contacting all troops simultaneously, there is no substitute. With the right conditions, the signal can even be "bounced" off the upper layers of the atmosphere to reach around the planet. The enemy's ability to locate the source of transmissions and to listen in remains the greatest limitation of radio.

Landlines

Landlines often link permanent installations, commonly making use of the civilian communications network. They also serve as an invaluable backup in the event that conditions render radio useless. A common ploy is to construct a command center in a well-protected location, then link it to a series of remote radio transmitters via landlines. While an attacker can locate the transmitters, following the communication lines back to the command center takes valuable time.

Satcoms

Satcoms, or communications satellites, are common even in poorer Inner Sphere systems. Civilian and military networks rarely share satellites, but both can relay transmissions around a planet or throughout the system.

To uplink to the satcom requires a dish aerial a few square meters in area, as well as knowledge of the satellite's position (some satellites can also be contacted using a laser link). Permanent instillations, mobile headquarters, command units and many scouts carry the required equipment. With a minimum of three satcoms in geo-stationary orbit, fighting forces can achieve almost complete coverage of the surface. Most planets have additional redundant units to compensate for breakdowns or malicious damage. Radio or microwaves form the most common civilian satcom uplinks, while military networks also offer laser links for security.

Satcoms are extremely vulnerable to attack by hostile aerospace units, but are also relatively inexpensive to manufacture and easy to deploy.

INTERSTELLAR COMMUNICATIONS

The only effective means of interstellar communication is via a hyperpulse generator. Introduced in the heyday of the old Star League, the HPG network revolutionized the way in which the people of the Inner Sphere communicated. While the Successor States lost HPG technology, ComStar remained a neutral organization, maintaining the existing network. The excesses of the Waterly era resulted in dramatic changes in the way the network is owned and managed. The schism between ComStar and the Word of Blake has further complicated the picture, but the network continues to provide fast communications between the commander on the front line and his superiors.

The Clans also have HPG capabilities, even going so far as to create a chain of transmitters to link the Clan Homeworlds to their Inner Sphere Occupation Zones.

CODES AND ENCRYPTION

Most military operations use codes and code words to identify targets, locations and individuals, even with encrypted transmissions. Doing so guards against the possibility that the enemy may decrypt a recording at a later date and limits the damage if the encrypted message is overheard at either end. Inexperienced units often make the mistake of not altering code words on a regular basis. If a common code—such as the commander's call sign—is often repeated, it can become a key with which signals intelligence technicians can unlock the encryption. Even if the enemy can merely make an educated guess as to which 'Mech commands a formation, the results can be serious.

Sometimes even open transmissions can be impossible to interpret. The dialect of the famed Northwind Highlanders is virtually unintelligible to those who don't share their Celtic roots, likewise the choppy battle-language of Clan warriors. In the past, the use of code talkers who speak obscure languages or dialects has been an effective method of secure communications over an open medium.

PERSONAL COMMUNICATIONS

Keeping in touch with friends and family has always been important for a soldier stationed on a strange world. The House militaries run a free mail service, allowing messages and packages to be sent to troops. While not fast, the recipient usually gets his mail in the end. Likewise, troops can send messages back through the network to their home addresses. These messages are censored first, ensuring that sensitive operational data (such as where the troops are, what they are doing and how many paper clips their battalion has) is not included in the message. While ComStar or the Word of Blake provide a swift means of communicating with home, using their services is discouraged, as the military cannot censor the material.

MEDICINE

The destructiveness of modern weapons makes casualties inevitable, not only for the combatants, but also among civilians caught in the crossfire. Long after the fighting is over, medical teams continue their own battle to save lives. The conventions of war call for the provision of aid to all wounded. What medical attention a new bondsman can expect from the Clan that captured him, however, depends on his perceived worth.

Even between battles, medical teams keep busy monitoring troops' health, dealing with incidental injuries and illnesses and even dental care. It falls to the medical division to ensure that all personnel receive vaccinations against viral or biological threats they can expect to encounter. Large-scale civil emergencies, such as earthquakes, fires or epidemics, often see military medical teams drafted to cope with them.

The combat arm is subdivided into separate regiments, battalions and companies, but for administrative purposes medical personnel are grouped into a single resource attached to a force's operational headquarters.

BATTLEFIELD MEDICS

All military personnel can expect to receive training in first aid, but a few serve specifically as battlefield medics and receive advanced training. The equipment and supplies a medic has at his disposal is limited to what he can carry: a basic medical kit and perhaps a preserving sleeve. The medic deals with minor injuries and keeps the seriously wounded alive long enough to reach a field hospital.

Battlefield medics are usually expected to fight alongside their comrades until their specialized skill is called for. On average, one in thirty to forty troopers has training as a medic in Inner Sphere and Periphery units. Clan battlefield medics are non-combatants drawn from the scientist caste, and are never assigned to solahma units.

The automatic medical system built into Clan battle armor effectively gives Elementals their own personal medic. Inner Sphere equivalents can only administer painkillers and stimulants, but the more advanced Clan version works in conjunction with the suit's HarJel system. Wounds are sealed with the sticky tar-like substance and the system can even preserve detached limbs for recovery and reattachment.

FIELD HOSPITALS

Field hospitals are emergency aid stations set up in anticipation of combat, often in an existing structure, though prefabricated structures or even a simple tent can also be used. Battlefield medics bring the wounded to these installations for further treatment. Recognizing troops as a valuable asset, the Inner Sphere, Periphery and Clans dedicate significant resources to ensuring that their field hospitals are well equipped and staffed.

On a wounded soldier's arrival at a field hospital, doctors assess her condition and take steps to stabilize it. If the patient's condition is critical, she may be immediately evacuated to a M.A.S.H. unit or a permanent medical facility behind the lines, or perhaps may undergo emergency treatment at the field hospital if moving the patient would cause further injury. Non-critical patients must usually wait until the doctors have dealt with (or evacuated) the more serious cases. If the inflow of battlefield casualties begins to overwhelm the capacity of the field hospital, the staff exercises a triage system, deciding in what order battlefield casualties will receive medical treatment according to urgency and chance of survival.

Traditionally, the conventions of war recognize field hospitals as non-combat units. However, over the years many attacks, both deliberate and accidental, have occurred against (and in rare cases from) medical facilities. Their stockpiles of medical supplies also make field hospitals tempting targets for criminals and bandits. It is not uncommon for military police units to be deployed with field hospitals, and many commanders position troops within easy reach.

Clan rules of engagement with Inner Sphere forces usually consider anything within the area designated for a combat Trial to have been "bid" into the battle. During the Clan Invasion, the more fervent Crusaders often destroyed field hospitals, while the Wardens worked to capture them.

MOBILE ARMY SURGICAL HOSPITAL

No factor has a larger impact on the chances of survival for the critically wounded than the elapsed time between suffering their wounds and receiving medical attention. This simple fact led to the development of the Mobile Army Surgical Hospital (M.A.S.H.) on ancient Terra. Deployed just behind the lines, these medical units can provide facilities on a par with those of a permanent hospital.

A M.A.S.H. unit can range from a collection of tents and the trucks to transport them up to the sophisticated fusion-powered M.A.S.H. vehicles first introduced by the old Star League during the Reunification War. Like the field hospital, the conventions of war respect a M.A.S.H. unit as a non-combatant. An enemy may throw aside such considerations, however, in order to capture their valuable medical stores, and so M.A.S.H. units are often called upon to use their mobility as the battle front shifts.

The style of warfare that evolved among the Clans over two centuries made the M.A.S.H. unit unnecessary for them. The low intensity Trials rarely generated large numbers of casualties, and permanent medical facilities are almost always close at hand. Like field hospitals, some Clansmen regard M.A.S.H. units as legitimate targets. Clan defeats on Luthien and Tukayyid, the Falcon/Wolf Refusal War and the heavy fighting on York between the Star Adders and Blood Spirits have largely changed all that, however. Since those pivotal events, Clan Hell's Horses has created new state-of-the-art M.A.S.H. units, and several other Clans have followed suit.

HOSPITAL FACILITIES

Permanent bases usually include medical facilities sufficient to meet the needs of a full complement of personnel, but the most sophisticated medical facilities exist only in the dedicated military and civilian hospitals that are the ultimate destination for casualties. The field hospitals and M.A.S.H. units save the soldiers' lives, but the wounded then must convalesce.

Run by skilled staff, with access to specialists (such as the medical facility attached to the NAIS) and outfitted with the best equipment (some from the old Star League), the hospital can provide additional surgical intervention, transplants, prosthetics and reconstructive surgery. Clan surgical techniques outstrip those of the Inner Sphere, with the ability to clone or "bud" new limbs and organs (even eyes). However, Clan techniques focus on restoring functionality over aesthetics.

The conventions of war protect hospitals from attack, and the Clans also respect this, provided no armed personnel are present or using the facility as a firing platform. Some unfortunate exceptions occurred during the Amaris Coup and the Succession Wars. The Rim World Republic's Eighteenth Amaris Chasseurs targeted hospitals and other public buildings, while Draconis Combine troops slaughtered millions of civilians, including hospital staff and their patients, in the infamous Kentares IV Massacre during the First Succession War.

HOSPITAL SHIPS

Hospital ships are essentially fully equipped mobile hospitals. They can be deployed where no permanent facilities exist, or used to evacuate wounded whose need for constant medical supervision makes it impossible for them to travel on a normal DropShip. Today the best-known hospital ships are the modified *Condor*-class DropShips known as *Doves*. Some civilian liners, such as the *Monarch*-class, have undergone conversion to serve as hospital ships in the past.

LAW AND ORDER

While armed might can bring victory on the battlefield, the peace that follows can quickly taint that success. Respectable forces take great care to honor the appropriate battlefield protocols, but where disputes arise as to what is legitimate warfare and what is terrorism, theft or murder, the conflict moves onto a new battlefield as legal authorities take charge.

BATTLEFIELD JUSTICE

The discipline, rules and regulations of military life keep heavily armed troops from crossing a sometimes fine line between necessary if harsh actions and wanton killing and destruction. Order can break down, however, especially with poorly led or green troops.

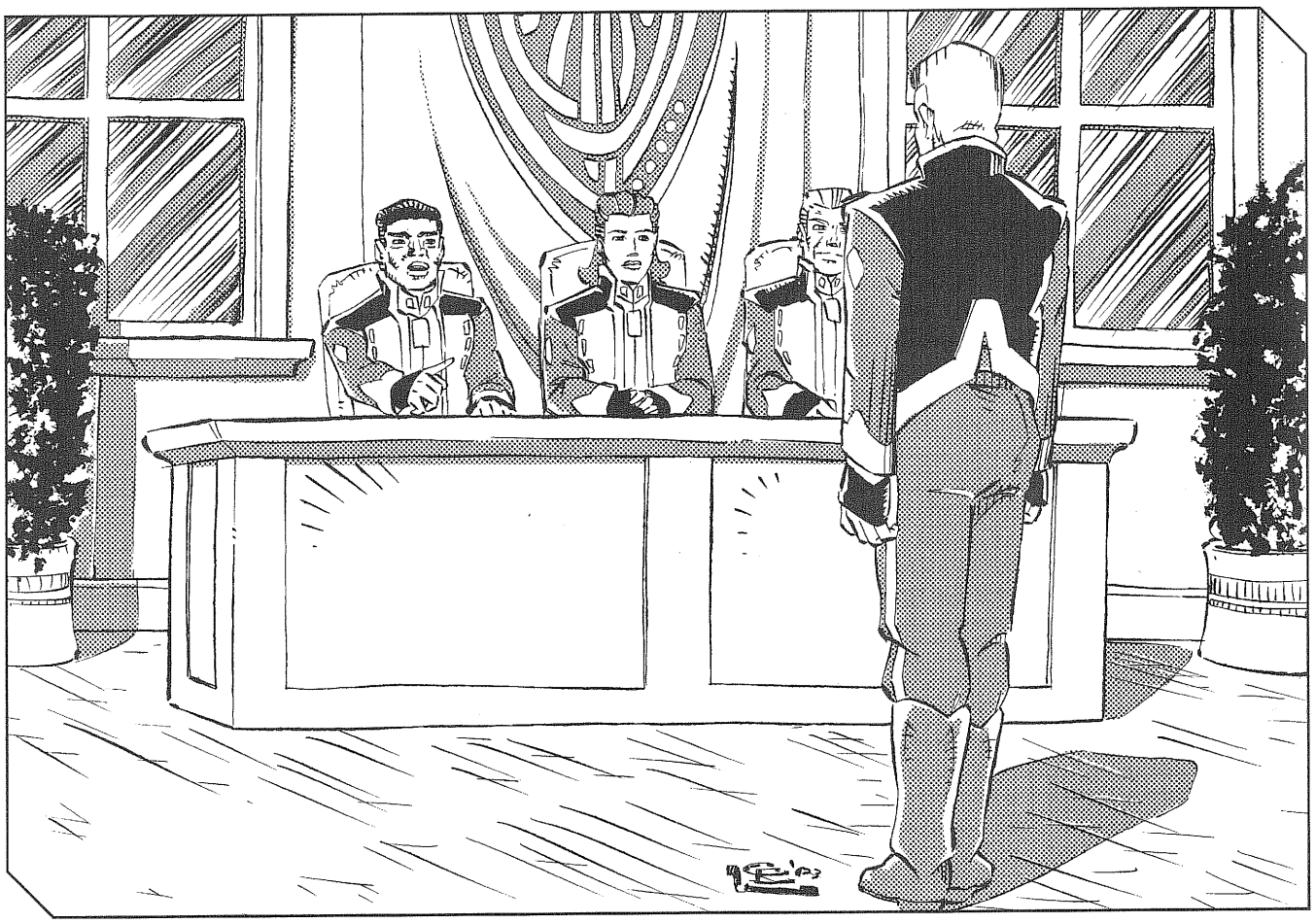
Enforcement of battlefield justice falls upon the officer corps, and then the military police—a separate command that undertakes duties similar to a civilian police force, but only in matters concerning military personnel and property. Most MPs are equipped as regular infantry, albeit with non-lethal weapons and distinct clothing. A few units employ battle armor in the MP role to provide heavy firepower when the need arises, though the heaviest vehicles used by most MPs are APCs and IFVs. Ensuring that only authorized personnel have access to combat vehicles (BattleMechs in particular) is part of the MPs' role.

Like any other police force, MPs liaise with their civilian counterparts when investigations include civilians. When operating on a newly conquered world, the MPs often represent the only effective law enforcement on the planet, and work closely with the newly installed government to establish a reliable civilian police force.

The martial nature of Clan society means that their law enforcement organizations are more like an MP unit than a civilian police force.

MILITARY COURTS

Unlike the civil court systems of the Federated Suns, Free Worlds League and Lyran Alliance, military courts do not conduct trials by jury. Between three to seven senior officers convene as a board to hear the case. A prosecutor and an advocate present the charges and a defense for the accused. The military



justice system allows for appeals, but it often takes a long time before a board can convene again.

When a member of the armed forces stands accused of a civil crime, jurisdiction usually passes to the civil courts unless the crime was committed on land owned by the military. If the accused is found guilty of a civil crime, the sentence is carried out by the military. The perpetrator can expect to face a court martial as well. All military personnel in House Kurita are untouchable by civil courts, their cases instead assessed by the Assembly of the Grand Inquisitor.

The Clan system of justice subscribes to the "might makes right" school of thought. An accused warrior finds himself before the Council of Warriors, a gathering of Bloodnamed warriors from his Clan. The Loremaster presides over the proceedings and a majority vote decides the matter. Unlike an Inner Sphere court, the accused can challenge the result immediately. The size of the force the defendant can expect to face in this Trial of Refusal depends on the margin of the vote. The case of Jade Falcon warrior Aidan Pryde's irregular second Trial of Position is probably the most famous example of a cut-and dried conviction being overturned on the field of battle.

When crimes cross Clan boundaries or the accused is a high-ranking member of a Clan (such as the charge of genocide leveled against ilKhan Ulric Kerensky), the Khans in the Grand Council try the matter.

MERCENARY REVIEW AND BONDING COMMISSION

The creation of the Mercenary Review and Bonding Commission (MRBC) on Outreach filled the vacuum created by the dissolution of the ComStar Mercenary Review Board. Intended to ensure fair employment conditions for mercenary forces, the commission also enforces a code of conduct among all MRBC-registered units. When heavily armed mercenaries break the law, local law-enforcement agencies can find themselves outgunned and unable to act. House troops can usually deal with these unruly hired guns, but it is often simpler for an aggrieved party to take its case before the commission.

With the reputation of all MRBC-approved units at stake, the Bonding Commission can be severe in handing out punishment to the guilty. Fines or bans from accepting MRBC-brokered contracts are typical. The commission also uses the threat of action to induce mercenaries to hand over guilty individuals for trial and punishment. On rare occasions, the MRBC puts a price on the heads of mercenaries who have gone rogue.

PRISONERS OF WAR

With rare exceptions (such as the Death Commandos during the Fourth Succession War), no unit will fight to the death. The treatment a soldier can expect upon surrendering can vary wildly; the Draconis Combine's Dictum Honorium condones execution of prisoners, but also expects a Kurita warrior to die before accepting the ignominy of capture. Some Clan Smoke Jaguar commanders settled for nothing less than total annihilation of their Inner Sphere foe, but others took bondsmen in the normal fashion. After several incidents early in the invasion, the Ghost Bears showed mercenary forces no mercy, but bonded many House troops.

Under the conventions of war, prisoners must be evacuated from the combat zone as soon as is practical. They must be provided with adequate food, shelter, clothing and medical attention. A captive remains a prisoner until the end of hostilities; prisoners taken on Tukayyid were repatriated at the conclusion of that battle, and the same occurred after the Jade Falcon invasion of Coventry. A prisoner may also be returned home as part of an exchange of captives, or for medical reasons. During the Succession Wars such exchanges were common—though Kurita troops were supposed to choose death over capture, and so technically those held by the Commonwealth and Federated Suns did not exist. Of course, a prisoner can also escape.

Captured soldiers are not obliged to divulge anything beyond name and rank. It is common practice for the captor to interrogate a captive, but the conventions of warfare prohibit torture.

HONORS OF WAR

Unless surrender is unconditional, the terms stipulate the disposition of the prisoner's equipment. With so many warriors fighting in family-owned BattleMechs, this often becomes a major sticking point during surrender negotiations. The practice of ransoming back equipment has fallen into disuse since the Fourth Succession War. The Clan tradition of isorla—the spoils of war—extends beyond equipment to include taking their defeated opponents as bondsmen.

A long tradition exists of offering parole, especially to officers. On giving his word not to abuse his status, the parolee is accorded greater freedom of movement—though he cannot go off-world—and is expected to obey local laws and make no attempt to escape. Breaking parole can result in serious consequences; the miscreant can expect to be court-martialed upon returning home, and fellow prisoners can expect to have their own parole revoked.

BONDSMEN

The Clan practice of taking bondsmen sets them apart from their Inner Sphere counterparts. Relegated to a lesser caste, usually as laborers or technicians, these bondsmen become members of the Clan, and Clan society expects a complete transfer of allegiance for the duration of the bonding—something far beyond the Inner Sphere concept of parole. Needless to say, this expectation has been exploited to the fullest by Inner Sphere intelligence agencies attempting to infiltrate the Clans. Among Clan warriors, it is often customary for a captured foe to be returned to his original Clan after serving time as a bondsman. Especially talented individuals can be adopted permanently into the warrior caste of their new Clan. It is considered a stunning insult to a defeated Clan warrior not to be taken as a bondsman by the victor.

THE HIDDEN SIDE OF WARFARE

Warfare is not all missiles, energy beams and shells. The administrative workload for even a modest-sized unit is far more involved than most civilians appreciate, often putting a medium-sized business to shame.

After the battle, there is much to do: after-action reports, damage-assessment reports and casualty lists all have to be compiled. Wounded troops need evacuating and replacements must be integrated into the formation. Repairs must be coordinated and stockpiles of parts and medicines managed. The command may also take on extra duties, such as guarding prisoners of war or taking salvage, and troop rotations must be arranged accordingly.

The early Succession Wars and the Exodus Civil War witnessed a level of savagery unparalleled, with cities, continents and whole planets laid waste. Conscious of the environmental impact of modem warfare, the Successor States and the Clans make efforts to clean up the battlefield.

ADMINISTRATION

Most information is stored electronically, but the ancient term "paperwork" still applies to administrative tasks. The Clans' martial society allows them to operate a very lean administrative arm. In comparison, the Inner Sphere militaries can be bloated with a phantom army of bureaucrats that outnumbers the fighting arms. The Lyran state in particular has long been plagued with a top-heavy administration that spawned the troublesome "social generals." In the past, the Free Worlds League military also suffered from officers who owed their rank more to political or family connections than to ability. Even the most talented commander cannot expect to rise far without having a fair grounding in administrative tasks. Though the Clans do not officially test for such abilities, a Star Colonel can expect a challenge to his position if he neglects such duties for long.

There is no escape from the drudgery for the mercenary; without competent administration a mercenary unit will soon find itself bankrupt. Indeed, bankruptcy rather than destruction on the battlefield causes the demise of many mercenary units.

BATTLEFIELD CLEANUP

Flashy holovids do not dwell on it, but after the fighting is over a battlefield is still far from safe. If the battlefield cannot be abandoned—for example, if it is near a population center—then clean-up becomes a major project involving the safe disposal of unexploded munitions and removal of dangerous materials such as toxic 'Mech coolant, unexploded ordnance

(mines, for example), depleted materials from ballistic weapons and radioactive material released from damaged or destroyed fusion reactors. Biological hazards must be managed as well. Chemical and biological weapons are outlawed, but have cropped up on occasion in recent years.

The tasks of identifying the dead and disposing of their remains is never a pleasant one, but critical nonetheless. Religious or moral reasons aside, attending to this job is necessary to prevent outbreaks of disease among the troops and the local population. Inner Sphere forces have special grave-registration details that take care of this grisly duty, and it is common for teams from opposite sides to share the workload and compile records of the deceased.

Clan Trials usually limit the size of the forces involved and the area over which the battle is waged. Theoretically battles can be fought almost anywhere, but Clansmen often limit combat to a few sites designated for that purpose.

The practice of taking a sample of genetic material from the corpses of their fallen—the giftake—appears macabre bordering on desecration to us, but for trueborn Clan warriors it is the culmination of their life's goal, for their DNA will contribute to the Clan breeding program.

SHADOW WAR

THE INTANGIBLES OF WAR, BY LISL HOLSTEIN, LYRAN INTELLIGENCE CORPS, 4 OCTOBER 3067

While soldiers and military hardware are the aspects of warfare that most capture the popular imagination, and the art of logistics is the insiders' secret province, all of these are impotent in the face of the most intangible variables: information and perception.

Without information about an enemy's dispositions and capabilities, it is extremely difficult, if not impossible, to plot an effective strategy. Likewise, the absence of feedback as to the state of an opponent's resources, forces and personnel makes it more difficult to plan operations effectively. Without knowledge of a target's or unit's status, it may be necessary to strike them numerous times to ensure their destruction, even if the first blow proved decisive. Overestimating the strength of an opponent ensures victory but can waste resources. Underestimating their strength, while not always a fatal error—reinforcements can be brought in or missions rescheduled—will in most cases result in greater friendly casualties. Bringing just the right amount of force to bear at the right time and in the right place, making the best use of available resources, requires up-to-date intelligence and analysis.

In the same vein, even the strongest military cannot overwhelm a planetary population without a degree of influence over that population. Military forces must therefore establish ties with local communities and persuade the people to assist their efforts, or at least not to hinder them. An invading army can crush another army but cannot compel civil compliance without risking major loss of life. Managing public perceptions, in particular the media, is an essential tool in the commanders' arsenal.

MILITARY INTELLIGENCE

Intelligence gathering and analysis is perhaps the single most important task that faces a modern military, employing a wide range of methods to gather information on an enemy's location, condition and intentions. It occurs on a variety of levels, but most commonly at the national and tactical. The three broad categories of intelligence are human intelligence, signals intelligence and research and the media.

Human intelligence (humint) relies on people as a source of information, either spies working among the enemy or agents (willing or coerced) from the local population. Humint provides immediate information in a clear context, but is restricted by the locale and capabilities of the source. For example, an operative in the enemy's general staff can provide superb strategic military data but will be of little value when examining events on a single world or in a field such as economics or technology. A wide range of techniques exists for undertaking and countering humint operations, and so intelligence agencies find themselves locked in an ever-escalating war of espionage and counter-espionage.

Signals intelligence (sigint or elint, meaning electronic intercepts) shortcuts the information flow within or between enemy groups. In most cases, it involves listening to enemy communications, usually requiring intense decryption efforts and analysis of the results, particularly as the context of the communication may be unclear. Here too, a never-ending "arms race" exists between those who want to keep their communications secret and those who wish to eavesdrop, with ever more sophisticated encryptions targeted by increasingly diverse methods of code-breaking. The biggest problem facing sigint is the formal neutrality of ComStar and the Word of Blake, which imposes considerable difficulty when attempting to tap into interstellar communications. Fortunately for the Great Houses, this problem is not insurmountable. The Kearny-Fuchida principles at the core of HPG technology involve a degree of electromagnetic propagation that sufficiently well equipped agencies can listen to, though this is still extremely limited; also, acolytes and equipment remain vulnerable to corruption and subornment. Indeed, clear evidence exists that though ComStar was once an inscrutable information network, the Schism of 3052 and the subsequent reformation have left ComStar leaking like the proverbial sieve.

Those outside the espionage field frequently overlook the third strand of intelligence: research and the media. Commanders can acquire considerable information of strategic value to a nation-state via legal and public means. For example, scientific journals frequently talk about cutting-edge developments in advance of any clear application; those with the time and resources to monitor the relevant channels may exploit these developments as they see fit. Likewise, financial returns that public companies are obliged to post may provide insight into the quantity of work and likely clients, allowing economics-minded opponents to judge their production capabilities and the strengths of their client forces.

STRATEGIC INTELLIGENCE GATHERING (NATIONAL)

While intelligence is most important in times of war, such endeavors take place almost constantly, as each power evaluates the strength and abilities of its opponents. With this in mind, each maintains a sizeable intelligence gathering and analysis staff, some dedicated to studying particular opponents and others to studying more general matters such as tactics and technology. Given this diversity of subject matter, most nations maintain multiple intelligence agencies, some charged with civil/political intelligence gathering (and appropriate counteractions) while a second agency deals with military matters. The Federated Suns offers a classic example; its Ministry of Intelligence Investigations and Operations (MIIO) oversees civil and political operations, while the Department of Military Intelligence (MI1 through MI7) handles military matters. In reality, the responsibilities of the two agencies overlap, but each one has its own area of expertise.

These agencies, most often directly employed by nation-states, such as the LIC in the Lyran Alliance or SAFE in the Free Worlds League, wield huge resources and have vast reaches but are geared toward long-term goals. This emphasis, coupled with the communication delays intrinsic to interstellar combat, makes these huge organizations poorly suited to playing a direct role on the battlefield. They do, however, play a decisive role in determining strategic objectives and shaping the structure of a campaign.

Strategic information gathering has played an equally vital role in shaping the modern battlefield, responsible in part for propagating military-technological innovations like the BattleMech, advanced weaponry and even the Helm Memory Core, without the permission of the original developer/owners. Intelligence-led missions have started wars—rumors of troop build-ups may trigger a pre-emptive attack or lead to defensive preparations that the enemy misinterprets, pushing him into action—and also stopped them; the successful defense of Luthien came about because intelligence-gathering alerted the Combine to the Clans' intentions, while the deliberate leaking of the same intelligence to the Federated Suns ensured that sufficient forces would deploy on the Combine capital to stem the Clan horde.

TACTICAL INTELLIGENCE GATHERING (BATTLEFIELD)

Though it uses many of the same principles as strategic intelligence, tactical intelligence operates on a much more localized level and enables commanders to react more quickly and decisively, placing it at the heart of the modern battlefield. Tactical intelligence gathering can direct a battle as it is being fought—for example, signal intercepts can identify the location of the enemy commander and prompt a headhunter attack in order to decapitate (or at least confuse) the enemy leadership.

In the field, listening in on enemy communications—and deciphering and interpreting them in a timely manner—can often make the difference between victory and defeat. Even when signals cannot be decoded quickly and efficiently, their frequency of occurrence and wavelength ('Mech grade comms use different signal strengths from those of infantry, which in turn are very different from civilian communications) can provide information on the location and likely actions of the enemy. Of course, the opposition knows this and can produce "ghost" radio chatter to conceal their actual activities.

Direct and indirect observation of enemy activities is also important. Agents on the ground can confirm signal intelligence or contradict it, revealing deception attempts. Independently, satellite reconnaissance (for those able to deploy spy satellites or to tap into commercial survey or weather-monitoring equipment) can track the movement of enemy forces. This type of intelligence tends to be limited in resolution, however—geostationary satellites must orbit a long way from the planet, or may have limited observation windows because of their orbital tracks. Spotter aircraft also play a role in the modern battlefield, locally in the case of spotters like the *Boomerang* or regionally in the case of airborne radar platforms. Unfortunately, though not geared up to fight battles, observation aircraft are commonly regarded as legitimate targets of war and singled out for attack by anti-air batteries or hostile aerospace forces. Spy satellites were once spared this fate for fear of repeating the horrors of the First Succession War, but just as the reemergence of Star league technology has led to the targeting of once-inviolate JumpShips, so too have military satellites (communications and observational) become targets of aerospace and naval forces.

PSYCHOLOGICAL OPERATIONS

While psychological operations (psyops) fall under the same operational jurisdiction as the agencies that gather intelligence, their methods and impact on warfare are sufficiently distinct to warrant separate analysis. In many regards, psyops are the dark shadows of intelligence gathering. Where the latter seeks the truth of events, psyops seek to shape the enemy's perception of those events and the forces arrayed against them. By shaping their perceptions—the central facet of these operations—agents can influence the enemy's emotional and logical thought processes. Psyops can accomplish this via a wide range of methods and on a number of different scales—against nations, groups or even individuals.

STRATEGIC PSYOPS

On the broadest level, strategic psychological operations can shape the perceptions of enemy nations, heightening or lessening the prospect of conflict or even clearing the path for an invasion. Convincing a people that their masters unjustly subjugate them and that they should rise up against those masters was the core of a long-term strategy employed by the Lyran Intelligence Corps against the Draconis Combine, exploiting the historical animosity between the Rasalhague Prefecture and its parent nation. This strategy ultimately bore fruit in the Fourth Succession War, with the birth of the Free Rasalhague Republic. Conversely, the Word of Blake has executed a masterful misin-

formation campaign in recent years, convincing most observers that they were a weak and ill-organized rabble until they seized Terra from ComStar and established their own hegemony in the Chaos March. Indeed, the revelation that the Blakists are more potent than others gave them credit for has prompted intelligence agencies across the Inner Sphere to wonder how else they have misinterpreted Blakist actions and ambitions.

OPERATIONAL PSYOPS

Operational psyops can shape the way a world responds to invasion, convincing its people that their current overlords must be overthrown or that resisting the invasion would be bloody and futile, thereby laying the responsibility for any civilian casualties at the feet of the resisters rather than the invaders. Most often, invading forces undertake psyops at this level via the media, principally by controlling the flow of news and "spinning" events in the appropriate light. By presenting facts as they want them to be seen, a nation can turn its leaders and soldiers into heroes while demonizing its enemies. At one extreme, the media can sanitize warfare, playing down casualties while emphasizing their own side's "glorious actions." At the other, they can focus on the negative aspects of the conflict—casualties, destruction of property, the shattering of the target state's political order—either to damage enemy morale or to bolster that of their own people. (One can argue that the Kentares Massacre in the First Succession War was a crude effort to break the morale of an already cowed Federated Suns population, though in the end it led to a stiffening of Davion resolve and the eventual ejection of Combine forces from the Federated Suns.)

Psyops can also be carried out against a realm's own people to shape domestic opinion, though the popular name for this is justifiably scornful: propaganda. Katherine Steiner-Davion's usurpation of power in the Lyran Alliance and later in the Federated Suns is a classic example of such an endeavour, manipulating public opinion (at least in the upper echelons of society) in order to achieve her political objectives. However, Katherine broke a cardinal rule in her (admittedly successful) campaign to unseat Regent Yvonne Steiner-Davion: she lied.

A core tenet of psyops is that such operations may distort perceptions and facts, but they do not fabricate them. Distorted facts are difficult to disprove; they are legitimately open to interpretation, and in many cases a single event can be used to prove or disprove radically opposing views without stooping to falsehoods. The skill of the operation is all in the editing and focus. A blatant fabrication, however, runs the risk of being disproved. Once a power has been caught lying, any future pronounce-

ments—truthful or otherwise—will be looked on with suspicion. When the players in a propaganda war do lie, they attempt to do it in a manner difficult to disprove, possibly building a series of interlocking falsehoods that support each other or else working on the "big lie" principle—the mere fact that a nation-state says something means that it must be true. A grey area also exists where facts and lies merge, neither provable but both providing sufficient confusion to justify the actions of one or both combatants. The alleged destruction by Federated Suns forces of the HPG station on Sarna, for example, was enough to justify ComStar's interdiction of House Davion, though the story was subsequently proved false. The perpetrators of the tale were never identified as Capellan or belonging to any other faction. The MIIO strongly suspects that ComStar itself was behind the action; though insufficient evidence existed to accuse the communications group directly, there was enough to justify a shadow war between ComStar and the Federated Commonwealth.

TACTICAL PSYOPS

At the most focused level, tactical psyops have an impact on how individual formations perform in battle. Some tactical campaigns focus on the enemy military, while others target the civil population. Radio transmissions, remote speakers and even leaflet drops can deliver a series of messages to enemy troops and civilians, demonstrating the hopelessness of their cause and the invaders' eventual victory, together with messages like, "if you surrender now, you will be looked after, fed well (and so on)." Cutting into secure communications channels or drowning out commercial media channels with propaganda broadcasts is a clear way of demonstrating technological superiority, a statement to the effect that, "if we can do this to your tri-vids, what chance do your forces have against us?" over and above the actual message in the broadcasts.

As with the avoidance of lies, any promises made must be carried through, or they risk hardening the enemy's resolve. If an army promises its opponents food and warm beds and instead delivers them up to muddy internment camps with only bread and water, the invaders can be sure that somehow the story will get back to the people they are trying to persuade, with all the negative effect on trust that might be expected. Factors beyond a force's control can interfere in these cases; those people might have been left with only bread and water because their allies destroyed a supply convoy, but that reality does not matter to them. Instead, the supposed "lies and deception" take center-stage in the enemy's psyops and propaganda. Likewise, one side's glorious victory is another's brutal massacre, with civilian casualties an ever-present trump card for the defender; if the invaders hadn't attacked the defending side, no casualties would have occurred (no matter what the cause of the deaths).

Tactical psyops may continue long after actual combat ends as the victors seek to convince the vanquished to cooperate, a phase of operations commonly referred to as "hearts and minds." Things as simple as providing food, clothing or building materials can provide a major victory in such post-battle psyops, demonstrating the victors' commitment to the people they have conquered. Patrols by 'Mechs and battle armor are not conducive to convincing the population that matters will soon be back to normal, and so it is in the victor's best interests to establish or build contacts with civil law enforcement agencies, or at least replace front-line troops with rear-echelon garrison troops and military police who are better able to deal with civil rather than military matters.

The amount of effort required for such endeavors varies considerably depending on the population. The residents of a border world are likely inured to combat and regard each conquest as simply a change of the top tier of society. Conversely, worlds that do not routinely see combat, while ill prepared to deal with the military campaign, are more likely to resist efforts to win them over. The Clans discovered this dichotomy during their invasion; worlds on the borders between the Inner Sphere powers held the heaviest garrison forces and were the hardest to seize, but for the most part they accepted their new overlords. Conquered worlds away from the border zone were easier to capture, having reduced or inexperienced defenders, but the people were more likely to agitate against their new rulers.

BATTLETECH OPERATIONS RULES

The core rules in *BattleTech Master Rules, Revised* (*BMR*) provide all the material needed to play tactical *BattleTech* games and also contain some information—equipment costs, repair rules and the like—for campaigns of interlinked games. The rules presented in this section go one step further, adding more detail to campaigns and providing a host of strategic options. Some of these changes, such as repair, simply expand on aspects of *BattleTech* covered in *BMR*. Others, such as strategic objectives, are completely new.

The additional detail and realism in this section comes at a price—the rules are more complex and time-consuming than "plain vanilla" *BattleTech,* and so players should carefully consider these additions before using them in a game. Given the added complexity, it is important for all players to read through these rules and agree to their use before any type of play begins.

their chosen faction. However, the sheer diversity of equipment used in the Inner Sphere and beyond is too great for these tables to fully reflect; instead, each table lists only the most common designs in each faction. The Faction Force Tables found on pages 106 to 140 are intended to remedy this, containing the full range of 'Mechs, ProtoMechs, vehicles, infantry and aerospace assets available to each faction.

The Faction Groupings Table below shows which faction can use which tables in addition to its own.

Of course, players don't have totally free reign. The distribution of equipment varies widely according to material availability and the prejudices of the logistics command, particularly when creating a detailed force from one of the *Field Manuals*. The main restriction is the force's equipment quality rating, which ranges from A (the best) to F (the worst). This rating governs the base technology level that a player may use for his

FACTION GROUPINGS TABLE

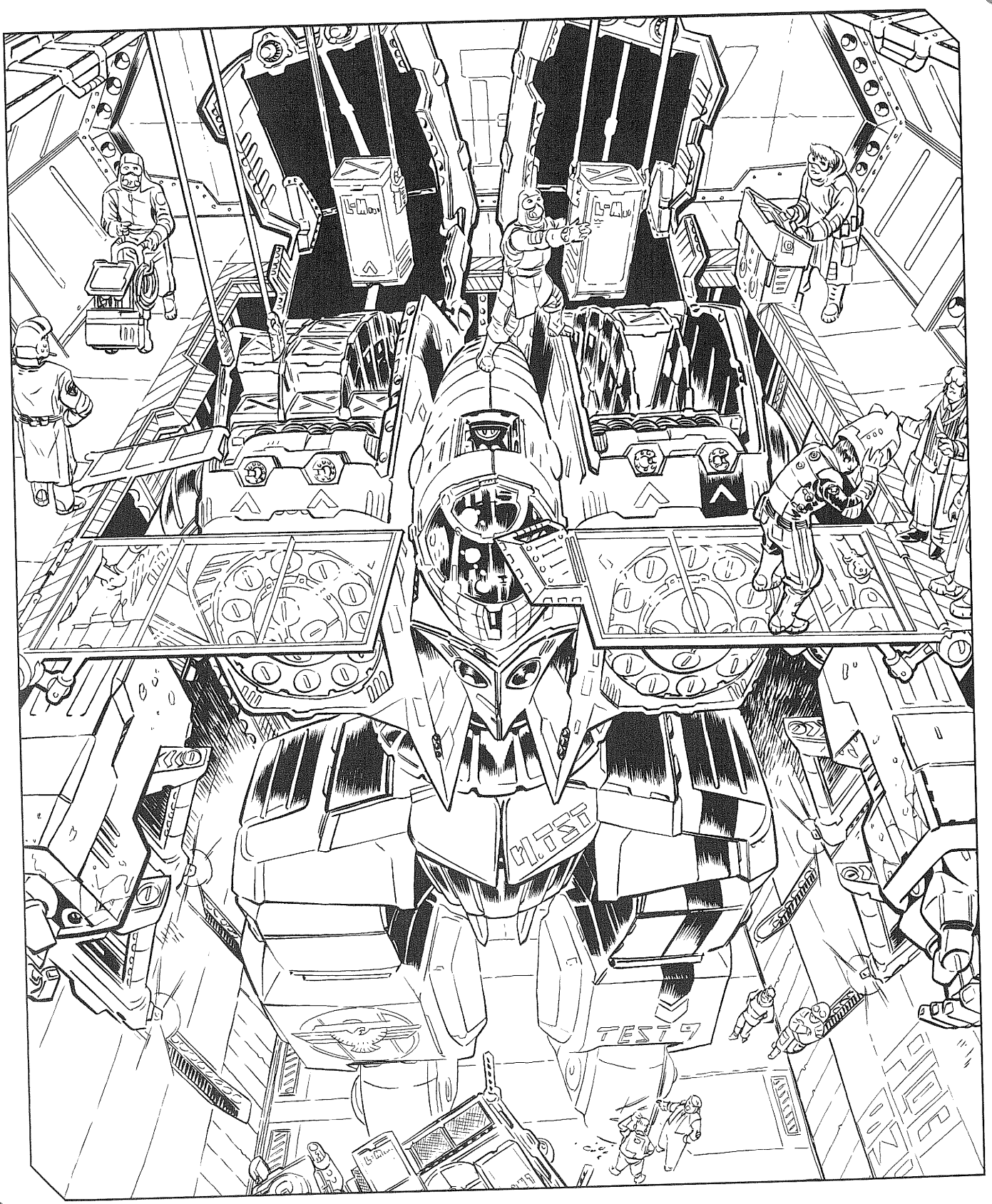
Clan General: Any Clan (including Wolf-in-Exile and Nova Cat)
Inner Sphere General: Capellan Confederation, ComStar, Draconis Combine, Federated Suns, Free Worlds League, Free Rasalhague Republic, Lyran Alliance, Word of Blake, Mercenaries, SLDF 2061
Mercenary General: Any mercenary units
Periphery General: Circinus Federation, Magistracy of Canopus, Marian Hegemony, Outworlds Alliance, Taurian Concordat, Lesser Periphery States, pirates
SLDF 2750: Any Clan, ComStar, Word of Blake (SLDF 2750 does not have access to the Inner Sphere General list)

Terminology: The rules in this section are wildly diverse and range from the tactical level of a single BattleMech to the strategic use of regiments and even combat formations, and so they use the following terminology to firmly distinguish between each level. The term *unit* is used as it is in *BMR*, to refer to a single battlefield unit such as a 'Mech or infantry platoon. The word *element* refers specifically to force sizes at the Company/Trinary/Level II and their relation to the Unit Availability Table and Non-Standard Units. Finally, the term *force* denotes a large combat formation such as a Galaxy or regiment and is specifically used when referring to the *force* that a player will build.

FORCE COMPOSITION

The *Field Manual* series of books includes random tables for each Inner Sphere and Periphery nation, as well as each of the Clans, so that players can generate a force appropriate to force (Clan or Inner Sphere as appropriate to the faction) as well as the *BattleTech Technical Readouts* (or record sheets) from which they may be selected.

Not every unit in the force need comply with these restrictions. Forces with ratings of A, B or C may include 'Mechs or vehicles that do not belong to that rating level (for example, an A-type unit in a B-rated force) or a unit from another faction. The NSU (Non-Standard Units) column of the Unit Availability Table determines the number of such vehicles or 'Mechs per force. In an Inner Sphere force, this NSU applies to a company (3 lances of 'Mechs or vehicles or 3 platoons of infantry), whereas in a Clan force it represents a Trinary (3 Stars of 'Mechs, vehicles or battle armor) and in a ComStar or Word of Blake force it represents two Level II forces (12 units). For ease of reference, as described under terminology above, the term *element* is used to refer to all of these permutations.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UNIT AVAILABILITY LISTINGS TABLE ('MECHS, PROTOMECHS/VEHICLES, FIGHTERS)

IS Force Rating	Clan Force Rating	Record Sheets	NSU/Company
A	1	Any on this table	2
B	1	3025, 3050, 3055/3058, 3060, Updates, 3067	1
C	2	3025, 3050, 3055/3058	0.5
D	2	3025, 3050	0
F		3025 only	0

UNIT AVAILABILITY LISTINGS (BATTLE ARMOR)

IS Force Rating	Clan Force Rating	Battle Armor Type	NSU/Company
A	1	Any	2
B	1	Any Clan, Any IS (by affiliation)	1
C	2	Elemental (Clan), Standard (IS), Sloth (FC, LA), Infiltrator (FC, FS)	0.5
D	2	Elemental (Clan), None (IS)	0
F		None	0

In the case of a C-rated force, 0.5 such units are allowed per element, which means there can be one such unit for every two elements. This non-standard unit may be from a higher rating of its same faction (a 3067 unit in a B- or C- rated force) or another faction from the same grouping (Lyran units in a Marik force). Acquiring units from a different grouping (for example, including a Clan unit in an Inner Sphere force) halves the NSU value for that force—so an A-rated force would have a value of 1, a B-rated force 0.5 and a C-rated force 0.25. Round all NSU fractions down. A force may select equipment from a lower rating of the same faction (for example, an A-rated force may select troops from the faction's B-F lists if they do not appear in the A list) without such units counting toward the NSU.

CREATING A FORCE

When assembling the force, players must consider three possible limitations beyond its faction and force rating: size, composition and resources. These are at the discretion of the players and will likely vary considerably depending on the type of force and game envisioned. A force being created in isolation need only meet the criteria laid down by its designer—for example, a C-rated FWL company—while a force designed to compete against that of another player may need to have more checks and balances.

Most *BattleTech* games use forces between lance (4 units) and company (12 units) in size. Larger games can be played, of course, but the more units involved in a battle, the longer it takes. Players should decide whether to limit the size of their forces (in addition to placing any resource limits on the units that may be acquired) and whether their forces will be the same size. This choice in turn governs the type of resource balancing that is appropriate—Battle Values (BVs) are less effective when forces are of different sizes, and so money may provide a better means of balancing forces in such circumstances. Players looking for a more accurate, if more complex, means of calculating uneven sides using the Battle Value system should see Force Sizes, p. 43.

Many *BattleTech* games are comprised solely of 'Mechs—this is a quick and easy way of playing, as well as being the focus of the *Classic BattleTech* boxed set—but this configuration does not represent the reality of the *BattleTech* universe, where 'Mechs are likely to be supported by vehicles, infantry and the like. Deciding whether to create a 'Mechs-only force or to incorporate conventional forces is therefore a key choice. In the *BattleTech* universe, 'Mechs are usually outnumbered by conventional forces—roughly a company of vehicles and three to five companies of infantry for every lance of 'Mechs—though in practice the ratios can be whatever the players agree upon.

The resources aspect of force creation directly influences the effectiveness of a force and may be expressed either as money or BVs (rarely as both). The players should decide on a resource limit with which to purchase units—the BV and C-bill values of each force are included in Faction Force Tables beginning on p. 106. The Resource Level Tables (see below) give suggested values in BV and C-bills for a lance-sized (company-sized for conventional infantry) element at each rating level and troop type. Here, the interaction of size and resources can be quite important. For example, a BV limit of 5,000 can buy roughly a lance of 'Mechs, but could also purchase more than 200 platoons of foot rifle infantry (a BV of 23 per platoon).

Non-Standard Formations

The Clans, ComStar and Word of Blake use formations distinct from the SLDF lance-company-battalion structure used by the Successor States. A Clan Star incorporates five sub-units and serves as an analogue to a lance or platoon. A ComStar and Word of Blake Level II formation contains six units, equivalent to one-and-a-half lances. To represent this, Clan players should

RESOURCE LEVEL BATTLE VALUES TABLE

IS Force Rating	Clan Force Rating	Light 'Mech Lance	Medium 'Mech Lance	Heavy 'Mech Lance	Assault 'Mech Lance
A	1/Vet- El	4,000	6,600	7,950	9,500
B	2/Vet- El	3,500	5,900	7,000	8,400
C	1/Grn-Reg	3,000	5,100	6,100	7,300
D	2/Reg	2,300	3,850	4,600	5,500
F	2/Grn	1,800	3,050	3,700	4,400

IS Force Rating	Clan Force Rating	Light Vehicle Lance	Medium Vehicle Lance	Heavy Vehicle Lance	Assault Vehicle Lance
A	1/Vet- El	1,600	3,000	3,350	4,950
B	2/Vet- El	1,450	2,650	3,000	4,400
C	1/Grn-Reg	1,250	2,300	2,600	3,800
D	2/Reg	950	1,700	1,950	2,850
F	2/Grn	750	1,400	1,550	2,300

IS Force Rating	Clan Force Rating	Light Fighter Lance	Medium Fighter Lance	Heavy Fighter Lance
A	1/Vet- El	2,900	4,900	5,350
B	2/Vet- El	2,550	4,350	4,750
C	1/Grn-Reg	2,200	3,800	4,100
D	2/Reg	1,700	2,850	3,100
F	2/Grn	1,350	2,250	2,450

IS Force Rating	Clan Force Rating	Infantry Company	Battle Armor Platoon (IS)*	Battle Armor Star (Clan)*
A	1/Vet- El	180	550	1,600
B	2/Vet- El	160	450	1,400
C	1/Grn-Reg	140	400	1,200
D	2/Reg	120	—	900
F	2/Grn	100	—	750

*This assumes 20 troopers (4 squads) in Inner Sphere forces or 25 troopers (5 Points) in Clan forces per element. If the force contains more or fewer troops, divide the value by (20 or 25/number of troops).

multiply the BV or C-bill values indicated by 1.25 (round down), while ComStar and Word of Blake formations multiply their BV and C-bill values by 1.5 (round down).

FORCE SIZES

Once the opposing force is designed, both sides should examine the total number of units fielded by each before proceeding further. Though the Battle Value system allows for accurate force matching in terms of raw strength, it does not take into account differences in force size as well. The following system, though somewhat complex, serves to accurately evaluate forces by their size *and* strength.

First, add up the number of units in each force, counting BattleMechs, ProtoMech Points, vehicles and aerospace fighters as one unit each, battle-armor Points/squads as half a unit each, and conventional infantry platoons as a quarter-unit each. Subtract the total number of units in the smaller force from the total number in the larger force. The resulting number is the Raw Force Difference. Divide that number by the total number of units in the smaller force, and multiply the result by 100. The final figure is the Base Force Percentage Multiplier—the percentage by which the larger force truly outnumbers the smaller.

After calculating the Base Force Percentage Multiplier, multiply the Raw Force Difference by 10. The result is the Raw Force Percentage Modifier.

Compare the Raw Force Percentage Modifier to the Base Force Percentage Multiplier. Add 100 to the lower of these two numbers to get the Final Percentage Modifier. Then multiply that number by the larger force's BV to find the Modified Strength.

Now divide the opposing force's total strength by the player force's total strength. (Use the Modified Strength for whichever force has the most elements.) Multiply the quotient by 100.

RESOURCE LEVEL C-BILLS TABLE

IS Force Rating	Clan Force Rating	Light 'Mech Lance	Medium 'Mech Lance	Heavy 'Mech Lance	Assault 'Mech Lance
A	1/Vet- El	20,800,000	44,500,000	66,700,000	96,700,000
B	2/Vet- El	18,400,000	39,450,000	59,000,000	85,500,000
C	1/Grn-Reg	16,000,000	34,300,000	51,300,000	74,400,000
D	2/Reg	12,000,000	27,700,000	38,500,000	55,800,000
F	2/Grn	9,600,000	20,500,000	31,000,000	44,600,000

IS Unit Rating	Clan Force Rating	Light Vehicle L ance	Medium Vehicle Lance	Heavy Vehicle Lance	Assault Vehicle Lance
A	1/Vet- El	4,000,000	10,000,000	23,800,000	45,200,000
B	2/Vet- El	3,500,000	8,800,000	21,000,000	40,000,000
C	1/Grn-Reg	3,000,000	7,700,000	18,300,000	34,750,000
D	2/Reg	2,250,000	5,800,000	13,700,000	26,000,000
F	2/Grn	1,800,000	4,600,000	11,000,000	20,850,000

IS Unit Rating	Clan Force Rating	Light Fighter Lance	Medium Fighter Lance	Heavy Fighter Lance
A	1/Vet- El	9,900,000	22,000,000	33,350,000
B	2/Vet- El	8,800,000	19,500,000	29,500,000
C	1/Grn-Reg	7,600,000	17,000,000	25,650,000
D	2/Reg	5,750,000	12,700,000	19,250,000
F	2/Grn	4,600,000	10,200,000	15,400,000

IS Unit Rating	Clan Force Rating	Infantry Company	Battle Armor Platoon (IS)*	BattleArmor Star (Clan)*
A	1/Vet- El	12,000,000	12,500,000	20,500,000
B	2/Vet- El	9,000,000	10,000,000	19,500,000
C	1/Grn-Reg	6,000,000	7,500,000	18,500,000
D	2/Reg	4,500,000	—	17,500,000
F	2/Grn	2,400,000	—	16,500,000

*This assumes 20 troopers (4 squads) in Inner Sphere forces or 25 troopers (5 Points) in Clan forces per element. If the force contains more or fewer troops, divide the value by (20 or 25/number of troops).

This final number is the opposing force's Strength Percentage when compared to the player force.

Both forces in a battle are worth 6,000 BV, but the attacking player has five units where the defender has only four. Four subtracted from five gives a Raw Force Difference of 1. Dividing that by 4 and multiplying the result by 100 yields a Base Force Percentage Multiplier of 25 (1 ÷ 4 = .25; .25 x 100 = 25). This means that the attacker has 25 percent more units than the defender. The Raw Force Difference is only 1, however (the attacker has only one more unit than the defender). This gives a Raw Force Percentage Multiplier of 10 percent (1 x 10). As 10 percent is the smaller of the two multipliers, adding 100 to it will give a Final Percentage Modifier of 110 percent (the attacker's strength compared to the defender's). Multiplying the Final Percentage Modifier by the attacker's BV (6,000) gives the attacker a Modified Strength of 6,600 BV (66 Force Points).

If the player force is the defending force in this example, the opposing force (the attacker) currently fields 110 percent of the player force's strength ([6,600 ÷ 6,000] x 100). If the scenario recommends an opposing force at 125 percent of the player force's strength (7,500 BV or 75 Force Points), the opposing force may be increased by another 900 BV.

If the players are the attacker and the opposing force is the defender, the opposing force fields about 91 percent of the players' strength ([6,000 ÷ 6,600] x 100). If the scenario calls for an opposing force at 100 percent of the player force's strength, the opposing force's composition may be increased by up to 600 BV. By the same token, a scenario calling for the opposing force to have only 67 percent of the player force's strength would mean that the opposing force must shed 1,600 BV (bringing its strength to 4,400 BV).

SUPPLY ALLOCATION (C-BILLS) TABLE

IS Force Rating	Clan Force Rating	'Mech Lance	Vehicle/ProtoMech Lance	Infantry Company	Battle Armor Platoon*	Fighter Lance
A	1/Vet- El	100,000	50,000	11,000	25,000	50,000
B	2/Vet- El	50,000	25,000	9,000	20,000	25,000
C	1/Grn-Reg	30,000	15,000	7,000	15,000	12,500
D	2/Reg	20,000	10,000	5,000	10,000	10,000
F	2/Grn	10,000	5,000	3,000	5,000	5,000

*This assumes 20 troopers per element (25 in Clan forces). If the force contains more or fewer troops, divide the value by (20 or 25/number of troops).

Modifiers	
Force is in combat	X 1D6

Faction Modifiers	
Invading Clan*	X 1.25
Encroaching Clan†	X 1.10
Home Clan	X 0.75
Lyran Alliance (Commonwealth)	X 1.30
Federated Suns	X 1.20
Draconis Combine	X 1.25
Capellan Confederation	X 1.10
Free Worlds League	X 1.00
ComStar	X 1.25
Word of Blake	X 1.25
Free Rasalhague Republic	X 0.75
Taurian Concordat	X 1.05
Magistracy of Canopus	X 0.85
Outworlds Alliance	X 0.70
Lesser Periphery State	X 0.75
Deep Periphery Powers	X 0.50

*Clans Jade Falcon, Wolf, Ghost Bear, Steel Viper (3051-3060), Smoke Jaguar (3050-3059)
†Clans Diamond Shark, Hell's Horses and Snow Raven

Players can modify the defending and opposing force's strengths in various ways, but each should retain the same number of units if possible. Otherwise, players will have to recalculate the Raw Force Difference and Base Force Percentage Multiplier. Substituting one unit in the opposing force with another that better suits the Battle Value, or altering the experience levels of the warriors, are easier ways to handle such a problem. The latter option works best if the opposing force merely needs a relatively minor change.

LOGISTICS

Drawing supplies is essential to a force's well-being and combat effectiveness. Ensuring the security of supply lines is as important as seizing strategic objectives. Indeed, as the FedCom Civil War clearly demonstrated, maintaining supply lines—and denying them to the enemy—is essential to winning the war. However, the opposition is not the only foe when it comes to making sure supply lines run effectively. The logistics corps—and "friendly" forces—are as likely to cause supply problems as the enemy. Getting supplies to the right place is as much an art as a science and all the elements in the chain will endeavor to deal with demand as they see it rather than as it may actually exist on the ground. Prestigious forces (those with higher force ratings) in combat areas are more likely to receive supplies than a low-grade force in a rear-echelon post, no matter how much the latter force calls for supply (and needs it).

PURCHASING SUPPLIES

During times of peace, forces often struggle to build up the stockpiles of equipment they will need in times of war, and when conflict arrives they find those reserves quickly denuded. Balancing the needs of the force is a full-time job (usually car-

ried out by the Executive Officer and a series of support staffers), attempting to plot the force's needs against its purchases. Supplies may take up to six months to arrive, if they arrive at all—pirates and other unforeseen events frequently interfere with the logistics chain—and players must account for this variability so as to avoid supply imbalances. After all, there's no point in going to war with 1,000 tons of SRMs if your units use only LRMs.

The amount of money available for logistical purposes—buying parts, weapons, armor, ammunition and other consumables—can vary wildly from force to force. In House forces it represents the budget allocated to them by the central command, while with mercenary forces it is a real expenditure of the force's finances to gain the materials it needs to survive. The Supply Allocation (C-bills) Table below provides general details on the funding each House or SLDF force receives—mercenary forces can spend their finances as they see fit.

Clan and ComStar forces contain five and six sub-units respectively and so their Supply Allocation values are increased accordingly.

Supplies may be ordered whenever the force quartermaster decides to do so, though for simplicity it usually only happens once per month (assumed for game purposes to be on the 1st). Players order supplies by submitting a request and making appropriate payments to the relevant authorities. The cost of physical supplies (anything other than wages) may increase or decrease depending on the force's circumstances (see *Supply Situation*, p. below). Supplies that may be purchased include:

Armor: Spare armor may be purchased in 1-ton lots according to the costs on p. 149-150 of *BMR*

Components: Spare components may be purchased according to the costs on p. 149-150 of *BMR*. The tonnage of equipment such as engines and actuators must be specified at the time of purchase.

Weapons and ammunition: Spare weapons, ammunition and equipment may be purchased according to the costs on p. 151 of *BMR*.

Fuel: After each battle, an ICE vehicle requires a number of tons of fuel equal to its (engine rating/1,000) x number of turns the battle lasted (round up). Fighters and DropShips also require fuel to replace whatever they expend in flight. Fuel costs 100 C-bills per ton. For more detailed rules on the costs of various fuels, see the *Classic BattleTech Companion*.

Personal Consumables: In addition to the wages paid to each soldier, troopers need a steady supply of consumable goods (food, water, uniforms and so on). These items cost 500 C-bills per squad (or per vehicle crew, pilot or MechWarrior). Failing to meet the soldiers' daily needs may have a negative effect on Morale.

Medical Supplies: See *Medical Services* in *Repairs and Maintenance*, p. 54.

Salaries: See *Salaries*, p. 48.

Once ordered, physical supplies take 7 – (1D6 + modifier) months to arrive. This time may be modified by the quartermaster's Margin of Success on a Bureaucracy Skill Roll (if using *Classic BattleTech RPG*) or experience (if using *BattleTech*) per the Supply Arrival Table. However, no matter the dice roll, it takes at least a month for the supplies to arrive. Wages always arrive in the same month they are paid for.

SUPPLY ARRIVAL TABLE

Situation	Dice Modifier
CBT: RPG	
Bureaucracy Skill	+ MoS
BattleTech	
Quartermaster is Green	–1
Quartermaster is Regular	0
Quartermaster is Veteran	+1
Quartermaster is Elite	+3

Stockpiles

Provided they have the means to transport it, non-Clan forces may have supply stockpiles of any size. Clan forces, however, have strictly limited supplies and may keep a maximum of 50 tons of supplies per 'Mech, vehicle or fighter, or 10 tons per infantry or battle armor Star in the force. Supplies in excess of this will be reclaimed by the Clan.

Procurement

While many supplies are universally available, others are distinctly more or less prevalent depending on geographical area. The Weapons and Equipment Availability Table lists the chance of any given class of item being available and any cost modifiers. To check availability, roll 2D6 and compare the result with the target value (the number before the slash) that corresponds with the faction from which supplies are being drawn (the force's home faction, or employer in the case of mercenaries). For mercenary forces, add +2 to this target value. If the dice roll equals or exceeds the target, the item is available. Otherwise, it cannot be ordered this month. If the item is available, multiply its base cost by the listed multiplier (the figure after the slash) and add any appropriate Supply Situation modifiers.

Alternatively, players using *Classic BattleTech RPG* may make a Scrounge Check, adding the listed availability score to 4 to obtain the target number.

Supply Situation

A force's circumstances play a major role in its ability to draw supplies in a timely and effective manner. For example, a loyal front-line force is more likely to get the supplies it needs, while a low-rated rear-echelon force will likely have to pay more and stand more chance of supplies getting lost.

WEAPONS AND EQUIPMENT AVAILABILITY TABLE*

	Federated Suns	Lyran Alliance†	Draconis Combine‡	Free Worlds League§	Capellan Confederation	ComStar§††	Clan‡‡	Periphery
Energy Weapons								
ER Laser (B)	5+/1.2	5+/1.1	7+/1.3	4+/1.0	7+/1.2	8+/1.2	4+/1.0	8+/1.5
Laser (B)	4+/1.0	3+/0.9	4+/1.0	5+/1.1	5+/1.1	4+/1.0	3+/0.9	6+/1.5
Pulse Laser (B)	4+/1.0	5+/1.1	6+/1.1	3+/0.9	5+/1.0	6+/1.0	3+/1.0	8+/1.2
Heavy Laser (C)	11/2.0	10/2.0	10/2.0	12/2.0	12/2.0	11/2.0	9/1.0	12/3.0
Micro Laser (C)	12/2.0	11/2.0	11/2.0	12/2.2	12/2.5	11/1.5	8/1.0	12/2.8
Flamer (B)	3+/1.0	3+/0.9	3+/1.0	3+/1.0	3+/1.0	3+/1.1	3+/0.9	3+/1.0
PPC (B)	6+/1.1	5+/1.0	6+/1.1	8+/1.2	8+/1.6	5+/1.0	3+/1.0	9+/1.6
ER PPC (B)	7+/1.0	7+/1.0	6+/1.0	6+/1.1	6+/1.0	6+/1.2	5+/1.0	10+/1.1
Ballistic Weapons (including ammo)								
MG (B)	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.0
AC (B)	5+/0.9	4+/0.9	5+/1.0	6+/1.1	6+/1.2	6+/1.0	4+/1.0	7+/1.3
AC submunitions (I)	7+/1.0	8+/1.4	9+/1.5	9+/1.4	10+/1.8	9+/2.0	10+/2.5	11+/3.0
LB-X (B)	7+/1.0	7+/1.0	8+/1.1	4+/0.9	7+/1.0	6+/1.1	4+/1.0	8+/1.3
Ultra AC (B)	6+/1.0	6+/1.0	7+/1.0	6+/1.1	7+/1.0	5+/1.0	4+/1.0	7+/1.2
Rotary AC (I)	8+/1.0	10+/1.3	11+/1.3	11+/1.1	11+/1.5	12+/1.4	12+/2.0	12+/2.0
Gauss Rifle (B)	7+/1.0	7+/1.0	8+/1.0	6+/0.9	8+/1.0	6+/1.1	5+/1.0	8+/1.3
Light Gauss (I)	9+/1.5	9+/1.3	8+/1.3	6+/1.0	8+/1.1	8+/1.5	11+/1.5	10+/1.5
Heavy Gauss (I)	10+/1.1	8+/1.0	10+/1.2	10+/1.2	10+/1.2	9+/1.3	11+/1.3	11+/1.6
AMS (B)	7+/1.0	7+/1.0	7+/1.0	5+/1.0	8+/1.1	5+/1.1	4+/1.0	8+/1.3
Missiles (including ammo)								
LRM (B)	6+/1.0	5+/1.0	6+/1.1	5+/1.1	7+/1.0	5+/1.0	4+/1.0	7+/1.3
LRM submunitions (I)	8+/1.5	7+/1.3	8+/1.2	6+/1.0	6+/1.2	10+/2.0	11+/2.5	11+/2.5
SRM (B)	6+/1.0	5+/0.9	4+/0.8	4+/0.9	5+/1.0	4+/1.0	4+/1.0	6+/1.3
Streak SRM (B)	7+/1.0	7+/1.0	5+/1.0	6+/0.9	7+/1.0	5+/1.1	4+/1.0	9+/1.2
ATM (C)	12+/1.75	11+/1.5	10+/1.3	11+/1.3	12+/1.75	11+/1.5	6+/1.0	12+/2.0
MRM (I)	10+/1.3	11+/1.3	7+/1.0	9+/1.1	11+/1.3	9+/1.1	11+/1.5	11+/1.6
Rocket Launcher (I)	10+/1.3	10+/1.2	11+/1.5	9+/1.2	8+/1.1	8+/1.2	10+/1.0	7+/1.0
Misc. Weapons and Equipment								
Artillery (B)	8+/1.1	7+/1.0	7+/1.1	8+/1.0	8+/0.9	8+/1.1	9+/1.0	10+/1.5
Capital Ship Wps (B)	10+/1.5	10+/1.5	10+/1.5	9+/1.0	11+/1.5	8+/1.2	6+/1.0	12+/3.0
C3 (I)	8+/1.0	9+/1.0	7+/1.0	7+/1.0	9+/1.0	4+/1.1	12+/2.0	11+/2.0
C3i (I)	11+/1.5	11+/1.4	11+/1.5	11+/1.4	11+/1.5	8+/1.0	12+/2.0	12+/2.0
MASC (B)	8+/1.1	8+/1.1	7+/1.0	8+/1.0	8+/1.1	7+/1.1	4+/1.0	10+/1.4
TSM (I)	9+/1.2	10+/1.3	10+/1.2	9+/1.1	7+/1.0	11+/1.4	12+/1.75	12+/1.5
Targeting Comp. (B)	8+/1.0	9+/1.2	10+/1.5	10+/1.2	10+/1.8	9+/1.2	6+/1.0	12+/2.0
Other Electronics	6+/1.1	6+/1.0	6+/1.0	6+/1.1	6+/1.1	5+/1.0	4+/1.0	9+/1.5
Components								
Armor (std) (B)	2+/1.0	2+/1.0	2+/1.0	2+/1.0	2+/1.0	2+/0.9	2+/0.8	2+/1.0
Armor (FF) (B)	4+/1.0	4+/1.0	4+/1.0	4+/1.0	4+/1.0	3+/0.9	2+/0.8	5+/1.1
Armor (stealth) (I)	9+/2.0	10+/2.1	10+/2.2	9+/1.8	7+/1.0	9+/2.5	11+/2.0	12+/3.0
Fusion Engine (B)	4+/0.8	5+/1.0	6+/0.8	6+/1.1	7+/1.3	5+/1.0	4+/1.0	7+/1.5
XL Fusion Engine (B)	7+/1.0	7+/1.0	7+/1.0	7+/1.0	8+/1.1	6+/1.2	7+/1.0	10+/1.6
Light Fus. Engine (I)	10+/1.4	7+/1.0	11+/1.5	11+/1.3	11+/1.5	11+/1.5	12+/1.5	12+/2.0
ICE Engine (B)	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.0	3+/1.1	3+/1.0	3+/1.0
Gyro (B)	6+/1.1	5+/1.0	4+/0.8	6+/1.1	6+/1.1	6+/1.1	6+/1.0	7+/1.5
DS/JS Comps. (B)	8+/1.0	8+/1.0	8+/1.0	8+/1.0	8+/1.0	7+/1.0	5+/1.0	10+/2.0
WarShip Comps. (B)	11+/1.5	11+/1.5	11+/1.5	10+/1.3	11+/1.5	10+/1.2	9+/1.0	12+/3.0
Other Comp. (B)	6+/1.0	6+/1.0	5+/1.0	7+/1.2	7+/1.1	7+/1.0	7+/1.0	8+/1.5

C = Clan System I = Inner Sphere/Periphery System B = Both

*The listed costs and availabilities assume a force is attempting to acquire items belonging to its own technology base (Inner Sphere for Inner Sphere and Periphery, Clan for Clan). An Inner Sphere force attempting to acquire Clan versions of a system used by both technology bases (for example LRMs) should add 4 to the difficulty and double the cost multiplier, so an item with an entry reading 5+/1.1 would be 9+/2.2. Clan forces attempting to acquire Inner Sphere variations of their systems reduce the difficulty by 1 and reduce the cost multiplier to three-quarters of the number indicated.

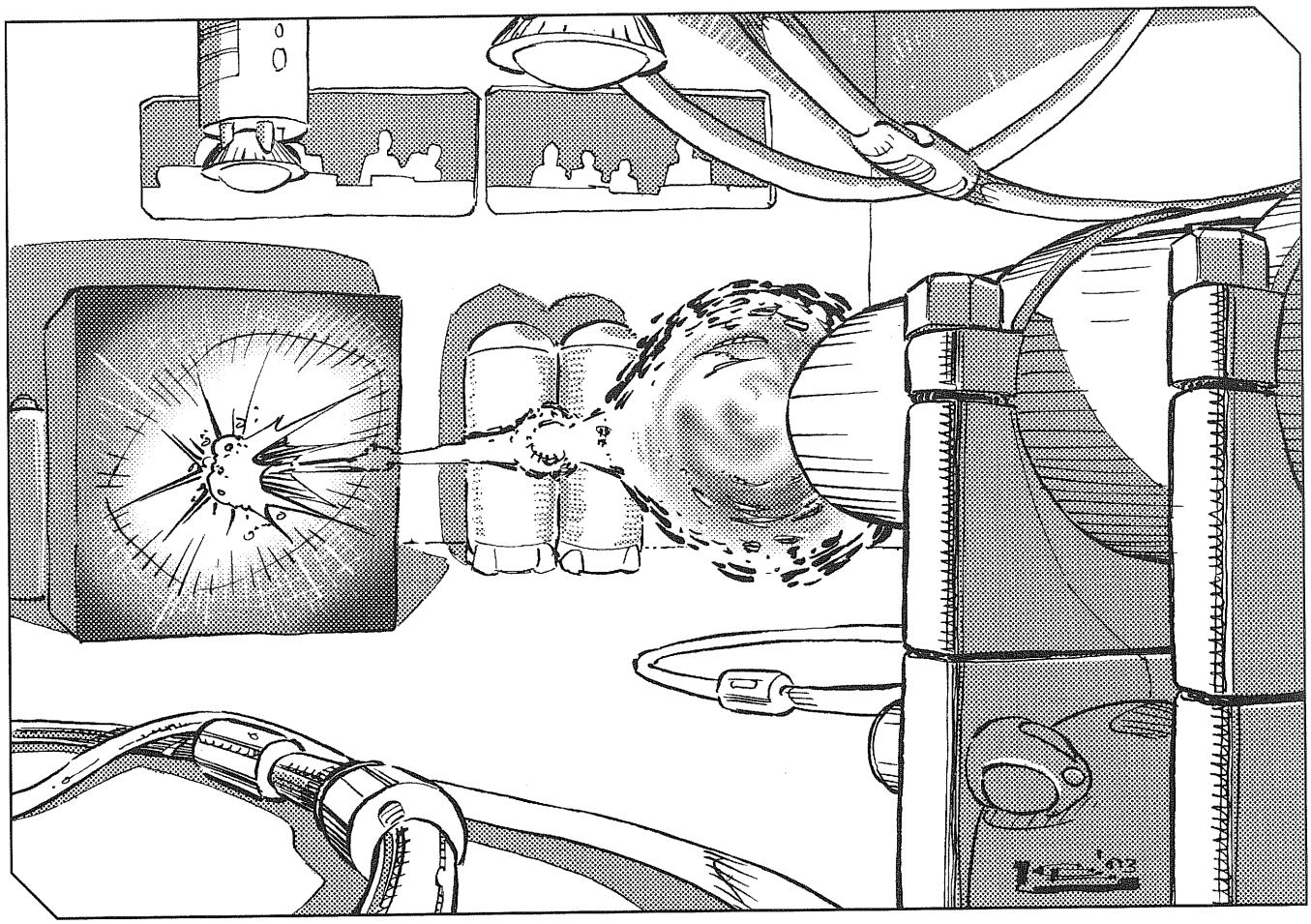
†Clan Wolf (in-Exile) forces may use the Lyran Alliance column.

‡Nova Cat forces may use the Draconis Combine column.

§Word of Blake forces may choose whether to use the FWL or ComStar columns as appropriate.

††The Free Rasalhague Republic uses the ComStar column.

‡‡Clan Wolf (in-Exile) and Nova Cat forces may use the Clan column, adding 1 to the listed difficulties (to a maximum of 12) and adding 0.5 to the cost multiplier.



To determine a force's supply situation, add up all the applicable situation modifiers on the Situation Table and then compare the result with the relevant entry in the Supply Availability Table (p. 49). The first column, the *Supply Cost Modifier*, applies to all physical supplies ordered (that is, to everything except wages) and should be calculated before the order is placed in order to ensure sufficient funds are available. The second column, *Interception Chance*, determines the likelihood that each supply shipment will be delayed or intercepted by outside forces (hostile or otherwise). Though determined by the situation when ordering supplies, the chance of interception should be rolled in the month the supplies are due to arrive. To do so, roll 2D6 and compare the result to the appropriate row of the Supply Availability Table. If the roll equals or exceeds the first value listed for the *Interception Chance,* the supplies arrive; otherwise, they are delayed or lost. If the roll is between the first and second *Interception Chance* numbers, the supplies are delayed and the player makes another roll the following month. If the result is equal to or less than the second number, the supplies (and any monies paid for them) are lost.

SALARIES

One of the largest expenses facing a military force is paying its personnel. In a national military salaries are paid by the central authorities directly into the soldiers' accounts or else disseminated by the force's administrative staff, while in mercenary forces the money comes from the contracts the command takes and may vary wildly. The following wages and modifiers provide a guide to the salaries paid to House and mercenary troops and may be affected by a host of outside factors in the same way as other logistics matters, with war and political concerns the most likely to cause problems. If wages are not paid in a month, roll 2D6. If the result is equal to or less than the number of times in the past twelve months that wages have not been paid, the force's Morale level drops by the Margin of Failure (minimum of 1) and the player must make a roll for Mutiny (see p. 54).

Clan forces do not get paid per se and so are nor affected by non-payment of wages. Players may, however, use wages as a guideline to how much equipment a Clan force may requisition each month.

A force that has not been paid for a month will not lose Morale, because the 2D6 roll result cannot equal or exceed 1. A force not paid for six months will lose morale on a dice roll result of 2–6. If the result of the roll is 6, the force loses 1 level of Morale (6 – 6 = 0, but the reduction is a minimum of 1). On a result of 2, the

SITUATION TABLE

Situation Table	Score
Inner Sphere Force Rating	
Force is (A) rated	+5
Force is (B) rated	+4
Force is (C) rated	+3
Force is (D) rated	+2
Force is (F) rated	0
Clan Force Rating	
Force is 1st line and veteran or elite	+5
Force is 2nd line and veteran or elite	+4
Force is 1st line and green and regular	+3
Force is 2nd line and regular	+2
Force is 2nd line and green	0
Loyalty	
Force is Fanatical (to supplying faction)	+2
Force is Questionable (to supplying faction)	–1
Deployment	
Force is front-line*	+2
Force is involved in combat operations	+1
Force is rear-echelon	–1
Force is isolated by enemy forces†	–3
Force is drawing supply from home nation	+1
Force is drawing supply from allied nation	–1
Force Type (apply highest modifier only)	
Force is House	+2
Force is part of SLDF	+1
Force is Mercenary drawing supply from employer	–1
Force is Mercenary with own landhold	0
Force is Invading Clan	–1
Force is Home Clan	–3
Situation	
Supplies delayed	+1/month h delayed

*Force is stationed within thirty light-years of a hostile world.
†Force has no line of supply by a thirty light-year jump to a friendly world.

SUPPLY AVAILABILITY TABLE

Total Score	Supply Cost Modifier	Interception Chance
<0	200%	8/5
1-2	150%	7/4
3-4	125%	6/3
5-6	100%	5/3
7-8	90%	4/2
9+	80%	3/2

TROOP SALARIES (PER PERSON) TABLE

Troop Type	Base Salary
MechWarrior	1,500 C-bills
Aerospace Pilot	1,500 C-bills
Infantry	750 C-bills
Armored infantry	960 C-bills
Armor	900 C-bills
Artillery	900 C-bills
Aircraft	900 C-bills
Scout	1,050 C-bills
Doctor	1,500 C-bills
Nurse/Field Medic	640 C-bills
Tech	800 C-bills
Astech	500 C-bills
Space Station	750 C-bills
DropShip	1,000 C-bills
JumpShip	750 C-bills
WarShip	1,200 C-bills
Modifiers	
Troop Quality	
Green	x 0.6
Regular	x 1.0
Veteran	x 1.6
Elite	x 3.2
Misc.	
Hazardous Duty*	x 1.5
Rank	
Enlisted	x 0.6
Officers	x 1.2
Rank	(Rating/2)†

*Deployment to a combat zone (House forces only).
†When using *Classic BattleTech RPG*.

force loses 4 Morale levels (6 – 2 = 4). Getting into difficulties paying wages can be extremely dangerous!

FM: UPDATES EQUIPMENT ASSIGNMENT RULES

The Table of Organization and Equipment (TO&E) presented in the *Classic BattleTech Field Manual: Updates* and the *Classic BattleTech Field Manual: Mercenaries, Revised* includes information on the composition of every force within the Clan and Inner Sphere factions. The values (*C/SL/O(R)*) provided for each force represent the percentage of the equipment fielded by that force. This information falls into three categories: Clan technology (C), Recovered Star League and new Inner Sphere technology (SL) and OmniUnits (O). The (R) is a number or letter indicating the Force Rating, which determines the random generation tables used for the force.

Implicit in the C and SL values is the percentage of Succession War-era equipment the force fields. Anything that is not ClanTech or Star League technology becomes "OldTech." No individual value exceeds 100 percent, and the total technology need not add up to 100 percent thanks to the implied OldTech score that accounts for any "missing" technology. The combined technologies may add up to more than 100 percent, in which case the players should consult the *Hybrid Units and ClanTech Refits* rules below.

While intended as a guideline for force strengths, players may use the information in *Classic BattleTech Field Manual: Updates* in conjunction with the rules given in this book when seeking to create authentic *BattleTech* forces. Players can accommodate these details when using the random *Unit Generation* rules (see pp. 108-114, *BMR*) and the assignment tables found in the *Field Manual* series, or may use them in isolation.

All of the following rules are Level 3.

FORCE DEFINITIONS

Each standard unit in a *BattleTech* force conforms to one of three technology categories and one of two configurations. Non-standard units may mix technology bases. Rules for their use appear in the *Hybrid Units and ClanTech Refits* section (see p. 52).

Technologies

Clan (C): A unit is ClanTech if it was built and designed by the Clans, whether the unit is a Timber Wolf, an Elemental suit or a Mars Assault Vehicle. In game terms this category applies to any unit built with Clan Level 2 technology.

Star League (SL): This category encompasses units that use recovered Star League-era equipment or that have been manufactured in recent years using new or recovered technology. Designs such as the *Highlander,* Demon and *Eisensturm* are all Star League technology, as are old designs refitted with new technology such as the MAD-5L *Marauder* and SL-15R *Slayer*. In game terms this category applies to any unit built with Inner Sphere Level 2 technology.

OldTech (100 – (C + SL)): Veterans of the Succession Wars, these antiquated combat units still abound throughout the Inner Sphere with less prestigious forces. The category includes any unit that does not mount ClanTech or Star League technology. In game terms this category applies to any unit built with Level 1 technology.

Configurations

Omni (O): Depending on the unit type, an OmniUnit can be an OmniMech, OmniFighter or OmniVehicle. As pioneers of Omni technology, the Clans have a significant edge over the Inner Sphere, though it is eroding rapidly. OmniUnits all use Star League or Clan technology.

Standard: Units that do not use Omni technology are standard units.

Sandra Barclay's Seventy-first Light Horse Regiment of the Eridani Light Horse Brigade has a rating of 50/50/15 (A) in late 3067. This means that when constructing a force from the Seventy-first, 15 percent of the units can be OmniUnits, 50 percent of the selected units can include ClanTech and 50 percent can include Star League technology.

If a player decides to field a force of eight Seventy-first Light Horse BattleMechs during a game, four 'Mechs will use ClanTech (4 of 8 = 50 percent of the force) and four 'Mechs will use Star League or advanced Inner Sphere technology (again 50 percent of the force). One of the eight 'Mechs is an OmniMech (15 percent of 8 is 1.2, rounded down to 1). The player determines whether this unit is a Clan or Inner Sphere design.

Because the ClanTech and Star League values add up to 100 percent, the force will not include any Succession War vintage equipment, though some Star League designs can be older equipment outfitted with new weapons. The Seventy-first has a force rating of (A) for determining what selection of equipment is available to fill out the two lances.

USING PERCENTAGES

Players can use the technology ratings of each force to generate random units for it, rolling percentile dice to check the technology and configuration of each unit in the force. Alternatively, a player may continue to use the usual 2D6 of *BattleTech*, cross-referencing the percentage value equal to or less than the indicated percentage on the Random Percentage Threshold Table with the approximated 2D6 target value. In such cases, treat a percentage value of less than 3 percent as impossible with a 2D6 roll.

RANDOM PERCENTAGE THRESHOLD TABLE

Percentage Value	2D6 Result
3	2
8	3
17	4
28	5
42	6
58	7
72	8
83	9
92	10
97	11
100	12

Rick is generating a company from those infamous mercenaries, the DropShip Irregulars. The Irregulars have a 5 percent Omni value. Rick can roll percentile dice against a Target

CLAN TECHNOLOGY BY FACTION TABLE

2D6	Lyran Alliance	Federated Suns	Draconis Combine	Free Rasalhague Republic	Free Worlds League	Capellan Confederation	Other
2	Diamond Shark	Diamond Shark	Wolf	Diamond Shark	Star Adder	Jade Falcon	Jade Falcon
3	Steel Viper	Steel Viper	Ghost Bear	Nova Cat	Diamond Shark	Diamond Shark	Diamond Shark
4	Wolf (in-Exile)	Wolf (in-Exile)	Ghost Bear	Nova Cat	Steel Viper	Steel Viper	Steel Viper
5	Wolf	Wolf	Ghost Bear	Jade Falcon	Diamond Shark	Diamond Shark	Diamond Shark
6	Jade Falcon	Jade Falcon	Nova Cat	Wolf	Jade Falcon	Jade Falcon	Jade Falcon
7	Jade Falcon	Jade Falcon	Nova Cat	Wolf	Nova Cat	Nova Cat	Nova Cat
8	Jade Falcon	Jade Falcon	Nova Cat	Ghost Bear	Ghost Bear	Ghost Bear	Ghost Bear
9	Wolf (in-Exile)	Wolf	Ghost Bear	Ghost Bear	Wolf	Wolf	Wolf
10	Wolf	Wolf (in-Exile)	Ghost Bear	Wolf (in-Exile)	Steel Viper	Steel Viper	Steel Viper
11	Steel Viper	Steel Viper	Diamond Shark	Steel Viper	Wolf	Wolf	Wolf
12	Ghost Bear	Wolf (in-Exile)	Blood Spirit	Hell's Horses	Nova Cat	Fire Mandrill	Ghost Bear

Number of 5, but does not have a D10 at hand and opts to roll 2D6 instead. Checking the Random Percentage Threshold Table, he finds that the appropriate target number is 2, because 5 percent is less than 8 percent (Target Number 3) but higher than 3 percent (Target Number 2). Had Rick sought to check the Irregulars' ClanTech value, he could not have used the 2D6 method, because the Irregulars' 2-percent rating is 0 (too low to register) on the 2D6 scale.

RANDOM TECHNOLOGY AND CONFIGURATION

When using the Random Force Composition method on pages 108–109 of *BMR*, the player may also randomly determine the unit's technology and configuration. First, the player checks the configuration against the force's Omni rating and then against its technology, rolling first against the ClanTech rating and then against the Star League Rating. If a roll result is equal to or less than the target number, the unit qualifies as that category.

Omni Check

The first step involves determining whether each unit in the element ('Mech, vehicle and so on) uses Omni technology (whether it is an OmniMech, OmniVehicle or OmniFighter). If the force's Omni Rating is zero, then skip this stage and proceed to the next ClanTech check. Likewise, do not make an Omni Check for infantry units. Roll percentile dice or 2D6 for each unit. A result equal to or lower than the Omni Rating (or the appropriate 2D6 target value) indicates that this unit is an OmniMech, OmniVehicle or OmniFighter.

ClanTech Check

If the force has a ClanTech Rating above 0, check to see if the units of this element use any Clan technology. Roll percentile dice or 2D6 for each unit. A result equal to or lower than the ClanTech Rating (or the appropriate 2D6 target value) indicates that this unit is a Clan design.

If the force is from a Clan faction, the player next rolls against the appropriate affiliation table (found in the *Field Manual* series) for a unit of this weight. If the unit passed the Omni Check, then use the Front Line tables; otherwise consult the Second Line tables. The structure of these tables allows for a result of Omni or even old Star League-era equipment.

Inner Sphere forces consult the Clan Technology By Faction Table below to determine the affiliation of the Clan assignment tables employed. If this unit qualifies as ClanTech *and* as an OmniMech, then use the appropriate Clan Front Line assignment table. Otherwise, use the appropriate Second Line assignment table.

Star League Check

If the force has a Star League Rating above 0, check to see if any units in the element use any Star League technology. Roll percentile dice or 2D6 for each unit not already identified as incorporating Clan technology (except as described below). A result equal to or lower than the Star League Rating (or the appropriate 2D6 target number) indicates that this unit is a Star league design. If the check fails, then roll for the unit on the worst available assignment table (for example, F). If the unit passed the Omni Check, choose an Inner Sphere OmniMech of the correct weight class.

Elements with a combined Clan and Star League rating higher than 100 need to make a Star League Check for units already identified as using Clan technology. If such a unit is shown to use Star League technology in addition to that of the Clans, the unit is a hybrid (see *Hybrid Units and ClanTech Refits*, p. 52).

Creating a company from Lindon's Battalion, Steve notes that the force has a 10 percent ClanTech Rating, 80 percent Star League Rating and a 15 percent Omni Rating. He wishes to use 2D6 and consults the Random Percentage Threshold Table. The

table gives him target numbers of 3 for the Omni Check, 3 for the ClanTech Check and 8 for the Star League Check. Using the Lance 'Mech/Weight Composition Table on page 110 of BMR, Steve rolls and finds that his first lance his comprises one light, two medium and one heavy BattleMech.

Starting with the heavy BattleMech, Steve rolls 10 for the Omni Check (a failure), then 3 for the ClanTech Check—a success! Knowing that he is now the proud owner of a Clan second-line 'Mech, Steve rolls 2D6 and gets a result of 2. He consults the Other column of the Clan Technology by Faction Table. Finding that his beloved machine once belonged to the Jade Falcons, he rolls on the Jade Falcon Second Line Heavy BattleMech Table (in the Classic BattleTech Field Manual: Crusader Clans, or the Classic BattleTech Field Manual: Updates). One final roll results in a 6; Steve's company now has a 60-ton Glass Spider (Galahad) to provide punishing fire support.

He rolls for the first medium BattleMech next, achieving a 3 for the Omni Check (a success), a 5 for the ClanTech Check (a failure) and a 6 for the Star League Check (a success). He may now choose a medium-weight Inner Sphere OmniMech for this unit. Steve selects a BJ2-O Blackjack.

Steve next rolls for the second medium BattleMech, getting a 4 on the Omni Check (a failure), a 5 for the ClanTech Check (also a failure) and a 9 for the Star League Check (a third failure!). This 'Mech must be determined using the F column of the Mercenaries Table. He rolls 2D6 and gets a 7. The 'Mech is a PHX-1 Phoenix Hawk.

Finally, Steve rolls for the light 'Mech. He gets a 7 for the Omni Check (a failure), a 2 for the ClanTech Check (a success) and a 10 for the Star League Check. This unit is a second-line Clan 'Mech. He rolls 2D6 to determine its Clan of origin and gets a 9, the Wolves. He then rolls 2D6 again and gets a 4, and cross-references the result with the Wolves' Second Line Table to identify the light 'Mech as a THE-N Thorn.

Configuring OmniUnits

Players may agree to allow OmniUnits to be configured as desired before the start of play.

HYBRID UNITS AND CLANTECH REFITS

Since 3050, the Inner Sphere has fought the Clans with varying degrees of success. Inevitably, some of the Clans' advanced technology fell into the hands of Inner Sphere warriors. As an optional rule, players may wish to allow for the chance that a ClanTech unit is not of Clan origin, but is a refit of an Inner Sphere unit equipped with Clan weapons or systems. Players may also apply such upgrades to forces where the sum of the ClanTech and Star League technology ratings exceeds 100 percent (for example, some "hybrid" units such as the Nova Cat 489th Cluster use a mixture of Clan and Star League technology, taken equally from the two technologies in the force).

Where the ratings indicate a proportion of hybrid units, or in lieu of half a ClanTech unit (any shortfall being comprised of OldTech), a player may take an Inner Sphere unit and upgrade it with Clan equipment. In other words, for each ClanTech unit sacrificed, two Star League units may be upgraded. In such a case, the player should select an Inner Sphere BattleMech (or OmniMech if appropriate) of the correct weight class and replace weapons and/or systems with their Clan equivalents. Roll twice on the Random ClanTech Table below to determine the systems replaced. All ClanTech upgrades are considered fully functional, but players may use the rules for design integrity (see *Overall Design Integrity*, p. 93, *BMR*) if they desire. Except for the mixing of technology bases, the resulting design must still be legal under *BMR* construction rules. The player may choose which weapons to upgrade but should follow these guidelines:

If an upgrade is impossible (for example, no space for endo steel or ferro-fibrous critical hits), re-roll that upgrade.

When replacing Autocannon or RACs, select LB-X or Ultra Autocannon of the same caliber.

Replace Inner Sphere Ultra with Clan Ultra AC.

Replace Inner Sphere LB-X with Clan LB-X AC.

Replace Light, Heavy and Standard Gauss Rifles with the Clan Gauss Rifle.

Replace Inner Sphere ER and Pulse Lasers with the Clan equivalents. Replace Large, Medium and Small Lasers with ER versions.

Use excess tonnage for heat sinks, armor or jump jets before adding more weapons.

RANDOM CLANTECH TABLE

2D6	Technological Enhancement
2	Replace three weapons with Clan equivalent
3	Clan XL Engine
4	Replace two weapons with Clan equivalent
5	Clan Ferro-fibrous Armor
6	Replace one weapon with Clan equivalent
7	Clan Double Heat Sinks
8	Replace one weapon with Clan equivalent
9	ECM or Active Probe
10	Replace two weapons with Clan equivalent
11	Clan Endo-Steel Internal Structure
12	Clan Targeting Computer

The Nova Cat 489th Cluster has a rating of 88/22/84(1), indicating that 88 percent of its equipment is ClanTech and 22 percent Star League vintage, for a total of 110 percent. This total shows that 10 percent of the units in the Cluster are hybrids of Star League and Clan technology. A Trinary of the 489th would therefore include 10 percent hybrid units, 78 percent ClanTech and 12 percent Star League units. This means 12 ClanTech units (11.7 rounded up), 2 Star League units (1.8 rounded up) and 1 hybrid unit (1.5 rounded down).

The Fifth Donegal Guards have a rating of 15/50/15 (F), indicating that 50 percent of their equipment uses Star League technology and—surprisingly—15 percent uses Clan technology (of which 15 percent are OmniUnits). When creating this force, a player may select up to 15 percent of his units from the appropriate Clan lists or he may add Clan technology to up to 30 percent of his Star League units in lieu of true ClanTech units. However, if he does so, OldTech forces replace the sacrificed ClanTech units. When generating a company of the Fifth Donegal, ordinarily 1.8 'Mechs (rounded up to 2) would be ClanTech, 6 would be Star League technology and the remaining 4 would be OldTech. The player may, however, use his ClanTech allowance to upgrade 4 of his Star League units to hybrid status, leaving 2 as "vanilla" Star League designs but increasing the number of OldTech models to 6.

MORALE AND FATIGUE

Physical damage—the loss of personnel and equipment—is only one way in which a force's effectiveness can be destroyed. More insidious—and more prevalent in large engagements—is the destruction of a force's will to fight, usually brought about by reversals of fortune and poor conditions. This occurs in two ways, morale and fatigue, the first principally mental and emotional and the latter physical.

MORALE

Each force has a Morale Level, defaulting to Normal, which modifies its abilities and determines the likelihood of a mutiny or desertions. Where a modifier is indicated, add it to the dice rolls in the appropriate circumstances: combat (Piloting, Gunnery and Initiative rolls) or non-combat (repair rolls, supply sourcing and so on). These Morale Level modifiers do not apply to Mutiny or Desertion Checks, but force quality, allegiance, type and loyalty do modify the chance of desertion or mutiny.

Players must make Desertion Checks every week and determine whether personnel abandon their posts. Roll 2D6 for each element (or part thereof), applying the appropriate modifiers for the force as shown on the Morale Levels Table below. If the result is less than or equal to the Desertion Check die roll for the force's current Morale Level, one or more units of that element have deserted. To determine which units are affected, roll 2D6 again for each 'Mech, aerospace fighter, ProtoMech Star, vehicle, platoon or battle armor squad/Star in the element. Rolls must also be made for each 10 non-combat personnel (or part thereof)—techs, medics and so on. If this second roll result is less than or equal to the Desertion Check value, that unit deserts and is no longer available. If no unit deserts, the "desertion" is nothing more than a rumor among the troops. For DropShips, JumpShips and WarShips, make a Desertion Check for the entire crew. If the roll succeeds, treat the vessel as if it took a crew hit (either as a result of actu-

MORALE LEVELS TABLE

Morale Level	Combat Modifiers	Non-Combat Modifiers	Desertion Check	Mutiny Check
1 – Unbreakable	+1	+2	0	0
2 – Very High	+1	+1	0	0
3 – High	0	+1	0	0
4 – Normal	0	0	2	0
5 – Low	0	–1	3	2
6 – Very Low	–1	–1	5	4
7 – Broken	–2	–2	8	7

Modifiers:	
Force Quality	
Green	–1
Regular	0
Veteran	+1
Elite	+2
Force Allegiance	
Clan	+1
House	0
Mercenary	–1
Force Type	
'Mech	+1
ProtoMech	+1
Armor	0
Infantry	–1
Battle armor	0
Fighter	+1
Medical staff	+1
Technicians	–1
Other non-combat staff	–2
DropShip (Military)	0
DropShip (Civilian)	–1
JumpShip	–2
WarShip	+2
Space station	–2
Unit Loyalty	
Fanatical	+1
Reliable	0
Questionable	–1
Other	
Force has MPs	+1
Force has suffered desertions	+1
Force has suffered mutineers	+3

al desertions from grounded DropShips or, in the case of vessels in space, crew dissatisfaction and minor acts of sabotage).

Mutiny functions in the same way as desertion save that players make the initial roll for each lance/platoon rather than each company and no second roll occurs. If a lance/platoon mutinies, the *entire* lance/platoon is affected. Unlike desertion, where the troops simply slip away, in a mutiny the troops actively fight non-mutineers and a battle should take place (use a Breakthrough scenario, with the opponent taking control of the mutineers). If the mutineers are outnumbered by 4-to-1 or worse, they will flee as if they were deserters, possibly joining the opposition. If all units in a force mutiny, the commanders have been overthrown. If a unit does not mutiny, it must still check for desertions.

A 'Mech company with a Morale Level of 5 suffers a –1 penalty on its non-combat rolls. Its controlling player must check to see if desertions or a mutiny occur. The player rolls for once for desertion (against a target of 3) and gets a 3, indicating that one or more sub-elements may desert. He rolls again for each of the three lances, getting a 9, a 7 and a 10. No desertions take place. He must then roll again for Mutiny, this time with a target of 2. This time he rolls 6, 9 and 2. One lance mutinies—as it is not outnumbered 4-to-1 or worse, it will fight its former comrades.

Changing Morale

Various factors influence the morale of a force for better or worse, some random, others fixed in their effect. The following are the principal causes of change, but none may increase the Morale Level above 1 (Unbreakable) or decrease it below 7 (Broken).

Combat Victory: After a victorious battle, roll 1D6. If the result is lower than the current Morale Level, Morale improves by 1 (for example, from normal to high).

Combat Loss: After losing a battle, roll 1D6. If the result is higher than the current Morale Level, Morale worsens by 1 (for example, from normal to low).

Strategic Objective Attained: If the force achieves a strategic objective, roll 1D6. If the result is lower than the current Morale Level, Morale improves by 1.

Campaign Victory: If the unit wins the campaign, it automatically gains a Morale Level.

Retreats: If forced to retreat (abandoning an objective), roll 1D6. If the result is higher than the current Morale Level, Morale worsens by 1.

Loss of Leader: A force whose leader is killed automatically loses a Morale Level.

Destruction of Allied Force: If an allied force participating in the same campaign is destroyed, roll 1D6. On a result of 1, the force's Morale improves by 1 level, whereas on a result of 6, the force's Morale worsens by 1 level. Results of 2–5 have no effect.

Supply: If a force's basic supply needs are not met, roll 1D6. If the result is higher than the current Morale Level, Morale worsens by 1.

Salaries: A force that has not been paid regularly may lose a Morale Level (see *Salaries,* p. 48).

Combat Losses: If a force loses 25 percent of its starting strength in a single engagement, it loses 1 Morale Level. If it loses 50 percent, Morale Levels drop by 2, and if casualties are 75 percent or higher the loss is 3 Morale Levels.

Desertions: If desertions occur in a force, roll 1D6. On a result of 6, the force loses 1 Morale Level.

Mutiny: If a mutiny occurs in a force, roll 1D6. If the result is higher than the current Morale Level, Morale worsens by 1.

Inactivity: If the force is not involved in a campaign in a particular month, move its Morale Level 1 level closer to normal (that is, down if it is currently 1–3 or up if it is 5–7).

Fatigue: If a force has Fatigue Points of 5 or higher, it may lose a Morale Level (see *Fatigue,* below).

FATIGUE

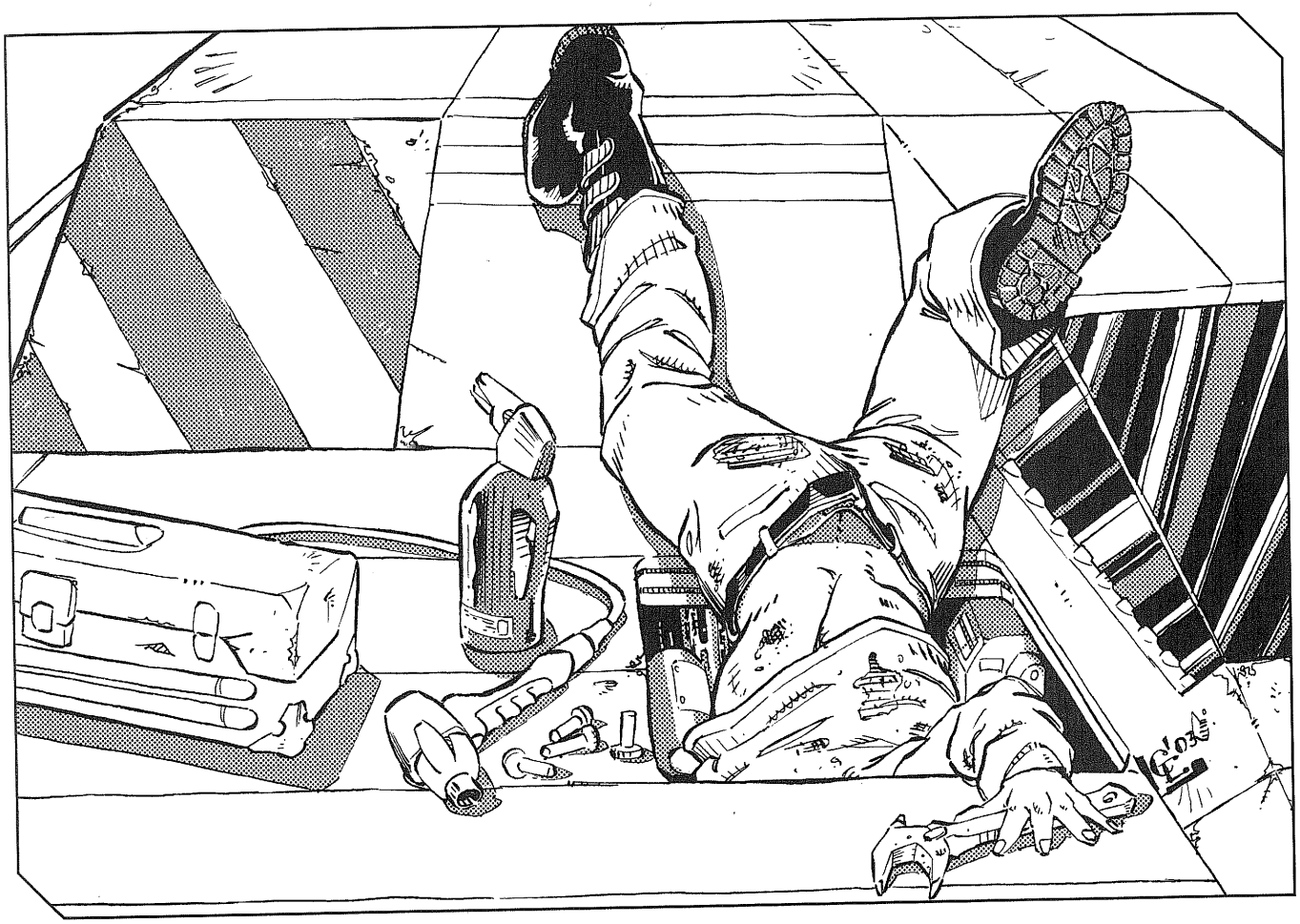
The more a force fights without taking a break, the less effective it is in combat. To reflect this, each element has Fatigue Points that increase and decrease as it acts and rests. The higher the Fatigue Points, the less effective the force becomes and the more chance its morale may suffer.

FATIGUE RATINGS TABLE

Fatigue Points	Combat Modifiers	Non-Combat Modifiers	Morale Check
0	0	+1	None
1–4	0	0	None
5–8	–1	0	Yes
9–12	–2	–1	Yes
13–16	–3	–2	Yes
17+	–4	–3	Yes

Fatigue Modifiers:	
Force Quality	
Green	0
Regular	0
Veteran	+1
Elite	+2
Misc.	
Force is Clan	+2
Force has low supplies	–2

Every time any part of an element is involved in combat (meaning it is deployed as part of a battle force, whether it engages enemy troops or not), increase that element's Fatigue Points by 1. If at least half of an element uses Enhanced Imaging (at least three people in a Star, eight in a Trinary and so forth), increase the Fatigue Points by 2. Similarly, if an element spends more than half its time at combat readiness in a week (even if it doesn't fight), increase its Fatigue Points by 1. If an element does not fight in a week, decrease its Fatigue Points by 1. If an element spends an entire week in a secure rear-echelon area away from combat, decrease its Fatigue Points by 2.



Morale Effects

When an element takes an action, cross-reference its current Fatigue Points with the columns on the Fatigue Ratings Table. Where a modifier is indicated, add it to the dice rolls in the appropriate circumstances: combat (Piloting, Gunnery and Initiative rolls) or non-combat (repair rolls, supply sourcing and so on).

If at the start of a week a Morale Check is indicated for the element's current Fatigue Points, roll 2D6 and add the appropriate Fatigue Modifiers. If the result is lower than the current Fatigue Points, the force loses a Morale Level. If there are more than two elements in a force, make Morale Checks for each, with the force losing a Morale Level if more than half the elements in it have results lower than the current Fatigue Points.

MAINTENANCE AND REPAIR

The repair rules on pages 87-94 of *BMR* provide comprehensive guidelines for the repair of 'Mechs and vehicles in the game but do little to address routine maintenance or the treatment of human losses. The rules presented here expand the *BMR* rules to cover these areas.

ROUTINE MAINTENANCE

Keeping equipment in top condition is a laborious task that occupies much of the time of a force's technical staff, more so even than repairing battle damage. A force's monthly Maintenance Point Value (MPV) represents the amount of work required to keep the force in operational order and is based on the force's total BV. The exact proportion of BV varies depending on the unit type as outlined in the Maintenance Requirement Table.

For example, a force with 18,000 BV of 'Mechs and 2,000 BV of infantry would have an MPV of 2,400 (18,000 x 10% for the 'Mechs and 2,000 x 40% for the infantry).

The amount of maintenance points generated by the force each month depends on the number and quality of the techs attached to the force.

If the force generates sufficient Maintenance Points to meet its MPV, the force suffers no ill effects. In the event of a shortfall, the force must either buy in technical support at the rate of 10 C-bills per Maintenance Point or else risk breakdowns. Any shortfall not paid for must be assigned to specific 'Mechs, vehicles, aircraft, battle armor squads or infantry platoons, which must in turn roll to see if a breakdown occurs. To do so,

MAINTENANCE REQUIREMENT TABLE

Unit Type	Proportion of BV
Aerospace	25
Artillery	30
Battle armor	50
BattleMech	20
ProtoMech	15
Naval unit	15
Infantry	35
Vehicle	15

MAINTENANCE POINT GENERATION TABLE

Experience	Astech	Tech
Green	100	200
Regular	150	300
Veteran	200	400
Elite	250	500

MAINTENANCE SHORTFALL TABLE

Modified Roll	Critical Hits
2–7	0
8–9	1
10–11	2
12–13	3
14–15	4
16–17	5
18+	6

roll 2D6, adding +1 for every 10 percent (round up) of MPV shortfall and +1 for every successive month in which the force suffers a shortfall. Then cross-reference the result with the Maintenance Shortfall Table (see above) to determine the number of system failures. These critical hits occur automatically and do not need to be rolled for beyond determining the damaged slot and/or system. Damage from breakdowns must be repaired using the standard Repair rules.

If the broken-down unit is a 'Mech, determine the damaged location by rolling on the BattleMech Hit Location Table (using the Front/Rear column) and then determine specific critical locations by rolling 1D6 or 2D6 respectively. If the indicated slot is empty, the 'Mech suffers 1D6 points of armor damage in that location (or internal structure if that location no longer has any armor). If critical damage from a breakdown would destroy the 'Mech, re-roll the location and critical hit.

If the broken-down unit is an aerospace fighter, DropShip, WarShip and so on, determine the damaged location by rolling on the Nose column of the Hit Location Table, damaging the indicated component. If the component is already non-functional (marked as Destroyed), the unit suffers 1D6 points of armor damage in that location. If critical damage from a breakdown would destroy the unit, re-roll the location.

If the broken-down unit is a vehicle, determine the damaged location by rolling on the Front/Rear column of the appropriate Vehicle Hit Location Table for the type of vehicle. Apply 1D6 points of armor damage to the indicated location (or internal structure if that location no longer has any armor) as well as any special damage effects, but ignore any potential critical hits. If damage from a breakdown would destroy the vehicle, re-roll the location.

If the broken-down unit is an infantry platoon or squad, it loses a proportion of its strength equal to the MPV shortfall (round up). For example, a standard infantry platoon with a 10 percent MPV shortfall would lose 3 personnel (28/10 = 2.8, rounded up to 3). A battle armor unit loses 1 armor box from each trooper for each 10 percent MPV shortfall, though this cannot destroy the 00 (trooper) box.

For ProtoMechs, roll 2D6 to determine the damaged location in the normal manner, inflicting a critical hit on that location (or rendering the main gun inoperable). Re-roll the location if the critical hit would destroy the ProtoMech.

REPAIR CONDITIONS

Condition	Difficulty Modifiers	Time Modifiers
Locations		
Dedicated repair bay*†	–1	90%
Standard 'Mech bay/garage*‡	0	100%
'Mech cubicle (zero-g)*‡	+1	90%
'Mech cubicle (landed)*‡	0	100%
Field repair platform	+1	125%
Equipment		
No lifting gear‡	0	150%
Ad-hoc tools	+5	120%
Ad-hoc tools and no lifting gear	+5	300%
Battle armor with Salvage Arm§	–1	50%

*Have 'Mech gantries
†A specially constructed BattleMech repair facility
‡Attempts to repair battle armor ignore these modifiers.
§This only applies to Scavenging

REPAIRS

The following rules expand on the system presented on pages 87-94 of *BMR*.

Battle Armor

Unlike other forms of infantry, battle armor may be

HEALING COSTS (C-BILLS) TABLE

Per box of MechWarrior, fighter pilot or ProtoMech pilot	(5,000 x number of hits the pilot has taken)
Per box of battle armor healed (IS)	10,000
Per box of battle armor healed (Clan)	5,000*
Per box of infantry damage healed	2,500
Per "crew-killed" result canceled	10,000

*Each force must also spend 100 C-bills per suit per month to maintain the Elemental's medical systems; otherwise the healing costs are per Inner Sphere battle armor.

repaired by techs and astechs rather than by medical staff. Repairing a box of armor on a battlesuit uses the standard repair rules but is more complex and time-consuming than repairing the armor on a 'Mech or vehicle. It has a difficulty modifier of +1 and a Base Time of 60 minutes. This process may only repair boxes labeled 01–15 (or 01–18 if using the battle armor construction rules found in the *Classic BattleTech Companion*) on the Battle Armor Record Form. Any damage to box 00 must be repaired by medical means.

Repair Facilities

While appropriate parts and personnel are necessary for repairing battle damage to 'Mechs and vehicles, the environment in which repairs take place can also have a significant impact. *BMR* (p. 90) assigns a flat +1 penalty to difficult conditions. The circumstances in which repairs take place are, however, are much more varied than that phrase suggests. The following modifiers are intended to reflect the wide array of circumstances. Attempts to work on a 'Mech (but not a ProtoMech) where no 'Mech gantry is present impose an additional +1 difficulty modifier.

Eking Out Supplies

In a *BattleTech* campaign where the repair rules are being used, a technician may attempt to eke out his supply of parts, albeit at an increased risk of a partial or unsuccessful repair. To do so, the technician applies a +2 modifier to the repair roll in addition to any that already apply for the component or type of repair. If the roll succeeds, the component is repaired normally. If the roll fails by a value equal to or less than the item's Partial Repair value +2, that item is partially repaired (for example, the effective Partial Repair value of a Jump Jet is 3, and that of a 12-hit engine is 5). Rules for eking out supplies cannot be used when a part is being replaced or when a component cannot be partially repaired.

MEDICAL SERVICES

Infantry losses in a *BattleTech* game are often horrendous—the troops are only lightly protected and are extremely vulnerable outside of buildings—but many of the "killed" infantry are only injured and can be brought back to active duty with appropriate medical care from a M.A.S.H. unit or field hospital.

Each week a medical team (comprising 1 doctor and 3 nurses) or M.A.S.H. truck can make a number of Healing Actions based on the team's Experience Level. Each Healing Action can be used to do one of the following:

Remove 1 box of damage from a MechWarrior, fighter pilot or ProtoMech pilot (maximum of once per pilot per week)
Remove damage from a 00 box of an Inner Sphere battle armor squad per week (other repairs are technical)
Remove damage from two 00 boxes of a Clan battle armor squad per week (thanks to HarJel and EMS)
Remove 2 boxes of damage from an infantry unit if it has surviving members
Remove 1 box of damage from an infantry unit if it has no surviving members

HEALING ACTIONS TABLE

Experience Level	Actions
Green	1D6
Regular	2D6
Veteran	3D6
Elite	4D6

Healing Actions may also be used to recover the crew of a "crew-killed" vehicle. Because of the number of personnel involved, this requires 2 Healing Actions to accomplish. These need not be spent in the same week but the crew is not recovered until both Healing Actions have been spent on the vehicle.

Healing is an expensive process and battle can quickly deplete medical supplies. Each Healing Action costs a number of C-bills of medical supplies (which the force must have in its stockpile) as shown on the Healing Costs (C-bills) Table.

Conventional infantry forces contain a number of field medics, personnel trained in basic first aid who can stabilize injuries and treat minor wounds. To reflect this, a conventional infantry unit automatically recovers 2 boxes of damage after each battle.

INFANTRY PLATOON CONSTRUCTION

Infantry in *BattleTech* is largely an abstraction, reflecting the variations in equipment and training in only the most general manner. A look through *Classic BattleTech RPG* (*CBT: RPG*) or *Lostech* demonstrates the sheer variation in weapons and equipment available to soldiers. The rules presented in this section allow players to create their own infantry forces and use them in *BattleTech* games.

Though these rules are geared toward converting *CBT: RPG* weapons and equipment into usable game statistics for BattleTech, the Sample Tables in this section allow players not familiar with *CBT: RPG* to simply select appropriate weapons, armor and unit types to construct their platoons.

The large range of weaponry available makes it impossible to exactly replicate the infantry platoons found in *BMR*, though players can approximate them with these rules.

Unless stated otherwise, all of these rules are considered Level 3.

CONVERTING WEAPONS AND EQUIPMENT

The first step in creating an infantry unit is to convert its equipment from *CBT: RPG* stats to a form suitable for use in *BattleTech*.

The following rules assume the troops are standard infantry rather than battle armor. *BattleTech* statistics and rules for battle armor may be found on pages 63-71 of *BMR*, while rules for their construction can be found on pages 156-194 of the *Classic BattleTech Companion*.

The rules below are expressly for use with the *BattleTech* game and in this context supersede the rules found on p. 128 of *CBT: RPG* for attacks against armored targets ('Mechs, vehicles and battle armor).

DAMAGE

Converting a weapon's damage value from *CBT: RPG* to *BattleTech* stats involves three steps:

1. Calculate the weapon's Base Damage Value (BDV).

To do this, multiply the weapon's damage dice x (3.5 + modifier).

2. Calculate the weapon's AP Factor.

To do this, add up the AP and any modifiers (see Weapon Conversion Modifiers Table below), dividing the total by 4. A weapon with an AP of 0 (such as a sonic stunner) is ineffective on the battlefield.

3. Calculate the weapon's BattleTech Damage Point Value (DPV).

To do so, multiply the Base Damage Value by the AP Factor and divide the total by 50. If a standard weapon has less than 10 rounds of ammo, multiply its Base Damage Value by Ammo/10 to get the final DPV. If a support weapon has less than 3 rounds of ammo, multiply its Base Damage Value by Ammo/3 to get the final DPV. Disposable weapons do not suffer these penalties, as their one-shot use accounts for this already. Do not round any fractions at this stage.

Missile Ammunition

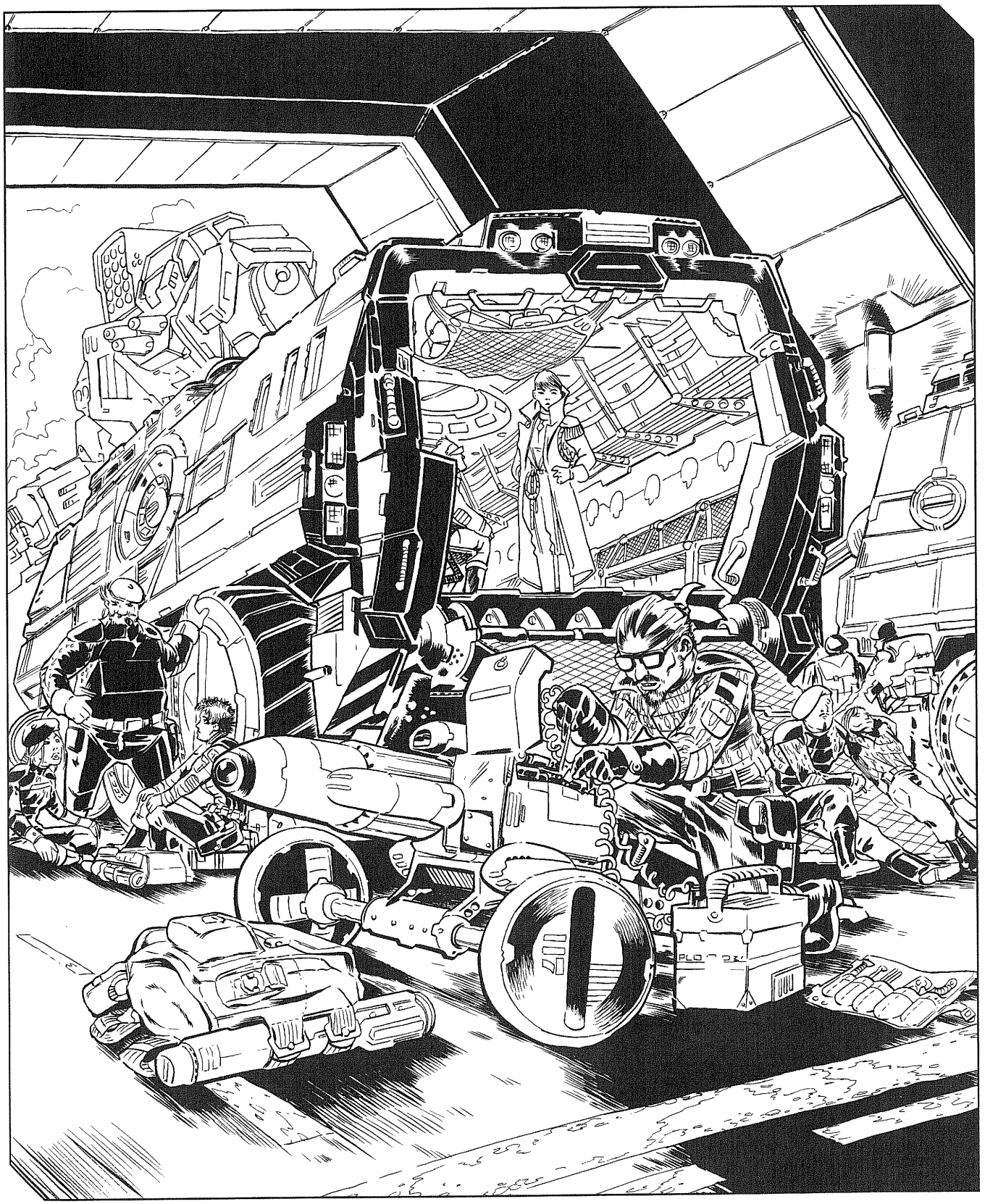
Most missile weapons use multiple types of damaging ammunition: anti-personnel, anti-vehicle and high explosive. The rules assume that each unit carries a mix of ammunition. To calculate a missile weapon's damage rating, average the values of these three missile types. If any type of ammunition can punch through armor (meaning it has an AP of 5 or higher), that weapon is anti-armor capable. Do not include non-damaging ammo (with no AP or damage value) or inferno ammunition in this process.

For example, a recoilless rifle has the following damage values: anti-personnel shell 0.21, anti-vehicle shell 0.18 and high-explosive shell 0.32. Its average damage works out to 0.24 (0.21 + 0.18 + 0.32 = 0.71/3 = 0.2366). Likewise, a grenade launcher with only two shell types (anti-personnel 0.32 and high-explosive 0.56) has an average value of 0.44 (0.32 + 0.56 = 0.88/2 = 0.44).

Record any inferno weapons separately from other equipment. Such weapons cause damage normally to units that do not use a heat scale (such as infantry or vehicles); against other targets they add a number of points of heat equal to the damage done to the target (rounding fractions to the nearest whole number).

OPTIONAL RULE: HARD AND SOFT TARGETS

In *BattleTech*, infantry units have a single damage value that represents their ability to damage other units. In reality, however, most rifles, SMGs and the like have minimal effect against armored targets ('Mechs, armored vehicles, battle armor and hardened buildings). Players who wish to represent this in their games may give their infantry units two damage ratings, one against "soft" targets (infantry, non-military vehicles and unhardened buildings) that is calculated normally, and one against "hard" targets. Only weapons marked as anti-armor capable (†) in the weapons table below (with an AP of 5 or greater) are effective against hard targets and are counted in the "hard" damage value. For example, with an AP of 5, a Zeus



WEAPON RANGE TO-HIT MODIFIERS TABLE

Base Range	Range (xBase) To x0.5 Base*	x0.51 to x1.0	x1.01 to x 1.5	x1.51 x 2.0	x 2.01 x 2.5	x 2.51 x 3.0
0	0†	—	—	—	—	—
1	–2‡	0	+2	+2	+4	+4
2	–2‡	0	+1	+2	+3	+4
3	–2‡	0	+2	+3	+4	+4
4	–2‡	0	+1	+2	+3	+4
5	–1§	+1	0	+2	+3	+4
6	–1§	+1	0	+2	+4	+5
7	–1§	+1	0	+2	+4	+6

*Or in same hex
†+1 if weapon is Encumbering or has a crew value of 2 or higher
‡–1 if weapon is Encumbering or has a crew value of 2 or higher
§0 if weapon is Encumbering or has a crew value of 2 or higher

WEAPON CONVERSION MODIFIERS TABLE

Weapon Type	Modifier*
Base Damage Modifiers	
Burst Weapons	Shots fired/10
Splash Weapons	1
AP Modifiers	
Incendiary Weapons	2

*Weapons with a blast radius are not included in determining the damage a conventional infantry unit inflicts when making a Leg or Swarming attack.

Heavy Rifle is an anti-armor weapon; a Federated Long, with an AP of 4, is not.

Range and To-Hit Modifiers

To determine a weapon's base range in *BattleTech*, divide its *CBT: RPG* short range by 30, rounding any fractions to the nearest whole value. Weapons may be used at up to three times the indicated range, but doing so increases the difficulty of hitting a target. If the weapon has a maximum range of 0, it can only be used in the attacker's hex. The Weapon Range To-Hit Modifiers Table shows the to-hit modifiers at each range for each weapon.

An automatic rifle has the following CBT: RPG *stats: AP 4, Damage 4, Burst 3 (i.e. 15 shots/5), Ammo 30, Range 30. It has a Base Damage Value of 26 [4 x (3.5 + 3) = 26] and an AP Modifier of 1 [4/4 = 1]. Its* BattleTech *damage rating is 0.52 [(26 x 1)/50 = 0.52]. As its range is 30, it has a Base Range of 1 and can fire out to 3 hexes.*

An SMG has the following stats: AP 3, Damage 3, Ammo 50, Burst 2 (i.e. 10 shots/5), Range 5. As such, it has a base Damage Value of 16.5 [3 x (3.5 + 2) = 16.5] and an AP Modifier of 0.75 [(3 + 0)/4 = 0.75] for a BattleTech *damage rating of 0.2475 [(16.5 x 0.75)/50 = 0.2475]. With a Base Range of 5, the SMG cannot fire out of its own hex.*

A Sternsnacht Pistol (AP 3, Damage 6) would ordinarily have a DPV of 0.315. However, as it only has a 3-round magazine, its DPV is multiplied by 3/10 to determine the final value of 0.0945. Furthermore, with a Base Range of 0, it cannot be used effectively against targets outside the firer's hex.

MOVEMENT

Infantry units on foot have 1 MP in *BattleTech*. Motorized infantry units (those with intrinsic transport assets such as motorbikes or buggies) have 3 MP if they include one support weapon per squad, or 2 MP if they include two. Jump-pack equipped units have 3 MP (jumping) if they include one support weapon per squad or 2 MP (jumping) if they include two.

Mechanized units (those with heavy integral transports such as armored jeeps or hoversleds) have between 3 and 5 MP, depending on the transport type (see the Unit Type Table, p. 65). Some units have special movement abilities and restrictions, as indicated on the Unit Type Table on p. 65.

Battle armor units use the MP and movement method appropriate to their construction.

PROTECTION

To determine armor protection, add up the four torso armor values (M/B/E/X as listed in *CBT: RPG* or *Lostech*) of any protective gear worn by the infantry (normal "stacking armor" rules from p. 140 of *CBT: RPG* apply if the trooper is wearing more than one item of armor). Then divide the sum by 10, rounding fractions to the nearest whole value. If the trooper's gear includes some form of electronic camouflage or ECM, add the Stealth Modifier for that piece of equipment (or the total of its Stealth Modifiers if it has more than one) to the Armor Value before dividing. The resulting protection score is the number of *BattleTech* points of damage (minimum 1) required to incapacitate or kill the trooper.

If the armor is Encumbering, the trooper reduces his MP value by 1 (by 2 if the armor is Very Encumbering). Encumbering armor may reduce the trooper's MP to 0 (in which case he cannot move), but may not be worn if it reduces the MP below 0.

SAMPLE WEAPON TABLE

Item	Weapon Type	Base Range	Damage (Each)	Cost (C-bills)
Pistols				
Auto-Pistol	Standard	0	0.21	50
Auto-Pistol, Magnum	Standard	0	0.21	75
Auto-Pistol, Mydron	Standard	0	0.14	100
Auto-Pistol, Nambu	Standard	0	0.21	75
Auto-Pistol, Stetta	Standard	0	0.17	150
Blazer Pistol	Standard†	0	0.26	3,000
Dart Gun	Standard	0	0.01	40
Flamer Pistol	Standard	0	0.27	50
Gauss Pistol	Standard	0	0.14	1,500
Gyrojet Pistol	Standard	0	0.04	450
Hold-Out Pistol	Standard	0	0.03	20
Hold-Out Pistol, Mandrake Gauss	Standard	0	0.02	750
Hold-Out Pistol, Gyrojet	Standard	0	0.04	30
Hold-Out Pistol, Laser	Standard	0	0.14	100
Hold-Out Pistol, White Dwarf Laser	Standard	0	0.02	250
Hold-Out Pistol, Needler	Standard	0	0.07	20
Laser Pistol	Standard	0	0.21	750
Laser Pistol, ER	Standard	1	0.21	1,000
Laser Pistol, Nakajama Hand Laser	Standard†	1	0.18	750
Laser Pistol, Nova	Standard	0	0.26	1,250
Laser Pistol, Sunbeam	Standard	0	0.28	750
M&G Flechette Pistol	Standard	0	0.09	100
M&G Service Automatic	Standard	0	0.17	60
Needler Pistol	Standard	0	0.11	50
Pistol, Sternsnacht Heavy	Standard	0	0.09	200
Pistol, Sternsnacht Python	Standard	0	0.28	125
Pulse Laser Pistol	Standard	0	0.14	1,000
Pulse Laser Pistol (Clan)	Standard	0	0.20	1,500
Revolver	Standard	0	0.17	40
Revolver, Magnum	Standard	0	0.18	60
Tranq Gun	Standard	0	0.11	30
Rifles				
Blazer Rifle	Standard†	2	0.35	3,000
Elephant Gun	Standard†	1	0.11	100
Gauss Rifle, Thunderstroke	Standard†	1	0.26	2,500
Gauss Rifle, Tsunami Heavy	Support†	1	0.63	5,500
Gauss Rifle, Magshot	Support†	2	0.74	8,500
Gyrojet Gun, Heavy	Standard	1	0.21	2,500
Gyrojet Rifle	Standard	1	0.35	1,250
Gyroslug Carbine	Standard	1	0.28	800
Gyroslug Rifle	Standard	1	0.35	1,000
Laser Rifle	Standard	2	0.28	1,250
Laser Rifle, ER	Standard	3	0.28	2,000
Laser Rifle, Starfire	Standard	3	0.28	2,500
Laser Rifle, Intek	Standard	3	0.21	1,250
Laser Rifle, Magna	Standard	2	0.26	1,500
Laser Rifle, Marx XX	Standard†	2	0.26	1750
M&G Flechette Rifle	Standard	0	0.09	200
Mauser 960 Assault System	Standard	2	0.34	8,000
Needler Rifle	Standard	0	0.11	75
Needler, Heavy Shredder	Standard	0	0.23	150
Pulse Laser Rifle	Standard	1	0.25	2,000
Pulse Laser Rifle (Clan)	Standard	2	0.33	3,000
Rifle, Assault, Imperator AX-22	Standard	1	0.52	200
Rifle, Assault, TK	Standard	1	0.44	150
Rifle, Automatic	Standard	1	0.52	80
Rifle, Bolt-Action	Standard	1	0.14	60
Rifle, Federated Long	Standard	1	0.35	120
Rifle, Zeus Heavy	Standard†	1	0.22	200
Rifle, Sniper	Standard†	1	0.18	350
Rifle, Sniper Minolta 9000	Standard†	2	0.35	1,000
Shotgun, Automatic	Standard	0	0.11	200
Shotgun, Automatic w. Solid-Slug Shot	Standard	0	0.42	200
Shotgun, Combat	Standard	0	0.18	175

SAMPLE WEAPON TABLE (CONTINUED)

Item	Weapon Type	Base Range	Damage (Each)	Cost (C-bills)
Shotgun, Combat w. Solid-Slug Shot	Standard	0	0.34	175
Shotgun, Double-Barreled	Standard	0	0.03	30
Shotgun, Double-Barreled w. Solid-Slug Shot	Standard	0	0.08	30
Shotgun, Pump-Action	Standard	0	0.08	40
Shotgun, Pump-Action w. Solid-Slug Shot	Standard	0	0.25	40
SMGs				
Gunther MP 20	Standard	0	0.33	125
Sub-Machine Gun	Standard	0	0.25	80
Sub-Machine Gun, Imperator 2894A1	Standard	0	0.22	100
Sub-Machine Gun, KA-23 Subgun	Standard	0	0.22	250
Sub-Machine Gun, Rorynex RM-3/XXI	Standard	0	0.20	80
Sub-Machine Gun, Rugan	Standard	0	0.20	100
Heavy Weapons				
Autocannon, Semi-Portable	Support†	1	0.77	2,000
Corean FarShot Portable LRM (per tube)	Support*†	2	0.15	2,000
Dragonsbane Disposable Pulse Laser	Disposable†	2	0.64	5,000
Flamer, Heavy	Support	0	0.63	200
Flamer, Man-Pack	Support	0	0.23	100
Gauss Cannon, Grand Mauler	Support†	1	0.63	5,000
Grenade Launcher	Support*†	1	0.44	465
Grenade Launcher, Inferno Shell	Support*	1	0.32	465
Grenade Launcher, Auto.	Support*	1	0.44	975
Grenade Launcher, Auto., Inferno Shell	Support*	1	0.32	975
Grenade Launcher, Compact	Support*	1	0.08	290
Grenade Launcher, Heavy	Support*†	0	0.98	1,500
Grenade Launcher, Heavy, Inferno Shell	Support*	0	0.50	1,500
Hellbore Assault Laser	Support†	2	0.63	2,500
LAW	Disposable*†	2	0.525	350
V-LAW	Disposable*†	1	0.42	75
Machine Gun, Light	Support†	1	0.49	400
Machine Gun, Portable	Support†	1	0.65	1,000
Machine Gun, Semi-Portable	Support†	1	0.75	1,100
Machine Gun, Support	Support†	1	0.94	1,750
Mortar, Heavy	Support*†	3	0.26	5,000
Mortar, Heavy, Inferno Shell	Support*	3	0.21	5,000
Mortar, Light	Support*†	1	0.24	1,400
Mortar, Light, Inferno Shell	Support*	1	0.16	1,400
Particle Cannon, Semi-Portable	Support	2	0.72	7,000
Particle Cannon, Support	Support†	2	1.58	45,000
Recoilless Rifle, Light	Support*†	1	0.21	300
Recoilless Rifle, Light, Inferno Shell	Support*	1	0.11	300
Recoilless Rifle, Medium	Support*†	1	0.24	2,000
Recoilless Rifle, Medium, Inferno Shell	Support*	1	0.16	200
Recoilless Rifle, Heavy	Support*†	1	0.26	4,000
Recoilless Rifle, Heavy, Inferno Shell	Support*	1	0.21	4,000
SRM Launcher (per tube)	Support*†	2	0.25	1,500
SRM Launcher, Inferno (per tube)	Support*	0	0.16	1,500
Support Laser,	Support†	3	0.84	60,000
Support Laser, ER	Support†	4	0.84	11,250
Support Laser, ER (Clan)	Support†	4	1.05	11,250
Support Laser, ER Semi-Portable	Support†	3	0.70	10,000
Support Laser, Heavy	Support†	5	1.47	40,000
Support Laser, Heavy, ER	Support†	6	1.05	80,000
Support Laser, Heavy, ER (Clan)	Support†	7	1.26	80,000
Support Laser, Heavy, Semi Portable (Clan)	Support†	3	1.05	20,000
Support Laser, Semi-Portable	Support†	3	0.61	5,000
Support Pulse Laser,	Support†	3	0.81	16,000
Support Pulse Laser, Heavy	Support†	4	0.98	60,000
Support Pulse Laser, Semi-Portable	Support†	2	0.55	12,500
Support Laser, Ultra Heavy (Clan)	Support†	5	1.72	100,000

*Weapons with a blast radius are not included in determining the damage a conventional infantry unit inflicts when making a Leg or Swarming attack.
†Weapon is anti-armor capable.

Ablative armor has M/B/E/C values of 3/1/6/1, a total of 11 points with no Stealth modifiers. As such, the troopers using it have a Protection Score of 1 (rounded down from 1.1). However, as a suit of ablative armor is Encumbering, such troopers lose 1 MP.

A DEST infiltration suit has M/B/E/C values of 2/4/5/2, together with Stealth scores of 2 (Camo) and 6 (IR). This total of 21 means such a suit has a Protection Score of 2 (rounded down from 2.1).

EXPERIENCE

BattleTech assumes that all infantry undergo appropriate training in the use of their weapons and equipment, but their experience with these varies considerably. More experienced units can inflict more damage and sustain more punishment before being incapacitated than can their less experienced comrades. The Trooper Experience Table indicates the base Gunnery Skill of each trooper and the multipliers to their damage and protection values, as well as the cost modifications of such skills.

The table also includes *CBT: RPG* skill bonus equivalents to allow conversion between skill bonuses and experience. To determine a character's experience level, average his Pistols, Rifles and Support Weapons skills (rounding down) and cross-reference the result with the *CBT: RPG* Modifier column on the table. For example, a trooper with a +1 Pistol and +3 Rifle Skill has an average bonus of +2 and would thus be a Regular trooper. Another with +1 Pistol and +0 Rifle has an average of +0 and would thus be untrained.

ASSEMBLING SQUADS AND PLATOONS

The first step in building an infantry unit is to assemble a squad (usually comprising seven troopers in the Inner Sphere or five in the Clans, though the Unit Type table places restrictions on some of the more specialized types of infantry). Such units usually incorporate two weapon types: a main weapon and a support weapon. In most cases, a squad has six main weapons (four in the Clans) and one support weapon. Some squads may have no support weapons, while some Inner Sphere units may have two, though usually at a –1 MP penalty. The standard number of weapons assumes that crewed weapons employ one or more of the main-weapon troopers in the

CLASSIC BATTLETECH RPG TO BATTLETECH WEAPON EQUIVALENCY TABLE

CBT: RPG Weapon	Corresponding CBT Weapon
Semi-Portable Machine Gun	Light Machine Gun
Support Machine Gun	Machine Gun
Semi-Portable Autocannon	Heavy Machine Gun
Heavy Flamer	Flamer
Heavy Support Laser	Medium Laser
Support Laser	Small Laser
Ultra Heavy Support Laser	Heavy Medium Laser
Semi-Portable Heavy Laser	Heavy Small Laser
ER Heavy Support Laser	ER Medium Laser
ER Support Laser	ER Small Laser
ER Semi-Portable Support Laser	ER Micro Laser
Heavy Support Pulse Laser	Medium Pulse Laser
Support Pulse Laser	Small Pulse Laser
Semi-Portable Support Pulse Laser	Micro Pulse Laser

SAMPLE PROTECTION TABLE

Armor	Protection	Encumbering	Cost (C-bills)
Ablative	1	Yes (–1 MP)	1,000
Ablative/Flak	1	No	800
Ballistic Plate	2	Yes (–1 MP)	1,600
Flak	1	No	150
Leather/Synthetic	0 (1)	No	100
Bogu	0 (1)	No	75
MechWarrior Combat Suit	1	No	20,000
Oyori, ancient	1	Yes (–1 MP)	50,000
Oyori, modern	2	Yes (–1 MP)	2,000
Light Exoskeleton	0 (1)	Yes (–1 MP)	10,000
Industrial Exoskeleton	1	Yes (–2 MP)	15,000
Heavy Industrial Exoskeleton	2	Yes (–2 MP)	60,000
Combat Spacesuit	1	Yes (–1 MP)	7,000
Cooling Vest	0 (1)	No	200
Engineering Suit	1	Yes (–1 MP)	7,500
Heatsuit	0 (1)	No	100
Hostile Environment Suit	2	Yes (–1 MP)	10,000
Light Environment Suit	1	Yes (–1 MP)	200
Marine Environment Suit	2	No	15,000
Parka	0 (1)	No	50
Snowsuit	0 (1)	Yes (–1 MP)	70
Spacesuit	1	Yes (–1 MP)	5,000
DEST Infiltration Suit	2*	No	50,000
Sneak Suit (one system)	1*	No	7,000
Sneak Suit (two systems)	2*	No	14,000
Sneak Suit (three systems)	2*	No	21,000
Camouflage Clothing	0 (1)	No	25

*Includes Stealth modifiers

TROOPER EXPERIENCE TABLE

	Base Gunnery	Damage Modifier	Protection Modifier	Morale Modifier*	BV/Cost Modifier	CBT: RPG Modifier
Peasant Militia (untrained)	6	x 0.75	x 0.75**	–2	x 0.8	+0 or less
Green	5	x 0.9	x 1.0	–1	x 0.9	+1
Regular	4	x 1.0	x 1.0	0	x 1.0	+2
Veteran	3	x 1.0	x 1.0	+1	x 1.2	+3
Elite	2	x 1.1	x 1.1	+2	x 1.4	+4
Special Forces	1	x 1.5	x 1.25	+3	x 1.6	+5 or more

*This includes the modifiers from *Morale & Fatigue* on p. 53.
** To a minimum of 1

squad to operate the support weapon, though this has no impact on the squad's damage value—the main weapon of the second crewman still counts.

Determine the unit's damage value by adding up the *BattleTech* damage ratings of all members of the squad. Do not round the damage values at this stage. If the squad has no support weapons or only one support weapon, the range and to-hit modifiers for the unit are those of the main weapon. If two support weapons are present, use the support weapons' range and to-hit modifiers.

A platoon-sized unit should contain between two and four squads (five in some Clan units), all of which should be of the same type (for example, all foot infantry or all Special Forces). The Unit Type Table indicates the maximum number of squads per platoon. Combine the damage values of all the squads in the platoon, rounding any remaining fractions down.

These rules apply to most factions in the *BattleTech* universe, though some nations use different organizational methods that do not precisely fit the standard scheme. For example, the Marian Hegemony uses 100-trooper centuries in lieu of platoons, in effect equaling other nations' infantry companies. Players seeking to create such forces should consider whether to recreate them using the standard rules or whether to relax elements such as squad size or the number of squads per platoon.

DISPOSABLE WEAPONS

In addition to their main and support weapons, members of an infantry unit may be equipped with a single one-shot disposable weapon such as LAWs, that they may use once in a battle to bolster their firepower; all the troopers in a platoon must have the same disposable weapon. Any equipment labeled Disposable in the weapons table may be used in such a manner, at which point the rules assume all of the unit's troopers use their disposable weapons. In such attacks, make a to-hit roll normally—the weapon uses its own range, not those of the platoon's main or support weapons. If the roll is successful, roll 2D6 again and cross-reference the result with the column on the Missile Hits Table that most closely matches the number of troops remaining in the unit (or several tables in the case of units with more than twenty troopers—for example, a 28-trooper platoon uses both the 20 and the 9 columns). Multiply the result by the disposable weapon's DPV to determine the number of damage points inflicted.

This damage is applied to the target like LRM damage, in 5-point groupings that are each rolled to determine the specific location. Units with disposable weapons may use them in lieu of their standard attack that turn, but may not use both attacks in the same turn.

TROOP TYPES

The core *BattleTech* rules support three basic types of infantry—foot, motorized and jump—with rules expansions for specialized troops. The rules below present a wider range of options.

Foot Infantry: These are basic infantry troops, equipped with little more than a weapon and body armor and relying on their own feet to move around the battlefield, though they may also use trucks, APCs and IFVs.

Motorized Infantry: These troops have their own transport, usually motorbikes or light jeeps, though on primitive worlds motorized infantry may include troops using animal mounts or even bicycles. They are armed and equipped in much the same way as foot infantry.

Jump Infantry: The least common of the main troop types, jump infantry use jet packs to move around the battlefield. Such units are usually smaller and more lightly equipped than their foot or motorized kin.

Mechanized Infantry: These troops work in close conjunction with vehicles and rely on them to move around the battlefield. A wide variety of mechanized forces see battlefield service. Some use hover-sleds or armored jeeps, while many have intrinsic APC or IFV transports. The rarest use light collapsible aircraft (microlites) to cross large distances quickly, or even ultralite helicopters capable of inserting a small squad directly onto battlefield targets. These infantry units must adhere to the movement restrictions of their vehicles.

UNIT TYPE TABLE

Troop Type	MP	Troops/ Squad	Support Weapons	Squads/ Platoon	Tons/ Trooper	Cost Multiplier	BV Multiplier
Foot Infantry	1	5-10*	1 or 2†	4/5‡	0.1	x 1.0	x 1.0
Motorized Infantry	3	5-10*	1 or 2 (–1 MP)	4/5‡	0.21	x 1.6	x 1.0
Jump Infantry	3(J)	5-10*	1 or 2 (–1 MP)	3	0.18	x 2.6	x 1.0
Mechanized Infantry							
Hover‡‡	5§	5	1 or 2 (–1 MP)	4	1	x 3.2	x 1.5
Wheeled‡‡	4§	6	1 or 2 (–1 MP)	4	1	x 3.2	x 1.5
Tracked‡‡	3§	7	2	4	1	x 3.2	x 1.5
VTOL (Microlite)§§	6§	2	0	4	1.5	x 4.0	x 1.5
VTOL (Micro-copter)§§	5§	4	0 or 1 (–1 MP)	4	2	x 4.5	x 1.5
Specialized Infantry (Veteran or better experience level only)							
SCUBA	1**	5-10	0	4	0.15	x 2.0	x 2.0
Motorized SCUBA	2**	6	1	2	0.2	x 2.5	x 2.0
Mountain Troops	1††	5-10	1	2	0.1	x 2.0	x 2.0
Combat Engineers	1	5-10	1 or 2 (–1 MP)	2	0.2	x 5.0	x 2.0
Marines***	1	5-10	1 or 2 (–1 MP)	4	0.1	x 3.0	x 2.0
Paratroops	1	5-10	1	3	0.15	x 3.0	x 2.0
Anti-BattleMech trained†††	N/A	N/A	N/A	N/A	N/A	x 5.0	x 1.0

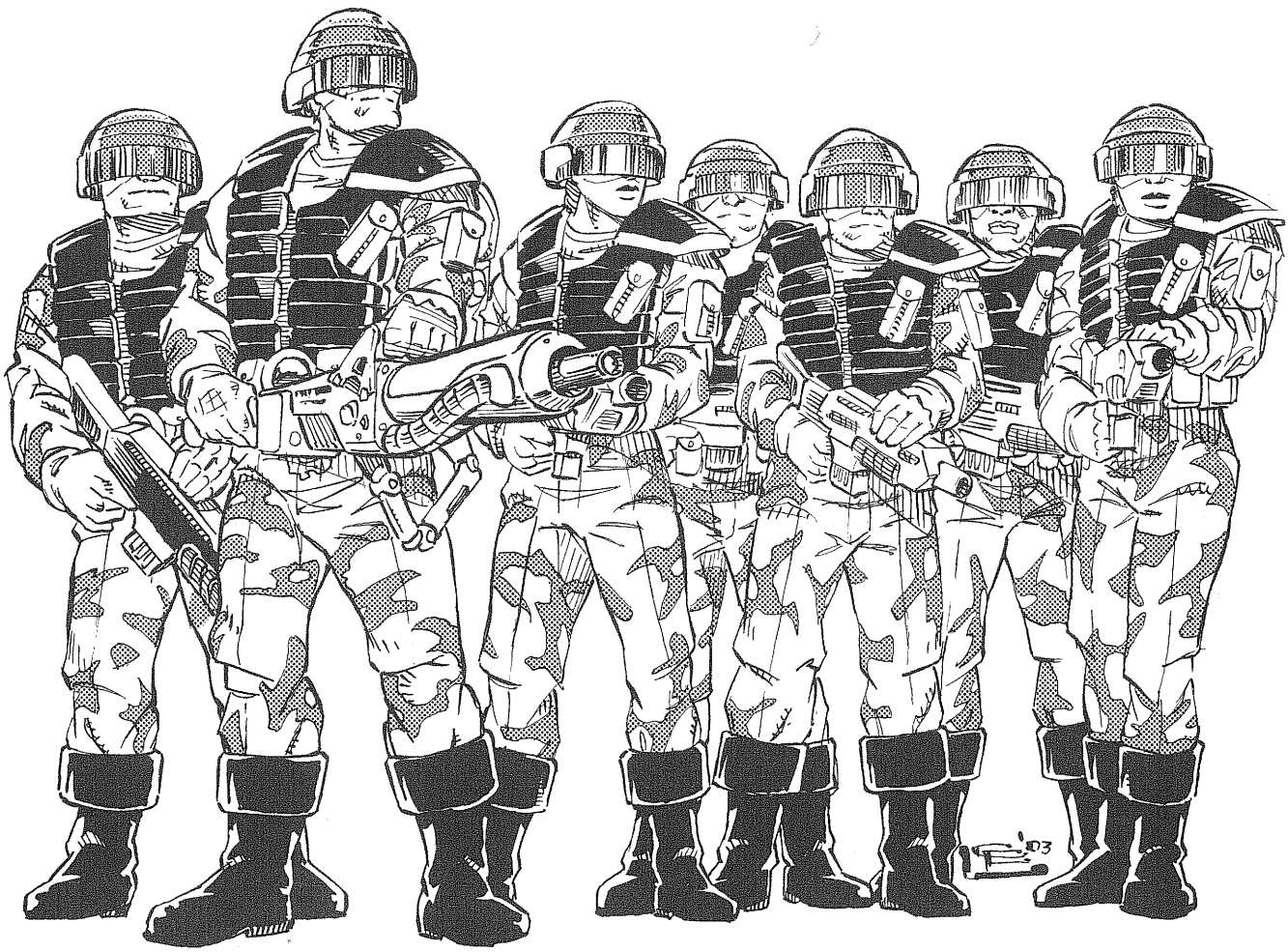
*In the Inner Sphere, such units usually contain seven troopers and in the Clans five troopers.
†A foot squad with two support weapons cannot move and shoot in the same turn.
‡Four squads in Inner Sphere units, five squads in a Clan infantry Point.
§Movement restrictions per vehicles of the same type.
**Such units may move into Depth 1 (or deeper) water and descend to a maximum of Depth 2. Their main and support weapons are modified to function underwater but have only half their normal range (round down). Disposable weapons may not be fired underwater.
††May ascend or descend up to 3 elevation levels per hex.
‡‡Double the armor protection of each trooper to determine the number of hits needed to incapacitate a trooper.
§§The maximum armor protection of such units (the damage required to incapacitate a trooper) is 1 and does not apply if the armor is Encumbering in any way.
***Marines may fight at full strength aboard spacecraft in zero-G (see *Boarding Actions*, p. 69).
†††Anti-Mech units do not include the damage from weapons with a blast radius when making Leg or Swarm attacks.

Specialized Infantry: This catchall category includes a wide range of specialist training and equipment. SCUBA troops (see *Maximum Tech*, p. 42) receive training and equipment that allows them to fight underwater, though they rely on their own muscle power to move around the battlefield. Motorized SCUBA units use personal maneuvering equipment and sub-aquatic sleds to move more quickly than conventional SCUBA troops; these may also mount heavy weapons. Mountain troops specialize in high-altitude operations and are adept at climbing, even with heavy equipment. Combat engineers (see *Maximum Tech*, pp. 41-42) cover a wide range of sub-specialties, including demolitions and EOD experts, whose specialty is damaging structures and emplacing (or clearing) minefields. Marines are the rarest specialty, trained to fight in zero-G operations to board enemy vessels (or to resist such attacks). Paratroops (see *Maximum Tech*, p. 40) function much as foot infantry but deploy on the battlefield via parachute or paraglider. Specific rules for using various specialized infantry types in a *BattleTech* game appear in *Maximum Tech*.

Anti-BattleMech Infantry: This training allows infantry units to make Leg and Swarm attacks against BattleMechs. It is not a distinct specialty but rather extra training that any infantry may undergo.

Troop Losses

Each trooper may sustain a number of points of damage dependent on the protective gear he or she wears before being incapacitated. The typical armor protection value is 1, meaning it takes 1 point of damage to neutralize a trooper with a protection



value of 1, 2 for a value of 2, and so forth. When a trooper is killed or incapacitated, the loss degrades the unit's performance.

To determine the effect of losses on an infantry unit, divide its total damage value by the number of troops in the unit. Whenever damage removes a trooper from the record sheet, reduce the unit's damage rating by this result (but round up when determining the amount of damage inflicted on another unit).

A rifle platoon that contains 4 squads each with 7 rifles (AP 4, Damage 4) has 28 troops, for a maximum Damage of 8. The troops wear standard camouflage clothing (de facto Armor Protection of 1), so whenever this unit suffers a point of damage, it loses a soldier and its damage value decreases by 0.286 (8/28 = 0.286).

A flamer platoon, with 4 squads each containing 6 man-pack flamers (AP 2, Damage 5, Incendiary) and 1 heavy flamer (AP 2, Damage 7, Incendiary) has 28 troops and a maximum Damage of 11. Its troops wear ballistic plate armor and so it takes 2 points of damage to eliminate a trooper (at a -1 MP penalty). Whenever this unit loses a trooper, its damage value decreases by 0.392 (11/28 = 0.392).

SAMPLE PLATOONS

A Regular foot laser platoon contains 4 squads, each with 6 laser rifles (Damage 0.28, Range 2) as main weapons and 1 support laser (Damage 0.84, Range 3). It has 28 troops and a total Damage Rating of 10.08 (0.28 x 24 plus 0.84 x 4). As each squad has only 1 support weapon, the main weapons' range is used to determine the ranges and to-hit values (–2 at 0 or 1-hex range, +0 at 2 hexes, +1 at 3 hexes, +2 at 4 hexes, +3 at 5 hexes, and +4 at 6 hexes). The troops wear flak armor and so it takes 1 point of damage to eliminate each trooper. When this unit suffers a point of damage, its damage value decreases by 0.36 (10.08/28), and so the platoon has a Damage Rating of 10 points at 26–28 troopers, 9 at 23–25 troopers, and so forth. The cost multiplier for foot infantry is x1 and the multiplier for Regular troops is also x1, and so equals the values of the weapons and armor used by the troops. As a foot unit in non-encumbering armor, the platoon has 1 MP, and as a Regular unit it has a Base To-Hit Number of 4.

A Veteran motorized SCUBA platoon comprises 2 squads of 6 troopers each. Five of the troopers in each squad use sub-machine guns (Damage 0.25, Range 0), while one trooper in each squad operates a light machine gun (Damage 0.49, Range 1).

Additionally, each trooper carries a disposable LAW (Damage 0.525, Range 2). The platoon comprises 12 troops and has a total Damage Rating of 3.48 (0.25 x 10 plus 0.49 x 2). As each squad has only 1 support weapon, the main weapons' range is used to determine the ranges, which means the platoon's effective range is 0 (this does not apply to the disposable weapons, which use their own range when employed). Halve the platoon's main and support weapon ranges when fighting underwater (which in this case makes no difference to the troops, who retain a zero-hex range). The troopers may not use their disposable weapons while underwater. They wear marine environment suits and so it takes 2 points of damage to eliminate each trooper. When this unit suffers 2 points of damage, its damage rating decreases by 0.29 (3.48/12), and so it has a Damage Rating of 4 points at 11–12 troops, 3 points at 7–10 troops, 2 points at 4–6 troops and 1 point at 1–3 troops. The cost multiplier for motorized SCUBA infantry is x2.5 and that for Veteran troops x1.2, and so the platoon's overall cost is x3.0 (0.25 x 1.2) of its weapons and armor. As a motorized SCUBA unit in non-encumbering armor, the platoon has 2 MP and can move into any water hex, and as a Veteran unit it has a Base To-Hit of 3.

BATTLE VALUE

The procedure for calculating an infantry unit's BV is similar to that for calculating the BV for BattleMechs and vehicles. The Battle Value for any weapons or equipment not listed in this section can be found in *BattleTech Master Rules, Revised*, pp. 156–158.

STEP 1: CALCULATE DEFENSIVE BATTLE RATING

First, add the following figures:

Total Armor Points (not including the 1 point for the trooper) + 0.5

Next, multiply the current value by the platoon's Defensive Movement Factor, based on the number of MP it can spend. Do not add the +1 To-Hit penalty used in attacks against infantry units. The final result is the platoon's Defensive Battle Rating.

DEFENSIVE MOVEMENT FACTORS TABLE

Target Movement Modifier	Defensive Movement Factor
+0 (1–2 MP)	1.0
+1 (3–4 MP)	1.1
+2 (5–6 MP)	1.2

STEP 2: CALCULATE OFFENSIVE BATTLE RATING

Calculate Base Weapon Battle Rating

The BV of a weapon equals its damage rating. Multiply this BV by 2 if the weapon is anti-armor capable. Multiply this BV by 2.5 if the weapon has a blast radius. For example, if a weapon is anti-armor capable and has a blast radius, its BV is 5x its damage rating.

Direct-fire weapons: Calculate the Battle Rating of all direct-fire weapons, defined as all weapon systems except missile launchers (SRMs, LRMs, rockets, mortars, grenade launchers and recoilless rifles) and disposable weapons.

Missile weapon attacks: Calculate the Missile Weapon Battle Rating for SRMs, LRMS, rockets, mortars, grenade launchers and recoilless rifles.

Anti-BattleMech attacks: If the unit has anti-BattleMech training, its Anti-'Mech Battle Rating is equal to that of its direct-fire weapons.

Disposable weapons: If the unit has disposable weapons (such as LAWs), the Disposable Weapons Battle Rating equals half its damage rating.

Add up the following values:

Direct-Fire Weapons Battle Rating
Missile Weapons Battle Rating
Anti-'Mech Battle Rating
Disposable Weapons Battle Rating

The result is the total Offensive Battle Rating.

STEP 3: CALCULATE FINAL BV

Add the Defensive Battle Rating and the Offensive Battle Rating together and round to the nearest whole number (0.5 rounds up), then multiply by the number of troops with the same weapons in the formation and by the unit type multiplier. Add together the BVs of all the different troop types in the platoon to determine its overall BV.

SAMPLE FOOT LASER PLATOON

A foot platoon has 24 troopers wearing camouflage clothing and armed with pulse laser rifles, and 4 troopers equipped with support lasers.

Pulse Laser Rifle Troopers

The rifle troops have a Defensive Battle Rating of 0.5 (0.5 + 0 armor x Defensive Factor of 1.0) and an Offensive Battle Rating of 0.25 (the damage values of their weapons). Each trooper therefore has a BV of 0.75.

The total BV of the 24 pulse-laser troops is 18.

Support Laser Troopers

The support laser troops have a Defensive Battle Rating of 0.5 (0.5 + 0 armor x Defensive Factor of 1.0) and an Offensive Battle Rating of 1.68 (the damage values of the weapon, 0.84, multiplied by x 2 because the weapon is anti-armor capable). Each trooper therefore has a BV of 2.18.

The total BV of the 4 support laser troops is 8.72.

The Total BV of the platoon is 27 (18 + 8.72 = 26.72 = 27).

SAMPLE MOTORIZED GYROJET PLATOON

A motorized platoon wearing ballistic plate armor (with 3 MP, reduced to 1 MP because of the armor and their second support weapon per squad) has 20 troopers armed with gyrojet rifles and 2 armed with light recoilless rifles. All are anti-BattleMech trained.

Gyrojet Rifle Troopers

The gyrojet rifle troops have a Defensive Battle Rating of 2.5 (0.5 + 2 armor x Defensive Factor of 1.0) and an Offensive Battle Rating of 0.7 (the damage value of their weapons is 0.35, x 2 because the troops are anti-BattleMech trained). Each trooper therefore has a BV of 3.2.

The total BV of the 20 pulse-laser troops is 64.

Light Recoilless Rifle Troopers

The light recoilless rifle troops have a Defensive Battle Rating of 2.5 (0.5 + 2 armor x Defensive Factor of 1.0) and an Offensive Battle Rating of 1.05 (the damage value of the weapons, 0.21, multiplied by x 5 as it is anti-armor capable and has a blast radius). Each trooper therefore has a BV of 3.55.

The total BV of the 8 light recoilless troops is 28.4.

The Total BV of the platoon is 92 (64 + 28.4 = 92.4 = 92).

COSTS

The cost of each trooper depends on his weapons, equipment and mode of transport.

WEAPONS AND EQUIPMENT

Add up the cost of any weapons and armor worn by the trooper as indicated on the Sample Weapon and Sample Protection tables. Determine the square root of this cost and multiply the result by 2,000. This result is the base cost per trooper.

MODE OF TRANSPORT

Determine the cost multiplier for the trooper by cross-referencing his movement type or specialty with the Cost Multiplier column of the *Unit Type Table*, p. XX.

TOTAL COST

Multiply the trooper's base cost by the mode of transport multiplier to determine the actual cost for the trooper. Apply any multipliers for anti-Mech training after calculating the total cost per trooper.

A motorized platoon contains troopers wearing camouflage clothing (0 cost), 24 armed with automatic rifles (80 C-bills each), and 4 troopers equipped with semi-portable machine guns (1,100 C-bills each).

Rifle Troopers

The rifle troops have equipment that costs 80 C-bills. The square root of the cost is 8.944 and so the base cost of each trooper is 17,888.5. The cost modifier for motorized troops is x1.6 and so the final cost of each trooper is 28,622 C-bills.

SP Machine-gun Troopers

The machine-gun troops have equipment that costs 1,100 C-bills. The square root of this cost is 33.166 and so the base cost of each trooper is 66,332.5. The cost modifier for motorized troops is x1.6 and so the cost of each trooper is 106,132C-bills.

Platoon Totals

The platoon has 24 rifle troopers and 4 SP machine gunners. The platoon's total cost is (24 x 28,662) + (4 x 106,132) = 687,888 + 424,528 = 1,112,416 C-bills.

AEROTECH 2 OPERATIONS RULES

The core rules in *AeroTech 2* (*AT2*) provide all the material needed to play tactical *AeroTech*. The rules presented in this section go one step further, adding more detail to campaigns and providing a host of strategic options.

The additional detail and realism in this section comes at a price—the rules are more complex and time-consuming than "plain vanilla" *AeroTech 2,* and so players should carefully consider these additions before using them in a game. Because of the added complexity, all players should read through these rules and agree to their use before beginning play.

Terminology: This section uses the same terminology described in the *BattleTech Operations Rules*, p. 40.

BOARDING ACTIONS

Boarding an enemy vessel is a tactic as old as naval warfare, but even in the 31st century, it is the only way to seize control of an enemy ship short of destroying it. Most DropShips and JumpShips carry personnel trained for such operations, and to foil enemy boarding attempts. On civilian DropShips and JumpShips, these personnel are security staff, assigned to provide a minimum level of defense, while on military DropShips, JumpShips and WarShips, marines trained to attack as well as defend replace the security personnel. For ease of reference, the term "marine" indicates any soldier trained to fight in zero-G conditions on board a space ship.

MARINE POINTS TABLE

Marine Point Values	
Clan battle armor	= 5 Marine Points (each)
Inner Sphere battle armor	= 4 Marine Points (each)
Clan Elemental (no armor)	= 2 Marine Points (each)
Marine	= 1 Marine Point (each)
Non-combat ship crew/fighter pilot	= 0.25 Marine Points (each)
Non-spacer soldiers (MechWarriors/infantry)	= 0.5 Marine Points (each)
Other (civilians)	= 0.1 Marine Points (each)
Battle Armor Modifiers (per trooper)	
Has space operations adaptations	+1 Marine Point
Has claws and magnets (like the Salamander)	+1 Marine Point
Has vibro-claws	+1 Marine Point
Has cutting torch	+0.25 Marine Point
Has industrial drill	+0.25 Marine Point
Is power armor (Light)	-0.5 Marine Point

LANDING TROOPS

In the first stage of any boarding attempt, the attacker matches velocity and heading with the defender's ship, and then either dispatches marines using a shuttle/assault craft or docks with the target vessel. Docking is a difficult maneuver, and few captains are willing to let their ships dock with a hostile vessel. The attacking craft must cripple the target (that is, prevent it from expending thrust), or else the defender's ship will be able to maneuver to avoid docking; even a difference in velocity of a few meters per second can pose a major problem. Given these challenges, docking assaults are rare, usually restricted to actions against JumpShips (whose captains will probably surrender if given the option), space stations (which cannot run away) or crippled DropShips and WarShips. Most military boarding actions use assault craft to deliver troops onto the hull or into the airlock of a defender's vessel.

Most assault craft are shuttles, modified to carry troops and weapons. Any shuttle may operate as an assault craft, with each ton of cargo space holding five marines in space suits or one marine (or Elemental) in battle armor. Apply a +2 modifier to any target numbers for attacks against assault craft, a result of the erratic maneuvers such craft make to avoid enemy fire during the approach. To deploy marines against an active target, the assault craft should maneuver to end the Movement Phase in the same hex as its target, with the same heading and velocity. The assault craft should next attempt to attach grappling lines to the target. Roll 2D6 to determine the success of grappling, against a Target Number of 8. A successful roll attaches a grapple to the target ship and allows the assault craft to deploy forces to board it.

THE BOARDING ACTION

To determine the result of a boarding action, establish the total number of marines fielded by each side by adding up the Marine Points for the relevant troop types, as shown on the Marine Points Table.

After determining the total for each side, determine the ratio of attackers to defenders. It is unlikely that the ratio will

BOARDING ACTIONS TABLE

Odds Ratio																						
Dice Roll	**1 to 3**		**1 to 3**		**1 to 2**		**2 to 3**		**1 to 1**		**3 to 2**		**2 to 1**		**3 to 1**		**3 to 1**	
	E/1%	R	E/1% R		E/5%	R	E/10%	R	75%/25%	R	70%/25%	R	65%/25%	R	60%/25%	R	55%/25%	R
	E/3%	R	E/3% R		E/7%	R	E/15%	R	70%/30%	R	65%/30%		60%/30%		55%/30%		50%/30%	
	E/5%	R	E/5% R		E/10%	R	65%/20%		65%/35%		60%/35%		55%/35%		50%/35%		45%/35%	
	E/7%	R	E/7%		E/15%		60%/25%		60%/40%		55%/40%		50%/40%		45%/40%		40%/40%	
	E/10%		E/10%		E/20%		55%/30%		55%/45%		50%/45%		45%/45%		40%/45%		35%/45%	
	E/15%		E/15%		E/25%		50%/35%		50%/50%		45%/50%		40%/50%		35%/50%		30%/50%	
	E/20%		E/20%		45%/30%		45%/40%		45%/55%		40%/55%		35%/55%		30%/55%		25%/55%	
	E/25%		E/25%		40%/35%		40%/45%		40%/60%		35%/60%		30%/60%		25%/E	P	20%/E	P
	E/30%		E/30%		35%/40%		35%/50%		35%/65%		30%/65%	P	25%/E	P	20%/E	P	15%/E	P
	E/35%		30%/35%		30%/45%	P	30%/55%	P	30%/70%	P	25%/E	P	20%/E	P	15%/E	P	10%/E	P
	30%/40%	P	25%/40%	P	25%/50%	P	25%/60%	P	25%/75%	P	20%/E	P	15%/E	P	10%/E	P	5%/E	P

Results given as: Percentage of defending strength subtracted from attacker strength as casualties / percentage of attacker strength subtracted from defending strength as casualties. Until a P result occurs, the defenders take only half of the indicated casualties.

exactly match one of those on the table; in such circumstances, round in favor of the defender. For example, a ratio of 2.1:1 in the attackers' favor would become 2:1, while 1.4:1 would become 1:1. After determining the attacker-defender ratio, players can resolve the boarding action. Roll 2D6 and cross-reference the result with the appropriate column on the Boarding Actions Table (above).

The number to the left of the slash is the percentage of the defender's total strength subtracted from the attacker's strength as casualties, while the number to the right of the slash is the percentage of the attacker's total strength subtracted from the defender's strength. However, the defender in a boarding action has a decisive advantage and suffers only half damage for as long as defending troops remain in control of the vessel. Round all fractions up.

An attacking force worth 20 Marine Points vs. 10 points' worth of defenders (2:1 odds) rolls a 6. This result means each side takes 45 percent of the other's strength as losses. The attackers lose 5 points from future attacks (45 percent of 10 = 4.5, rounded up to 5), while the defenders lose 9 points (45 percent of 20 = 9) if they are not in full control of the vessel, or 5 (9/2 = 4.5, rounded up to 5) if they retain control of their ship.

An E (Eliminated) result replaces some of these percentages. If the E is to the left of the slash, eliminate the attacking force. If the E is to the right of the slash, eliminate the defending force. The non-eliminated force takes damage in the standard way.

Some results may have an additional letter after both percentages. The letters "R" and "P" have the following meanings:

R = Attacker repulsed. The attacking force takes double casualties this turn. If the defender wishes, he may go on the offensive and counter-board a docked DropShip or attack craft.

P = Partial control. The attacking force has seized control of a large portion of the ship, and the defenders take full damage until an R result occurs or the attackers are eliminated.

When the defender's Marine Point total reaches zero (or the defender chooses to surrender), the attacker captures the ship and gains control of all systems. If an R result occurs, or the attacker's Marine Point total reaches zero, the boarding action fails. If the boarding action fails and the attacker has no ship to fall back to, the attacking force is eliminated.

An element worth 50 Marine Points boards a DropShip defended by an element worth 20 Marine Points. The ratio of attackers to defenders is 2.5:1, rounded in the defender's favor to 2:1. The dice roll result is 8, indicating combat losses of 35 percent to 55 percent. The attackers lose a number of points equal to 35 percent of the defenders' strength (7 points = 35 percent of 20). The defenders lose a number of points equal to 55 percent of the attackers' strength (28 points = 55 percent of 50, rounded up). Because a P result did not occur, however, the defenders take half the damage and so only lose 14 points. The boarding action continues, and defending troops worth 6 Marine Points face 43 remaining attackers (3:1 ratio). The attackers are unlucky, getting a 3 on the dice roll. The attackers lose 55 percent of the defenders' strength (55 percent of 6 = 3.3, rounded up to 4 points). The defenders lose 13 points (12.9, rounded up to 12), which are reduced to 7 because no P result occurred. As the defenders were only worth 6 Marine Points, this loss eliminates the defenders.

CREW LOSSES AND CREW HITS

The loss of crew members during a boarding action may

CREW CASUALTIES TABLE

Percentage of Crew Casualties	Crew Hits
5 – 20	1
21 – 35	2
36 – 50	3
51 – 65	4
66 – 80	5
81 – 100	6

adversely affect a ship's performance in *AT2*; the more crew it has lost, the less effective the vessel. The Crew Casualties Table provides an equivalency between crew losses and the number of Pilot/Crew hits taken by the vessel.

AEROTECH CREW QUALITY

In many cases, the crew of a DropShip, JumpShip or WarShip makes or breaks the craft's performance in a battle. A good crew functions almost as a single entity, anticipating demands and increasing efficiency and accuracy. A poor crew gets in each other's way, impeding the craft's performance. In *AT2*, the entire crew has a single experience rating to reflect each individual's abilities. A crew's experience rating modifies its Gunnery and Piloting skill values, making success more or less likely. Both Clan and Inner Sphere vessels normally have regular crews; unlike 'Mech or aerospace forces, there is no qualitative difference between the two groups.

Crew hits (see p. 20, *AT2*) can downgrade the skills of each crew or eliminate them entirely.

CREW QUALITY TABLE

	Gunnery	Piloting	BV Multiplier
Raw	6	7	0.70
Green	5	6	0.85
Regular	4	5	1.00
Veteran	3	4	1.25
Elite	2	3	1.50

ADVANCED SENSORS

The following rules provide a method of incorporating advanced sensor suites into *AT2*. They assume that any military craft will not be emitting an identifying IFF signal, will be operating under EMCON (EMission CONtrol or radio silence) orders, and will be using its integral ECM and ECCM to their best effect. Broadcasting an IFF signal means other vessels can detect the unit automatically.

The targets of sensor attempts fall into three categories: undetected, objects (which are visible to the sensors but cannot be directly attacked) and firing solution (which may be attacked directly). The header for each sensor method indicates the category of detection it produces. Only active radar can provide a firing solution to allow direct attack against a target, but an attacker may employ bearing-only naval missile attacks against any detected vessel in range, relying on the missile's own sensor suite to provide the detailed targeting information (see *Naval Missiles* under *Radar*, p. 74, for more information).

INFRARED SIGNATURE (OBJECT)

The detection of an incoming JumpShip from its IR signature depends on the length of time a craft takes to make the jump and its DropShip capacity. The formula to determine jump duration is [(light-years traveled/2) x DropShip capacity] seconds, though the vessel's IR signature is detectable for double the jump time prior to the vessel's appearance in addition to the jump duration. If a JumpShip or WarShip carries no DropShips, assume a capacity of 1 for these calculations. This IR signature is clearly visible to any units within 50,000 kilometers that have functioning sensors, but requires a successful Piloting Skill roll (or Sensor Operations Check if using *CBT: RPG*), the difficulty of which increases by 1 per 10,000 kilometers of distance between the two ships.

A Scout-class JumpShip makes a jump of 10 light-years. As the Scout has a capacity of 1 DropShip, the time taken for the jump is (10/2) x 1, or 5 seconds. The IR signature is thus visible for 10 seconds before the Scout appears. A Potemkin-class WarShip with a capacity of 25 DropShips jumping 30 light years would take (30/2) x 25 = 375 seconds to make the jump and the IR signature from such a jump would be visible 750 seconds before the vessel began to appear!

EMERGENCE WAVE (OBJECT)

The appearance of a JumpShip annihilates the gas molecules at the ship's destination, triggering a burst of EM radiation known as the emergence wave. While detectable at a greater distance than the infrared (IR) signature, this signal is harder to separate from background noise. Any large military craft (DropShips, JumpShips, WarShips and space stations, not fighters or small craft) may attempt to detect an arriving JumpShip. Roll 2D6 against a Target Number of 7 plus half the distance from the arriving JumpShip (in AU, circa 140 million kilometers). Modify the target number by subtracting [(the incoming craft's full KF Drive integrity + its DropShip capacity) divided by 10] from the difficulty. Round all fractions up at each stage. Each detecting unit may make a single detection attempt against an arriving JumpShip. Irrespective of target number, it is not possible to detect any target beyond 15 AU.

Note: The electromagnetic pulse travels at the speed of light (314,000 km per second) and will take approximately eight minutes to travel 1 AU.

A Union-class DropShip is three AU from an arriving Invader class JumpShip (KF drive integrity of 4 and DropShip capacity of 3).

The DropShip will detect the JumpShip on a roll of 8 or higher:

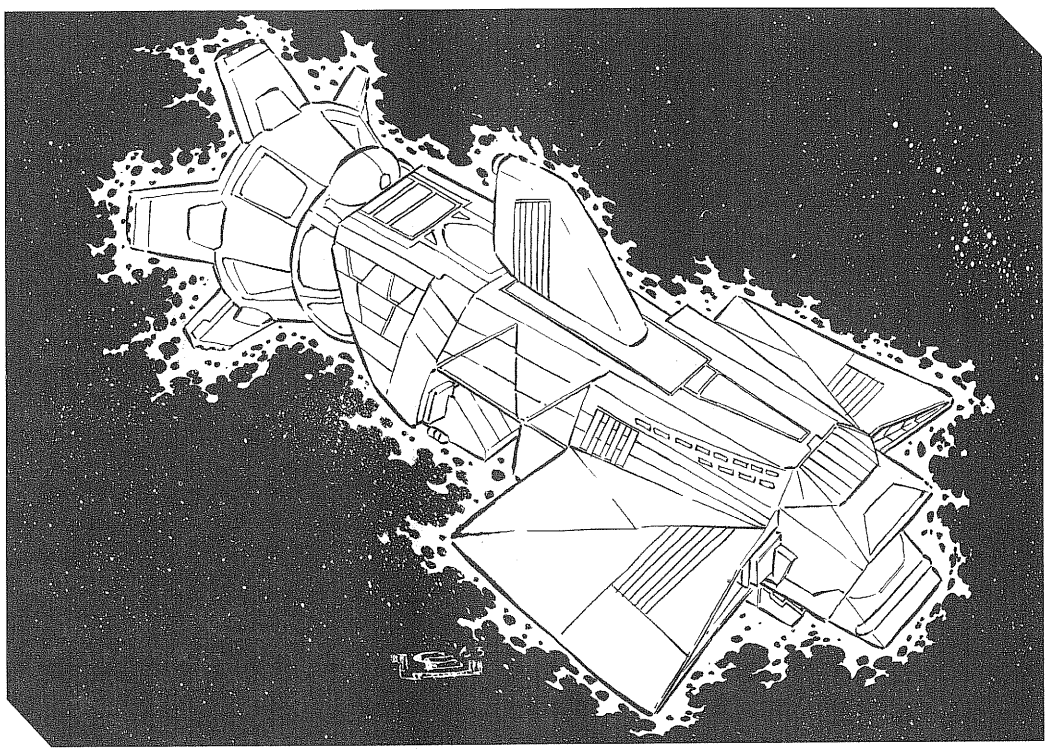
Base Target of 7

Plus distance modifier AU/2 = 3/2 =1.5 rounded up to 2

Minus (Drive integrity + DropShip capacity)/10 = 4 + 3/10 = 0.7, rounded up to 1

= Target Number of 8

If the DropShip detects the incoming JumpShip, it does so 24 minutes after the JumpShip's arrival (8 minutes per AU of distance).



RADIO TRIANGULATION (OBJECT)

Appropriately equipped units within range may detect radio and HPG communications. Civilian craft may detect any radio transmissions within 500,000 kilometers. Military craft can use their ESM to detect transmissions out to 1 million kilometers.

HPG transmissions use KF hyperspace principles to send a message. After sending the message, the KF field collapses, creating an electromagnetic pulse similar to an emergence wave, though much weaker. The emergence wave rules allow the triangulation of such transmissions, with the following changes: assume a 0 modifier for drive integrity and DropShip capacity, but double all range modifiers.

DRIVE PLUMES (OBJECT)

Any large craft may detect the drive exhaust plume of any moving vessel. The plume, seen as a moving point of light, provides information on the heading, velocity and distance to the target unit. The target number for detecting the moving unit is 5, with a modifier of +1 for every 500,000 kilometers of distance (or part thereof). The distance limitation does not reflect a limit on how far a craft can see, but rather the distance at which the motion of the target unit becomes apparent. Each vessel may make one such detection roll against each opposing craft per hour. When a DropShip or WarShip is transiting from a jumppoint to a planet, an observer on the planet suffers a +3 target number penalty for the first half of the transit (when the drive plume points away from the observer and may be partially or wholly obscured by the hull) and a –3 reduction of the target number in the second half of the transit (when the breaking vessel points its drives at the target).

NEUTRINO DETECTORS (OBJECT)

Neutrino detectors can detect any fusion reactors within 4 AU of the sensor. However, a long period is required to calibrate the device (2D6 hours). Every hour thereafter, roll 2D6 for each vessel within the sensor's range. On a result of 9 or higher, that vessel is detected.

The neutrino emissions of each vessel are unique, with variations resulting from class and age. After tracking a vessel for 6 hours, a neutrino detector-equipped vessel will have a "fingerprint" of the craft that can be used to identify it. After 12 hours, the fingerprint contains sufficient details to allow identification of the individual vessel in later encounters.

RADAR (OBJECT)

Any large craft with a functioning sensor system may attempt Active Radar Detection rolls against objects within 10,000 km. The radar systems of fighters and small craft are less powerful, and may only detect targets out to a range of 1,000 km. Roll 2D6 and compare the result to a target number equal to the range/1,000 (for large craft) or range/100 (for fighters and small craft), rounding up. Increase the target number as appropriate for any sensor damage. Once detected, an object remains detected while within the detecting craft's sensor range. Each unit may make one detection attempt against each target per hour.

Battlefield Radar (Firing Solution)

The *AT2* game rules assume the combatants are using radar to detect and target their opponents. To reflect this, play-

RANDOM AERO LANCE/POINT WEIGHT TABLE

2D6	Weight Class
2–4	Light
5–9	Medium
10–12	Heavy

RANDOM SQUADRON COMPOSITION

1D6	Lance Weight Classes
1	3 Light
2	2 Light, 1 Medium
3	1 Light, 2 Medium
4	1 Light, 1 Medium, 1 Heavy
5	2 Medium, 1 Heavy
6	1 Medium, 2 Heavy

RANDOM STAR COMPOSITION

1D6	Point Weight Classes
1	5 Light
2	3 Light, 2 Medium
3	2 Light, 2 Medium, 1 Heavy
4	2 Light, 2 Medium, 2 Heavy
5	1 Light, 2 Medium, 2 Heavy
6	2 Medium, 3 Heavy

LIGHT LANCE/POINT COMPOSITION

1D6	Fighter Weight Classes
1–2	2 Light
3–5	1 Light, 1 Medium
6	1 Light, 1 Heavy

MEDIUM LANCE COMPOSITION

1D6	Fighter Weight Classes
1	1 Light, 1 Medium
2–4	2 Medium
5–6	1 Medium, 1 Heavy

HEAVY LANCE COMPOSITION

1D6	Fighter Weight Classes
1–2	1 Light, 1 Heavy
3–4	1 Medium, 1 Heavy
5–6	2 Heavy

ers may wish to determine if a vessel detects a particular target. Assuming its radar is active, the vessel automatically detects any targets within 1/10 of the vessel's normal radar range, 1,000 km (66 hexes) for large craft or 100 km (6 hexes) for fighters, small craft and naval missiles. Beyond that range, the players must make a detection roll as described above each turn immediately before firing. A vessel not detected in this manner may not be fired upon directly, but may be targeted by naval missiles (which have their own sensors) using a "bearings-only" launch (see *Naval Missiles*, below).

Electronic Support Measures (Object)

Military craft (excluding fighters and small craft) automatically detect any vessels within 10,000 km that are using active radar. Civilian craft lack the ESM systems needed to tell them of the radar emissions and so may not use this detection method. ESM detection is not sufficient to allow the detecting vessel to fire directly at the target, but does allow the firing of naval missiles on a "bearings-only" launch.

Naval Missiles (Special)

Once launched, a naval missile automatically uses its active radar to home in on its assigned target. If the firer detects the specific target vessel before the missile's launch, the firer may select the precise target for the naval missile. In a "bearings-only" launch, the missile must attack the closest enemy vessel it detects in its forward arc, meaning that the firer may not select the specific target. If a standard naval missile detects no targets, it must move straight forward. If two or more targets are equidistant, the missile will attack the larger. If the targets are the same size, determine the target randomly. A tele-operated naval missile may maneuver normally.

FORCE COMPOSITION

Though intended for generating ground forces in *BattleTech* games, players can use the *Force Composition* rules on pp.108–110 of *BMR* to generate aerospace forces for use in *AT2* or combined games. After determining the size and nature (Clan or Inner Sphere) of the forces involved, players can use the following tables to generate the weight class or each aerospace lance or Point, either rolling per lance/Point or rolling on the Random Squadron or Star Composition Tables. After determining the weight class of each lance/Point, use the Lance/Point Composition Table to determine the weight class of individual fighter craft, which can be determined randomly using the tables on pages 63–64 of *AT2* or pages 206–230 of the *Classic BattleTech Field Manual: Update*.

ZERO-G OPS

Jump-jet equipped BattleMechs, ProtoMechs and battle armor may act as independent units in *AT2* games, though their use is limited. In the Movement Phase, such units must move before JumpShips in the sequence. When using advanced Initiative, such *BattleTech* units suffer a –6 Initiative penalty. Unless otherwise noted, treat such units as fighter units, converted as indicated below (rounding fractions up). Such units always operate as individual units and are not combined into squadrons.

Quadruped battle armor is never equipped with jump jets and cannot be used in space operations.

MOVEMENT

A 'Mech or battle armor unit launching from the hull of a DropShip, JumpShip or WarShip will have the same heading and velocity as the transporting vessel. For example, if a 'Mech launches from a DropShip heading "north" at a Velocity of 10,

CONVERSION OF BATTLETECH UNITS TO AEROTECH 2

BattleMechs/ProtoMechs

Thrust rating: Jump rating/3

Fuel: Jump Rating x 2

Offensive systems: Use the weapon statistics presented on pages 99–101 of *AT2*.

Location	Bay
Torso, leg and head weapons	Nose
Left arm	Left wing
Right arm	Right wing
Aft weapons	Aft

Melee weapons may not be used, with certain exceptions (see below).

Armor: A 'Mech's armor remains in the standard *BattleTech* locations.

Battle Armor

Battle armor squads/Points are treated as single units.

Thrust Rating: Jump rating/3 + any fuel tanks (see p. 172, *Classic BattleTech Companion*)

Fuel: Jump Rating x 2

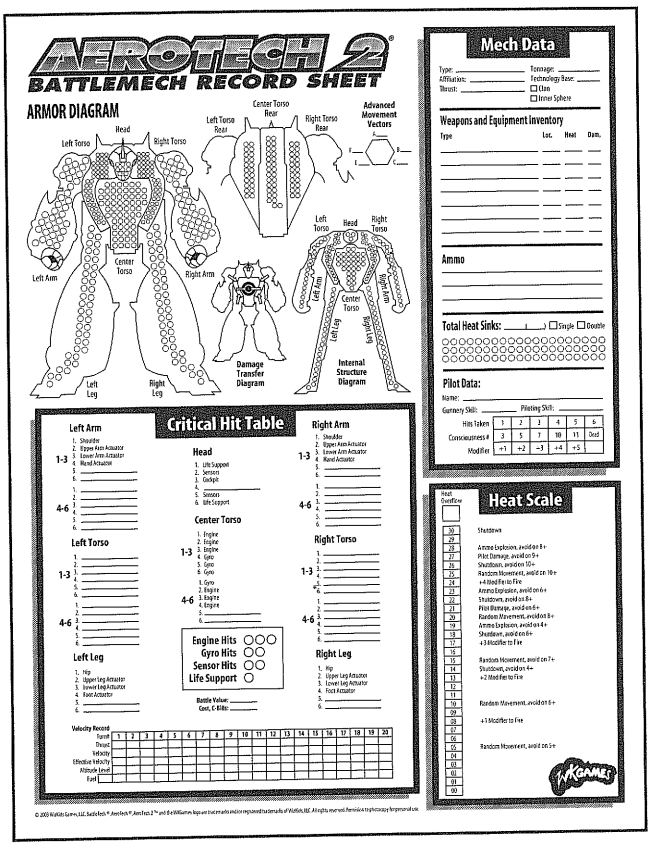
Offensive Systems: Use the weapon statistics presented on pages 99–101 of *AT2*, allocating all to the Nose Arc.

Armor: Total the Armor Points (excluding the 00 box for the trooper) for all the suits in the battle armor formation. If a unit is not equipped with Space Operations Adaptations [see p. 181, *Classic BattleTech Companion*], divide this total by 2. Assign the remaining points equally to the *AT2* armor facings.

the 'Mech also heads north at a Velocity of 10. Such units may move from the bays of the vessel onto the hull at the rate of 1 per door per turn.

'Mechs and battle armor do not have a Maximum Thrust value. They must make a Control Roll (Piloting Roll) with a +2 modifier. Assume a Target Number of 6 for battle armor units with space operations adaptations (see p. 181, *Classic BattleTech Companion*) and 8 for those without, whenever they expend thrust. When using *CBT: RPG*, characters may use the Zero-G Operations skill in lieu of Piloting.

Every time a unit uses a Thrust Point, that unit also uses 1 point of fuel. These units are designed to operate in atmosphere. In space, they must use reserve reaction mass, which is limited, and when this "fuel" runs out, they may no longer expend thrust. Players may not fit additional tanks for reaction mass onto BattleMechs. Replacing spent fuel costs 100 C-bills



per point and requires a Repair Roll (Target Number Modifier –1, no partial repair, base time 10 minutes).

'Mech or battle armor units may not perform any special actions except landing (see below).

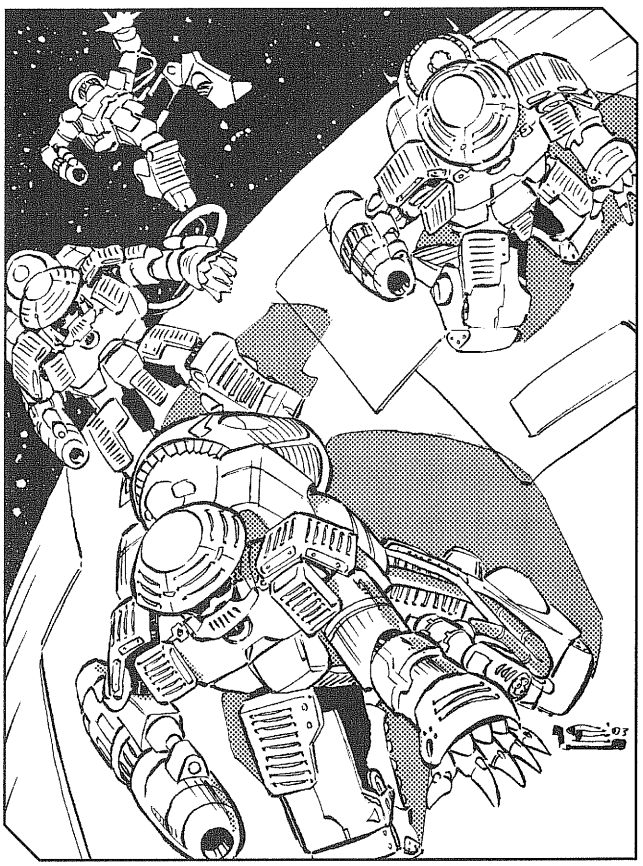
Any 'Mech or battle armor unit not equipped with an ablative re-entry pod is destroyed upon entering a space-atmosphere interface hex.

'Mech pilots *may* eject in space—the rules assume they are wearing some form of spacesuit—but doing so is extremely dangerous. When ejecting in space, they automatically take 1D6 points of damage in addition to any damage they may sustain as a result of a failed ejection roll. ProtoMech pilots may not eject. In the End Phase of every turn after ejecting, a MechWarrior must make a Consciousness Roll or suffer an additional box of damage.

BattleTech units may not make Ramming attacks.

COMBAT

BattleMech and battle armor units make poor space combatants. They may only engage units in the same hex (they lack the targeting systems of fighters and naval vessels) and suffer a +4 penalty on all to-hit numbers (treat all firing as if at long-range). Other units may attack them as if they were fighters. Battle armor suits may not use anti-personnel weapons in space combat. All attacks made by *BattleTech* units target their opponent's front facing. Attacks against such units by *AT2* units in the



same hex determine the facing randomly. Roll 1D6. On a result of 1–3, the attack is against the front. On a 4, it is against the side, and a 5 or 6 indicate the rear. Use the standard *BattleTech* rules to determine the location of the hit.

Battle armor units may not make swarm attacks in *AT2* games.

BattleMechs may only make clubbing, punching and kicking physical attacks; no other physical attacks are allowed in *AT2* games.

BattleMechs and ProtoMechs may suffer critical hits in three ways: rolling 2 or 12 (penetrating critical hits), by destroying the armor in a section (per standard *BattleTech* rules) or by a hull breach (see p. 85, *BattleTech Master Rules, Revised*). Most critical damage has the same effect in *AT2* as in *BattleTech*, with the following exceptions:

• A Jump Jet hit reduces available Thrust by 1. Fuel reserves remain unchanged.

• The unit ignores all Movement Point modifiers while in space (but they apply when making a landing roll).

• Each point of Life Support damage requires the pilot to make an immediate Consciousness Roll. A failure inflicts a point of damage on the pilot.

• A hull breach on the head location causes 1D6 points of damage to the pilot.

LANDING MODIFIERS TABLE

Situation	Modifier
No fuel remaining	+2
Relative speed	Velocity difference (as positive value)
Boarder and target have different headings	+3
'Mechs	
BattleMech armor facing destroyed	+1 facing
Battle Armor	
Space operations adaptations	-1
Has claws and/or magnets	-1
Has Heavy Battle Claw	-1
No manipulators	+1

FAILED HULL LANDING TABLE

Margin of Failure	Effect
1	Hard landing. Unit takes 1D6 x Base Damage.
2	Hard Landing. Unit takes 2D6 x Base Damage.
3	Collision. Unit bounces off the hull, taking 2D6 x Base Damage, and fails to land.
4	Collision. Unit bounces off the hull, taking 2D6 x Base Damage, and fails to land.
5	Collision. Unit bounces off the hull, taking 3D6 x Base Damage, and fails to land.
6+	Unit misses target craft. May not make any other movement this turn.

• Battle armor troops do not take double damage for fighting in vacuum.

• Battle armor does not suffer critical damage but is destroyed once all the armor is destroyed.

LANDING ON THE HULL

The main use of 'Mechs and battle armor in space is in boarding actions, where the main objective is to get the unit onto the hull of a target vessel. Any 'Mech or battle armor unit starting the turn in the same hex as an enemy unit may attempt to land on that vessel's hull. To do so, the controlling player must make a Control Roll, adding the appropriate modifiers from the Landing Modifiers Table below. If the roll is successful, the unit lands on the hull. Otherwise, cross-reference the Margin of Failure with the appropriate effect on the Failed Hull Landing Table, below. The base damage of any failed landing is the veloc-

ity difference between the landing unit and its target (minimum of 1).

A 'Mech with a Velocity of 5 attempts to board a DropShip with a Velocity of 7 (on the same heading) as they start the turn in the same hex. The 'Mech suffers a +2 penalty to its boarding attempt (reflecting the 2-point difference in the two units' velocity) and likewise has a Base Damage of 2 for any damage sustained in landing.

A battle armor suit with space adaptations and a claw traveling at Velocity 5 attempts to land on a WarShip, also at Velocity 5 but on a different heading. The battle armor suit has a net difficulty modifier of +1 (–1 for the Space Operations Adaptation, –2 for the Claw, but +3 for the different headings). Its Base Damage is 1 as both vessels are traveling at the same speed.

Once on the enemy hull, the 'Mech or battle armor may not be attacked by the target vessel's weapons. In addition, any attacks directed against the 'Mech or battle armor that miss will automatically hit the target vessel. The boarding unit is assumed to be on the vessel in the location corresponding to the hex-side from which it entered. For example, a unit entering through the nose hex-side is in the nose location. A unit may spend one Movement Phase moving to an adjacent location.

The landed unit may make an attack against that location of the vessel's armor, or may make a direct attack on critical systems. Armor attacks are automatically successful but may require conversion of damage from Standard to Capital scale if the targeted vessel is a JumpShip, WarShip or space station. Melee weapons may be used in such attacks. Targeting critical systems requires a to-hit roll. If the total damage caused by all the successful hits of a single unit exceeds the Armor Threshold for the location, a critical hit occurs.

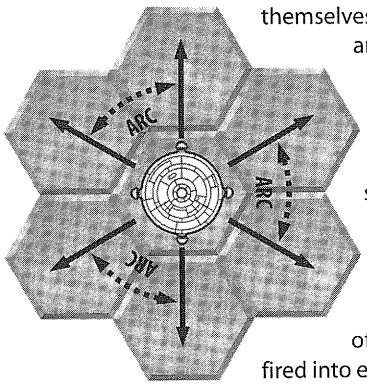
If the target vessel makes a Control Roll, either the result of damage or high-thrust maneuvering, the 'Mech or battle armor unit must do so also, applying all landing modifiers apart from No Fuel. Failure indicates that the unit has been thrown off the hull of the vessel, traveling in the same direction and velocity as the vessel when it was thrown. Provided the unit still has reaction mass (fuel), it may maneuver normally in the following turn.

GROUNDED DROPSHIPS

A grounded DropShip can provide a phenomenal amount of firepower for the force employing it; these vessels often serve as the focal point of a fixed defense. The following rules allow the use of such powerhouses on the battlefield.

FIRING ARCS

Aerodyne DropShips have the same orientation on the ground as in space and so their firing arcs do not change when grounded. Spheroid vessels land aft-first and so use distinct arcs. Such vessels may use their nose-mounted weapons against aerial targets, while aft-mounted weapons can only be employed against targets in the same hex as the DropShip. Aerodyne DropShips cannot fire at targets in the same hex as themselves. The DropShip's fore-side and aft-side weapons provide its principal firepower against ground targets; add up the number of each weapon in these side arcs (fore-right, aft-right, fore-left, aft-right) and then divide that sum by three (round up) to determine the number of weapons that may be fired into each of the DropShip's three firing arcs when grounded. The controlling player should decide on the orientation of the DropShip's arcs when placing it on the battlefield. Artillery mounted in a spheroid DropShip's nose may engage targets in a 360-degree firing arc.



DROPSHIP COMBAT

DropShips take damage in the same way on the battlefield as in space. The angle of attack determines the facing struck by incoming fire and the attack must exceed the Damage Threshold to cause critical damage. Aerodyne DropShips use the same facings as in space, while attacks against spheroid DropShips always strike the side.

Attacks by DropShips may be carried out in the same manner as in *BattleTech*, with each weapon fired individually at an appropriate target, or may be grouped together in bays as in *AT2*, requiring them to engage the same target but cutting down on the number of to-hit rolls required.

DROPSHIP EXHAUST DAMAGE TABLE

Distance	Damage
Same Hex	Destroyed
1 Hex	12D6
2 Hexes	10D6
3 Hexes	8D6
4 Hexes	6D6
5 Hexes	3D6
6 Hexes	2D6

PROXIMITY DAMAGE

The fusion exhaust of a DropShip can cause immense damage to units too close to the vessel when it lands or takes off. Any unit within 6 hexes of a spheroid vessel as it lands or takes off suffers damage according to the DropShip Exhaust Damage Table above, broken into 5-point groups and applied using the appropriate hit location table. This damage only applies to units in the rear arc of an aerodyne DropShip when it takes off.

LINKED SCENARIOS

The *BattleTech Master Rules, Revised* (pages 103–114) provide several scenarios that players may use as the basis of their games. This section expands on those rules, going beyond the individual scenarios to provide a mechanism by which scenarios can be linked into a campaign, the results of one feeding into the situation of the next and shaping the events that occur. The system also enables players to achieve strategic goals that affect the campaign in addition to simply beating on their opponent's forces.

FORCE SIZE TABLE

Campaign Type	Force Size	BV
Small/Short	Company	15,000
Medium/Moderate	Reinforced Company/Battalion	35,000
Large/Long	Battalion/Reinforced Battalion	55,000
Huge/Very Long	Reinforced Battalion/Regiment	120,000

Terminology: This section uses the same terminology as established in the *BattleTech Operations Rules* section (p. 40).

ASSEMBLING A FORCE

Rather than assembling a force for individual scenarios, the first step in using the linked-scenario system is to create the *total* force employed by each side. This force represents the troops and vehicles that take part in a given battle, along with any reserves and support vehicles. For example, players who wish to fight company-sized battles may choose to build a battalion-sized force to provide replacement units and to allow each player to tailor his force to individual scenarios, perhaps using heavy 'Mechs and armor in one scenario and light 'Mechs and VTOLs in another.

The size of the force determines the likely length of the campaign—the larger the force, the longer the campaign (or the larger its battles). Both sides should begin with forces of comparable size. The following Battle Values (BV) are suggested for different battle lengths. Players may also opt to keep BV in reserve for repair and resupply. Divide the force into distinct elements (companies or Trinaries as appropriate). These will form each side's operational forces in the campaign.

ACTIONS

Battles take place within the framework of a Strategic Turn that comprises a number of actions (including combat) in a discrete period of time. This time period usually lasts a day, but may be increased (for example, to a week) or decreased (say, to six hours) if players agree, in order to reflect different tempos of combat. The main impact of changing this timing lies in the amount of time available for actions (such as repairs) or for integrating the scenario's events with time-related mechanics (for example, the supply rules on p. 45). Within each Strategic Turn, the players take one or more actions that occur simultaneously. Each player may give one action to each element in his force—usually a company or Trinary, though players may agree to use lances and Stars instead. No unit ('Mech, vehicle, infantry platoon and so on) may be given more than one order in a Strategic Turn. Potential actions fall into two categories: combat orders and non-combat orders. Each player should write these down and reveal them simultaneously.

CAMPAIGN SCORE

The number of victories and losses a side suffers in a campaign determines what they and their opponents may do in a Strategic Turn. Each force begins the campaign with a Campaign Score of 0, meaning they have not won or lost any battles. This score rises or falls according to the result of scenarios. If a side wins a scenario, increase that force's Campaign Score by 1. If the scenario allows for differing levels of victory, the increase is 0.5 for a Marginal Victory, 1 for a Substantial Victory and 2 for a Decisive Victory. The relative level of the campaign scores determines what actions result from the orders issued by each side. If a side loses a scenario (no matter the opponent's victory level), that side reduces its campaign score by 1. If the scenario is a draw, the campaign score of both sides remains the same.

DETERMINING SCENARIOS

When the action orders are revealed, a battle may or may not take place, depending on whether one or more elements received Fight or Scout orders. If no such orders are given, no battle takes place and players resolve the remaining orders before the next Strategic Turn begins. If one or more elements receives Fight or Scout orders, those elements (and potentially others) may get involved in one or more battles.

If elements from both sides have Fight orders, those elements meet in battle. Match each element (or multi-element group if orders were assigned appropriately) against a single opposing element with Fight orders and cross-reference the attacker's campaign score with that of the defender on the *Battle Scenario Table* (p. 81) to determine the type of scenario


PLOG
MODEL 03

Combat Orders:

Fight: An element with this order actively seeks to engage the enemy and may be considered the aggressor in a scenario (see *Determining Attacker and Defender* at right). If more than one element receives the Fight order, the player should specify whether the elements are working together as a combined force (in which case they are treated as a single element when determining their opposition) or as distinct forces.

Scout: An element given the Scout order seeks to make contact with the enemy force to determine its strength and position, but attempts to avoid a pitched battle.

Defend: An element with this order is combat-ready but not actively seeking battle or enemy forces.

Non-Combat Orders:

Move: An element with this order may make a strategic move (if maps are being used to determine location) at twice its normal Movement Rate, but is not ready to fight.

Repair: An element with this order may repair constituent units according to the standard repair and salvage rules (pp. 87–94, *BMR* and expanded on p. xx of this book) and the time allocated to the Strategic Turn. Such elements may not move or fight.

Rest: If players are using the Fatigue rules (see p. 55), the element reduces its Fatigue Points by 1 providing it is not attacked during the current turn.

Supply: An element with this order may spend unused BV to purchase equipment (weapons, armor and so on) that may be used to repair or customize units per the standard rules on pages 87-94 of *BMR*. Players may also choose to use the Supply rules found on p. 45.

that takes place. Assign troops per the force composition rules for the scenarios (pp. 104–106, *BRM*). If more elements on one side have Fight orders than do those of their opponents, assign the remainder of the attacking elements against non-combat elements and those with Defend orders (see below).

If elements from only one side have Fight orders, the element with the Fight order becomes the attacker and faces any opposing element with Defend orders. If no opposing elements have Defend orders, randomly determine their opposition from elements with non-combat orders. In this situation, determine the scenario as above but treat the element with Fight orders as if its campaign score was 1 higher than it actually is when facing troops with Defend orders, or 3 higher if facing troops with non-combat orders.

If an element from either side has Scout orders, match it against opposing elements with Scout orders first, then against those with Fight or non-combat orders and determine the scenario using the *Raid Scenario Table* (see below).

If one side has committed more elements to Fight or Scout orders than the opponent has elements, the attacking player may assign multiple elements against the opposing force, in which case treat the combined force as if its campaign score was 2 points higher that it actually is. Elements combined at the orders stage do not gain this bonus (though they are committed to battle as a single force).

DETERMINING ATTACKER AND DEFENDER

If only one side in a scenario has Fight or Scout orders, that side is considered the attacker. If both sides have Fight or Scout orders, the side with the higher campaign score is the attacker. If both sides have the same campaign score, the side that won most recently is the attacker. If neither side has fought any battles, randomly determine who is the attacker and who the defender.

SALVAGE AND CONTROL OF THE BATTLEFIELD

The side that remains in possession of the battlefield at the end of a scenario (irrespective of whether that side is the victor) may use a Repair order to salvage units crippled or destroyed in the scenario (see pp. 87–94, *BMR*). If neither side has forces remaining on the battlefield as a result of a mutual kill, only the scenario winner may salvage material.

If neither side has forces remaining on the battlefield and the scenario was a draw, neither side may salvage material that turn, but the potential salvage remains available. To claim this salvage in a subsequent turn, one or both players must issue Fight orders to an element and specify salvage as the battle's objective. If the opponent likewise issues Fight orders, a Stand-Up Fight scenario occurs (irrespective of the two sides' campaign scores), with the salvage added to any more resulting from the battle. In any other combination of orders, no battle occurs and the side with the Fight orders claims the salvage.

WINNING THE CAMPAIGN

A campaign can be won by several methods. The first is to destroy every opposing unit, a considerable undertaking in large battles. The second is to achieve a Decisive Victory in a Base Attack scenario—that is, kill and/or capture the defender's supplies and command facilities. The third is to consistently outperform the opposition, destroying their morale and forcing them to surrender. This occurs if, in the order-writing phase, one side has an unmodified campaign score at least 10 points higher than the opponent's.

Winning the campaign leaves the victor in command of the battlefield, together with its attendant structures, resources and population. Any enemy equipment (but not personnel) in the captured area becomes the possession of the victor and may be used to bolster his force, sold or ransomed back to its previous owner. For example, if the objective was control of a

planet and an enemy demi-company surrendered at the end of the campaign, the winner gains control of that planet and the demi-company's equipment.

NEW SCENARIOS

Players may use the following scenarios independently in the same manner as those on p. 104–106 of *BMR(R)*, or may use them as part of the Linked Scenario system.

PROBE

In a probe, small forces from each side clash on the battlefield. Though not shirking from battle, neither side wishes to sustain substantial damage that it will be forced to repair.

Force Composition

Both sides should deploy a lance, Star or Level II formation, as appropriate to their faction. If using the BV system, both sides spend the same number of points.

Victory Conditions

The scenario ends when all the units on one side have been destroyed or retreated off the map. Each side gains 1 Victory Point for each enemy unit destroyed and half a point for every non-destroyed enemy unit that has sustained critical damage. Each side loses 1 Victory Point for every friendly unit destroyed and half a victory point for each friendly unit that has sustained critical damage. The side with the higher score wins.

RECON RAID

In a recon raid, the attacker is more concerned with completing his mission than damaging enemy forces, though if he can do both he will. In such missions, the attacker is a small force sent to identify the composition of a larger enemy group.

Mapsheets with hills and trees are ideal for recon raids, as are urban maps with buildings. All of these features help conceal the defender from the attacker's sight. After the attacking player selects an entry edge, the defending player sets up his forces, up to half of which may be concealed using the *Hidden Units* rules (p. 83, *BMR*). No defending units may withdraw from the map until at least a quarter of the defending force has been destroyed.

Force Composition

The attacking force should be half the size of the defending force. For example, if the defender is a company-strength element, the attacker should field six units. If using the BV system, the attacker's BV should be half that of the defender.

BATTLE SCENARIO TABLE

Defender Campaign Score	Attacker Campaign Score				
	< –5	–4.5 to –1	–0.5 to 0.5	1 to 4.5	5+
<–5	SU	HS	BK	TC	BA
–4.5 to –1	SU	SU	HS	BK	TC
–0.5 to 0.5	HTL	SU	SU	HS	BK
1–4.5	HTL	HTL	SU	SU	HS
5+	EX	HTL	HTL	HTL	SU

RAID SCENARIO TABLE

Defender Campaign Score	Attacker Campaign Score				
	< –5	–4 to –1	0	1 to 4	5+
<–5	PB	EX	HS	RR	RR
–4 to –1	EX	PB	EX	HS	RR
0	EX	EX	PB	EX	HS
1–4	SU	EX	EX	PB	EX
4+	BK	SU	EX	EX	PB

SU = Stand-Up Fight
HTL = Hold the Line
BK = Breakthrough
PB= Probe (New)
RR=Recon Raid (New)
HS = Hide and Seek
EX=Extraction
TC=The Chase
BA= Base Attack (New)

Victory Conditions

The scenario ends when all the units on one side have been destroyed or retreated off the map. The attacker gains 1 Victory Point for each defending unit he spots. To spot a defending unit, an attacking unit must have LOS to it and be within 10 hexes. Hidden units may be spotted if an attacking unit moves adjacent to them or if they fall within the operational range of an attacking unit's active probe. Each unit not spotted by the end of the scenario gives 1 Victory Point to the defender. The side with the higher campaign score is the winner. If the winning side has more points than the opponent but not more than 150 percent of the opponent's score, the victor wins a Marginal Victory. If the winner's score is between 150 percent and 200 percent of the opponent's, the victory is Substantial. To win a Decisive Victory, the winner must more than double the opponent's score.

BASE ATTACK

In a base attack, the aggressor has only one objective in mind: to destroy the defender's ability to wage war. The attacking side may accomplish this by destroying the defender's combat units, but more often does it by destroying enemy supplies and support facilities.

In addition to his forces, the defending player should place ten 1-hex light buildings (CF 15) on the map, each containing 10

RANDOM TERRAIN TABLE

2D6	Terrain
2	Hills
3	Badlands
4	Wetlands
5	Light Urban
6	Hills
7	Flatlands
8	Wooded
9	Heavy Urban
10	Coastal
11	Wooded
12	Mountains

Table 1: Flatlands Terrain

1D6	Mapsheet
1	Open Terrain #1 (MS5, MSC1)
2	Open Terrain #2 (MS5, MSC1)
3	Desert Hills (MS2, MSC1)
4	City Ruins (MS2, MSC1)
5	City Tech Map (MS2, MSC1)
6	Scattered Woods (MS2, MSC1)

Table 2: Hill Terrain

1D6	Mapsheet
1	Desert Hills (MS2, MSC1)
2	Rolling Hills #1 (MS3, MSC1)
3	Rolling Hills #2 (MS3, MSC1)
4	Woodland (MS6, MSC2)
5	Box Canyon (MS6, MSC2)
6	BattleForce Map (MS6, MSC2)

Table 3: Mountain Terrain

1D6	Mapsheet
1	Mountain Lake (MS2, MSC1)
2	River Valley (MS2, MSC1)
3	Desert Mountain #1 (MS3, MSC1)
4	Desert Mountain #2 (MS3, MSC1)
5	Large Mountain #1 (MS5, MSC1)
6	Large Mountain #2 (MS5, MSC1)

Table 4: Badlands Terrain

1D6	Mapsheet
1	Desert Sinkhole #1 (MS3, MSC1)
2	Desert Sinkhole #2 (MS3, MSC1)
3	Moonscape #1 (MS53, MSC1)
4	Moonscape #2 (MS53, MSC1)
5	Desert Mountain #1 (MS3, MSC1)
6	Desert Mountain #2 (MS3, MSC1)

Table 5: Wetlands Terrain

1D6	Mapsheet
1	Wide River (MS6, MSC2)
2	Lake Area (MS2, MSC1)
3	Large Lakes #1 (MS4, MSC1)
4	Large Lakes #2 (MS4, MSC1)
5	River Delta/Drainage Basin #1 (MS4, MSC1)
6	River Delta/Drainage Basin #2 (MS4, MSC1)

Table 6: Wooded Terrain

1D6	Mapsheet
1	Scattered Woods (MS2, MSC1)
2	BattleTech Map (CBT, MS2, MSC1)
3	Woodland (MS6, MSC2)
4	Rolling Hills #1 (MS3, MSC1)
5	Heavy Forest #1(MS6, MSC2)
6	Heavy Forest #2(MS6, MSC2)

Table 7: Light Urban Terrain

1D6	Mapsheet
1	City (Residential) (MS6, MSC2)
2	City (Suburbs) (MS6, MSC2)
3	City (Hills/Residential) #1 (MS3, MSC 1)
4	City (Hills/Residential) #2 (MS3, MSC 1)
5	City Street Grid/Park #1 (MS4, MSC 1)
6	City Street Grid/Park #2 (MS4, MSC 1)

Table 8: Heavy Urban Terrain

1D6	Mapsheet
1	Military Base #1 (MS7, MSC 2)
2	Military Base #2 (MS7, MSC 2)
3	Drop Port #1 (MS7, MSC 2)
4	Drop Port #2 (MS7, MSC 2)
5	City (Skyscraper) (MS6, MSC 2)
6	City (Downtown) (MS6, MSC 2)

Table 9: Coastal Terrain

1D6	Mapsheet
1	Archipelago #1 (MS7, MSC 2)
2	Archipelago #2 (MS7, MSC 2)
3	Coast #1 (MS7, MSC 2)
4	Coast #2 (MS7, MSC 2)
5	Seaport (MS7, MSC 2)
6	River Delta/Drainage Basin #1 (MS4, MSC 1)

Abbreviations: MS = Map Set, MSC = Map Set Compilation, CBT = *Classic BattleTech* boxed game

percent of his stock of supplies (parts, ammunition and so on), and a single 1-hex hardened building (CF 100) representing the defender's command post. Control of these structures determines victory in the scenario. These structures may be destroyed normally per the rules on pp. 49-53 of *BMR* or may be captured by one side's infantry forces having sole possession of the building. If infantry leave a building, it remains under the control of the last side to possess it.

The scenario ends when all of one side's forces are destroyed or retreat off the map, or when all eleven structures are destroyed.

Force Composition

Both sides start with an equal number of units. If using the BV system, the attacker's BV should equal that of the defender.

Victory Conditions

If all the buildings are destroyed, the attacker wins a Decisive Victory. If the attacker captures all the surviving buildings and the defender's forces retreat or are destroyed, the attacker likewise wins a Decisive Victory.

If the attacker destroys more than eight but not all of the buildings before being destroyed or retreating from the map, he wins a Substantial Victory. If the attacker destroys between four and seven buildings before being destroyed or retreating from the map, he wins a Marginal Victory.

If one to three buildings are destroyed before the attacker is destroyed or retreats from the map, the defender wins a Marginal Victory. If the attacker destroys no buildings before being destroyed or retreating from the map, the defender wins a Decisive Victory.

UPDATED TERRAIN-SPECIFIC MAP TABLES

These tables are expanded versions of those found on p.107 of *BMR*, including the nine maps found in *Map Set 7*. Players may either select a type of terrain and then roll 1D6 to determine each map used, or they may roll 2D6 to determine the type of terrain for the battle and then roll 1D6 to determine specific maps. The tables assume the players have at least one set of *Map Sets 2–6* (or one set each of Classic BattleTech *Map Set Compilation 1* and *Map Set Compilation 2*), as well as Map Set 7. If a map rolled is unavailable, either because it is already in use or the players do not have the appropriate map set, re-roll the map.

BATTLETECH STRATEGIC GAME

THE INNER SPHERE IN FLAMES

Many years ago, FASA produced a board game called The Succession Wars that allowed players to re-fight the grand campaigns of the Inner Sphere. This game used an abstract system, dealing with provinces and massive formations rather than individual worlds and forces. The *BattleTech Strategic Game* (*BSG*) presented in this section introduces a similar abstract strategic system that allows players to re-fight campaigns like the Refusal War or Operation Bulldog, or even restage whole Succession Wars. Though the rules emphasize military action, they also incorporate economic, political and technological aspects, all of which may play a role in the campaign.

These rules do not constitute a complete rules set—that is beyond their scope. Instead, they are intended as a framework around which a diligent player can construct a campaign that spans a few worlds or literally takes into account all two thousand plus worlds in the Inner Sphere. The size and scope of any given campaign is left up to each player and player group. Using the considerable body of fiction concerning the various worlds, factions, factories, forces and so on, published in numerous *BattleTech* sourcebooks and novels, in conjunction with these rules will provide players with the tools they need to design campaigns of virtually any type and size. The added complexity of these rules and their time-consuming effect on the game makes it important for all players to read through the rules and agree to their use before beginning play.

Game Size: Game sizes fall into two broad groups. Those involving a distinct region and its associated troops and resources (such as Operation Bulldog) are known as regional games. Those involving an entire nation and its resources (such as the Succession Wars or the FedCom Civil War) are known as state games.

Terminology: This section uses the same terminology as described in the *BattleTech Operations Rules*, p. XX.

Game Turn: Each turn in the game represents one month.

Factions: Factions represent the geopolitical stellar empires ranging from the monstrous Federated Commonwealth to the smallest Periphery nation. The Factions Table, p. XX, defines as major or minor each faction shown on the Faction Resources by Era Table, p. XX.

Dice: In addition to the regular six-sided die, the *BattleTech Strategic Game* makes use of one or more percentile dice (D10, or ten-sided dice). Whenever the rules call for a D10 roll, one die is designated as the "tens" column and the other die as the "ones" column. Therefore, if two dice are rolled and the designated "tens" result is a 4 while the designated "ones" result is a 2, the total die roll result is 42.

Neutral Gamemasters: Many of the rules in the Strategic Game require a neutral gamemaster to function effectively, in particular those in the *Espionage* section.

SEQUENCE OF PLAY

A *BSG* consists of a series of turns. Each turn comprises a number of steps that provide structure to the game and gives all players appropriate opportunities to act and react. Each turn consists of several smaller segments, called phases.

The players execute the phases of every turn in a specific order. Specific actions are fully explained later in this section. Each turn includes the following phases, performed in the following order: the Economics Phase, the Order-Writing Phase and the Order Execution Phase.

SETUP

Setup is not apart of the normal turn sequence, but occurs once at the beginning of the game before play starts. Each player establishes the starting numbers and location of forces on his worlds. This may be determined by the scenario being played or left solely in the players' hands according to the available resources.

ECONOMIC PHASE

Each player determines his faction's income (if any) for the current turn and adds it to any funds the faction has retained from previous turns. Each player should also determine his economic stance toward other factions in the game—free trade, restricted trade or (if both agree) economic alliance. Factions engaged in hostilities may not ally economically (though they may carry out free trade).

ORDER-WRITING PHASE

Each player writes orders for his faction, either for the nation as a whole or for individual units. These orders may be unqualified or conditional, their execution dependent on one or more situations existing at the time of execution, and may be in response to enemy actions. These orders should be clear and unambiguous, as the opposing player may ask to see the orders if there is any query in the Order Execution Phase.

If the orders require the expenditure of resources, such spending need not be made at the time of order writing. However, the relevant sums must be available at the time of order execution, or the order cannot be carried out.

ORDER EXECUTION PHASE

Once all factions have written orders, the orders should be executed and any requirements for conditional orders adjudicated. All orders are assumed to be given simultaneously but are executed in the order in which they were written. If players need to determine which action takes place first, each faction should roll 2D6 for each order affecting the same objective/force and so on. The highest result takes effect first, the next highest happens next and so on. Re-roll any ties. If a player needs Resource Points to execute an order, the cost must be met before the order is executed. If the player does not have sufficient Resource Points, the order cannot be carried out.

Any combat that takes place occurs in various combat phases. These are:

1. Aerospace Combat: A clash between aerospace forces (fighters, DropShips and WarShips) belonging to the combatants, including any ground support missions by fighters and WarShips.

2. Ground Combat: Combat between ground troops, be they 'Mechs, vehicles or infantry.

3. Post-Combat Options: Any post-battle options such as surrender, retreats or the capture of worlds.

FACTIONS TABLE

Major Factions: Capellan Confederation, Draconis Combine, Federated Commonwealth, Federated Suns, Free Worlds League, Lyran Alliance, the Clans (treated here collectively, though they may be played individually), Magistracy of Canopus, Outworlds Alliance, Taurian Concordat, Terran Hegemony

Minor Factions: Arc-Royal Defense Cordon, ComStar, Free Rasalhague Republic, St. Ives Compact, Tikonov Free Republic. Word of Blake, Lesser Periphery States

ECONOMICS AND RESOURCES

Resources in the *BSG* are abstract, related to the number of worlds controlled by each faction. For every two worlds under a faction's control, that faction receives 1 Resource Point (round up). This figure may be modified by the current strength of the economy in state games. The Faction Resources by Era Table lists the number of worlds available to each faction in the main *BattleTech* eras. Jointly administered worlds are counted as half a world (round up). Homeworld Clans determine the RP they gain from each world by multiplying its base value by the percentage of the world they control. For example, in 3067, Clan Diamond Shark controls 47 percent of Barcella, the Ice Hellions 41 percent and the Jade Falcons 12 percent; each receives appropriate proportions of the world's RP.

Note: The main source of revenue for ComStar and the Word of Blake is not the number of worlds they control, but rather the worlds encompassed by each faction's communication network. As such, each gains 1 RP for every ten worlds served by its network (rounded to the nearest whole number). In 3067, there are 1,915 worlds in the Inner Sphere and 188 in the near Periphery. The Word of Blake services the 334 HPGs in the Free Worlds League, 167 in the Capellan Confederation and those on Word of Blake's own 6 worlds for a total of 507 worlds and 51 RP. ComStar oversees communication on the other 1,408 Inner Sphere worlds (including those in the Clan OZs) for 141 RP each turn.

WORLD VALUES TABLE

World Time	RP Value
National capital (i.e. Luthien)	10
Regional capital (i.e. Robinson)	5
Major industrial world (i.e. Tikonov)	4
Minor industrial world (i.e. New Earth)	2
Other world (i.e. Lancaster)	0.25
World is in Clan Homeworlds	x0.5

DETAILED ECONOMICS

In smaller-scale games, players may wish to vary the values of different words to reflect their differing importance and contributions to the economy. Using this option, the World Values Table determines how many resources each world produces. Maps of the various nations in the *BattleTech* universe indicate which worlds are national or regional capitals, but players should agree what constitutes a major or minor industrial world and "other" worlds. As a rule of thumb, a major industrial world manufactures large quantities of 'Mechs and vehicles (five or more models), while minor industrial worlds produce one to four models. Worlds that do not produce significant military equipment and are not political centers are "other" worlds.

MANIPULATING THE ECONOMY

In state games, economics can vary considerably, while in regional games (such as the Refusal War) it has minimal effect.

ECONOMIC STRENGTH TABLE

Sum of Modifiers	Change
< 1	Current value –3D6 percent
2	Current value –2D6 percent
3	Current value –1D6 percent
4	Current value –1D6/2 percent
5	No change in current value
6	Current value + 1D6/2 percent
7	Current value + 1D6 percent
8	Current value + 2D6 percent
9+	Current value + 3D6 percent

FACTION RESOURCES BY ERA

(Number of worlds controlled)

2570	Before the Reunification War
2750	At the end of the Star League
3025	Before Fourth Succession War
3030	After Fourth Succession War
3040	After War of '39 and Free Rasalhague Republic creation
3052	After Clan Invasion
3057	After War of '57
3062	Before FedCom Civil War
3067	At the end of FedCom Civil War and start of WoB Jihad
—	Faction does not exist as an independent entity in the indicated time period

	ERA								
Faction	2570	2750	3025	3030	3040	3052	3057	3062	3067
Inner Sphere									
Capellan Confederation	193	436	206	102	102	102	120	166	167
St. Ives Compact	—	—	—	17	17	17	17	—	—
Tikonov Free Republic	—	—	—	23	—	—	—	—	—
ComStar	—	—	1	1	1	1	1	—	—
Draconis Combine	243	356	412	378	332	270	270	314	323
Federated Suns	312	531	509	564	—	—	514	514	515
Federated Commonwealth	—	—	—	—	1049	982	—	—	—
Free Rasalhague Republic	—	—	—	—	84	7	7	7	7
Free Worlds League	206	337	334	319	319	323	332	334	334
Lyran Commonwealth	283	376	443	501	—	—	350	350	368
ARDC	—	—	—	—	—	—	17	17	—
Terran Hegemony	125	125	—	—	—	—	—	—	—
Word of Blake	—	—	—	—	—	—	—	1	6
Periphery									
Circinus Federation	—	—	9	10	10	10	10	10	8
Illyrian Palatinate	—	—	4	4	4	4	4	4	0
Lothian League	—	—	8	7	7	7	0	0	0
Marian Hegemony	—	—	12	12	12	12	19	19	26
Magistracy of Canopus	40	65	35	35	42	42	42	42	44
Fronc Reaches	—	—	—	—	—	—	—	—	8
Outworlds Alliance	47	137	37	37	37	37	37	37	37
Rim Worlds Republic	74	248	—	—	—	—	—	—	—
Rim Collection	—	—	—	—	—	6	6	6	6
Taurian Concordat	53	75	32	32	57	57	57	57	47
Calderon Protectorate	—	—	—	—	—	—	—	—	6
Tortuga Dominions	—	—	6	6	6	6	6	6	6
Clans (Inner Sphere holdings)									
Diamond Shark	—	—	—	—	—	—	—	—	3
Ghost Bear	—	—	—	—	—	39	39	45	51
Jade Falcon	—	—	—	—	—	44	39	54	59
Hell's Horses	—	—	—	—	—	—	—	3	—
Nova Cat	—	—	—	—	—	14	14	—	—
Smoke Jaguar	—	—	—	—	—	31	31	—	—
Snow Raven	—	—	—	—	—	—	—	—	2
Steel Viper	—	—	—	—	—	10	15	—	—
Wolf	—	—	—	—	—	91	91	82	80

Each faction in the game has fixed upper and lower limits for its economic strength; its actual strength varies between these limits. Whether this strength increases or decreases depends on a variety of factors, determined by the faction's activities. Add up the economy modifiers as shown on the Economy Modifiers Table below and compare the result to the Economic Strength Table to determine the overall economic situation. Multiply the Resource Points available to a faction by the indicated percentage to determine its available Resource Points.

In regional games, players may instead opt to use the base resource values for their faction rather than keeping track of economics.

In 3062, the Free Worlds League has 334 worlds and a starting economic strength of 110-percent. It trades freely with three major powers (the Draconis Combine, Lyran Alliance and Capellan Confederation) and has restricted trade with three others (the Magistracy of Canopus, Federated Suns and the Taurian Concordat), for an initial economic score of 4.5 The League also maintains free trade relations with the Word of Blake and Free Rasalhague Republic for another 1.0. The League is not involved in military action but its distance from both the Taurian Concordat and Rasalhague imposes a -0.5 for each (a total of –1.0, reducing the overall economic score back to 4.5) though as the power is the FWL after 3053, it gains an additional +1.5 for a grand total of 6.0. Cross referencing the score with the Economic Strength Table indicates the FWL's Economic Strength increases by 1D6/2-percent. The die roll is a 1, meaning that the Economic Strength increases to 110.5. Assuming basic economics (i.e. 1 RP per 2 worlds controlled), the FWL receives (334/2) 1.105 points, which equates to 184.5 points.*

USING RESOURCES

Resource Points (RPs) are the currency of the *BSG*, used to carry out almost every action in the game. RPs may be spent as outlined below.

Moving Forces

The transportation of military forces through space requires the expenditure of considerable amounts of money and time. Troops can be moved by hiring civilian transports for RP, or by purchasing transport assets in the form of a Transport Pool (TP). To move a force costs 1 RP or TP (per 1,000 points of Ground or Aerospace Rating, round up) per 30 light years, to a maximum of 120 light years per month. For example, a force with 2,900 points of Ground and Aerospace costs 3 RP or TP (2,900/1,000 = 2.9, rounded up to 3) to move 30 light years. WarShips need not spend RP to move but they do require appropriate orders.

Establishing and Maintaining a Transport Pool

Factions that regularly move forces establish a pool of JumpShips and DropShips with which to move these vessels. Each point placed in the Transport Pool costs 5 RP, but unlike RP, may be reused in subsequent turns. The Transport Pool must be maintained at a cost of 1 RP per 10 TP points (round fractions up). For example, if a player spends 25 RP on the Transport Pool, his faction will have 5 points in the Transport Pool to use where and when he sees fit at no additional cost, provided the pool is maintained accordingly (at a cost of 2.5 RP per turn).

Building a Command Circuit

Command circuits are relays of JumpShips, which act like

ECONOMY MODIFIERS TABLE

Situation Modifier	
Trade with other factions (one per trading partner):	
Each major faction traded with freely	1.0
Each major faction traded with (restricted)	0.5
Each major faction that is an economic ally	1.5
Each minor faction traded with freely	0.5
Each minor faction traded with (restricted)	0.25
Each minor faction that is an economic ally	0.75
Military Action	
Minor actions (conflicts on 1-4 worlds)	–0.5
Major actions (conflicts on 5-8 worlds)	–1.0
Per additional 4 worlds (round up) involved in conflict	–0.5
Misc	
Faction under Communications Interdict	–5.0
Isolated from trading partner by 50 LY or more	–0.5
Faction is Lyran Commonwealth/Alliance (to 3052)	+2.0
Faction is Lyran Commonwealth/Alliance (after 3053)	+1.0
Faction is Free Worlds League (to 3052)	+1.0
Faction is Free Worlds League (after 3053)	+1.5
Faction is ComStar (to 3057)	+ 3.0
Faction is ComStar (after 3058)	+ 1.5
Faction is Word of Blake (3052-3057)	+ 1.0
Faction is Word of Blake (after 3058)	+ 2.5
Faction is Terran Hegemony (to 2767)	+3.0

ECONOMIC MINIMUMS AND MAXIMUMS TABLE

Faction	Minimum	Maximum
Capellan Confederation	40 percent	150 percent
Draconis Combine	40 percent	140 percent
Federated Suns	40 percent	150 percent
Free Worlds League	40 percent	150 percent
Lyran Alliance	40 percent	150 percent
Minor Inner Sphere faction	50 percent	130 percent
Periphery faction	30 percent	110 percent
Clans	30 percent	125 percent
Terran Hegemony	40 percent	150 percent

the old Pony Express mail system—the goods are passed from one beast of burden to another, avoiding the rest times needed for each leg of the trip. In game terms, Command circuits allow fast transportation between two worlds, enabling forces to travel vast distances quickly (using only 1 RP per 1,000 points transported to move anywhere on the circuit). Command circuits cost 10 RP per 30 light years to establish between worlds in the same faction, and cost 1 RP per 30 light years to maintain each turn. Multiple forces can move along the same circuit in a turn. Command circuits may be freely created in the player's own faction and (with permission) in that of allies. Establishing a command circuit in a hostile realm costs 15 RP per 30 light years (and 3 RP per 30 light years to maintain) and is subject to interference by that faction; roll 2D6 during your turn for each 30-light year "leg". On a result of 10 or more, that section of the command circuit is lost.

Force Supply

In any Turn when a force attacks or is attacked, it uses supply points from its stores (if it has none, it suffers penalties). Players can use RP to resupply a force, provided it is within 30 light years of a friendly system, which in turn must have a direct link to a friendly capital or depot via similar 30 light-year links (up to 150 light-years long) through worlds that generate RP. A world subject to world-level supply disruption cannot serve as a link in such a chain.

Depot Construction

Players can build depots on any friendly world (that is, a world controlled by the player's own faction or one of its allies) at a cost of 10 RP. The depots can each hold up to 1,000 points of RP that players can use, per normal supply rules, to supply friendly forces. In effect they act as alternatives to the faction's capital as a supply source. To place supplies in a depot, a supply line must be traced to that world as normal (see *Force Supply,* above).

Building Units

Each faction has a number of factories that produce BattleMechs, vehicles and fighters for inclusion in forces. New units may be purchased with RPs (a maximum of 3 RPs per production line per month). The costs of each unit are listed in the Force Strength Table in the *Combat* section, (see p. 101). Players may use these units to form new forces or to repair damaged forces (see *Experience and Repair* in *Combat*, p. 102). For example, the factory on Hesperus II has five 'Mech lines and can produce 15 RPs of 'Mechs per month. With the exception of WarShips, units appear in the turn in which they were purchased. WarShips appear BV/10,000 turns after purchase.

Note: The players should determine the exact number of lines available at each factory before play starts. Major industrial centers—Hesperus II, Tikonov, Irian and the like—have 1D6 lines per factory. Minor industrial centers (such as Furillo, Quentin or Gibson) have 1D6 – 2 (minimum of 1) lines per factory. See *Major Factories* (p. 90) for a list of major factories for each faction per era.

Espionage

Players may spend RPs to allow or influence espionage; see *Espionage,* p. 94.

Interdiction

ComStar (or the Word of Blake, if appropriate) may issue communication interdicts against a world, group of worlds or nation in response to infractions of ComStar's neutrality. These infractions may be real (for example, an attack on a ComStar or Word of Blake installation) or perceived, or in some cases manufactured (as with the interdiction of the Federated Suns during the Fourth Succession War). These two factions may choose to impose an interdict in any Order-Writing Phase, with the interdiction commencing in the next Order Execution Phase. Lifting an interdict likewise occurs one turn after the order to end the interdict is given. For details on the effects of an interdiction, see *Communications and Giving Orders* (p. 97).

Mercenary Contracts

Mercenary troops, unlike House troops, only serve for a particular period of time, and may have restrictions on their use. When their contract runs out, then the various factions may bid RP to purchase their services for a period of time. The faction that makes the highest bid gains the force's services for a number of months equal to the RP paid divided by the mercenary's monthly RP requirements (its RP needs per battle), rounded down. Such bids should be written down and revealed simultaneously. In the case of a tie for highest bid, the mercenary force will sign on with their previous employer (if that employer is among the bidders) or remain uncommitted for that turn. Each mercenary force has a Dragoon Rating that governs its likely response to different situations. Forces that change employers should not immediately turn on their former employers, fighting them or attacking their worlds in the same turn. If they do so, reduce the mercs' Dragoon Rating by 1 level. The number of mercenaries in a game and their availability depend on the campaign being played and are left up to the players.

Dragoon Rating	RP Cost	Special Actions
A	x1.5	Will continue to fight for an employer provided its monthly costs +10 percent are met; the force will not end the contract in mid-battle and can be rehired by its current employer.
B	x1.2	Will continue to fight for an employer provided its monthly costs +20 percent are met; the force will not end its contract in mid battle and can be rehired by its current employer.
C	Std	None
D	x0.9	Can be "bribed" to end their contract early. Each 1 RP gives a 5 per-

		cent (cumulative) chance of the mercenaries doing so.
E	x0.75	Can be "bribed" to end their contract early. Each 1 RP gives a 10 percent (cumulative) chance of the mercenaries doing so.

Technology Research

Technological research may play a role in state games, and can be carried out in various fields in order to gain various advantages. There are three technology categories: BattleTech, which influences combat abilities; ComTech, which influences communications options; and IndustryTech, *which* influences economics. See *Technology*, p. 99.

Saving RPs

Not all RPs need be spent. Indeed, players may find it advisable to "bank" a number of RPs for future emergencies. Such saved RPs generate interest at the rate of 1 percent. For example, 50 RPs in the bank gives their controlling player 50.5 RPs in the next turn.

Building Factories

Players can build new factories for a cost of 1,000 RP. Building a factory takes 1 year + 2D6 months. The new factories have one production line per 1,000 RP spent.

Technology Security

Players can reduce the likelihood of successful spy attempts against a faction's technology by spending RP. Each RP spent reduces by 5 percent the spies' chances of succeeding. This expenditure protects all of a faction's technology research. See *Espionage*, p. 94.

Personal Security

By spending RP, a faction can reduce the likelihood of the assassination or kidnapping of member personalities. Each RP spent reduces the assassin's or kidnapper's chance of success against any member of the faction by 5 percent. See *Espionage*, p. 94.

Supply Security

Factions may spend RP to safeguard their RP generation and supply convoys. Players can enact this supply security at three levels: world, force or depot.

World Level: Costs 1 RP and reduces the chance of world-level supply disruption by 20 percent.

Depot Level: Costs 1 RP and reduces the chance of depot-level supply disruption by 20 percent.

Force Level: Costs 1 RP and reduces the chance of force-level supply disruption by 5 percent.

Factory Security

Manufacturing sites are both fragile and "soft" targets for enemy agents. Factions may spend RP to safeguard them, with each RP spent reducing the chance of disruption of the lines at a single factory by 20 percent. See *Espionage*, p. 94.

WarShip Security

WarShips are prime targets for enemy sabotage and so factions may spend RP to protect them against such endeavors. Each RP spent reduces the chance of sabotage against one WarShip by 25 percent. See *Espionage*, p. 94.

Sponsoring Insurgency

One faction may attempt to stir up unrest on the worlds of its enemies, encouraging the population to rise up against its masters. Each RP spent on such endeavors results in a 2 percent (cumulative) chance of rebellion. If a force friendly to the current owner is on the world (excepting innate garrisons), decrease this chance by 20 percent. Decrease the chance of insurgency by 1 percent for every 30 light-years from a world owned by the sponsoring power. If a force friendly to the sponsor of the insurgency is on the world, increase this chance by 5 percent. If the world is an ethnic part of the sponsor's faction (meaning it has belonged to them for at least twenty years in the past century), increase the chance by 1 percent per RP spent.

To see if the insurgency works, roll 1D6. If the roll succeeds, the world revolts in 1D6 –1 turns. If none of the controlling player's forces are on that world (again, excepting innate garrisons), it immediately becomes part of the sponsor's faction. Otherwise, the controlling player's force must fight against a "rebel" force with a strength of 0 Aerospace and 500 Ground under the control of the sponsor's faction. This rebel force may not make repairs, nor can it move off-world. If the world changes its ownership to the sponsor's faction, the rebel force disbands. Rebellions may also result from low Popularity (see *Popularity*, p. 94).

MAJOR FACTORIES

While it is impossible to list every factory in the *BattleTech* universe for every era, the table on pages 90-91 shows the major factories and their operational production lines in each era.

INTERESTS AND PERSONALITIES

Each faction represents a number of interests, each of which includes one or more notable individuals known as personalities. One of these interests is the government (whose main personality is the head of state), while others are opposition interests (loyal or otherwise). Interests are homogeneous groups scattered throughout the faction, but the personalities reside on particular worlds. The player controlling the faction manages the government personalities directly. Control of personalities attached to other interests is determined using the rules in *Controlling Secondary Personalities*, p. 94. Each personality can be moved by its controller at a cost of 1 RP per 90 light years. All personalities also have a Leadership Rating (LR) that they can use in combat. Personalities can also be captured or killed if a hostile faction captures the world where that individual lives (see *Combat*, p. 99). Each faction has one main governmental interest, one to three benign opposition interests and

MAJOR FACTORIES TABLE

WORLDS	2570	2750	3025	3030	3040	3052	3057	3062	3067
Capellan Confederation									
Ares	6	8	2	1	4	4	4	4	4
Betelgeuse	2	3	1	0	1	2	2	2	3
Capella	4	5	1	1	2	3	3	3	4
Grand Base	2	2	1	0	1	1	1	1	2
Indicass	3	4	1	1	2	2	2	2	2
Sarna	3	5	1	1	2	2	2	3	4
Sian	6	8	2	1	4	4	4	5	5
St. Ives	3	4	1	1	2	2	2	2	3
Styk	2	2	1	1	1	1	1	1	1
Tikonov	5	6	2	2	3	3	3	4	4
Draconis Combine									
Al Na'ir	5	6	2	2	3	3	3	3	3
Altair	2	1	1	1	1	1	1	2	2
Chatham	3	4	1	1	2	2	2	2	2
Dover	1	1	0	0	0	1	1	1	1
Errai	1	1	0	0	0	1	1	1	1
Irece	1	1	1	1	1	1	0	0	0
Luthien	8	10	3	3	4	5	6	6	6
Marduk	2	2	1	1	1	1	1	1	1
New Samarkand	2	3	1	1	1	2	2	2	3
Proserpina	2	3	1	1	1	1	1	2	2
Quentin	3	4	1	1	2	2	2	2	2
Schuyler	2	3	1	1	1	2	2	2	2
Tok Do	0	0	0	0	0	1	1	1	1
Federated Suns									
Axton	2	3	1	1	2	2	2	2	2
Belladonna	3	3	2	1	2	2	2	2	2
Delavan	2	2	1	1	1	1	1	1	2
Galax	2	3	1	1	1	2	2	2	2
Johnsondale	1	1	0	1	1	1	1	2	3
Kathil	2	3	2	1	1	2	2	3	3
Kirklin	1	1	1	1	1	1	1	1	1
Layover	3	3	1	1	2	2	2	2	2
Nanking	3	2	1	1	1	1	2	2	2
New Avalon	8	10	3	4	5	5	5	6	5
New Syrtis	3	4	1	2	2	3	3	4	2
New Valencia	1	1	1	1	1	1	1	1	1
Panpour	3	5	1	1	2	2	2	2	2
Salem	1	1	0	0	1	1	1	1	1
Talon	4	5	2	2	2	3	3	3	3
Free Worlds League									
Amity	1	1	0	0	0	1	1	2	3
Andurien	4	5	1	2	2	3	3	4	4
Ascuncion	1	1	0	0	0	1	1	2	2
Atreus	2	2	1	1	1	2	2	3	4
Bernado	1	1	0	0	0	1	1	1	1
Calloway	2	3	1	1	2	2	2	2	3
Gibson	3	4	1	1	1	2	2	3	3
Irian	6	8	2	2	4	4	4	5	5
Kalidasa	7	9	2	3	4	5	5	5	6
Kendall	2	2	1	1	1	1	1	1	1
Keystone	4	5	1	2	2	3	3	3	4
Lopez	1	1	0	0	0	1	1	1	1

one to three hostile interests. Some examples appear on the table below.

POPULARITY

Each Interest has a popularity rating that reflects the fortunes of the group and its members. The higher the popularity, the more powerful the group, and the more secure they are (for interests in control). The popularity of an interest limits the actions of its personalities, and the actions of the personalities and outside events govern the popularity of an interest. For example, in the Lyran Commonwealth of 3025, Frederick Steiner is a member of an interest hostile to the government and his actions are constrained by his interest's popularity.

Each interest has a base Popularity of 100 if is the government or 50 if it is another interest. This base can be modified as follows:

Economics: Each government interest should allocate one-fifth of its faction's RP to shoring up the civilian economy. For every 5 percent (round up) short of this figure, reduce the government's Popularity by 1. For every 5 percent (round up) in excess of this figure, increase the government's Popularity by 1. For every 1 percent by which the economy grows or shrinks (see *Economics*, p. 80), increase or decrease the government's Popularity by 1.

Military Activity: For each world lost, the government's Popularity goes down by 1, and for each world gained, it goes up by 1. This gain does not apply if the military action was undertaken by a non-ruling interest, in which

case that interest gains the popularity point. If an interest takes control of a planetary defense and loses that world, both that interest and the government lose popularity.

Technology Sabotage: When accused (correctly or falsely; see *Espionage against Enemy Tech Research*, p. 95) of instigating technology sabotage, an interest loses 1D6 points of popularity.

Factory Sabotage: When accused of damaging a factory (see *Factory Sabotage*, p. 97), an interest loses 1 point of popularity.

Random Events: Each interest loses or gains (2D6 – 7) points of popularity as a result of random events, as appropriate.

Effects of Popularity

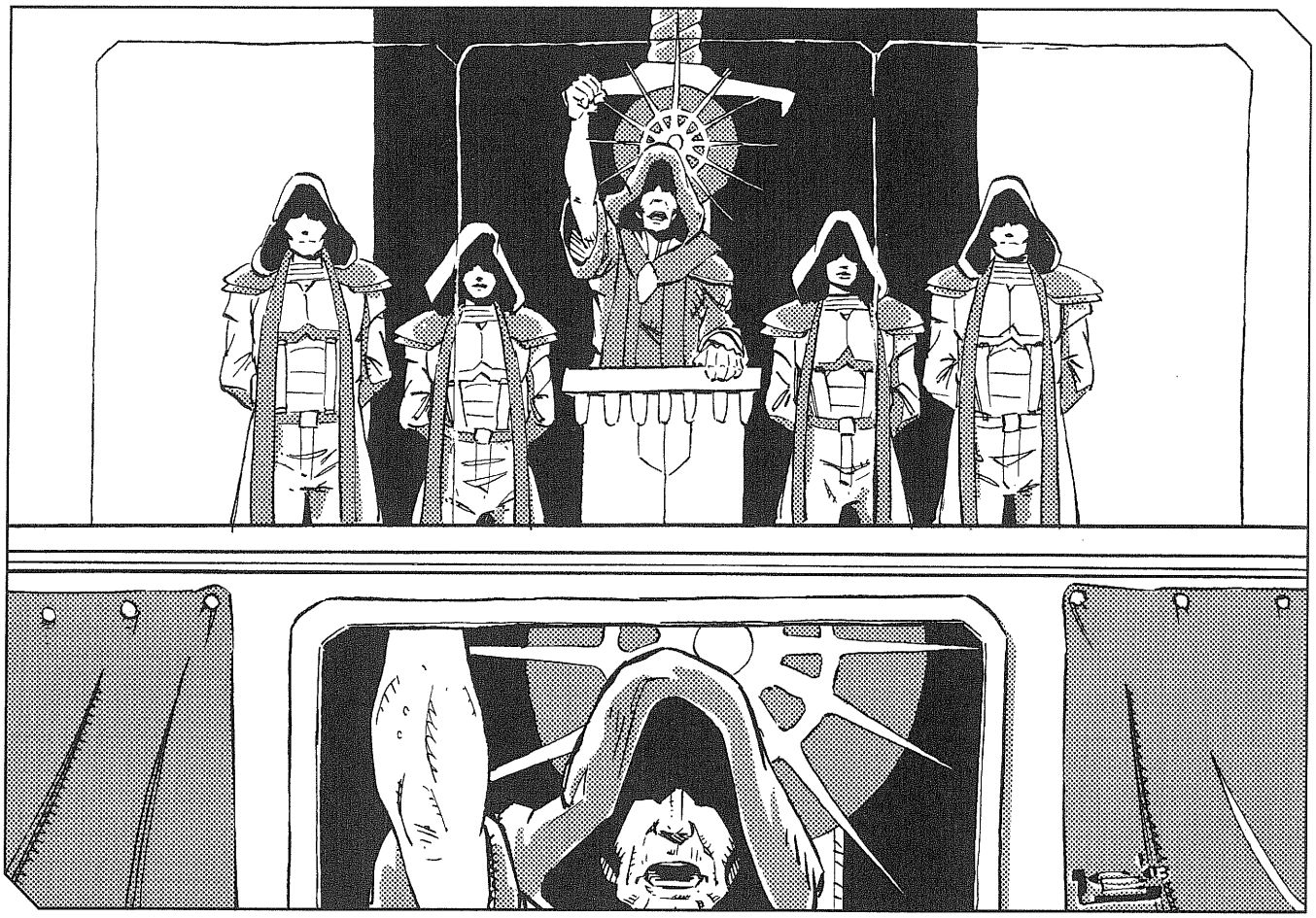
If a hostile interest's popularity rating is double or greater than the ruling group's, the government interest may be forced to step down, either peacefully or in a coup d'etat. A hostile interest does not need to compel a ruling group to resign—instead, its members may let the existing government stew (especially if the situation causing the low popularity is unlikely to go away). If a hostile interest controls a subregion of a faction, it may wish to secede (or join with another faction) instead of taking control of the government. If a coup takes place, the new government may execute all personalities of the former government, but suffers a –2D6 Popularity penalty for doing so.

A friendly interest with a popularity double that of the ruling interest may choose to take control (in peaceful elections and so on), or may do nothing and simply give the rulers a chance.

The actions of non-ruling interests may be governed by the

MAJOR FACTORIES TABLE (CONTINUED)

WORLDS	2570	2750	3025	3030	3040	3052	3057	3062	3067
Loyalty	2	2	1	1	1	1	1	2	2
Marik	2	2	1	2	2	2	2	3	3
Savannah	2	2	1	1	1	1	1	1	2
Shiro III	3	4	1	1	2	2	2	2	3
Stewart	2	3	1	1	1	2	2	2	2
Tematagi	2	2	1	1	1	1	1	2	2
Thermopolis	2	2	1	1	1	1	1	1	1
Trellisane	1	1	0	0	1	1	1	1	1
Wallis	3	2	1	1	1	1	1	1	2
Westover	2	2	1	1	1	1	1	1	1
Lyran Alliance (Commonwealth)									
Alarion	4	5	1	2	2	3	3	3	3
Arc Royal	3	2	1	1	2	2	3	4	5
Carlisle	3	4	1	1	2	2	2	2	2
Coventry	4	5	1	2	2	3	4	3	3
Donegal	2	3	2	2	2	2	2	3	3
Furillo	2	3	1	1	1	2	2	2	2
Gibbs	2	3	1	1	1	1	1	1	1
Gienah	2	3	1	1	1	2	2	2	2
Hesperus II	8	11	3	3	5	6	6	6	7
New Earth	2	3	1	1	1	2	2	2	2
Oliver	3	4	1	1	2	2	2	2	2
Skye	5	6	2	2	3	3	3	3	4
Tharkad	5	6	2	2	3	3	3	3	3
Other Inner Sphere									
Terra	10	10	8	7	7	8	8	8	8
Outreach	4	5	—	—	2	3	3	3	3
Clan-Controlled									
Alshain (GB)	7	9	2	2	3	4	4	5	6
Krenice (GB)	3	4	1	1	2	0	0	0	0
Jarrett (GB)	1	1	1	1	1	0	0	0	0
Pandora (JF)	7	9	2	3	4	5	5	5	6
Satalice (GB)	2	3	1	1	1	2	2	2	3
Spittal (GB)	2	3	1	1	1	2	2	2	2
Sudeten (JF)	5	6	2	2	3	3	4	5	5
Twycross (DS)	3	4	1	1	2	2	2	3	3
Tamar (W)	1	1	1	1	1	1	2	3	3
Magistracy of Canopus									
Canopus IV	2	1	2	2	2	3	3	3	3
Detroit	—	—	—	—	—	—	—	—	2
Dunianshire	3	2	3	3	4	4	4	4	5
Outworlds Alliance									
Alpheratz	2	1	2	2	2	3	3	3	3
Mitchella	2	1	2	2	2	2	2	2	2
Ramora	2	1	2	2	2	2	2	2	2
Taurian Concordat									
Iliushin	2	1	2	2	3	3	3	3	3
McLeod's Land	2	1	2	2	2	2	2	2	2
New Vandenburg	4	3	4	5	5	6	6	6	6
Organo	1	0	0	0	0	1	1	1	1
Perdition	4	3	4	4	5	5	6	6	6
Pinard	3	2	2	2	3	3	4	4	4
Sterope	3	2	2	3	3	3	4	4	4
Taurus	6	5	5	6	6	7	7	8	8



actions, attitudes and/or bias of the ruling interest. For example, Heimdall, the "loyal opposition" faction in the Lyran Alliance, would never wrest control from the government unless government actions had harmed the state.

A non-government interest may not issue orders to military forces unless its popularity exceeds that of the government, at which point the interest may issue orders to forces within ten light years per point of Leadership Rating. Any non-government personality may, however, command forces defending the world where that personality is located. A non-government personality whose interest's popularity is greater than the ruling interest may claim (and spend) the RP of any worlds within (5 x LR) light years.

If a government's Popularity is 20 or lower, that government may have difficulty issuing orders to military forces. A Fanatical force will obey (Popularity x 10) percent of the time, while a Reliable force will obey (Popularity x 7) percent of the time. A Questionable force obeys (Popularity x 5) percent of the time.

If a ruling interest's Popularity reaches 10 or lower, a faction's military forces may rebel and side with the opposition, giving that opposition interest a +1 Popularity bonus. Fanatical forces will not defect in this way unless the ruling interest's Popularity reaches 0 (see below); Reliable forces will remain loyal (Popularity x 10) percent of the time and Questionable forces remain loyal only (Popularity x 5) percent of the time. A player must make this test at the end of any turn in which the ruling interest's Popularity is below 10. A rebellious

SAMPLE INTEREST GROUPS: 3067 TABLE

Faction	Benign interests	Hostile Interests
Capellan Confederation	Warrior Houses	Free Capella
		St. Ives
Draconis Combine	Clan Nova Cat	Black Dragons
Federated Suns	Draconis March	Filtvelt
	Capellan March	
Free Worlds League	Oriente	Andurien
	Stewart	Regulus
		Sirius
Lyran Alliance	Heimdall	Free Skye
	Clan Wolf (in-Exile)	

SAMPLE PERSONALITIES TABLE

The following are sample personalities appropriate to the interests outlined above:

Capellan Confederation (Popularity 100): Chancellor Sun Tzu Liao (LD 3)
- *Warrior Houses (Popularity 50)*: Gao-shiao-zhang Ion Rush (LD 5)
- *Free Capella* (hostile) *(Popularity 50)*: Warner Doles (LD 4), Treyhang Liao (LD 2)
- *St. Ives* (hostile) *(Popularity 50)*: Candiace Liao (LD 5)

Draconis Combine (Popularity 100): Coordinator Theodore Kurita (LD 6), Hohiro Kurita (LD 5)
- *Clan Nova Cat (Popularity 50)*: Minoru Novacat (LD 3)
- *Black Dragons* (hostile) *(Popularity 50)*: Hassid Ricol (LD 5)

Federated Suns (Popularity 100): Regent Yvonne Steiner-Davion (LD 2)
- *Draconis March (Popularity 50)*: Duke Tancred Sandoval (LD 6)
- *Capellan March (Popularity 50)*: Duke George Hasek (LD 6)

Free Worlds League (Popularity 100): Thomas Marik (LD 5)
- *Oriente (Popularity 50)*: Duke Christopher Halas (LD 5)
- *Andurien (Popularity 50)*: Duchess Dalma Humpries (LD 3)
- *Stewart (Popularity 50)*: Lord Leonard Stewart (LD 4)
- *Regulus* (hostile) *(Popularity 50)*: Prince Kirc Cameron-Jones (LD 4)
- *Siriu (Popularity 50)*: General Helen Thrall (LD 4)

Lyran Alliance (Popularity 100): Archon Peter Steiner-Davion (LD 5)
- *Heimdall (Popularity 50)*: Archduke Morgan Kell (LD 7)
- *Free Skye* (hostile) *(Popularity 50)*: Duke Robert Kelswa-Steiner (LD 4)
- *Clan Wolf* (in-Exile) *(Popularity 50)*: Khan Phelan Kell (LD 6)

ComSta (Popularity 100): Precentor-Martial Victor Steiner-Davion (LD 7), Primus Sharilar Mori (LD 2)

Word of Blake (Popularity 100): Precentor-Martial Cameron St. Jamais (LD 5), Precentor William Blane (LD 3)

The Invading Clans (Popularity 100): No ilKhan.
- *Jade Falcons (Popularity 50)*: Khan Marthe Pryde (LD 7)
- *Wolves (Popularity 50)*: Khan Vladimir Ward (LD 6), Katherine Steiner-Davion (LD 2)
- *Ghost Bears (Popularity 50)*: Khan Bjorn Jorgensson (LD 6), Prince Ragnar (LD 4)
- *Snow Raven (Popularity 50)*: Galaxy Commander Thorsten Magnus (LD 5)
- *Diamond Shark (Popularity 50)*: saKhan Angus Labov (LD 3)

SAMPLE PERSONALITIES BY RATING TABLE

Using the following table, along with the Sample Personalities above, players can generate appropriate LR Rating for any personality in a given faction and era. All players should agree upon the LR Rating of each personality before play begins.

LR Rating	Example (era)
1	Kali Liao (3050+)
2	Yvonne Steiner-Davion (3062+); Sharilar Mori (3052+)
3	Sun Tzu Liao (3052+); Myndo Waterley (3030-3052)
4	Ragnar Magnusson (3050+); Janos Marik (3035-3030)
5	Hasid Ricol (3025+); Thomas Marik (3040+)
6	Phelan Kell (3052+); Theodore Kurita (3030+)
7	Morgan Kell (3025+); Victor Steiner-Davion (3050+)
8	Hanse Davion (3025-3050); Ulric Kerensky (3050-3057)
9	Anastasius Focht (3040+); Aaron de Chevalier (2750)
10	Aleksandr Kerensky (2750)

force will side with the nearest non-government personality; if two are equidistant, determine randomly which one the force allies with. If a rebel force is the only non-garrison force on a world, or outnumbers a loyal force by 4 to 1, the ruling interest may no longer claim the 1/2 RP for that world or use any of its factories or depots without the controlling interest's permission. The rebels may use the depots and factories, their finances permitting. If a player controls both the ruling and the opposing interest, that player makes this decision; if not, benign factions will work with the governing interest and hostile interests will not.

If a governing interest's Popularity reaches 0, all Reliable and Questionable forces defect to non-government interests (determined as above), and Fanatical forces have a 20 percent chance of defecting. All worlds within 30 light years of forces loyal to one interest defect to that group. All other worlds become neutral in the conflict. In such situations, the government interest becomes merely one interest competing for control of the nation. Once such a conflict begins, there are few easy ways of ending the fighting: an interest can be destroyed (all of its personalities captured or killed) or can capitulate, or (if those involved are player-controlled) the interests can negotiate. To fully end the civil war, one interest must have a Popularity of at least 20 and control at least half of the faction's worlds (including the capital), at which point that interest becomes the ruling interest.

DEATHS OF PERSONALITIES

Personalities in each interest can be killed or kidnapped. They may die as a result of natural causes (that is, in a random event), they may be killed in military action in the same manner as leaders of a military force (see *Combat*, p. 99) or as a result of a coup (see *Effects of Popularity*, p. 91), or they may be assassinated (see *Special Operations* in *Espionage*, p. 96). Unlike leaders (see p. 99), personalities are not replaced when they die.

CONTROLLING SECONDARY PERSONALITIES

A player controlling a faction does not automatically command the personalities (and resources, where applicable) of non-government interests. Where sufficient players are available, the entire faction may be controlled by a single player, but most likely the various interests will remain neutral and may be controlled by any of the players.

At the start of each turn, any player may secretly spend RP (reflecting gifts, military aid and the like) to control one or more of these personalities and groups in the *next* turn, writing down this expenditure as part of orders. Where a neutral gamemaster oversees the game, such influence attempts may be kept secret, the actions of various interests the only clue to outside influence, but in games without a gamemaster such bids must be declared. The minimum bid for each is the interest's Popularity divided by 5 (round up). If the attempt involves a ruling interest trying to influence a hostile interest, the faction must spend an additional 2 RP to offset the two interests' mutual antagonisms (which does NOT count toward the bid total). If the interest belongs to another faction, the group attempting the influence must spend an additional 1 RP (which again does not count toward the bid total) if the target interest is hostile to its government and +3 RP if the interest feels benign toward its ruling faction. The highest bid gains control of the group for that turn. If there is a tie for highest bid, the group remains uncontrolled (but players have spent the RP regardless).

For example, if Free Skye has a Popularity Rating of 35, it will cost at least 7 RP to win control of that interest for a turn. If the ruling interest of Free Skye's faction attempts to influence them, the rulers must spend at least 9 RP (7 RP plus an additional 2 RP because Free Skye is hostile). Conversely, if the Draconis Combine sought to influence Free Skye, it would cost the Combine faction 8 RP (7 RP plus 1RP because the Draconis Combine is a faction hostile to the Lyran Commonwealth's ruling interest).

ESPIONAGE

Knowing an enemy's capabilities is as important as being aware of your own. This reality makes spies central to any strategic game, though using them requires a neutral gamemaster or considerable player trust in each other's honesty. The Clans are not adept at espionage, and with the exception of the batchall (see below) they suffer a –5 percent penalty to all their espionage actions.

ESPIONAGE AGAINST ENEMY TROOPS

Unless they decide otherwise (in which case they must agree what is know and what is not), players know the initial dispositions of their opponents' forces, but keeping track of them can pose a challenge. When a force moves, the opposition has a 75 percent chance of identifying the relocation and reporting it. Players can increase or decrease this chance by spending RP. The controlling player of the force can spend RP to reduce the likelihood of detection (1 RP causes a –5 percent reduction for that force during the turn in which the RP are spent), while another player can spend RP to increase his chances of detecting force movements by an opponent (10 RP for a +5 percent increase during the turn in which the RP are spent). Expenditures for increasing odds of detection cover all enemy forces within sixty light years of a specified world—that is, all detection chances go up by 5 percent per 10 RP spent for forces in that area. Both of the above modifications are cumulative.

Though the Clans do use spies—the Watch—to keep track of enemy movements, Clan players have another, much simpler, option when facing Clan opponents. They can ask what forces are on a planet when they move to attack it, simulating the batchall. The player being asked may give any figure, up to and including the actual Aerospace and Ground strength he has on that world. If attacked in the same turn by the player who asked, the defender may use forces up to the values he named without dishonor. If the defender uses more forces than previously stated, the leader is dishonored, has his Leadership Rating reduced by 2 for 1D6 turns, and suffers a –1 penalty to his interest's popularity.

ESPIONAGE AGAINST ENEMY TECH RESEARCH

Spies in an opponent's research divisions can provide valuable insight into forthcoming developments. Technological spying costs 5 RP per attempt, with each field requiring a different spy. The base chances of discovering the opponent's Tech Level are listed on the Espionage Tech Chances Table below; they increase by 4 percent per additional RP spent.

For example, one faction can attempt to spy on another's BattleTech at a cost of 5 RP and with a 25 percent base chance of success. If the spying faction's player spends 10 RP, the chance of success rises to 45 percent (25 percent plus 5 x 4 percent).

If a spy attempt is successful and the enemy's Tech Level is identified, the player has three additional options—stealing, sabotage or both. If a player chooses to steal or to steal and sabotage the enemy technology, the faction has a 70 percent chance of gaining some knowledge from the data. If the spying faction has a lower Tech Level in that field than the faction spied on, then the spy steals 1D10 x 10 percent (round fractions up) of the difference, which is added to the spying faction's Tech Level. If the spying faction has a higher Tech Level than the target faction, then the spy gets 1D10 points of Technology (reflecting differences in the knowledge of the two factions). If a player chooses sabotage or stealing and sabotage, the spy has a 50 percent chance of reducing the spied-on Tech Level by 1D6 percent (round fractions up), representing the destruction of stored data. If the spy has both steal and sabotage orders, the sabotage is carried out after the stealing.

A non-sabotage spy attempt will be detected 40 percent of the time, whether successful or not. Sabotage attempts will always be detected if they succeed, and 75 percent of the time if they fail. If detected, the spy's origin may also be revealed. If a spy fails, there is a 30 percent chance that his faction of origin will be determined. If a spy succeeds, the chance of detection drops to 10 percent. If the identification of a spy fails, there is a 15 percent chance of an incorrect identification (the suspected

ESPIONAGE TECH CHANCES TABLE

Technology	Base Chance
BattleTech	25 percent
ComTech	20 percent
IndustryTech	30 percent

origin is determined randomly, but cannot be the spy's actual origin or the target faction).

The Draconis Combine spends 5 RP to spy on the Federated Suns' BattleTech. The base chance of a successful BattleTech operation is 25 percent, but because the Federated Suns player is spending 2 RP on tech security, a –10 percent modifier applies. Luckily, when the Combine player makes his percentile roll, the result is a 10. Success! The Combine player now knows the Federated Suns' BattleTech score (which he discovers is higher than his own) and may attempt to learn from or sabotage the data. The Combine player decides to do both. He rolls 1D10 and again gets a success; the base chance of learning from the opponent's technology is 70 percent. The Combine player adds to his BattleTech score a number of Tech Points equal to 1D10 percent of the difference between it and the Federated Suns' BattleTech score. Because he rolled a 6, he adds 60 percent of the difference. He then makes another roll to damage the Federated Suns technology and gets a 35 (on a 50 percent chance). The Federated Suns BattleTech score decreases by 1D6 percent. As the Combine attempt involved successful sabotage, the attempt is automatically detected. However, the chance of detecting the correct origin of the spy is 10 percent, which fails when the Federated Suns player rolls 49. This result gives a 15 percent chance of detecting the wrong culprit; this roll also fails on a result of 71. The perpetrator remains unidentified.

SPECIAL OPERATIONS COMBAT SUCCESS CHANCE TABLE

Target Unit	XP Rating	Difficulty
Green	(1–5 XP)	40 percent
Regular	(6–15 XP)	25 percent
Veteran	(16–30 XP)	20 percent
Elite	(31+ XP)	15 percent

SPECIAL OPERATIONS

Special Operations Forces can undertake a wide variety of actions. Each mission requires at least one force to be sent; if the operation fails, the Special Forces are lost. To acquire Special Forces troops, see *Creating a Force,* p. 100.

Transport Sabotage

Operatives are sent to hinder the movement of troops from a star system. This costs 3 RP per attempt per world, with the chance of success at 20 percent. The base chance increases by 2 percent per additional 1 RP spent. Decrease the chance of success by 1 percent for every 30 light-years from a world owned by the sabotaging power. Success results in no forces being able to move from that world in the turn in which the sabotage order is given. Sabotage efforts can also target command circuits, preventing their use in the current turn (at the same cost and probability of success per 30 light year leg). The Transport Pool may also be targeted; each 3 RP spent offers a 20 percent chance of neutralizing 1D6 points of TP for one turn.

Transport Security

The opposite of transport sabotage, transport security protects against such activities. Every RP spent on securing a force, command circuit leg or the Transport Pool from sabotage reduces by –5 percent the chances of a successful attempt to sabotage its movement. These reductions are cumulative.

Supply Disruption

Operatives may attempt to disrupt the enemy's supply system at the world, depot or force level. In all cases, decrease the chance of success by 1 percent for every 30 light-years from a world owned by the disrupting power.

World Level: Costs 2 RP per attempt and has a 40 percent chance of preventing the world from producing its usual 1/2 RP for 1D6/2 turns. If a world does not produce RPs, it cannot be used as part of a supply chain. If using the detailed world RP-generation rules, multiply the cost of a world-level attempt by the RP reduced on that world (x0.5 for a regular world, x10 for a capital).

Depot Level: Costs 6 RP with a 25 percent chance (+1 percent for each additional RP spent) of reducing a depot's stockpile. Roll 1D6. A result of 1 or 2 reduces the RPs in the depot by 10 percent, a 3 or 4 by 15 percent and a 5 or 6 by 20 percent.

Force Level: Costs 4 RP with a 25 percent chance (+1 percent for each additional RP spent) of reducing the force's stores by (1D6 –1) x 10 percent (minimum 10 percent).

Intelligence Operations (Local)

Operatives land on a world and attempt to gather information about the occupants. This costs 2 RP and has an 85 percent chance of identifying each force on the world, plus a 25 percent chance of reporting the strength of these forces (chances rise to 90 percent and 50 percent respectively if the world is controlled by the spying faction and the spies are attempting to identify enemy forces on the world). No modifiers apply to these odds.

Special Operations Combat

Special operations combat costs 10 RP and causes 1D6 x 50 points of damage to the target force's equipment. This represents sabotage and attacks by Special Forces. The chance of such actions succeeding varies depending on the experience of the targeted force, as shown on the Special Operations Combat Success Chance Table, below.

Force Commander (Headhunter) Attacks

Operatives attempt to kill or otherwise put out of action the commander of a force. The new leader's ability is determined at random. Headhunter operations have a 20 percent chance of succeeding. The base cost of this action is 4 RP.

ASSASSINATED PERSONALITY TABLE

D10 Roll	Result
1–45	Dead. Removed from play.
45–60	Crippled and retires. Removed from play.
61–80	Severe injury. Needs 1D10 Turns to recover.
81–90	Medium injury. Needs 1D4 Turns to recover.
91–98	Light injury. Immediate return to public life.
99–100	No injury—rumormongers!

Assassination

Factions may spend RP to kill personalities. The costs are 30 RP for a head of state, 20 RP for other interest leaders, 10 RP for other personalities and 4 RP for force commanders. The chance of success is 8 percent for a head of state, 15 percent for other interest leaders and 20 percent for other personalities and leaders, modified by any personal security measures. The minimum chance of success is 2 percent. The target faction has a 30 percent chance of detecting the origin of an assassin or kidnapper (whether the attempt is successful or not). If the true origin of the assassin is not detected, the target faction has a 50 percent chance of detecting an inaccurate origin (randomly determined by a neutral gamemaster and including interests within the target faction, but excluding the real culprit and the interest of the victim). If an assassination attempt succeeds, roll on the Assassinated Personality Table to determine the specific results.

Kidnapping

Factions may also spend RP to kidnap personalities. The costs are 20 RP for a head of state, 10 RP for other interest leaders, 5 RP for other personalities and 2 RP for force commanders. The chance of success is 4 percent for a head of state, 8 percent for other interest leaders and 10 percent for other personalities and leaders, modified by any personal security measures. The minimum chance of success is 2 percent. The target faction has a 30 percent of detecting the origin of a kidnapper (whether the kidnapping is successful or not). If the actual origin of the kidnapper is not detected, the target faction has a 50 percent chance of detecting an inaccurate origin (randomly determined by a neutral gamemaster and including interests within the target faction, but excluding the real culprit and the victim). If successful, the kidnappers may do as they see fit with the victim.

Factory Sabotage

Operatives may target enemy factories with a view to curtailing production. This costs 5 RP per line targeted and has a 20 percent chance of success, rolled once for each line. A sabotaged production line is out of action for 2D6 turns. On a result of 2 or 12, the targeted line is destroyed. The target faction has a 25 percent chance of discovering the identity of the saboteurs, and a 50 percent chance of an incorrect identification if the first attempt at identification fails.

WarShip Sabotage

Agents may attempt to cripple or destroy enemy WarShips, with each attempt costing 10 RP. The chance of success is 10 percent, +5 percent for each extra RP spent and –3 for each RP spent on security by the controlling player. On a successful sabotage attempt, roll 2D6 to determine the number of months the vessel is out of action. On a result of 2 or 12, the vessel is destroyed. The target faction has a 25 percent chance of discovering the identity of the saboteurs (and a 50 percent chance of an incorrect identification if the first attempt fails).

COMMUNICATIONS AND GIVING ORDERS

These rules assume that any orders given to forces are sent via the ComStar HPG network. However, this assumption puts the factions at the mercy of ComStar, whose personnel get to see the orders sent by the factions; in extreme cases, ComStar can obstruct the sending of messages. The ComStar HPG network cannot be captured.

In factions where it has a presence (all areas between 2784 and 3050, and all save the FWL thereafter), ComStar may choose to interdict a faction (or worlds within a faction) for infractions of ComStar's neutrality or other offenses against them or their protectorates, withdrawing that faction's right to use the HPG network until reparations are made to ComStar. This takes effect starting in the Order Execution Phase after the interdiction command is made. ComStar may still use the HPG network within the interdicted area and may, at its own discretion, allow other factions to do so (for example, to send spy reports).

Interdictions have the following effects:

No messages into or out of the interdicted faction or world(s).

No incoming reports (spy reports and so on) or news of enemy actions to the interdicted faction or world(s).

Orders to forces in interdicted areas must be sent by "Pony Express" or FAX (see *Technology*, p. 99).

The economy of an interdicted nation declines rapidly (see *Economy*, p. 84).

The Word of Blake may take similar action against worlds under its jurisdiction (the FWL after 3052 as well as worlds under the Word of Blake's direct control).

OTHER COMMUNICATION METHODS

ComStar's HPG network is not the only means of sending orders, but it is the most efficient. Existing alternatives are expensive and inconvenient.

The first option is the so-called Pony Express, where DropShips and JumpShips physically carry the orders to a force. This costs 2 RP per force receiving orders per 30 light years that the message has to cross. The number of light years depends on the reason for using the Pony Express—it may be the distance from the border to the target world in the case of invading a faction without a functioning HPG, or from the capital to a force in the case of an interdicted faction. Such messages arrive in 1 turn per 120 light years the message must travel.

The second option is to develop communications via ComTech. However, this option is very expensive and prone to tampering by other factions.

The third option is to give a force orders in advance, usually by Pony Express. Any number of orders may be given in advance, but the force will carry them out even if the situation has changed unless told otherwise (except when potential changes of conditions are part of the orders).

Where interests are used in a game, the personalities of these groups (individual marshals, margraves, dukes and warlords) may issue orders to troops under their command without reference to the national government (providing their own popularity is sufficiently high—see *Effects of Popularity*, p. 91). These individuals may suffer popularity losses if their orders cost the faction worlds.

TYPES OF ORDERS

In a turn, a force may receive a maximum of four orders: usually two movement orders, one support order and one combat order.

A force need not be given all four orders More than two movement orders may be given (up to a limit of four), but this forfeits the force's support and combat orders. A second support order may be given in place of the combat order. Normally a force moves (0–60 light years, depending on whether it gets one or two Move orders) and then fights. However, some forces (regiments or smaller) are allowed to raid (see *Commerce Raid,* at right). This allows them to move up to 30 light years, fight, and then move another 30 light years.

Orders within the various categories are listed below.

Movement Orders

Move: This order moves the force from one planet to another at the costs outlined under *Using Resources* (p. 87), either using individual JumpShips (paid for by RP or TP) or via a command circuit. If the force is involved in combat, it is considered to be defending (see *Defend,* p. 99).

Assault: This order moves the force from one planet to another (at the costs outlined under *Using Resources*, p. 87) and allows it to attack the defending forces. The force must expend supply as if it were in combat even if no battle occurs. The force also sustains a Fatigue Point (see *Fatigue*, p. 101).

Interdict: Aerospace-only forces may be given interdict orders (not to be confused with a ComStar interdiction) to prevent nearby enemies from moving supplies or forces. Any enemy worlds within 60 light years of the interdicting force many only be used as chains in a supply line if they have aerospace forces present. Even then, a proportion of supplies may be lost to the interdicting force. To determine how much, divide the defender's Aerospace Rating by that of the attacker and multiply the result by 100. This is the proportion—to a maximum of 100 percent—of the shipped supplies that pass through the interdicted world. For example, if 500 points of Aerospace protect a world interdicted by 1,000 points of enemy Aerospace, only 50 percent [(500/1,000) x 100] of the supplies sent via that world would get through. Of the supplies that do not get through, the interdicting force captures 1D10 x 10 percent and the remainder is lost.

Commerce Raid: Aerospace-only forces may be ordered to disrupt an enemy's economy. No enemy worlds within 60 light years of the force's position generate RPs. Furthermore, each 1,000 points (round down) of Aerospace assigned to a commerce raid add 0.5 to the target's economic modifiers in the next turn.

Patrol: Non-garrison Aerospace-only forces assigned patrol orders negate the effects of enemy commerce raiding on friendly worlds within 60 light years of their location. Each 1,000 points (round up) of patrolling aerospace neutralizes a 0.5 economic modifier imposed by commerce raiding.

Support

Supply: This order puts RPs into a force's supply store. It cannot be given to forces that have been involved in combat in the turn in which the order is carried out.

Rest: This order lets a force recover 1 Fatigue Point (up to 2 per turn). Restrictions apply per the Supply order; likewise, a Rest order cannot be given to forces that have moved.

Repair: This order permits a force to recover losses per the Repair rules (see p. 102). The order cannot be given to forces involved in combat during the turn in which the order is carried out, or to a force that has no supplies. The amount of equipment repaired is halved if the force moved. If a force with Repair orders is attacked, it takes double the normal casualties and causes little damage to its attacker (its Aerospace and Ground Ratings are halved). If it is with other forces, a force with Repair orders contributes only half of its current Combat Rating to the group.

Combat

Attack: Forces with this order maneuver and fight enemy forces on the world. This costs the fighting force 1 turn worth of Supply Points and gives it 1 Fatigue Point.

Shield: Forces with this order protect other forces (with combat if needed). This order safeguards additional forces from damage while repairing or resting, so long as they make up no more than 1/3 (in Ground points) of a total force on a planet, and so long as the other 2/3 of that overall force are not destroyed. For example, if 3 x 500 points of forces are on a planet, one of these 500-point elements can rest so long as the other two are shielding it. All damage is taken by the shielding forces, unless the shielding forces are destroyed. If that happens, any excess damage is doubled and passed to the shielded force or forces.

Dig In: This order creates defenses. It enables reduction of damage to the force, but does not impede its potential to inflict damage. Unlike other orders, Dig In costs RP (5 RP per 2 turns) and fatigues a force (whether involved in combat or not) at the rate of 1 Fatigue Point per 2 turns (these points cannot be regained while Dig In orders are active). A dug-in force only takes 75 percent of its share of damage, while the defenses absorb the other 25 percent.

TECHNOLOGY EFFECTS TABLE

RP Spent	BattleTech	ComTech	IndustryTech
50	+10 percent Aerospace Rating	N/A	+1 Economic Modifier
100	+10 percent Ground Rating	Units may use 5 orders/turn	N/A
150	+1 bonus on attack rolls	N/A	Total RP x 1.1
200	+20 percent Ground Rating	Units may use 6 orders/turn	+2 Economic Modifier
250	+20 percent Aerospace Rating	N/A	N/A
300	+2 bonus on attack rolls	May use FAX comms	Total RP x 1.1
350	+30 percent Ground Rating	N/A	+3 Economic Modifier
400	+30 percent Aerospace Rating	N/A	N/A
450	+3 bonus on attack rolls	Have own HPGs	Total RP x 1.3
500	+40 percent Ground Rating	Establish real-time HPG net*	+4 Economic Modifier
550	+40 percent Aerospace Rating	N/A	N/A

* Factions with a real-time HPG net increase the effective LD of all commanders by 1.

Defend: The force is combat-ready but will not initiate combat. If no other order is given to a force, it will default to Defend. Units with Defend orders gain a +1 modifier to their die roll when determining the Combat Losses inflicted on their opponents.

Attack (Training): This orders a force to make simulated attacks on friendly forces on the world. This costs the fighting force 1 turn's worth of SP and causes 1 Fatigue Point. See *Training*, p. 102.

Defend (Training): This orders a force to defend against simulated attacks from friendly forces on the world. This costs the force 1 turn's worth of SP and causes 1 Fatigue Point. See *Training*, p. 102.

TECHNOLOGY

The more RP a player spends on technology, the more benefits the faction gains from it. Advancing technology is a slow and expensive process, but one that may in the long run reap immense rewards. To determine the effect of technology, cross-reference a faction's current rating in each technology with the appropriate column of the Technology Effects Table. A faction gains any bonuses with values equal to or less than its rating in the appropriate technology. Such bonuses take effect immediately, as do losses of same if the technology level falls for any reason.

STARTING VALUES

2570 and 2750: All factions save the Terran Hegemony have 400 RPs in each field—the Hegemony has 450 points in each.

3025 and 3030: All Inner Sphere factions save ComStar have 0 RPs in all fields. ComStar has 450 in ComTech and 350 each in BattleTech and Industry Tech. 3030 scenarios use the same points, except that the Federated Suns and Lyran Alliance each have 300 points of ComTech.

3040 and 3050: Each Inner Sphere faction (other than ComStar, which uses its 3025 values) has 150 points in BattleTech and 100 points in IndustryTech. The Clans have 450 points in each of ComTech and IndustryTech and 550 points in BattleTech. Clan Diamond Shark has 500 points of ComTech (in the form of their Chatterweb).

3052 and 3057: The non-ComStar/WoB Inner Sphere factions increase their BattleTech points to 250 and IndustryTech to 200.

3062 and 3067: The non-ComStar/WoB Inner Sphere factions increase their BattleTech points to 300 and IndustryTech to 250.

COMBAT

Combat is central to the strategic game and can be played out using the system presented here or with *BattleTech*, *AeroTech 2* or *BattleForce 2*.

FORCES AND LEADERS

Each force has three ratings—Aerospace, Ground and Leadership. The Aerospace Rating represents the strength of its aerospace fighters while Ground represents its 'Mech, vehicle and infantry strength. Each rating may be converted into BV by multiplying it by 200. The Leadership Rating (LR) represents the skill of the force's commanding officer, though the force's intrinsic LR value (see the *Force Experience Table*, p. 102) applies if the force has no leader or the intrinsic value is higher than the leader's LR. The side with the highest-rated leader gains a die-roll bonus equal to the difference between his rating and the enemy leader's rating when making battle rolls. For example, one leader has LR 6 and the other has LR 5, resulting in a +1 modifier for the side with LR 6. If the leaders are of the same quality, apply no modifier.

Leaders do more than bestow combat modifiers. Their LR also limits the size of the force they can effectively control. For each point of LR, the leader can control 500 points (or part thereof) of troops. If a leader attempts to control more forces than his LR allows, the side controlled by that leader suffers a

FORCE STRUCTURE TABLE

Type	Composition
Inner Sphere	
'Mech Battalion	3 'Mech companies, 1 fighter squadron, optional command lance
Armor Battalion	3 vehicle companies, 1 fighter squadron
Infantry Battalion	3 infantry companies
Mechanized Infantry Battalion	2 infantry companies, 1 vehicle company
Combined Arms Battalion	3 companies (any), 1 fighter squadron
Regiment	3 battalions, optional command and support companies
Reinforced Regiment	4–5 battalions, optional command and support companies
Aerospace Wing	3 squadrons
Brigade	2–3 regiments
Front-line RCT	1 'Mech regiment, 3 vehicle regiments, 5 infantry regiments
Second-line RCT	1 'Mech regiment, 2 vehicle regiments, 3 infantry regiments
ComStar Division	6 battalions (any)
SLDF BattleMech Division	6 'Mech regiments, 3 mechanized infantry regiments
SLDF Mechanized Infantry Division	3 'Mech regiments, 6 mechanized infantry regiments
SLDF Infantry Division	3 'Mech regiments, 6 infantry regiments
SLDF Jump Infantry Division	3 'Mech regiments, 6 infantry regiments, 9 fighter squadrons
Clan	
Cluster	3 Binaries/Trinaries (any type), 1–3 fighter Stars
Galaxy	3–5 Clusters

–1 combat modifier for each 500 points (or fraction thereof) beyond the leader's ability. For example, a leader with LR 6 can control 3,000 points worth of troops. If the same leader attempts to control 4,000 points, the force suffers a –2 penalty (–1 for each 500 points beyond the leader's capabilities).

Creating a Force

To create a force, select a number of ground and aerospace elements appropriate to the force's configuration, adding together the Ground and Aerospace ratings. WarShip units should be selected from the designs fielded by the player's faction (see the *Force Faction Tables*, beginning on p. 106) and may not be combined with ground forces, though they may be attached to fighter-only formations. The supply needs of a force are its Battle Value divided by 1,000 (round up). A WarShip's supply needs are its BV/10,000. Each force starts with no supplies and an XP Rating of 1.

When creating a force from a *Field Manual* (as in the example below), assign the force the minimum XP for its experience level (or the experience level of its main force in combined-arms forces). Such forces have an amount of supplies equal to 1D6 x their base requirement. Commanders of such forces have skills per the Intrinsic LR value of the *Force Experience Table*, p. 102.

The Sixth Marik Militia (the Keystone Yeomanry) in 3067 comprises a 'Mech regiment, 2 aerospace wings, an armor regiment and a regiment of infantry. In game terms, this equals 9 'Mech companies, 6 aerospace squadrons, 9 vehicle companies and 9 infantry companies.

The player constructing the force assigns the following company types:

BattleMech Companies (3052–3067)
- *2 Light — 120 Ground (cost of 2 RP)*
- *3 Medium — 300 Ground (cost of 6 RP)*
- *3 Heavy — 360 Ground (cost of 9 RP)*
- *1 Assault — 140 Ground (cost of 4.5 RP)*

Vehicle Companies (3052–3067)
- *3 Light — 60 Ground (cost of 0.6 RP)*
- *3 Medium — 105 Ground (cost of 1.5 RP)*
- *2 Heavy — 100 Ground (cost of 2.2 RP)*
- *1 Assault — 65 Ground (cost of 2 RP)*

Fighter Squadrons (3052–3067)
- *3 Light — 135 Aerospace (cost of 1.5 RP)*
- *3 Medium — 225 Aerospace (cost of 3 RP)*
- *3 Heavy — 270 Aerospace (cost of 4.5 RP)*

Infantry Companies (3052–3067)
- *9 x IS Std. — 54 Ground (cost of 2.25 RP)*

The resulting force has an Aerospace Rating of 630, a Ground Rating of 1,304 and a Supply Need of 2 (1,934 divided by 1,000, rounded up). As the Sixth Marik Militia is Veteran, the force has 16 XP (the minimum rating for Veteran status). The force also has 1D6 x 2 Supply Points.

FATIGUE TABLE

Fatigue Points	Strength Modifier
3	–5 percent of ratings
4	–15 percent of ratings
5	–30 percent of ratings
6	–50 percent of ratings
7	–75 percent of ratings
8	–100 percent of ratings

Supply

All forces have a supply demand for each turn that it is in combat. If a force involved in combat cannot meet the demand from its stores (or from immediately available external supplies such as an on-world depot), then it suffers penalties. Each turn without supplies imposes a –10 percent (cumulative) modifier to the force's Aerospace and Ground ratings. If modifiers to the Ground Rating reach –100 percent, due to lack of supplies, fatigue or both, then the force cannot fight and will surrender (see *Surrender*, p. 103). Any Inner Sphere force that surrenders has a 10 percent chance of leaving the employ of its faction and becoming a mercenary force. Determine the supply needs of a new force by adding up the supply needs of all its constituent companies.

Fatigue

For every turn in which a force fights, it earns 1 Fatigue Point (FP). Accumulated Fatigue Points can impose negative modifiers. A force may have up to 2 Fatigue Points before modifiers apply; after that, the modifiers on the Fatigue Table, below, apply to Ground and Aerospace ratings. At 8 FP, a force cannot fight and will surrender. Forces lose Fatigue Points by resting (see *Rest*, p. 98).

GARRISONS

All worlds have some form of defenses, even if no forces are stationed there. Each world has a garrison—typically 50 points of aerospace and 250 of ground forces, though provincial capitals have double this amount and faction capitals have four times as many troops. Like normal forces, garrisons take percentage losses during

FORCE STRENGTH TABLE

Unit Type	Rating	RP Cost to Build
BattleMechs		
IS 'Mech Company (3025)		
Light	40 Ground Points	0.5
Medium	60 Ground Points	1
Heavy	70 Ground Points	2
Assault	90 Ground Points	2.5
IS 'Mech Company (3050–3067)		
Light	60 Ground Points	1
Medium	100 Ground Points	2
Heavy	120 Ground Points	3
Assault	140 Ground Points	4.5
Clan 'Mech Trinary		
Light	80 Ground Points	1.5
Medium	130 Ground Points	3
Heavy	160 Ground Points	4
Assault	180 Ground Points	6
Clan ProtoMech Trinary	70 Ground Points	1.5
Vehicles		
IS Vehicle Company (3025)		
Light	10 Ground Points	0.2
Medium	20 Ground Points	0.4
Heavy	30 Ground Points	0.7
Assault	40 Ground Points	1.2
IS Vehicle Company (3050–3067)		
Light	20 Ground Points	0.25
Medium	35 Ground Points	0.5
Heavy	50 Ground Points	1.1
Assault	65 Ground Points	1.8
Clan Vehicle Trinary		
Light	30 Ground Points	0.2
Medium	50 Ground Points	0.6
Heavy	80 Ground Points	1.4
Assault	110 Ground Points	2.7
Infantry		
IS Std. Infantry Company	3 Ground Points	0.1
IS Std. Infantry Company (Anti-'Mech)	6 Ground Points	0.25
IS BA Infantry Company	14 Ground Points	0.5
Clan Std. Infantry Binary	7 Ground Points	0.25
Clan BA Infantry Trinary	18 Ground Points	0.5
Special Forces	0 Ground Points	1
Fighters		
Conventional Fighter Squadron	40 Aerospace Points	0.5
IS Fighter Squadron (3025)		
Light	30 Aerospace Points	0.3
Medium	40 Aerospace Points	0.6
Heavy	50 Aerospace Points	1
IS Fighter Squadron (3050–3067)		
Light	45 Aerospace Points	0.5
Medium	75 Aerospace Points	1
Heavy	90 Aerospace Points	1.5
Clan Fighter Star		
Light	100 Aerospace Points	1
Medium	150 Aerospace Points	2
Heavy	200 Aerospace Points	3
WarShip	Cost / 100,000,000	BV/1,000

FORCE EXPERIENCE TABLE

Rating	Ground/Aerospace Rating Modifier	Uncoordinated Value	Intrinsic LR	Surrender Level
Green (1-5 XP)	x 0.8	1	2	40%
Regular (6-15 XP)	x 1.0	2	3	30%
Veteran (16-30 XP)	x 1.5	3	4	20%
Elite (31+ XP)	x 2.0 (+0.1 per additional 5 XP).	4	5	10%

combat, but regain 5 percent of their strength per turn unless destroyed. Provided no enemy troops are on the world, destroyed garrisons can be reconstituted at 50 percent of their full strength by a planet's controller. This costs 3 RP and the force can make repairs at the normal rate.

UNCOORDINATED ATTACKS

Attacks on a world may be considered uncoordinated if the forces participating originate on more than one planet. The exact number of worlds that may participate in a single attack is determined by the experience level of the attacker's least experienced forces (see the Force Experience Table, above). For each world beyond this number from which forces attack, a –2 combat modifier applies to the attacker's dice rolls on this world until the end of the turn. In subsequent turns, no modifier applies if no new forces land on the world.

Four forces attack a world, two from Planet A and two from Planet B. The least experienced force participating, from Planet A, is Green (with an Uncoordinated Value of 1). Because the attacking forces are coming from two planets, a –2 penalty applies to the attacker's roll for the force from Planet B. If forces had attacked from three worlds, the penalty would be –4 (–2 for each extra world). Had the two-world attack been made by Regular forces (with an Uncoordinated Value of 2), no penalty would apply.

EXPERIENCE AND REPAIRS

A force gains 1 Experience Point (XP) for each battle in which it participates. At certain point thresholds, a force increases its abilities (or decreases them if its experience is reduced; see *Repairs and Merging Forces,* below). For simplicity, attached aerospace forces have the same XP as their ground-based parent force. Forces receive the following modifiers (to Aerospace and Ground Ratings) according to their experience, as shown on the Force Experience Table. Additionally, experience grants the unit a minimum Leadership Rating (its Intrinsic LR), irrespective of the personality commanding the unit. The Surrender Level determines the strength below which the unit will surrender.

Repairs and Merging Forces

New equipment assigned to a force has 1 XP, and so rebuilding an experienced force with fresh-from-the-factory equipment can have a horrendous effect on its experience level. To determine the experience level of a force when it repairs or merges with another force, use the following formula, rounding fractions down.

(New ground and aerospace points x XP) + (old ground and aerospace points x old XP) / total ground + aerospace points

For example, 200 new ground points (with an XP of 1) are added to a 500-point force (with an XP of 7). The XP value of the combined force is [(200 x 1) + (500 x 7)/700] = 5.29 = 5; the force's experience level drops from Regular to Green.

Salvage

After a battle, the victor may recover 1D6 percent of the ground points his opponent lost and press them into service to repair the damage to his own troops. Unlike other repairs, this has no impact on the experience level of the force; pilots who escaped from their destroyed 'Mechs and vehicles take command of the salvaged equipment.

An Inner Sphere force incorporating Clan-tech salvage must immediately pay 1 Supply Point for every 50 points of incorporated equipment, representing the logistical difficulties of integrating such divergent technologies. Clan units may freely incorporate Inner Sphere salvage though few are desperate enough to do so.

Training

A force may use the Attack (Training) and Defend (Training) orders (see p. 99) to gain XP without fighting in real combat. There must be at least one attacker and one defender and the two sides should contain the same number of units (i.e. if there are 2 "attacker" units, there must be 2 "defenders"). Each participant must spend supplies and gain Fatigue Points as if the combat were real. Each turn of training combat generates 0.5 XP for the force. A force gains no benefit from training if its XP is 10 or higher, though it may still serve as opposition for a less experienced force in exercises.

FORTIFICATIONS

Some worlds have permanent fortifications. A fortification absorbs 20 percent of the damage inflicted on the defender's

forces, but does not impede return fire (i.e. a world with 2 fortifications absorbs 40 percent of the damage inflicted on the defending forces). Fortifications cost 10 RP each, and it takes 1D6 months to build them. No world may have more than 4 fortifications. Fortifications only absorb 5 percent of orbital bombardment attacks. Fortifications do not suffer damage nor do they require repairs. A conquering faction gains control of a planet's fortifications when it gains captures the planet.

SURRENDER

Combat forces may voluntarily surrender to their opponents or may be made to do so (for example, by supply shortages). Surrendering forces have two options: they may accept the honors of war if offered them by their captors or they may accept internment.

A force bound by the honors of war may not take any offensive action, but neither may its equipment be seized. An interned force need make no such promise and requires the captor force to dedicate an element equal to one-tenth of those imprisoned (for example, if the prisoners comprise 150 Ground Points, the captor must assign 15 Ground Points to guard them). However, the imprisoning force gains a number of Supply Points equal to the sum of the interned force's Aerospace and Ground Rating Points divided by 20). Any Inner Sphere force that surrenders has a 10 percent chance of going rogue and becoming mercenaries.

Clan forces that surrender to another Clan force automatically join their captors, their personnel taken as bondsmen and their equipment as isorla.

COMBAT SEQUENCE

As in *BattleTech*, combat in the strategic game follows a set pattern with three distinct phases: aerospace combat, ground combat and post-combat options.

AEROSPACE COMBAT

The first phase of combat involves the battle for aerospace superiority over the world in question. Add up the aerospace forces used by each side in the battle. Both sides roll 2D6, applying appropriate modifiers for Supply, Fatigue and Leaders (see pp. 99 and 101). Cross-reference the result with the percentage of losses given on the Combat Loss Table. The defender's Aerospace Rating is reduced by the percentage indicated by the attacker's roll times the attacker's Aerospace Rating. The attacker's Aerospace Rating is reduced by the percentage indicated by the defender's roll times the defender's Aerospace Rating.

An attacker with an Aerospace Rating of 100 fights a defender with an Aerospace Rating of 50. The attacker's modified roll indicates 10 percent casualties to the defender's aerospace force, while the defender's roll indicates 20 percent casualties to the attacker's aerospace force. The defender loses 10 points from its Aerospace Rating (100 x 10 percent) and the attacker loses the same (50 x 20 percent).

COMBAT LOSS TABLE

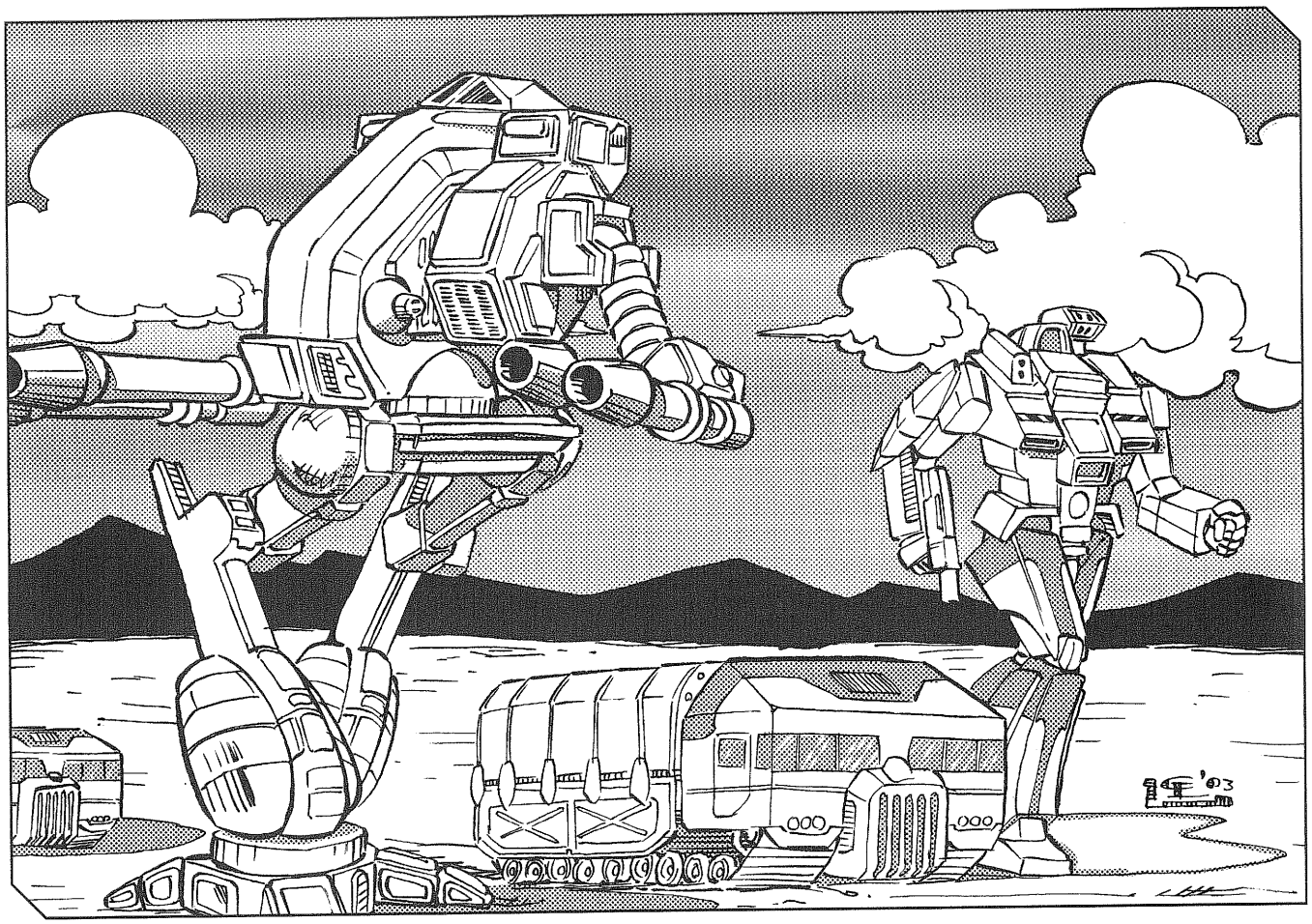
Modified 2D6 Roll	Losses (Percentage)
<0	2.5
1	5.0
2	7.5
3	10.0
4	12.5
5	15.0
6	17.5
7	20.0
8	22.5
9	25.0
10	27.5
11	30.0
12	32.5
13	35.0
14	37.5
15+	40.0

If a force moving to a planet has all of its aerospace element destroyed, it also loses 4 percent of its Ground Rating for every 10 Aerospace Points the defender has left. If one side has no Aerospace Rating remaining, the other may add its Aerospace Rating x 2 to its Ground Rating (this rule assumes that the fighters undertake ground support missions).

WarShips may fight in aerospace battles normally. However, unlike fighters, they may use orbital bombardment against enemy ground forces even if the opponent has Aerospace Rating points remaining. To do so, a WarShip must split its Aerospace Rating, allocating part to the aerospace battle and part to the orbital bombardment. Orbital bombardment adds 5 times the assigned Aerospace Rating to the friendly ground force. If no friendly ground force is present, orbital bombardment makes a single ground attack each turn. In such cases, use half the WarShip commander's Leadership Rating (round up).

TOTAL WAR

The Inner Sphere In Flames rules assume that the combatants adhere to the Ares Conventions, or the close approximation of that accord employed in the Third Succession War and later. However, games set in the First or Second Succession Wars or the Kerensky Cluster civil war that birthed the Clans will not likely operate under such restraint, instead incorporating vast orbital bombardments as well as nuclear, biological and chemical weapons. In such games, triple the chance of all factory and depot destruction and double all damage inflicted in combat. Furthermore, the prohibition on attacking retreating forces does not apply and the victor gains a free aerospace attack against the retreating force.



Players may also use 10 times the assigned Aerospace Rating in orbital bombardment attacks. In such games, factions may employ nuclear weapons or other WMD, each costing 20 RP for 2D6 weapons and requiring a month's production from a single factory line. To carry out such attacks, the attacker must have at least 500 points of ground or aerospace forces involved in the battle for each weapon he seeks to employ in it (round fractions to the nearest whole value). He may add such weapons to his force, inflicting an automatic 1D6 x 100 points of damage on the opposing force in addition to any damage caused by the battle. However, employing WMD on a world permanently reduces its base RP by 0.1 point per weapon used.

GROUND COMBAT

The Ground Combat Phase works in much the same way as the Aerospace Combat Phase, with each side totaling its Ground Rating and then rolling 2D6 and applying modifiers for Supply, Fatigue and Leadership. The percentage of losses is shown on the Combat Loss Table and damage is applied per the Aerospace Combat Phase, but using the Ground Rating instead of the Aerospace Rating. A force with no Aerospace or Ground rating is considered destroyed.

In the first turn in which enemy forces land on a world, the defending force gains a +2 modifier to its ground combat rolls. For example, a roll of 6 becomes an 8, inflicting 22.5 percent damage rather than 17.5 percent.

POST-COMBAT OPTIONS

In the following circumstances, a force may be required to take specific actions immediately after ground combat is resolved.

Surrender: Some forces may be given standing orders to surrender at a particular level of damage, or after a pre-set time. Others may surrender because they can no longer fight. Forces that are severely damaged will surrender if, in this phase, their strength falls below the Surrender Level percentage indicated in the Force Experience Table. Specifics of the surrender are handled as indicated under *Surrender* (p. 103).

Movement/Retreat: After surrender is dealt with, players may move forces with standing orders to retreat off-world. Fighters may not attack such retreating forces.

Forced Withdrawal: If, after a combat round, a force is outnumbered by 3 to 1, that force will withdraw to a neighboring system. This occurs in addition to normal movement and is compulsory.

Clan Forces

The Clan honor code, known as zellbrigen, affects Clan troops' ability to fight opponents, though their attitude to war has evolved somewhat since their arrival in the Inner Sphere in 3050. *BattleTech* strategic games reflect this through a series of honor levels, from 1 (full implementation of the honor rules) to 3 (no holds barred).

Level 1: No matter how strong it is, a Clan force never uses more Aerospace or Ground Rating Points than 2 times its opponent's values. Used by Homeworld Clans.

Level 2: A Clan force will not use more Aerospace or Ground Rating Points than 2 times its opponent's values, providing it perceives the opponent as honorable (see below). Otherwise, no restrictions apply. Used by Invading Clans.

Level 3: A Clan force will use its full Aerospace and Ground Rating Points against all opponents. Used by all Clans against Periphery factions.

The Clans call dishonorable opponents dezgra (disgraced), and attacks against such forces are not subject to zellbrigen at Honor Levels 2 or 3. A force is considered dezgra if it meets any of the following criteria:

It has fought a Clan force and used more than 2 times its opponent's strength.

It is affiliated with a Periphery faction.

It is a mercenary force.

CAPTURING WORLDS

A faction that has the only military on a world controls that world and gains its resources. If more than one side has military forces on a world, the last force to have undisputed possession is considered the owner and may claim the planet's RP.

If a supply depot exists on the world, the capture of the world transfers ownership of the depot. However, on 25 percent of occasions, the depot along with all stored equipment and supplies is damaged (destroying 1D10 x 10 percent of its contents). The previous owner of a depot can deliberately deplete it (destroying the same proportion of its contents) so long as the orders are given at least a turn before the actual capture takes place or are written down in the present turn's Order-Writing Phase. If a player believes his faction may lose a world, he may choose to deplete or destroy the depot to prevent loss of its supplies to the opposition. However, once such orders are given, the destruction must be carried out, even if the player does not subsequently lose the world. The size of the task (destroying all friendly supply caches on-world!) means that this order cannot be conditional. Furthermore, any such "scorched earth" policy costs the destroyer 2 Popularity Points.

Note: Even if the defender issues orders to destroy caches, the attacker must still check for random destruction of depots. If such damage is indicated, the amount of supplies lost is based the cache's full strength.

If a factory is captured, ownership of it (and its potential output) is transferred to the captor. However, on 10 percent of occasions, a captured line sustains damage and cannot produce 'Mechs or other equipment. Repairing a damaged line costs 50 RP. The current owner of a world can deliberately order a factory fully or partly destroyed, provided he gives appropriate orders prior to the site's capture by enemy forces in the same manner as destroying supply caches (a turn in advance or in written orders). Again, once such orders are given, they must be carried out, even if the factory is not subsequently captured. Deliberate destruction inflicts a loss of 1D10 Popularity Points on the destroyer.

Free Skye forces attack Hesperus with overwhelming strength and the Lyran defenders believe they are about to lose control of the world. The Steiner commander writes orders for the destruction of his supply depots on Hesperus (but refrains from issuing orders to damage the factories). The Steiner forces do not lose control of the world, but because the orders were written to be enacted that turn, they are still carried out. The Steiner player rolls 1D10 and gets an 8. Eighty percent of the stored material on Hesperus is destroyed and the ruling Lyran faction loses 2 Popularity Points plus the RP it would normally gain from the world. In addition, the attacker must still check for random destruction of depots, prompting the Free Skye player to roll his ten-sided dice. The result is 17, indicating that accidental destruction took place. He then rolls 1D10 and gets a 3, or 30 percent of the supply cache. As this result is a percentage of the full supply level, it is cumulative with the deliberate damage for a total of 110 percent (the entire cache). The Free Skye player must also roll to see if each of the factory world's five production lines is damaged. He rolls 11, 21, 67, 52 and 9. As a consequence, one of the production lines is damaged.

FORCE FACTION TABLES

All standard (non-battle armor) infantry are expressed in terms of platoons of 28 men (21 in the case of jump infantry); Clan standard (non-battle armor) infantry is expressed in terms of a Point of 25 men. All battle armor infantry is expressed in terms of a Point of 5 (for Clan units) or a squad of 4 (for Inner Sphere units). All infantry C-bill costs are expressed in thousands, so that 800 is 800,000. Infantry with an asterisk (*) are anti-BattleMech trained.

The eras covered on the following tables are: 2570, 2750, 2950, 3025, 3050 and Present. These dates represent the era in which a unit came into general use, so that a unit with an Era of 2570 can be used in any of the later eras, but a unit designated as Era 3050 is only available from 3050 to the present day. If a unit's Era is marked with a dagger (†), then the Era listed is the last Era in which it was used, so that a unit with an Era of 2950† can only be used in 2570, 2750 and 2950 Eras. Any unit that displays a dash (—) in its Era was never mass produced.

These tables are current as of late 3067.

STAR LEAGUE (2750)

Non-WarShip units are available to the Clans, ComStar and Word of Blake.

Name	Battle Value	Tons	C-bill Cost	Era
INFANTRY				
Foot Flamer	28 (41)*	3	800 (4,000)*	2750
Foot Laser	37 (60)*	3	1,200 (6,000)*	2750
Foot MG	31 (47)*	3	80 (4,000)*	2750
Foot Rifle	23 (32)*	3	600 (3,000)*	2750
Foot SRM	60 (60)*	3	1,400 (7,000)*	2750
Jump Flamer	32 (51)*	4	1,600 (8,000)*	2750
Jump Laser	41 (71)*	4	2,400 (12,000)*	2750
Jump MG	37 (62)*	4	1600 (8,000)*	2750
Jump Rifle	29 (46)*	4	1,200 (6,000)*	2750
Jump SRM	71 (71)*	4	2,800 (14,000)*	2750
Motorized Flamer	35 (54)*	6	1,280 (6,400)*	2750
Motorized Laser	42 (70)*	6	1,920 (9,600)*	2750
Motorized MG	39 (63)*	6	1,280 (6,400)*	2750
Motorized Rifle	28 (42)*	6	960 (4,800)*	2750
Motorized SRM	70 (70)*	6	2,240 (11,200)*	2750
VEHICLES				
Alacorn Mk. VI Heavy Tank	1,372	95	16,609,125	2570
Beagle	234	15	611,000	2750
Burke	597	75	3,088,750	2570
Chaparral	500	50	2,195,500	2750
Chevalier (Probe)	431	35	823,088	2750
Chevalier (Speed)	140	35	1,197,717	2750
Chevalier Light Tank	444	35	985,629	2750
Cobra VTOL	257	30	1,282,000	2570
Coolant Truck 135-K	110	30	212,175	2570
Cyrano	739	30	1,830,000	2750
Demon	774	60	2,185,950	2750
Engineering Vehicle	42	40	462,000	2750
Fury	692	80	4,183,500	2750
Gabriel	175	5	98,633	2750
Galleon Light Tank GAL-100	162	30	323,700	2750
J-27 Ordnance Transport	19	10	61,517	2750
Karnov UR Transport	19	30	550,000	2750
Lightning	349	35	1,470,500	2750
LRM Carrier	693	60	1,872,000	2750
Magi	395	70	3,585,867	2750
Marksman	392	65	2,951,300	2750
MASH Truck	87	20	304,333	2750
Maultier Hover APC	115	15	242,450	3025
Mobile Headquarters	149	25	477,188	2750
Mobile Long Tom LT-MOB-25	447	95	1,722,275	2750
Nightshade	355	25	1,375,000	2750
Padilla Heavy Artillery Tank	621	75	14,794,500	2750
Puma	936	95	5,914,838	2750
Rhino	904	80	3,838,500	2750
Ripper	518	10	282,222	2750
Rotunda	341	20	440,367	2750
Skulker Wheeled Scout Tank	155	20	183,700	2750
SRM Carrier	676	60	1,932,800	2750
Thor	325	55	1,906,125	2750
Von Luckner VNL-K65N	708	75	3,685,938	2750
Zephyr	640	40	2,323,950	2750
BATTLEMECHS				
Assassin ASN-21	596	40	3,765,814	2750
Atlas AS7-D	1,557	100	9,682,000	2750
Awesome AWS-8Q	1,358	80	6,598,170	2750
Blackjack BJ-1	795	45	3,147,225	2750
Black Knight BL-6-KNT	1,191	75	6,786,938	2570
Bombardier BMB-12D	1,277	65	13,958,562	2750
Catapult CPLT-A1	1,184	65	5,658,126	2750
Catapult CPLT-C1	1,165	65	5,790,126	2570
Cestus CTS-6Y	1,495	65	11,327,361	2750
Chameleon CLN-7V	839	50	4,623,375	2750
Champion CHP-1N	942	60	5,674,400	2750
Clint CLNT-2-3T	672	40	3,572,380	2750
Crab CRB-27	965	50	4,050,876	2750
Crockett CRK-5003-1	1,619	85	8,333,325	2750
Crusader CRD-3R	948	65	5,547,411	2750
Cyclops CP-10-Z	965	90	9,375,360	2750
Dervish DV-6M	868	55	4,980,668	2570
Emperor EMP-6A	1,636	90	18,682,700	2570
Excalibur EXC-B2	1,361	70	15,816,688	2570
Exterminator EXT-4D	1,149	65	15,806,423	2750
Falcon FLC-4N	523	30	2,249,390	2750
Firefly FFL-4A	649	30	2,203,500	2750
Firestarter FS9-H	477	35	3,046,950	2570
Flashman FLS-8K	1,409	75	17,831,625	2750
Griffin GRF-1N	1,021	55	4,957,108	2750
Guillotine GLT-3N	1,296	70	6,300,484	2570
Hermes HER-1S	596	30	2,701,270	2750
Highlander HGN-732	1,838	90	8,871,480	2570
Hoplite HOP-4B	994	55	4,335,759	2750
Hoplite HOP-4C	836	55	4,065,909	2750
Hunchback HBK-4G	851	50	3,467,876	2570
Hussar HSR-200-D	498	30	2,790,840	2750
King Crab KGC-000	1,509	100	10,202,000	2750
Kintaro KTO-19	857	55	4,749,408	2570
Lancelot LNC25-01	1,185	60	13,025,600	2570
Locust LCT-1V	356	20	1,512,401	2570
Longbow LGB-7Q	1,376	85	7,408,325	2750

Name	Battle Value	Tons	C-bill Cost	Era
Longbow LGB-OW	1,034	85	8,647,672	2750
Lynx LNX-9Q	1,525	55	10,105,743	2750
Marauder MAD-3R	1,089	75	6,635,125	2750
Mercury MCY-99	471	20	1,796,441	2750
Mongoose MON-66	633	25	1,979,480	2750
Night Hawk NTK-2Q	863	35	5,126,625	2570
Nightstar NSR-9J	2,135	95	20,159,978	2750
Orion ON1-K	1,069	75	6,763,750	2570
Ostroc OSR-2C	951	60	5,025,600	2750
Ostscout OTT-7J	497	35	3,409,201	2750
Ostsol OTL-4D	1,034	60	5,032,960	2750
Panther PNT-9R	664	35	2,485,711	2750
Phoenix Hawk PXH-1	838	45	4,067,540	2750
Pillager PLG-3Z	2,551	100	22,290,000	2750
Rifleman RFL-3N	797	60	4,860,000	2750
Sentinel STN-3L	614	40	3,292,030	2750
Shadow Hawk SHD-2H	918	55	4,539,383	2570
Shogun SHG-2E	1,498	85	7,966,100	2750
Shootist ST-8A	1,277	70	6,555,229	2750
Spartan SPT-N2	1,280	80	20,365,442	2750
Specter SPR-5F	1,141	35	6,136,718	2750
Spider SDR-5V	514	30	2,984,540	2750
Stalker STK-3F	1,152	85	7,452,725	2570
Stinger STG-3R	320	20	1,615,440	2570
Striker STC-2C	1,154	80	7,709,701	2570
Talon TLN-5W	1,030	35	6,034,276	2750
Thorn THE-N	484	20	1,653,120	2750
Thug THG-11E	1,450	80	8,414,041	2570
Thunderbolt TDR-5S	1,015	65	5,446,761	2570
Thunder Hawk TDK-7X	1,967	100	22,162,000	2750
UrbanMech UM-R60	454	30	1,471,925	2750
Victor VTR-9A	971	80	8,027,221	2570
Victor VTR-9A1	1,110	80	8,036,221	2570
Victor VTR-9B	1,165	80	8,013,721	2570
Vulcan VL-2T	523	40	3,462,900	2750
Warhammer WHM-6R	978	70	6,026,784	2570
Wasp WSP-1A	336	20	1,646,640	2570
Whitworth WTH-1	771	40	2,912,934	2750
Whitworth WTH-1S	753	40	2,859,734	2750
Wyvern WVE-5N	883	45	3,470,865	2750
AEROSPACE FIGHTERS				
Ahab AHB-443	1,182	90	6,005,755	2750
Ahab AHB-X	1,357	90	6,011,555	2750
Gotha GTHA-100	1,055	60	3,113,240	2750
Gotha GTHA-300	1,280	60	3,191,240	2750
Gotha GTHA-500	1,160	60	3,246,490	2750
Hammerhead HMR-HD	992	75	4,443,656	2570
Hellcat II HCT-213B	1,077	50	2,837,292	2750
Ironsides IRN-SD1	1,179	65	3,862,795	2750
Rapier RPR-100	1,388	85	5,437,111	2750
Rogue RGU-133E	812	40	2,303,680	2750
Rogue RGU-133F	614	40	2,382,880	2750
Rogue RGU-133L	807	40	1,994,080	2750
Spad SPD-502	703	30	1,538,182	2750
Swift SWF-606	353	25	1,738,613	2750
Tomahawk THK-53	1,078	45	2,600,001	2750
Tomahawk THK-63	1,021	45	2,523,132	2750
Trident TRN-3T	566	20	1,511,088	2750
Zero ZRO-114	738	35	1,601,545	2750
SMALL CRAFT				
Bus S-7A	329	100	3,868,224	2750
DropShuttle K-1	912	200	9,266,850	2570
Landing Craft Mk. VII	618	150	6,916,448	2750
Long-Range Shuttlecraft KR-61	274	100	3,978,300	2750
Shuttle ST-46	654	100	4,431,060	2570
DROPSHIPS				
Achilles	6,744	4,500	444,679,200	2570
Buccaneer	998	3,500	108,419,040	2750
Colossus	7,673	20,000	740,362,000	2750†
Condor	2,505	4,500	266,163,552	3025
Confederate	2,733	1,900	146,567,120	2750
Dictator	4,459	9,000	340,384,800	2750
Fortress	4,347	6,000	337,682,800	2750
Fury	2,155	1,900	169,850,160	2750
Gazelle	2,399	2,900	188,428,896	2570
Intruder	3,825	3,000	254,595,600	2750
Leopard	2,579	1,900	171,358,128	2570
Leopard CV	1,745	1,900	167,542,128	2570
Lion	7,047	7,300	579,489,120	2570
Manatee	2,508	1,900	140,715,120	2570†
Model 96 'Elephant'	13,097	15,000	689,858,400	2750†
Mule	1,664	11,200	159,924,128	2750
Overlord	4,164	9,700	334,275,872	2750
Pentagon	12,186	4,000	500,595,200	2570†
Titan	6,791	12,000	586,653,120	2750
Triumph	2,899	5,600	352,624,752	2570
Union	3,259	3,500	222,554,080	2750
JUMPSHIPS				
Explorer (HPG)	424	50,000	1,431,309,125	2750
Invader (Large Laser)	769	152,000	480,797,750	2750
Invader (PPC)	814	152,000	481,047,750	2750
Merchant	496	120,000	384,711,675	2570
Monolith	1,041	430,000	1,119,774,840	2750
Scout	560	90,000	277,130,480	2750
Star Lord	604	274,000	699,239,250	2570
Tramp	1,652	250,000	500,137,500	2750
WARSHIPS				
Aegis Heavy Cruiser (2750)	167,790	750,000	15,032,866,000	2570
Avatar Heavy Cruiser	83,043	830,000	19,740,702,000	2570
Baron Destroyer	63,094	550000	1,770,422,000	2570
Black Lion Battlecruiser (2750)	247,597	810,000	5,957,848,000	2750
Bonaventure Corvette	12,636	240,000	1,575,960,000	2570†
Cameron Battlecruiser (2750)	134,202	860,000	3,955,250,000	2750
Carson Destroyer	81,323	580,000	1,947,270,000	2570
Congress Frigate (2750)	98,228	760,000	3,637,888,000	2570
Dart Cruiser	140,672	680,000	7,006,729,800	2570
Davion Destroyer	190,968	520,000	2,599,934,000	2570†
Essex Destroyer (2750)	62,357	620,000	1,903,163,600	2750
Lola I Destroyer	59,827	680,000	1,923,559,744	2570†
Lola II Destroyer	60,368	680,000	1,933,889,440	2750†
Lola III Destroyer (2750)	58,627	680,000	1,940,951,600	2750
Luxor Heavy Cruiser	228,711	890,000	15,497,496,000	2750†
Mako Corvette	64,633	200,000	1,695,390,000	2750†
McKenna Battleship (2750)	214,446	1,930,000	21,395,929,800	2750
Monsoon Battleship	162,704	1,310,000	7,444,282,000	2570†
Monsoon (L-F) Battleship	162,704	1,310,000	19,900,282,000	2570†
Naga Destroyer	19,914	540,000	1,667,742,000	2750
Nightwing	34,174	100,000	4,268,166,800	2570†
Potemkin Troop Cruiser (2750)	96,567	1,510,000	22,646,353,000	2750
Quixote Frigate	93,200	780,000	7,474,049,200	2570†
Riga Frigate	115,631	750,000	4,143,052,480	2570†
Sovetskii Soyuz Heavy Cruiser (2750)	80,293	830,000	5,212,827,200	2750
Texas Battleship (2750)	135,020	1,560,000	7,834,399,200	2750
Tracker	8,252	120,000	3,087,451,200	2570†
Vigilant Corvette	31,096	140,000	1,544,186,000	2570†
Vincent Mk 39 Corvette	20,427	420,000	4,444,093,000	2570
Whirlwind Destroyer (2750)	62,154	520,000	2,150,685,000	2750
SPACE STATIONS				
Bastion Class (SDS)	9,064	150,000	3,186,910,000	2570
Large Habitat	1,234	500,000	1,458,070,000	2750
Large Pressurized Yard	931	42,000	17,526,618,800	2750
Large Unpressurized Yard	963	30,000	15,030,077,000	2750
Medium/Large Factory	2,740	17,000	50,807,000	2750
Olympus (Recharge Station)	11,066	1,000,000	13,113,425,000	2750
Small Factory	1,051	2,500	33,519,500	2750
Small Habitat	1,418	120,000	393,989,000	2750
Small Pressurized Yard	516	2,500	507,660,500	2570
Small Unpressurized Yard	572	3,000	507,867,000	2750

CLAN GENERAL

These units are available to all Clan factions.

INFANTRY				
Elemental BA Flamer	245	5	3,500,000	2950

Name	Battle Value	Tons	C-bill Cost	Era
Elemental BA MG	234	5	3,500,000	2950
Elemental BA Small Laser	279	5	3,500,000	2950
Foot Flamer	25 (37)*	3	800 (4,000)*	2950
Foot Laser	33 (54)*	3	1,200 (6,000)*	2950
Foot Machine Gun	28 (42)*	3	800 (4,000)*	2950
Foot Rifle	21 (29)*	3	600 (3,000)*	2950
Foot SRM	54 (54)*	3	1,400 (7,000)*	2950
Jump Flamer	38 (61)*	4	1,600 (8,000)*	2950
Jump Laser	49 (85)*	4	2,400 (12,000)*	2950
Jump Machine Gun	44 (74)*	4	1,600 (8,000)*	2950
Jump Rifle	35 (55)*	4	1,200 (6,000)*	2950
Jump SRM	85 (85)*	4	2,800 (14,000)*	2950
Motorized Flamer	31 (48)*	6	1,280 (6,400)*	2950
Motorized Laser	38 (63)*	6	1,920 (9,600)*	2950
Motorized MG	35 (56)*	6	1,280 (6,400)*	2950
Motorized Rifle	25 (38)*	6	960 (4,800)*	2950
Motorized SRM	63 (63)*	6	2,240 (11,200)*	2950
VEHICLES				
Anhur Transport	1,224	30	1,362,000	2950
Asshur Artillery Spotter	809	20	900,433	2950
Badger (Clan)	387	30	892,450	Present
Badger (Clan 2)	277	30	750,425	Present
Bandit (Clan)	735	50	2,949,333	Present
Bandit (Clan 2)	836	50	2,770,333	Present
Demolisher (Clan)	1,184	80	5,697,900	Present
Donar Assault	1,439	21	999,600	2950
Hachiman FST	1,195	50	3,199,750	2950
Huitzilopochtl Assault Tank	769	85	3,381,954	2950
Indra Infantry Transport	689	35	998,358	2950
Ishtar Heavy FST	1,128	65	2,866,858	2950
Mars (ATM)	1,489	100	8,456,667	Present
Mars Assault Vehicle	1,620	100	8,309,667	2950
Maxim (Clan)	899	50	2,183,000	Present
Mithras Light Tank	506	25	807,500	2950
Odin Scout Tank	619	20	714,358	2950
Oro Heavy Tank	873	60	3,128,000	2950
Pike (Clan)	544	60	2,652,400	Present
Svantovit (Streak)	737	35	1,590,067	2950
Svantovit IFV	546	35	1,322,317	2950
Zorya Light Tank	415	35	1,224,675	2950
BATTLEMECHS				
Annihilator ANH-1A	1,151	100	7,696,668	3025
Annihilator C	2,005	100	11,676,000	2950
Baboon (Howler)	587	20	1,826,241	2950
Behemoth (Stone Rhino)	2,626	100	10,512,000	2950
Black Hawk A (Nova)	2,298	50	11,426,877	2950
Black Hawk B (Nova)	1,501	50	10,693,283	2950
Black Hawk C (Nova)	1,455	50	10,722,815	2950
Black Hawk D (Nova)	1,392	50	10,921,565	2950
Black Hawk E (Nova)	2,340	50	11,784,999	Present
Black Hawk H (Nova)	1,552	50	11,659,377	Present
Black Hawk Prime (Nova)	2,448	50	11,659,377	2950
Black Hawk S (Nova)	2,063	50	11,208,440	3050
Daishi A (Dire Wolf)	2,689	100	28,330,000	2950
Daishi B (Dire Wolf)	2,127	100	29,423,126	2950
Daishi C (Dire Wolf)	3,290	100	29,532,500	Present
Daishi H (Dire Wolf)	2,517	100	28,343,750	Present
Daishi Prime (Dire Wolf)	2,341	100	29,455,000	2950
Daishi S (Dire Wolf)	2,875	100	29,407,500	3050
Dasher A (Fire Moth)	550	20	4,343,801	2950
Dasher B (Fire Moth)	840	20	4,100,000	2950
Dasher C (Fire Moth)	636	20	4,004,801	2950
Dasher D (Fire Moth)	1,446	20	4,154,051	2950
Dasher E (Fire Moth)	663	20	4,127,801	Present
Dasher H (Fire Moth)	485	20	3,806,801	Present
Dasher Prime (Fire Moth)	982	20	4,208,801	2950
Dragonfly A (Viper)	1,845	40	11,379,785	2950
Dragonfly B (Viper)	1,632	40	10,815,061	2950
Dragonfly C (Viper)	1,190	40	11,114,661	2950
Dragonfly D (Viper)	1,727	40	11,072,222	2950
Dragonfly E (Viper)	1,564	40	11,109,407	Present
Dragonfly H (Viper)	1,544	40	11,192,536	Present
Dragonfly Prime (Viper)	1,484	40	11,004,411	2950
Fenris A (Ice Ferret)	1,210	45	12,332,886	2950
Fenris B (Ice Ferret)	1,308	45	12,336,238	2950
Fenris C (Ice Ferret)	1,057	45	12,737,254	2950
Fenris D (Ice Ferret)	1,541	45	12,122,363	2950
Fenris E (Ice Ferret)	1,329	45	12,472,900	Present
Fenris H (Ice Ferret)	1,342	45	12,432,300	Present
Fenris Prime (Ice Ferret)	1,529	45	12,543,588	2950
Firefly C	1,174	30	2,441,400	2950
Galahad (Glass Spider)	1,636	60	5,712,000	2950
Gladiator A (Executioner)	2,761	95	35,828,612	2950
Gladiator B (Executioner)	2,783	95	36,387,408	2950
Gladiator C (Executioner)	2,531	95	36,675,033	2950
Gladiator D (Executioner)	2,384	95	35,435,808	2950
Gladiator E (Executioner)	2,460	95	37,253,572	Present
Gladiator H (Executioner)	2,500	95	36,099,418	Present
Gladiator Prime (Executioner)	2,586	95	35,620,450	2950
Goshawk (Vapor Eagle)	2,243	55	12,227,795	2950
Goshawk 2 (Vapor Eagle)	2,016	55	12,210,745	2950
Great Wyrm	1,139	45	4,064,133	2950
Griffin IIC	1,492	40	4,255,510	2950
Guillotine IIC	2,187	70	7,364,684	2950
Hankyu A	1,148	30	6,662,988	2950
Hankyu B	1,094	30	6,458,400	2950
Hankyu C	1,627	30	6,948,988	2950
Hankyu D	1,100	30	6,591,488	Present
Hankyu H	1,148	30	6,490,738	Present
Hankyu Prime	1,313	30	7257,738	2950
Hellhound (Conjurer)	1,714	50	5,320,500	2950
Highlander IIC	2,827	90	9,863,280	2950
Hoplite C	1,455	55	5,191,209	Present
Hunchback IIC	1,524	50	8,110,001	2950
Imp C	2,680	100	11,010,000	2950
Jenner IIC	1,024	35	7,454,025	2950
Kingfisher A	2,047	90	13,439,533	2950
Kingfisher B	2,043	90	13,924,033	2950
Kingfisher C	2,391	90	13,193,125	2950
Kingfisher D	1,966	90	13,265,563	2950
Kingfisher E	2,191	90	13,385,500	Present
Kingfisher H	2,158	90	13,041,125	Present
Kingfisher Prime	2,103	90	13,017,970	2950
Koshi A (Mist Lynx)	631	25	4,796,355	2950
Koshi B (Mist Lynx)	1,141	25	4,892,059	2950
Koshi C (Mist Lynx)	1,338	25	5,199,480	2950
Koshi D (Mist Lynx)	861	25	4,616,668	2950
Koshi E (Mist Lynx)	1,046	25	4,790,105	Present
Koshi H (Mist Lynx)	1,015	25	4,940,105	Present
Koshi P (Mist Lynx)	1,058	25	4,654,949	2950
Koshi Prime (Mist Lynx)	895	25	4,684,637	2950
Kraken (Bane)	1,685	100	22,509,000	2950
Kraken 2 (Bane)	2,106	100	22,997,000	2950
Kraken 3 (Bane)	2,616	100	24,018,000	2950
Linebacker A	1,854	65	20,394,825	Present
Linebacker B	1,849	65	19,747,717	Present
Linebacker C	1,824	65	20,137,219	Present
Linebacker D	1,865	65	20,308,717	Present
Linebacker E	1,669	65	20,762,156	Present
Linebacker H	1,891	65	20,752,360	Present
Linebacker Prime	2,016	65	20,277,986	Present
Locust IIC	975	25	2,044,793	2950
Locust IIC 3	902	25	2,147,291	2950
Loki A (Hellbringer)	1,651	65	18,717,361	2950
Loki B (Hellbringer)	1,454	65	18,077,986	2950
Loki C (Hellbringer)	1,698	65	18,862,043	Present
Loki H (Hellbringer)	1,492	65	18,504,409	Present
Loki Prime (Hellbringer)	2,178	65	18,963,315	2950
Mad Cat A (Timberwolf)	2,470	75	23,652,892	2950
Mad Cat B (Timberwolf)	2,012	75	23,741,486	2950
Mad Cat C (Timberwolf)	2,164	75	24,253,361	2950
Mad Cat D (Timberwolf)	2,351	75	24,326,642	2950
Mad Cat E (Timberwolf)	2,194	75	24,572,188	Present
Mad Cat H (Timberwolf)	2,095	75	24,553,048	Present
Mad Cat Prime (Timberwolf)	2,252	75	24,106,250	2950
Mad Cat S (Timberwolf)	2,229	75	24,173,517	3050
Man O'War A (Gargoyle)	2,166	80	26,234,964	2950
Man O'War B (Gargoyle)	1,631	80	26,040,903	2950
Man O'War C (Gargoyle)	1,969	80	26,523,528	2950
Man O'War D (Gargoyle)	2,248	80	25,626,112	Present

Name	Battle Value	Tons	C-bill Cost	Era
Man O'War H (Gargoyle)	1,821	80	26,364,903	Present
Man O'War Prime (Gargoyle)	1,342	80	26,105,814	2950
Marauder IIC	2,217	85	9,913,534	2950
Marauder IIC 3	2,278	85	10,262,259	Present
Masakari A (Warhawk)	2,167	85	26,261,716	2950
Masakari B (Warhawk)	2,063	85	25,943,168	2950
Masakari C (Warhawk)	2,522	85	25,499,747	2950
Masakari D (Warhawk)	2,238	85	26,229,339	Present
Masakari H (Warhawk)	2,185	85	25,569,700	Present
Masakari Prime (Warhawk)	2,632	85	26,425,325	2950
Peregrine (Horned Owl)	1,409	35	3,487,860	2950
Peregrine 2 (Horned Owl)	1,232	35	3,629,610	2950
Puma A (Adder)	1,304	35	7,232,794	2950
Puma B (Adder)	1,176	35	7,042,867	2950
Puma C (Adder)	1,268	35	7,285,444	2950
Puma D (Adder)	1,130	35	6,980,429	2950
Puma E (Adder)	1,143	35	7,482,544	Present
Puma H (Adder)	1,158	35	6,852,938	Present
Puma Prime (Adder)	1,560	35	7,021,688	2950
Rifleman IIC	2,123	65	5,741,588	2950
Rifleman IIC 2	1,208	65	5,927,076	2950
Ryoken A (Stormcrow)	1,894	55	15,329,113	2950
Ryoken B (Stormcrow)	1,786	55	15,447,011	2950
Ryoken C (Stormcrow)	1,656	55	14,890,948	2950
Ryoken D (Stormcrow)	1,698	55	15,096,613	2950
Ryoken E (Stormcrow)	1,757	55	16,137,050	Present
Ryoken H (Stormcrow)	1,731	55	14,937,157	Present
Ryoken Prime (Stormcrow)	1,911	55	14,771,113	2950
Shadow Hawk IIC	1,646	45	4,752,303	2950
Shogun C	2,818	85	10,139,850	2950
Supernova	2,508	90	9,346,100	2950
Thor A (Summoner)	2,119	70	20,650,399	2950
Thor B (Summoner)	2,175	70	21,257,086	2950
Thor C (Summoner)	2,168	70	21,044,054	2950
Thor D (Summoner)	2,664	70	20,968,086	2950
Thor E (Summoner)	2,530	70	21,788,332	Present
Thor H (Summoner)	2,394	70	20,934,086	Present
Thor Prime (Summoner)	2,306	70	21,342,086	2950
Uller A (Kit Fox)	1,218	30	5,165,713	2950
Uller B (Kit Fox)	1,016	30	5,291,245	2950
Uller C (Kit Fox)	1,195	30	6,047,925	2950
Uller D (Kit Fox)	1,070	30	5,594,550	2950
Uller E (Kit Fox)	1,520	30	5,676,369	Present
Uller H (Kit Fox)	1,122	30	5,230,713	Present
Uller Prime (Kit Fox)	1,014	30	5,432,213	2950
Uller S (Kit Fox)	1,354	30	5,444,400	3050
Viper (Black Python)	2,413	75	18,838,750	2950
Vixen (Incubus)	1,406	30	5,314,790	2950
Vixen 2 (Incubus)	1,573	30	5,477,290	2950
Vixen 3 (Incubus)	1,216	30	5,326,490	2950
Vulture A (Mad Dog)	1,510	60	15,704,000	2950
Vulture B (Mad Dog)	1,903	60	15,807,200	2950
Vulture C (Mad Dog)	1,707	60	14,580,000	2950
Vulture D (Mad Dog)	1,966	60	16,149,000	Present
Vulture H (Mad Dog)	1,735	60	15,762,000	Present
Vulture Prime (Mad Dog)	1,871	60	15,401,750	2950
Warhammer IIC	2,159	80	9,183,001	2950
Warhammer IIC 2	2,173	80	9,525,001	2950
Wyvern IIC	1,426	45	4,060,290	2950
AEROSPACE FIGHTERS				
Avar A	1,990	35	6,696,447	2950
Avar B	1,794	35	6,123,635	2950
Avar C	1,464	35	6,584,822	2950
Avar Prime	1,832	35	6,261,697	2950
Bashkir A	767	20	3,426,683	2950
Bashkir B	689	20	3,460,027	2950
Bashkir C	1,088	20	3,418,777	2950
Bashkir Prime	2,215	20	3,527,402	2950
Chaeronea	1,266	25	1,845,956	2950
Chaeronea 2	1,394	25	1,890,956	2950
Hydaspes	3,341	95	16,311,656	2950
Hydaspes 2	2,778	95	16,678,636	Present
Issus	1,580	40	2,836,140	2950
Jagatai A	2,519	70	13,329,844	2950
Jagatai B	2,628	70	12,779,719	2950
Jagatai C	2,157	70	13,648,781	2950
Jagatai Prime	2,564	70	13,162,781	2950
Jengiz A	2,938	80	13,474,738	2950
Jengiz B	3,053	80	14,818,738	2950
Jengiz C	2,200	80	14,759,238	2950
Jengiz Prime	2,571	80	14,311,238	2950
Kirghiz A	2,946	100	20,906,719	2950
Kirghiz B	3,480	100	22,189,219	2950
Kirghiz C	2,780	100	20,977,969	2950
Kirghiz Prime	3,086	100	21,094,219	2950
Sabutai A	2,076	75	15,486,109	2950
Sabutai B	2,555	75	15,889,156	2950
Sabutai C	2,972	75	14,591,500	2950
Sabutai Prime	2,834	75	14,533,922	2950
Sulla A	1,917	45	8,920,603	2950
Sulla B	1,811	45	8,951,228	2950
Sulla C	2,247	45	8,445,916	2950
Sulla Prime	2,081	45	8,507,166	2950
Turk A	1,965	50	8,124,740	2950
Turk B	1,734	50	8,155,990	2950
Turk C	2,037	50	8,777,865	2950
Turk Prime	2,264	50	8,352,865	2950
Tyre	1,738	55	2,868,495	2950
Tyre 2	1,632	55	3,072,495	2950
Vandal A	875	30	5,963,325	2950
Vandal B	916	30	5,941,762	2950
Vandal C	1,350	30	6,189,731	2950
Vandal Prime	564	30	6,164,863	2950
Visigoth A	2,660	60	12,516,725	2950
Visigoth B	2,317	60	10,745,475	2950
Visigoth C	2,284	60	10,878,725	2950
Visigoth Prime	2,196	60	1,164,5725	2950
SMALL CRAFT				
Bus S-7AC	401	100	3,864,624	2950
DropShuttle K-1C	1,413	200	9,644,600	2950
Landing Craft Mk. VII-C	1,027	150	7,176,848	2950
Long-Range Shuttlecraft KR-61C	338	100	3,988,500	2950
Shuttle ST-46C	813	100	4,441,260	2950
DROPSHIPS				
Broadsword	5,602	1,900	275,598,720	2950
Carrier	8,436	5,000	577,646,928	2950
Confederate	2,733	1,900	146,567,120	2750
Lion	7,047	7,300	579,497,520	2570
Miraborg	10,813	9,800	514,421,600	Present
Overlord-C	8,836	11,600	450,330,720	2950
Sassanid	7,840	3,000	329,285,600	2950
Titan	6,791	12,000	58,665,3120	2750
Union-C	7,875	4,700	30,228,8000	2950
JUMPSHIPS				
Comitatus	6,384	250,000	315,133,550	2950
Hunter	1,915	95,000	279,964,500	2950
Hunter (LF Battery Variant)	1,915	95,000	824,964,500	2950
Odyssey	4,379	345,000	1,770,752,500	2950
Tramp (LF Battery Variant)	1,652	250,000	1,448,887,500	2750
WARSHIPS				
Aegis Heavy Cruiser (2750)	167,790	750,000	15,032,866,000	2950†
Black Lion Battlecruiser (2750)	247,597	810,000	5,957,848,000	2950†
Cameron Battlecruiser (2750)	134,202	860,000	3,955,250,000	2950†
Congress Frigate (2750)	98,228	760,000	3,637,888,000	2950†
Essex Destroyer (2750)	62,357	620,000	1,903,163,600	2950†
Lola III Destroyer (2750)	58,627	680,000	1,940,951,600	2950†
McKenna Battleship (2750)	214,446	1,930,000	21,395,929,800	2950†
Potemkin Troop Cruiser (2750)	96,567	1,510,000	22,646,353,000	2950†
Sovetskii Soyuz Heavy Cruiser (2750)	80,293	830,000	5,212,827,200	2950†
Texas Battleship (2750)	135,020	1,560,000	7,834,399,200	2950†
Vincent Mk. 39 Corvette	20,427	420,000	4,444,093,000	2950†
Volga Transport (2750)	53,948	780,000	5,468,709,200	2950†
Whirlwind Destroyer (2750)	62,154	520,000	2,150,685,000	2950†

CLAN BLOOD SPIRIT

Name	Battle Value	Tons	C-bill Cost	Era
VEHICLES				
Morrigu (Laser)	935	80	3,995,100	Present
Morrigu Fire Support Vehicle	1,232	80	4,918,500	Present
Shamash Reconnaissance Vehicle	408	11	227,530	2950
PROTOMECHS				
Centaur	140	5	727,020	Present
Centaur 2	100	5	704,576	Present
Centaur 3	198	5	751,669	Present
Gorgon	213	8	871,902	Present
Gorgon 2	251	8	820,980	Present
Gorgon 3	190	8	882,810	Present
Harpy	28	2	614,559	Present
Harpy 2	27	2	619,684	Present
Hydra	139	6	757,927	Present
Hydra 3	202	6	791,608	Present
Minotaur	367	9	946,556	Present
Minotaur 3	396	9	963,506	Present
Roc	284	7	839,388	Present
Roc 2	205	7	858,381	Present
Roc 3	211	7	775,054	Present
Satyr	98	4	662,688	Present
Satyr 2	76	4	701,376	Present
BATTLEMECHS				
Battle Cobra A	1,178	40	4,515,000	2950
Battle Cobra B	1,421	40	5,026,000	2950
Battle Cobra C	1,319	40	5,006,750	Present
Battle Cobra H	1,258	40	5,019,000	Present
Battle Cobra Prime	1,236	40	4,595,500	2950
Blood Asp A	2,901	90	29,561,625	Present
Blood Asp B	2,662	90	30,164,875	Present
Blood Asp C	1,969	90	29,857,313	Present
Blood Asp D	1,977	90	29,309,875	Present
Blood Asp E	3,042	90	29,641,450	Present
Blood Asp Prime	2,295	90	29,416,750	Present
Blood Kite	2,484	85	9,691,225	2950
Blood Kite 2	2,901	85	10,216,625	Present
Crimson Langur A	1,710	50	13,761,876	Present
Crimson Langur B	1,981	50	14,987,188	Present
Crimson Langur C	1,268	50	13,307,188	Present
Crimson Langur Prime	1,784	50	13,986,876	Present
Crossbow A	1,628	65	8,508,503	2950
Crossbow B	1,521	65	8,632,253	2950
Crossbow C	1,385	65	9,175,718	Present
Crossbow H	1,461	65	8,481,172	Present
Crossbow Prime	1,658	65	9,135,503	2950
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Hellfire 2	1,793	60	13,508,560	Present
Grizzly	2,152	70	7,080,954	Present
Marauder IIC 2	2,244	85	10,033,784	Present
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Piranha	801	20	2,780,940	2950
Predator	1,592	60	12,127,200	Present
Rifleman IIC 4	2,023	65	6,048,075	Present
Stalking Spider	1,884	50	5,799,501	Present
Stooping Hawk A	2,333	55	7,779,823	2950
Stooping Hawk B	1,709	55	7,779,323	2950
Stooping Hawk C	2,286	55	7,066,323	2950
Stooping Hawk D	1,639	55	6,798,657	2950
Stooping Hawk E	1,525	55	7,418,945	Present
Stooping Hawk Prime	1,881	55	7,229,073	2950
Thresher	2,043	60	13,371,200	2950
Warhammer IIC 3	2,038	80	8,832,001	Present
DROPSHIP				
Arcadia	9,897	3,000	565,948,800	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	3050†
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN CLOUD COBRA

Name	Battle Value	Tons	C-bill Cost	Era
INFANTRY				
Sylph BA Point	211	5	3,325,000	Present
VEHICLE				
Mars (XL Variant)	2,029	100	21,602,000	2950
PROTOMECHS				
Minotaur	367	9	946,556	Present
Siren 2	52	3	636,025	Present
BATTLEMECHS				
Battle Cobra A	1,178	40	4,515,000	2950
Battle Cobra B	1,421	40	5,026,000	2950
Battle Cobra C	1,319	40	5,006,750	Present
Battle Cobra H	1,258	40	5,019,000	Present
Battle Cobra Prime	1,236	40	4,595,500	2950
Black Lanner A	1,801	55	18,046,199	2950
Black Lanner B	1,636	55	17,697,449	2950
Black Lanner C	1,900	55	17,759,449	2950
Black Lanner D	1,390	55	17,686,793	2950
Black Lanner E	1,804	55	18,036,511	Present
Black Lanner H	1,616	55	17,511,449	Present
Black Lanner Prime	1,657	55	18,098,512	2950
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Clint IIC	1,176	40	6,990,480	2950
Crimson Langur A	1,710	50	13,761,876	Present
Crimson Langur B	1,981	50	14,987,188	Present
Crimson Langur C	1,268	50	13,307,188	Present
Crimson Langur Prime	1,784	50	13,986,876	Present
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Grizzly	2,152	70	7,080,954	Present
Hellfire	1,495	60	6,824,960	Present
Hellfire 2	1,793	60	13,508,560	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Jenner IIC 3	725	35	7,177,275	2950
Kodiak	2,363	100	29,927,334	2950
Locust IIC 2	857	25	2,162,291	2950
Locust IIC 4	701	25	2,122,291	Present
Marauder IIC 2	2,244	85	10,033,784	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Pack Hunter	1,384	30	3,206,840	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 2	2,568	80	22,525,439	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Phoenix Hawk IIC 4	2,157	80	22,984,439	Present
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present

Name	Battle Value	Tons	C-bill Cost	Era
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Rabid Coyote	1,888	55	6,063,806	Present
Rifleman IIC 3	1,629	65	5,836,875	Present
Rifleman IIC 4	2,023	65	6,048,075	Present
Savage Coyote A	2,536	85	22,143,460	Present
Savage Coyote B	1,867	85	21,403,344	Present
Savage Coyote C	2,771	85	22,566,531	Present
Savage Coyote Prime	2,145	85	22,937,688	Present
Shadow Cat A	1,972	45	12,039,532	2950
Shadow Cat B	2,123	45	13,043,657	2950
Shadow Cat C	1,817	45	12,095,719	Present
Shadow Cat H	1,980	45	11,883,385	Present
Shadow Cat Prime	2,057	45	11,785,511	2950
Solitaire	951	25	4,507,084	Present
Stalking Spider	1,884	50	5,799,501	Present
Stalking Spider 2	1,735	50	5,813,001	Present
Thresher	2,043	60	13,371,200	2950
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present
Turkina Prime	2,759	95	27,028,219	2950
Warhammer IIC 3	2,038	80	8,832,001	Present
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN COYOTE

VEHICLES				
Ares Medium Tank	938	40	2078767	2950
Mars (XL Variant)	2,029	100	21,602,000	2950
PROTOMECHS				
Satyr	98	4	662,688	Present
Satyr 2	76	4	701,376	Present
Roc	284	7	839,388	Present
Roc 2	205	7	858,381	Present
BATTLEMECHS				
Canis	2,223	80	15,796,800	Present
Clint IIC	1,176	40	6,990,480	2950
Crossbow A	1,628	65	8,508,503	2950
Crossbow B	1,521	65	8,632,253	2950
Crossbow C	1,385	65	9,175,718	Present
Crossbow H	1,461	65	8,481,172	Present
Crossbow Prime	1,658	65	9,135,503	2950
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Galahad 2 (Glass Spider)	1,755	60	5,318,400	2950
Grendel A	1,972	45	12,362,338	2950
Grendel B	1,800	45	12,052,400	2950
Grendel C	1,450	45	12,457,948	2950
Grendel D	1,991	45	12,360,073	2950
Grendel E	1,788	45	12,507,338	Present
Grendel H	1,871	45	12,358,712	Present

Name	Battle Value	Tons	C-bill Cost	Era
Grendel Prime	2,124	45	12,445,713	2950
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Grizzly	2,152	70	7,080,954	Present
Hellion A	1,290	30	6,545,500	Present
Hellion B	1,043	30	6,659,900	Present
Hellion C	1,547	30	6,732,050	Present
Hellion Prime	1,439	30	6,600,425	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Kodiak	2,363	100	29,927,334	2950
Lobo	1,299	40	7,554,400	Present
Locust IIC 5	798	25	2,394,791	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Pack Hunter	1,384	30	3,206,840	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 2	2,568	80	22,525,439	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Phoenix Hawk IIC 4	2,157	80	2,2984,439	Present
Piranha	801	20	2,780,940	2950
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Rabid Coyote	1,888	55	6,063,806	Present
Savage Coyote A	2,536	85	22,143,460	Present
Savage Coyote B	1,867	85	21,403,344	Present
Savage Coyote C	2,771	85	22,566,531	Present
Savage Coyote Prime	2,145	85	22,937,688	Present
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present
Turkina Prime	2,759	95	27,028,219	2950
UrbanMech IIC	737	30	1,830,725	2950
Warhammer IIC 4	2,162	80	9,685,651	Present
AEROSPACE FIGHTER				
Ammon	2,138	65	4,110,901	Present
WARSHIPS				
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Liberator Cruiser	78,,649	830,000	20,374,495,000	3025
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Texas Battleship	135,020	1,560,000	20,275,799,200	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN DIAMOND SHARK

INFANTRY				
Sylph BA Point	211	5	3,325,000	Present
VEHICLES				
Athena Combat Vehicle	1,453	75	4,288,375	2950
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950

Name	Battle Value	Tons	C-bill Cost	Era
Epona Pursuit Tank	1,242	50	2,785,333	2950
Heimdall A	1,539	95	23,713,219	Present
Heimdall Ground Monitor Tank	1,225	95	22,367,719	Present
Regulator Hovertank	954	45	2,161,250	Present
Saracen Medium Hovertank	439	35	813,025	3025
Shamash Reconnaissance Vehicle	408	11	227,530	2950
Shoden Assault Vehicle	1,050	70	3,862,800	Present
Striker Light Tank	342	35	563,315	3025
SturmFeur Heavy Tank	763	85	2,395,288	3025
Tokugawa Heavy Tank	586	60	2,504,450	Present
Tyr Infantry Support Tank	1,020	45	2,435,800	Present
BATTLEMECHS				
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Grendel A	1,972	45	12,362,338	2950
Grendel B	1,800	45	12,052,400	2950
Grendel C	1,450	45	12,457,948	2950
Grendel D	1,991	45	12,360,073	2950
Grendel E	1,788	45	12,507,338	Present
Grendel H	1,871	45	12,358,712	Present
Grendel Prime	2,124	45	12,445,713	2950
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Ha Otoko	1,466	65	6,458,211	Present
Hellion A	1,290	30	6,545,500	Present
Hellion B	1,043	30	6,659,900	Present
Hellion C	1,547	30	6,732,050	Present
Hellion Prime	1,439	30	6,600,425	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Mad Cat Mk II	2,877	90	24,017,900	Present
Marauder IIC 2	2,244	85	10,033,784	Present
Nobori-nin Prime (Huntsman)	1,870	50	12,578,127	2950
Nobori-nin A (Huntsman)	1,870	50	11,334,065	2950
Nobori-nin B (Huntsman)	1,960	50	11,683,752	2950
Nobori-nin C (Huntsman)	1,927	50	11,902,658	2950
Nobori-nin D (Huntsman)	1,851	50	11,690,312	Present
Nobori-nin H (Huntsman)	2,060	50	12,345,624	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Pack Hunter	1,384	30	3,206,840	Present
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Piranha	801	20	2,780,940	2950
Predator	1,592	60	12,127,200	Present
Rifleman IIC 3	1,629	65	5,836,875	Present
Shadow Cat Prime	2,057	45	1,1785,511	2950
Shadow Hawk IIC 3	1,398	45	4,606,940	Present
Shadow Hawk IIC 4	1,663	45	4,927,390	Present
Solitaire	951	25	4,507,084	Present
Thresher	2,043	60	13,371,200	2950
Warhammer IIC 3	2,038	80	8,832,001	Present
Warhammer IIC 4	2,162	80	9,685,651	Present
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Sai S-4C	1,762	40	5,335,680	Present
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Carrack Merchant	10,674	300,000	3,150,528,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Volga Transport	58,630	780,000	14,690,119,200	2950

CLAN FIRE MANDRILL

INFANTRY				
Salamander BA Point	247	5	3,325,000	Present
VEHICLES				
Morrigu (Laser)	935	80	3,995,100	Present
Morrigu Fire Support Vehicle	1,232	80	4,918,500	Present
PROTOMECHS				
Centaur	140	5	727,020	Present
Centaur 2	100	5	704,576	Present
Centaur 3	198	5	751,669	Present
Gorgon	213	8	871,902	Present
Gorgon 2	251	8	820,980	Present
Harpy	28	2	614,559	Present
Harpy 2	27	2	619,684	Present
Harpy 3	31	2	612,264	Present
Hydra	139	6	757,927	Present
Hydra 3	202	6	791,608	Present
Minotaur	367	9	946,556	Present
Minotaur 3	396	9	963,506	Present
Roc	284	7	839,388	Present
Roc 2	205	7	858,381	Present
Roc 3	211	7	775,054	Present
BATTLEMECHS				
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Crimson Langur A	1,710	50	13,761,876	Present
Crimson Langur B	1,981	50	14,987,188	Present
Crimson Langur C	1,268	50	13,307,188	Present
Crimson Langur Prime	1,784	50	13,986,876	Present
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Mandrill	1,279	30	3,900,065	2950
Nobori-nin A (Huntsman)	1,870	50	11,334,065	2950
Nobori-nin B (Huntsman)	1,960	50	11,683,752	2950
Nobori-nin C (Huntsman)	1,927	50	11,902,658	2950
Nobori-nin D (Huntsman)	1,851	50	11,690,312	Present
Nobori-nin H (Huntsman)	2,060	50	12,345,624	Present
Nobori-nin Prime (Huntsman)	1,870	50	12,578,127	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 2	2,568	80	22,525,439	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Phoenix Hawk IIC 4	2,157	80	22,984,439	Present
Piranha	801	20	2,780,940	2950
Predator	1,592	60	12,127,200	Present
Shadow Cat A	1,972	45	12,039,532	2950
Shadow Cat B	2,123	45	13,043,657	2950
Shadow Cat C	1,817	45	12,095,719	Present
Shadow Cat H	1,980	45	11,883,385	Present
Shadow Cat Prime	2,057	45	11,785,511	2950
Thresher	2,043	60	13,371,200	2950
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present

Name	Battle Value	Tons	C-bill Cost	Era
Turkina Prime	2,759	95	27,028,219	2950
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIPS				
Mercer	13,213	4,500	613,071,200	Present
Outpost	13,788	7,000	537,896,800	Present
WARSHIPS				
Carrack Transport	53,111	300,000	3,269,464,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950

CLAN GHOST BEAR

VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Donar (Reconnaissance Version)	1,169	21	1,621,800	2950
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Shamash Reconnaissance Vehicle	408	11	227,530	2950
Shoden Assault Vehicle	1,050	70	3,862,800	Present
Tyr Infantry Support Tank	1,020	45	2,435,800	Present
BATTLEMECHS				
Arcas	2,393	65	14,777,949	Present
Arcas 2	2,681	65	14,520,549	Present
Arctic Wolf	1,044	40	7,617,494	Present
Arctic Wolf 2	1,207	40	7,432,694	Present
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Clint IIC	1,176	40	6,990,480	2950
Griffin IIC 2	1,454	40	4,238,710	2950
Grizzly	2,152	70	7,080,954	Present
Kodiak	2,363	100	29,927,334	2950
Lobo	1,299	40	7,554,400	Present
Locust IIC 5	798	25	2,394,791	Present
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Pack Hunter	1,384	30	3,206,840	Present
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Shadow Hawk IIC 2	1,517	45	4,723,302	2950
Solitaire	951	25	4,507,084	Present
Stooping Hawk A	2,333	55	7,779,823	2950
Stooping Hawk B	1,709	55	7,779,323	2950
Stooping Hawk C	2,286	55	7,066,323	2950
Stooping Hawk D	1,639	55	6,798,657	2950
Stooping Hawk E	1,525	55	7,418,945	Present
Stooping Hawk Prime	1,881	55	7,229,073	2950
Thresher	2,043	60	13,371,200	2950
Ursus	1,509	50	4,545,501	Present
Warhammer IIC 3	2,038	80	8,832,001	Present
Warhammer IIC 4	2,162	80	9,685,651	Present
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Sai S-4C	1,762	40	5,335,680	Present
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	3050†
Cameron Battlecruiser	133,426	859,000	9,949,865,000	3050†
Carrack Merchant	10,674	300,000	3,150,528,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	3050†
Essex Destroyer	62,357	620,000	4,683,593,600	3050†
Fredasa Corvette	39,707	180,000	6,828,016,000	3050†
Leviathan Heavy Transport	128,885	2,400,000	30,127,348,000	Present
Leviathan 2 Heavy Battleship	336,087	2,400,000	29,589,153,000	Present
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Volga Transport	58,630	780,000	14,690,119,200	2950
Whirlwind Destroyer	67,124	520,000	4,966,356,000	3050†
York Destroyer / Carrier	61,526	600,000	9,822,624,000	3050†

CLAN GOLIATH SCORPION

INFANTRY				
Undine BA Point	168	5	3,500,000	Present
VEHICLE				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Donar (Recon)	1,169	21	1,621,800	2950
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Mars (XL Variant)	2,029	100	21,602,000	2950
Shamash Reconnaissance Vehicle	408	11	227,530	2950
PROTOMECHS				
Minotaur	367	9	946,556	Present
Roc	284	7	839,388	Present
Satyr	98	4	662,688	Present
BATTLEMECHS				
Battle Cobra A	1,178	40	4,515,000	2950
Battle Cobra B	1,421	40	5,026,000	2950
Battle Cobra C	1,319	40	5,006,750	Present
Battle Cobra H	1,258	40	5,019,000	Present
Battle Cobra Prime	1,236	40	4,595,500	2950
Bowman	1,815	70	16,953,136	2950
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Commando IIC	816	25	2,372,500	2950
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present

Name	Battle Value	Tons	C-bill Cost	Era
Fire Falcon Prime	1,281	25	4,706,773	Present
Fire Scorpion	1,379	65	6,219,951	2950
Fire Scorpion 2	1,341	65	6,630,801	2950
Galahad 2 (Glass Spider)	1,755	60	5,318,400	2950
Kodiak	2,363	100	29,927,334	2950
Marauder IIC 2	2,244	85	10,033,784	Present
Night Gyr A	2,522	75	20,690,469	Present
Night Gyr B	2,145	75	20,364,532	Present
Night Gyr C	2,350	75	20,207,032	Present
Night Gyr D	2,708	75	22,475,469	Present
Night Gyr E	2,554	75	20,578,906	Present
Night Gyr H	2,484	75	20,788,906	Present
Night Gyr Prime	2,750	75	20,565,782	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Pinion	1,490	45	4,289,390	Present
Piranha	801	20	2,780,940	2950
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Spirit	1,377	35	6,588,630	Present
Thunder Stallion	2,099	85	9,429,450	2950
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present
Turkina Prime	2,759	95	27,028,219	2950
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Volga Transport	58,630	780,000	14,690,119,200	2950

CLAN HELL'S HORSES

INFANTRY				
Gnome BA Point	360	5	5,250,000	Present
Salamander BA Point	247	5	3,325,000	Present
VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Enyo Strike Tank	1,182	55	9,048,125	Present
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Hephaestus A	580	30	2,047,500	Present
Hephaestus B	771	30	2,023,000	Present
Hephaestus C	389	30	2,005,000	Present
Hephaestus Scout Tank	580	30	2,095,000	Present
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Mars (XL)	2,029	100	21,602,000	2950
Tyr Infantry Support Tank	1,020	45	2,435,800	Present
PROTOMECHS				
Harpy	28	2	614,559	Present
Harpy 2	27	2	619,684	Present
Hydra	139	6	757,927	Present
Hydra 2	195	6	787,315	Present
Minotaur	367	9	946,556	Present
Minotaur 2	106	9	888,895	Present
BATTLEMECHS				
Bowman	1,815	70	16,953,136	2950
Bowman 2	2,262	70	17,078,936	2950
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Commando IIC	816	25	2,372,500	2950
Corvis	1,366	40	3,373,814	2950
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Grizzly	2,152	70	7,080,954	Present
Ha Otoko	1,466	65	6,458,211	Present
Hellion A	1,290	30	6,545,500	Present
Hellion B	1,043	30	6,659,900	Present
Hellion C	1,547	30	6,732,050	Present
Hellion Prime	1,439	30	6,600,425	Present
Kodiak	2,363	100	29,927,334	2950
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Piranha	801	20	2,780,940	2950
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Thresher	2,043	60	13,371,200	2950
Thunder Stallion	2,099	85	9,429,450	2950
Thunder Stallion 2	2,153	85	8,693,150	2950
UrbanMech IIC	737	30	1,830,725	2950
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950

Name	Battle Value	Tons	C-bill Cost	Era
Xerxes 2	2,341	85	6,036,466	2950
DROPSHIPS				
Noruff	11,968	1,900	505,735,200	Present
Outpost	13,788	7,000	537,896,800	Present
WARSHIPS				
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Volga Transport	58,630	780,000	14,690,119,200	2950

CLAN ICE HELLION

VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Donar (Reconnaissance Version)	1,169	21	1,621,800	2950
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Mars (XL Variant)	2,029	100	21,602,000	2950
Shamash Reconnaissance Vehicle	408	11	227,530	2950
PROTOMECHS				
Satyr	98	4	662,688	Present
Satyr 2	76	4	701,376	Present
Satyr 3	133	4	688,610	Present
Siren	52	3	635,974	Present
Siren 2	52	3	636,025	Present
Siren 3	86	3	649,930	Present
BATTLEMECHS				
Black Lanner A	1,801	55	18,046,199	2950
Black Lanner B	1,636	55	17,697,449	2950
Black Lanner C	1,900	55	17,759,449	2950
Black Lanner D	1,390	55	17,686,793	2950
Black Lanner E	1,804	55	18,036,511	Present
Black Lanner H	1,616	55	17,511,449	Present
Black Lanner Prime	1,657	55	18,098,512	2950
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Clint IIC	1,176	40	6,990,480	2950
Commando IIC	816	25	2,372,500	2950
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Griffin IIC 2	1,454	40	4,238,710	2950
Griffin IIC 4	1,407	40	4,458,510	Present
Grizzly	2,152	70	7,080,954	Present
Hellion A	1,290	30	6,545,500	Present
Hellion B	1,043	30	6,659,900	Present
Hellion C	1,547	30	6,732,050	Present
Hellion Prime	1,439	30	6,600,425	Present
Icestorm	619	25	4,423,750	2950
Kodiak	2,363	100	29,927,334	2950
Locust IIC 2	857	25	2,162,291	2950
Mad Cat Mk II	2,877	90	24,017,900	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Predator	1,592	60	12,127,200	Present
Shadow Hawk IIC 2	1,517	45	4,723,302	2950
Snow Fox	627	20	1,826,201	2950
Snow Fox 2	484	20	4,507,084	2950
Solitaire	951	25	4,507,084	Present
Thresher	2,043	60	13,371,200	2950
UrbanMech IIC	737	30	1,830,725	2950
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215*	40	6,862,000	2950
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
Xerxes 2	2,341	85	6,036,466	2950
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN JADE FALCON

VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Enyo Strike Tank	1,182	55	9,048,125	Present
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Shoden Assault Vehicle	1,050	70	3,862,800	Present
PROTOMECHS				
Centaur	140	5	727,020	Present
Gorgon	213	8	871,902	Present
BATTLEMECHS				
BattleMaster BLR-4S	1,606	85	16,984,110	Present
Black Lanner A	1,801	55	18,046,199	2950
Black Lanner B	1,636	55	17,697,449	2950
Black Lanner C	1,900	55	17,759,449	2950
Black Lanner D	1,390	55	17,686,793	2950
Black Lanner E	1,804	55	18,036,511	Present
Black Lanner H	1,616	55	17,511,449	Present
Black Lanner Prime	1,657	55	18,098,512	2950
Cougar A	1,429	35	6,716,815	Present
Cougar B	1,564	35	6,069,659	Present
Cougar C	1,442	35	6,197,486	Present
Cougar D	1,088	35	6,114,798	Present
Cougar E	1,351	35	6,662,137	Present
Cougar H	1,288	35	6,403,022	Present
Cougar Prime	1,227	35	6,065,440	Present

Name	Battle Value	Tons	C-bill Cost	Era
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Grendel A	1,972	45	12,362,338	2950
Grendel B	1,800	45	12,052,400	2950
Grendel C	1,450	45	12,457,948	2950
Grendel D	1,991	45	12,360,073	2950
Grendel E	1,788	45	12,507,338	Present
Grendel H	1,871	45	12,358,712	Present
Grendel Prime	2,124	45	12,445,713	2950
Griffin IIC 2	1,454	40	4,238,710	2950
Hellion Prime	1,439	30	6,600,425	Present
Locust IIC 2	857	25	2,162,291	2950
Locust IIC 4	701	25	2,122,291	Present
Mad Cat Mk II	2,877	90	24,017,900	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Night Gyr A	2,522	75	20,690,469	Present
Night Gyr B	2,145	75	20,364,532	Present
Night Gyr C	2,350	75	20,207,032	Present
Night Gyr D	2,708	75	22,475,469	Present
Night Gyr E	2,554	75	20,578,906	Present
Night Gyr H	2,484	75	20,788,906	Present
Night Gyr Prime	2,750	75	20,565,782	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Pinion	1,490	45	4,289,390	Present
Pinion 2	1,490	45	4,263,290	Present
Spirit	1,377	35	6,588,630	Present
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present
Turkina Prime	2,759	95	27,028,219	2950
AEROSPACE FIGHTERS				
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Merchant	10,674	300,000	3,150,528,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Liberator Cruiser	78,649	830,000	20,374,495,000	3025
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Texas Battleship	135,020	1,560,000	20,275,799,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
Whirlwind Destroyer	67,124	520,000	4,966,356,000	2950

CLAN NOVA CAT

Name	Battle Value	Tons	C-bill Cost	Era
VEHICLES				
Heimdall A	1,539	95	23,713,219	Present
Heimdall Ground Monitor Tank	1,225	95	22,367,719	Present
Ontos Heavy Tank (3058)	842	95	6,656,325	Present
Partisan Air Defense Tank	588 (C3: 130)	80	5,066,100	Present
Shoden (Streak SRM)	1,068	70	3,577,275	Present
Shoden Assault Vehicle	1,050	70	3,862,800	Present
Striker Light Tank (3058)	449	35	1,143,471	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Tokugawa Heavy Tank	586	60	2,504,450	Present
PROTOMECHS				
Centaur	140	5	727,020	Present
Gorgon	213	8	871,902	Present
Roc	284	7	839,388	Present
Satyr	98	4	662,688	Present
BATTLEMECHS				
Akuma AKU-1XJ	1,649	90	9,736,455	Present
Arctic Fox AF1	766	30	5,102,175	Present
Arctic Fox AF1A	736	30	5,064,800	Present
Arctic Fox AF1B	634	30	4,993,463	Present
Arctic Fox AF1C	747	30	5,011,338	Present
Arctic Fox AF1D	643	30	4,993,300	Present
Arctic Wolf	1,044	40	7,617,494	Present
Arctic Wolf 2	1,207	40	7,432,694	Present
Beowulf BEO-12	1,147	45	9,180,240	Present
Cestus CTS-6Z	1,275	65	1,143,2961	Present
Clint IIC	1,176	40	6,990,480	2950
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Emperor EMP-6A	1,636	90	18,682,700	2750
Fire Falcon A	742	25	4,450,132	Present
Fire Falcon B	1,275	25	4,540,367	Present
Fire Falcon C	930	25	4,813,413	Present
Fire Falcon D	745	25	4,755,992	Present
Fire Falcon E	1,025	25	4,860,676	Present
Fire Falcon H	1,003	25	4,474,739	Present
Fire Falcon Prime	1,281	25	4,706,773	Present
Griffin IIC 2	1,454	40	4,238,710	2950
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Ha Otoko	1,466	65	6,458,211	Present
Hellion A	1,290	30	6,545,500	Present
Hellion B	1,043	30	6,659,900	Present
Hellion C	1,547	30	6,732,050	Present
Hellion Prime	1,439	30	6,600,425	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Jenner IIC 3	725	35	7,177,275	2950
Kodiak	2,363	100	29,927,334	2950
Mad Cat Mk II	2,877	90	24,017,900	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Nobori-nin A (Huntsman)	1,870	50	11,334,065	2950
Nobori-nin B (Huntsman)	1,960	50	11,683,752	2950
Nobori-nin C (Huntsman)	1,927	50	11,902,658	2950
Nobori-nin D (Huntsman)	1,851	50	11,690,312	Present
Nobori-nin H (Huntsman)	2,060	50	12,345,624	Present
Nobori-nin Prime (Huntsman)	1,870	50	12,578,127	2950
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Pack Hunter	1,384	30	3,206,840	Present
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Pillager PLG-3Z	2,551	100	22,290,000	2750
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present

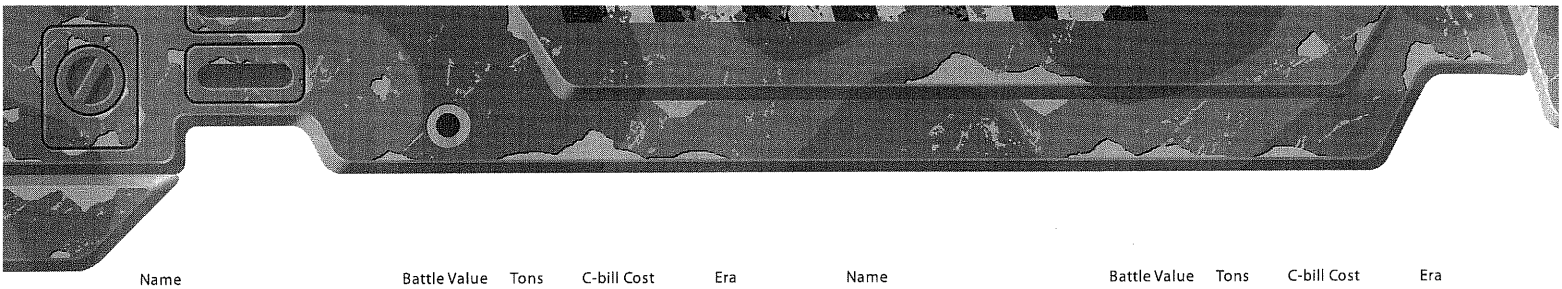
Name	Battle Value	Tons	C-bill Cost	Era
Shadow Cat A	1,972	45	12,039,532	2950
Shadow Cat B	2,123	45	13,043,657	2950
Shadow Cat C	1,817	45	12,095,719	Present
Shadow Cat H	1,980	45	11,883,385	Present
Shadow Cat Prime	2,057	45	11,785,511	2950
Shadow Hawk IIC 2	1,517	45	4,723,302	2950
Shadow Hawk IIC 3	1,398	45	4,606,940	Present
Shadow Hawk IIC 4	1,663	45	4,927,390	Present
Snow Fox	627	20	1,826,201	2950
Thresher	2,043	60	13,371,200	2950
Turkina A	2,812	95	26,457,844	2950
Turkina B	3,043	95	25,507,219	2950
Turkina C	2,464	95	27,102,563	2950
Turkina D	2,864	95	28,607,719	Present
Turkina H	2,481	95	25,989,844	Present
Turkina Prime	2,759	95	27,028,219	2950
Ursus	1,509	50	4,545,501	Present
Viking VKG-2G	1,878	90	9,539,900	Present
Warhammer IIC 4	2,162	80	9,685,651	Present
Wolverine WVR-8K	1,481	55	10,289,106	Present
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Sai S-4C	1,762	40	5,335,680	Present
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIPS				
Nekohono'o	27,193	16,000	933,564,800	Present
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Carrack Merchant	10,674	300,000	3,150,528,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	3050†
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	3050†

CLAN SNOW RAVEN

INFANTRY				
Sylph BA Point	211	5	3,325,000	Present
VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Enyo Strike Tank	1,182	55	9,048,125	Present
Ku Wheeled Assault Tank	831	50	1,912,188	2950
PROTOMECHS				
Centaur	140	5	727,020	Present
Centaur 2	100	5	704,576	Present
Centaur 3	198	5	751,669	Present
Gorgon	213	8	871,902	Present
Gorgon 3	190	8	882,810	Present
Minotaur	367	9	946,556	Present
Roc	284	7	839,388	Present
Roc 2	205	7	858,381	Present
Roc 3	211	7	775,054	Present
Satyr	98	4	662,688	Present
Satyr 2	76	4	701,376	Present
BATTLEMECHS				
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Clint IIC	1,176	40	6,990,480	2950
Crimson Langur A	1,710	50	13,761,876	Present
Crimson Langur B	1,981	50	14,987,188	Present
Crimson Langur C	1,268	50	13,307,188	Present
Crimson Langur Prime	1,784	50	13,986,876	Present
Grizzly	2,152	70	7,080,954	Present
Kodiak	2,363	100	29,927,334	2950
Marauder IIC 2	2,244	85	10,033,784	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 2	2,568	80	22,525,439	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Phoenix Hawk IIC 4	2,157	80	22,984,439	Present
Shadow Cat B	2,123	45	13,043,657	2950
UrbanMech IIC	737	30	1,830,725	2950
AEROSPACE FIGHTERS				
Chaeronea 3	1,488	25	3,244,331	2950
Corax CRX-O	869	30	4,120,306	Present
Corax CRX-OA	689	30	4,171,338	Present
Corax CRX-OB	1,016	30	4,188,588	Present
Corax CRX-OC	668	30	3,947,806	Present
Issus 2	1,418	40	2,993,340	Present
DROPSHIPS				
Arcadia	11,150	3,000	565,948,800	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Conqueror Battlecruiser / Carrier	155,756	780,000	12,455,604,000	Present
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Texas Battleship	135,020	1,560,000	20,275,799,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
Volga Transport	58,630	780,000	14,690,119,200	2950
Whirlwind Destroyer	67,124	520,000	4,966,356,000	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN STAR ADDER

VEHICLES				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Donar (Reconnaissance Version)	1,169	21	1,621,800	2950
Enyo Strike Tank	1,182	55	9,048,125	Present
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Hephaestus A	580	30	2,047,500	Present
Hephaestus B	771	30	2,023,000	Present
Hephaestus C	389	30	2,005,000	Present
Hephaestus Scout Tank	580	30	2,095,000	Present



Name	Battle Value	Tons	C-bill Cost	Era
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Mars (XL Variant)	2,029	100	21,602,000	2950
Morrigu (Laser Variant)	935	80	3,995,100	Present
Morrigu Fire Support Vehicle	1,232	80	4,918,500	Present
Shamash Recon Vehicle	408	11	227,530	2950
PROTOMECHS				
Gorgon 2	251	8	820,980	Present
Gorgon 3	190	8	882,810	Present
Harpy	28	2	614,559	Present
Harpy 3	31	2	612,264	Present
Minotaur	367	9	946,556	Present
Siren	52	3	635,974	Present
Siren 2	52	3	636,025	Present
Siren 3	86	3	649,930	Present
BATTLEMECHS				
Blood Asp A	2,901	90	29,561,625	Present
Blood Asp B	2,662	90	30,164,875	Present
Blood Asp C	1,969	90	29,857,313	Present
Blood Asp D	1,977	90	29,309,875	Present
Blood Asp E	3,042	90	29,641,450	Present
Blood Asp Prime	2,295	90	29,416,750	Present
Blood Kite	2,484	85	9,691,225	2950
Blood Kite 2	2,901	85	10,216,625	Present
Burrock	1,747	75	19,075,000	Present
Cauldron-Born A	1,860	65	18,614,753	2950
Cauldron-Born B	2,048	65	18,756,034	2950
Cauldron-Born C	1,666	65	18,013,534	2950
Cauldron-Born D	1,814	65	18,401,280	2950
Cauldron-Born H	1,815	65	18,421,905	Present
Cauldron-Born Prime	1,769	65	18,405,409	2950
Grendel A	1,972	45	12,362,338	2950
Grendel B	1,800	45	12,052,400	2950
Grendel C	1,450	45	12,457,948	2950
Grendel D	1,991	45	12,360,073	2950
Grendel E	1,788	45	12,507,338	Present
Grendel H	1,871	45	12,358,712	Present
Grendel Prime	2,124	45	12,445,713	2950
Griffin IIC 3	1,317	40	4,488,960	Present
Griffin IIC 4	1,407	40	4,458,510	Present
Grizzly	2,152	70	7,080,954	Present
Hellfire	1,495	60	6,824,960	Present
Hellfire 2	1,793	60	13,508,560	Present
Hellion B	1,043	30	6,659,900	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Locust IIC 4	701	25	2,122,291	Present
Marauder IIC 2	2,244	85	10,033,784	Present
Night Gyr A	2,522	75	20,690,469	Present
Night Gyr B	2,145	75	20,364,532	Present
Night Gyr C	2,350	75	20,207,032	Present
Night Gyr D	2,708	75	22,475,469	Present
Night Gyr E	2,554	75	20,578,906	Present
Night Gyr H	2,484	75	20,788,906	Present
Night Gyr Prime	2,750	75	20,565,782	Present
Nobori-nin A (Huntsman)	1,870	50	11,334,065	2950
Nobori-nin B (Huntsman)	1,960	50	11,683,752	2950
Nobori-nin C (Huntsman)	1,927	50	11,902,658	2950
Nobori-nin D (Huntsman)	1,851	50	11,690,312	Present
Nobori-nin H (Huntsman)	2,060	50	12,345,624	Present
Nobori-nin Prime (Huntsman)	1,870	50	12,578,127	2950
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Pack Hunter	1,384	30	3,206,840	Present
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Pouncer H	1,586	40	9,019,500	Present
Predator	1,592	60	12,127,200	Present
Rifleman IIC 3	1,629	65	5,836,875	Present
Rifleman IIC 4	2,023	65	6,048,075	Present
Savage Coyote C	2,771	85	22,566,531	Present
Shadow Hawk IIC 2	1,517	45	4,723,302	2950
Shadow Hawk IIC 3	1,398	45	4,606,940	Present
Warhammer IIC 3	2,038	80	8,832,001	Present
Warhammer IIC 4	2,162	80	9,685,651	Present
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Issus 2	1,418	40	2,993,340	Present
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
Xerxes 2	2,341	85	6,036,466	2950
DROPSHIP				
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Carrack Merchant	10,674	300,000	3,150,528,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Liberator Cruiser	78,649	830,000	20,374,495,000	3025
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
Volga Transport	58,630	780,000	14,690,119,200	2950
York Destroyer / Carrier	61,526	600,000	9,822,624,000	2950

CLAN STEEL VIPER

VEHICLE				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Enyo Strike Tank	1,182	55	9,048,125	Present
Ku Wheeled Assault Tank	831	50	1,912,188	2950
Shoden Assault Vehicle	1,050	70	386,2800	Present
BATTLEMECHS				
Battle Cobra A	1,178	40	4,515,000	2950
Battle Cobra B	1,421	40	5,026,000	2950
Battle Cobra C	1,319	40	5,006,750	Present
Battle Cobra H	1,258	40	5,019,000	Present
Battle Cobra Prime	1,236	40	4,595,500	2950
Black Lanner A	1,801	55	18,046,199	2950
Black Lanner B	1,636	55	17,697,449	2950
Black Lanner C	1,900	55	17,759,449	2950
Black Lanner D	1,390	55	17,686,793	2950
Black Lanner E	1,804	55	18,036,511	Present
Black Lanner H	1,616	55	17,511,449	Present
Black Lanner Prime	1,657	55	18,098,512	2950
Crossbow A	1,628	65	8,508,503	2950
Crossbow B	1,521	65	8,632,253	2950
Crossbow C	1,385	65	9,175,718	Present
Crossbow H	1,461	65	8,481,172	Present
Crossbow Prime	1,658	65	9,135,503	2950
Grendel A	1,972	45	12,362,338	2950
Grendel B	1,800	45	12,052,400	2950
Grendel C	1,450	45	12,457,948	2950
Grendel D	1,991	45	12,360,073	2950
Grendel E	1,788	45	12,507,338	Present
Grendel H	1,871	45	12,358,712	Present
Grendel Prime	2,124	45	12,445,713	2950
Grizzly	2,152	70	7,080,954	2950
Hellfire	1,495	60	6,824,960	Present
Jenner IIC 2	1,330	35	7,614,675	2950
Jenner IIC 3	725	35	7,177,275	2950
Matador	1,830	60	5,740,960	2950

Name	Battle Value	Tons	C-bill Cost	Era
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Phoenix Hawk IIC 2	2,568	80	22,525,439	2950
Phoenix Hawk IIC 3	2,259	80	21,398,639	Present
Phoenix Hawk IIC 4	2,157	80	22,984,439	Present
Scylla	2,771	100	29,965,334	Present
Shadow Cat A	1,972	45	12,039,532	2950
Shadow Cat B	2,123	45	13,043,657	2950
Shadow Cat C	1,817	45	12,095,719	Present
Shadow Cat H	1,980	45	11,883,385	Present
Shadow Cat Prime	2,057	45	11,785,511	2950
Viper 2 (Black Python)	2,131	75	19,227,250	2950
AEROSPACE FIGHTERS				
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
DROPSHIPS				
Mercer	13,213	4,500	613,071,200	Present
Noruff	11,968	1,900	505,735,200	Present
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Essex Destroyer	62,357	620,000	4,683,593,600	2950
Fredasa Corvette	39,707	180,000	6,828,016,000	2950
Lola III Destroyer	59,501	680,000	4,725106,600	2950
Nightlord Battleship	192,306	1,200,000	15,706,646,000	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
Whirlwind Destroyer	67,124	520,000	4,966,356,000	2950

CLAN WOLF

VEHICLE				
Ares Medium Tank	938	40	2,078,767	2950
Athena Combat Vehicle	1,453	75	4,288,375	2950
Epona A	1,741	50	3,653,333	2950
Epona B	1,022	50	3,149,333	2950
Epona C	1,322	50	3,461,333	2950
Epona Pursuit Tank	1,242	50	2,785,333	2950
Shamash Reconnaissance Vehicle	408	11	227,530	2950
BATTLEMECHS				
Galahad 2 (Glass Spider)	1,755	60	5,318,400	2950
Griffin IIC 2	1,454	40	4,238,710	2950
Icestorm	619	25	4,423,750	2950
Lobo	1,299	40	7,554,400	Present
Locust IIC 4	701	25	2,122,291	Present
Locust IIC 5	798	25	2,394,791	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Orion IIC	1,923	75	8,267,000	2950
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Shadow Cat Prime	2,057	45	11,785,511	2950
AEROSPACE FIGHTERS				
Ammon	2,138	65	4,110,901	Present
Batu A	1,664	40	7,354,000	2950
Batu B	2,240	40	6,814,000	2950
Batu C	2,028	40	7,001,500	2950
Batu Prime	2,215	40	6,862,000	2950
Sai S-4C	1,762	40	5,335,680	Present
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
Xerxes	1,789	85	6,549,466	2950
DROPSHIPS				
Mercer	13,213	4,500	613,071,200	Present
Outpost	13,788	7,000	537,896,800	Present
WARSHIPS				
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
Carrack Transport	53,111	300,000	3,269,464,000	2950
Congress Frigate	79,122	760,000	9,574,918,000	2950
Liberator Cruiser	78,649	830,000	20,374,495,000	3025
Lola III Destroyer	59,501	680,000	4,725,106,600	2950
Sovetskii Soyuz Heavy Cruiser	80,293	830,000	16,823,497,200	2950
Texas Battleship	135,020	1,560,000	20,275,799,200	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950
Volga Transport	58,630	780,000	14,690,119,200	2950

CLAN WOLF (IN EXILE)

VEHICLES				
Heimdall A	1,539	95	23,713,219	Present
Heimdall Ground Monitor Tank	1,225	95	22,367,719	Present
PROTOMECHS				
Roc	284	7	839,388	Present
Roc 3	211	7	775,054	Present
Satyr	98	4	662,688	Present
Satyr 2	76	4	701,376	Present
BATTLEMECHS				
Arctic Wolf	1,044	40	7,617,494	Present
Arctic Wolf 2	1,207	40	7,432,694	Present
Galahad 2 (Glass Spider)	1,755	60	5,318,400	2950
Griffin IIC 2	1,454	40	4,238,710	2950
Icestorm	619	25	4,423,750	2950
Mad Cat Mk II	2,877	90	24,017,900	Present
Marauder IIC 2	2,244	85	10,033,784	Present
Naga A	1,344	80	26,744,814	2950
Naga B	1,379	80	26,902,314	2950
Naga C	1,252	80	26,628,378	2950
Naga D	1,287	80	26,738,064	2950
Naga Prime	1,268	80	26,457,939	2950
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
Orion IIC	1,923	75	8,267,000	2950
Pack Hunter	1,384	30	3,206,840	Present
Phantom A	1,304	40	10,550,139	2950
Phantom B	966	40	10,055,889	2950
Phantom C	1,413	40	10,394,825	2950
Phantom D	1,443	40	10,845,889	2950
Phantom E	836	40	10,547,950	Present
Phantom H	967	40	10,412,325	Present
Phantom Prime	1,029	40	11,206,389	2950
Phoenix Hawk IIC	1,996	80	21,639,842	2950

Name	Battle Value	Tons	C-bill Cost	Era
Pouncer A	1,942	40	9,228,889	Present
Pouncer B	1,588	40	9,140,950	Present
Pouncer C	1,596	40	8,662,064	Present
Pouncer D	2,182	40	9,148,389	Present
Pouncer E	1,659	40	9,314,200	Present
Pouncer H	1,586	40	9,019,500	Present
Pouncer Prime	2,191	40	8,755,689	Present
Verfolger VR5-R	1,370	65	14,413,959	Present
Warhammer IIC 4	2,162	80	9,685,651	Present
Wolfhound WLF-2	903	35	3,141,180	3050
Wolfhound WLF-3S	944	35	4,795,268	Present
AEROSPACE FIGHTERS				
Scytha A	2,892	90	21,510,206	2950
Scytha B	3,113	90	20,234,206	2950
Scytha C	3,379	90	20,676,909	2950
Scytha Prime	2,859	90	21,249,659	2950
WARSHIPS				
Aegis Heavy Cruiser	167,790	750,000	15,021,811,000	Present
Black Lion Battlecruiser	247,597	810,000	15,165,718,000	2950
Cameron Battlecruiser	133,426	859,000	9,949,865,000	2950
McKenna Battleship	214,414	1,930,000	21,375,229,800	2950
Potemkin Troop Cruiser	96,567	1,508,000	65,568,628,000	2950
Vincent Mk 42 Corvette	21,271	420,000	4,445,458,000	2950

INNER SPHERE GENERAL

These units are available to Inner Sphere and Mercenary factions.

INFANTRY				
Foot Flamer	28 (41)*	3	800 (4,000)*	2750
Foot Laser	37 (60)*	3	1,200 (6,000)*	2750
Foot LRM	56 (56)*	3	1,400 (7,000)*	Present
Foot MG	31 (47)*	3	800 (4,000)*	2750
Foot Rifle	23 (32)*	3	600 (3,000)*	2750
Foot SRM	60 (60)*	3	1,400 (7,000)*	2750
IS BA Flamer	150	4	2,400	Present
IS BA MG	141	4	2,400	Present
IS BA Small Laser	177	4	2,400	Present
IS BA SRM	132	4	2,400	Present
Jump Flamer	32 (51)*	4	1,600 (8,000)*	2750
Jump Laser	41 (71)*	4	2,400 (12,000)*	2750
Jump LRM	87 (87)*	4	2,800 (14,000)*	Present
Jump MG	37 (62)*	4	1,600 (8,000)*	2750
Jump Rifle	29 (46)*	4	1,200 (6,000)*	2750
Jump SRM	71 (71)**	4	2,800 (14,000)*	2750
Motorized Flamer	35 (54)*	6	1,280 (6,400)*	2750
Motorized Laser	42 (70)*	6	1,920 (9,600)*	2750
Motorized LRM	75 (75)*	6	2,240 (11,200)*	Present
Motorized MG	39 (63)*	6	1,280 (6,400)*	2750
Motorized Rifle	28 (42)*	6	960 (4,800)*	2750
Motorized SRM	70 (70)*	6	2,240 (11,200)*	2750
VEHICLES				
AC/2 Carrier	263	60	1086400	2750
AC/2 Carrier (LB-X)	326 (C3: 74)	60	2996800	Present
APC (Hover)	46	10	87,600	2750
APC (Tracked)	53	10	64,350	2750
APC (Wheeled)	62	10	68,425	2750
BattleMech Recovery Vehicle	16	50	391,667	2750
Behemoth (Flamer)	709	100	3,004,667	3025
Behemoth Heavy Tank	752	100	3,044,667	3025
Blizzard Hover Transport	157	25	333,125	Present
Bulldog (AC/2)	275	60	1,174,400	3025
Bulldog (LRM)	499	60	1,475,200	3025
Bulldog Medium Tank	358	60	1,128,800	3025
Cavalry	632	25	705,528	Present
Cavalry (Infantry)	747	25	1,001,611	Present
Cavalry (SRM)	717	25	705,528	Present
Condor (Laser)	669	50	2,124,667	Present
Condor Heavy Hover Tank	425	50	1,217,000	3025
Coolant Truck 135-K	110	30	212,175	2570
Demolisher (Arrow IV)	676	80	4,743,000	3050
Demolisher (Gauss)	1,090	80	4,315,500	3050
Demolisher Heavy Tank	609	80	2,151,000	3025
Drillson (SRM)	687	50	2,433,333	3025
Drillson Heavy Hover Tank	710	50	2,505,333	3025
Engineering Vehicle	42	40	462,000	2750
Flatbed Truck	9	10	26,250	2750
Flatbed Truck (Armor)	38	10	47,250	2750
Flatbed Truck (SRM)	42	10	65,100	2750
Galleon GAL-200	168	30	313,950	3025
Galleon Light Tank	393	30	120,5750	3050
Galleon Light Tank GAL-100	162	30	323,700	2750
Hawk Moth Gunship	735	25	935,000	Present
Hawk Moth Gunship (Armor)	674	25	935,000	Present
Heavy 'Mech Recovery Vehicle	45	70	585,000	2750
Heavy Hover APC	70	20	196,700	2750
Hover APC (LRM)	167	20	280,700	2750
Hover APC (MG)	110	20	210,700	2750
Hover APC (SRM)	153	20	318,500	2750
Heavy Tracked APC	77	20	130,600	2750
Tracked APC (LRM)	147	20	202,600	2750
Tracked APC (MG)	106	20	142,600	2750
Tracked APC (SRM)	137	20	235,000	2750
Heavy Wheeled APC	70	20	119,717	2750
Wheeled APC (LRM)	147	20	185,717	2750
Wheeled APC (MG)	102	20	130,717	2750
Wheeled APC (SRM)	136	20	215,417	2750
Hetzer Wheeled Assault Gun	376	40	664,000	3025
Hunter Light Support Tank	427	35	1,135,125	3025
Hunter Light Support Tank (3058)	480	35	1,527,750	Present
J. Edgar (Flamer)	243	25	681,250	3025
J. Edgar (Machine Gun)	267	25	690,250	3025
J. Edgar (TAG)	360	25	117,6250	3050
J. Edgar Light Hover Tank	328	25	729,250	3025
J-27 Ordnance Transport & Trailer	19	10	61,517	2750
Karnov UR Transport	19	30	550,000	3025
Karnov UR Transport (3058)	70	30	572,000	Present
LRM Carrier	693	60	1,872,000	2750
LRM Carrier (3058)	666 (C3: 228)	60	3,088,000	Present
Manticore Heavy Tank	619	60	2,640,800	3025
Mantis Lt. Attack	462	15	421,875	Present
MASH Truck	87	20	304,333	2750
Maxim (Anti-Personnel)	474	50	1,443,000	Present
Maxim (Fire Support)	624	50	1,546,000	Present
Maxim (Infantry)	525	50	2,468,000	Present
Maxim Heavy Hover Transport	591	50	1,320,000	3025
Mobile Headquarters	149	25	477,188	2750
Mobile Long Tom LT-MOB-25	447	95	1,722,275	2750
Monitor Naval Vessel	571	75	1,568,531	3025
Ontos (LRM)	866	95	3,117,563	3025
Ontos Heavy Tank	619	95	2,264,438	3025
Packrat LRPV PKR-T5	206	20	408,650	2750
Partisan (AC/2)	327	80	1,629,000	3025
Partisan (Company Command)	585 (C3: 104)	80	9,830,700	Present
Partisan (Lance Command)	503 (C3: 105)	80	6,579,900	Present
Partisan (LRM)	768	80	2,530,800	3025
Partisan (XL)	712 (C3: 143)	80	12,635,100	Present
Partisan Air Defense Tank	588 (C3: 130)	80	5,066,100	Present
Partisan Heavy Tank	420	80	1,872,000	3025
Patton Tank	478	65	2,754,538	3025
Pegasus Scout Hovertank	419	35	841,925	3025
Peregrine Attack	521	30	1,536,000	3025
Pike Support Vehicle	334	60	1,035,200	3025
Po Heavy Tank	360	60	1,074,400	3025
Rommel Tank	550	65	2,905,513	3025
Saladin (LB-X)	638	35	1,506,625	Present
Saladin (Ultra)	691	35	1,268,625	Present
Saladin Assault Hovertank	483	35	911,625	3025
Saracen Medium Hovertank	439	35	813,025	3025
Savannah Master Hovercraft	160	5	91,667	3025
Schrek PPC Carrier	662	80	3,825,900	3025
Scimitar (TAG)	328	35	1,088,425	3050
Scimitar Medium Hovertank	323	35	727,175	3025
Scorpion (SRM)	230	25	466,458	3025
Scorpion Light Tank	163	25	327,083	3025
Skulker Wheeled Scout Tank	155	20	183,700	2750
SRM Carrier	676	60	1,932,800	2750
SRM Carrier (3058)	645	60	2,108,800	Present
Striker (LRM)	383	35	599,740	3025
Striker Light Tank	342	35	563,315	3025

Name	Battle Value	Tons	C-bill Cost	Era
Swift Wind (ICE)	25	7.5	51,175	2750
Swift Wind Scout Car	25	7.5	82,948	2750
Vedette (AC/2)	211	50	701,000	3025
Vedette (NETC)	297	50	919,250	Present
Vedette Medium Tank	229	50	725,750	3025
Von Luckner VNL-K65N	708	75	3,685,938	2750
Von Luckner VNL-K75N	942	75	4,134,375	Present
Warrior H-7	406	21	540,600	3025
Warrior H-7A	399	21	493,000	3025
Warrior H-7C	721	21	683,400	3025
Yellow Jacket Gunship	1,110	30	1,240,000	Present
Yellow Jacket Gunship (Ammo)	1,202	30	1,190,000	Present
BATTLEMECHS				
Archer ARC-2R	1,117	70	6,384,974	2570
Archer ARC-4M	1,539	70	7,352,274	3050
Assassin ASN-21	596	40	3,765,814	2750
Assassin ASN-23	609	40	3,882,014	3050
Atlas AS7-D	1,557	100	9,682,000	2750
Awesome AWS-8Q	1,358	80	6,598,170	2750
Awesome AWS-8R	1,283	80	6,436,170	3025
Awesome AWS-8T	1,312	80	6,598,170	3025
Awesome AWS-8V	1,323	80	6,481,170	3025
Awesome AWS-9M	1,469	80	18,090,121	3050
Awesome AWS-9Q	1,623	80	7,456,050	Present
Banshee BNC-3E	1,223	95	9,530,854	2570
BattleMaster BLR-1G	1,212	85	8,501,244	3025
BattleMaster BLR-3M	1,495	85	8,987,794	3050
Centurion CN10-B	1,078	55	5,073,254	Present
Centurion CN9-A	772	50	3,563,501	3025
Centurion CN9-AH	749	50	3,589,751	3025
Cerberus MR-V2	1,791	95	25,236,251	Present
Chameleon CLN-7V	839	50	4,623,375	2750
Chameleon CLN-7W	1,101	50	4,857,000	Present
Chameleon CLN-7Z	1,283	50	9,538,500	Present
Champion CHP-2N	839	60	5,037,600	3025
Charger CGR-1A1	820	80	7,520,372	2750
Cicada CDA-2A	567	40	3,705,218	3025
Cicada CDA-2B	523	40	3,692,968	3025
Cicada CDA-3C	656	40	3,306,334	3025
Cicada CDA-3F	1,202	40	8,720,026	3050
Clint CLNT-2-3T	672	40	3,572,380	2750
Crockett CRK-5003-0	1,325	85	7,378,725	3025
Crusader CRD-3R	948	65	5,547,411	2750
Crusader CRD-5M	1,348	65	11,708,181	3050
Cyclops CP-10-Q	1,213	90	9,126,460	3025
Cyclops CP-10-Z	965	90	9,375,360	2750
Cyclops CP-11-A	1,251	90	9,318,360	3050
Cyclops CP-11-C	1,364 (C3: 158)	90	11,902,360	3050
Cyclops CP-11-G	1,770	90	10,275,960	Present
Dervish DV-6M	868	55	4,980,668	2570
Firestarter FS9-H	477	35	3,046,950	2570
Goliath GOL-1H	1,200	80	7,546,801	2750
Grand Titan T-IT-N10M	1,364	100	28,833,334	Present
Grasshopper GHR-5H	1,268	70	6,024,574	3025
Grasshopper GHR-5J	1,217	70	6,427,474	3050
Grasshopper GHR-5N	1,316	70	6,160,574	3025
Griffin GRF-1N	1,021	55	4,957,108	2570
Guillotine GLT-4L	1,222	70	6,062,484	3025
Hercules HRC-LS-9000	1,336	70	16,275,688	Present
Hunchback HBK-4G	851	50	3,467,876	2570
Hunchback HBK-4H	850	50	3,425,876	3025
Hunchback HBK-4J	853	50	3,560,876	3025
Hunchback HBK-4N	843	50	3,437,126	3025
Hunchback HBK-4P	960	50	3,377,876	3025
Hunchback HBK-4SP	854	50	3,446,876	3025
Hunchback HBK-5N	903	50	3,575,876	3050
Javelin JVN-10N	487	30	2,400,840	2750
Kintaro KTO-18	864	55	4,699,808	3025
Lineholder KW1-LH2	987	55	4,515,668	Present
Lineholder KW1-LH3	935	55	4,608,668	Present
Locust LCT-1E	484	20	1,574,201	2750
Locust LCT-1V	356	20	1,512,401	2570
Locust LCT-3V	434	20	1,553,801	3025
Longbow LGB-7Q	1,376	85	7,408,325	2750
Longbow LGB-OW	1,034	85	8,647,672	2750
Marauder MAD-3R	1,089	75	6,635,125	2750
Mercury MCY-98	484	20	1,580,441	3025
Orion ON1-K	1,069	75	6,763,750	2570
Ostroc OSR-2C	951	60	5,025,600	2750
Ostroc OSR-2D	942	60	5,488,960	3050
Ostroc OSR-2L	970	60	4,982,400	3025
Ostroc OSR-3C	976	60	4,918,400	3025
Ostscout OTT-7J	497	35	3,409,201	2750
Ostscout OTT-7K	372	35	3,422,701	3050
Ostsol OTL-4D	1,034	60	5,032,960	2750
Ostsol OTL-4F	1,023	60	5,096,960	3025
Phoenix Hawk PXH-1	838	45	4,067,540	2750
Quickdraw QKD-4G	993	60	5,514,560	2750
Quickdraw QKD-4H	1,006	60	5,509,760	3025
Quickdraw QKD-5A	1,054	60	5,452,160	3025
Rifleman RFL-3N	797	60	4,860,000	2750
Rifleman RFL-5M	1,062	60	9,926,400	3050
Scorpion SCP-10	785	55	5,356,800	3050
Scorpion SCP-1N	786	55	5,201,800	2750
Shadow Hawk SHD-2H	918	55	4,539,383	2570
Stalker STK-3F	1,152	85	7,452,725	2570
Stalker STK-3H	1,249	85	7,637,725	3025
Stalker STK-4N	1,225	85	7,245,525	3025
Stalker STK-5M	1,316	85	7,696,925	3050
Stinger STG-3G	438	20	1,662,240	3025
Stinger STG-3R	320	20	1,615,440	2570
Stinger STG-5M	352	20	1,768,440	3050
Tarantula ZPH-1A	636	25	3,627,918	Present
Thunderbolt TDR-5S	1,015	65	5,446,761	2570
Thunderbolt TDR-7M	1,338	65	5,910,411	3050
Thunderbolt TDR-9S	1,255	65	6,045,381	3050
Trebuchet TBT-5N	864	50	4,293,501	2750
Trebuchet TBT-7M	1,206	50	8,844,501	3050
UrbanMech UM-R60	454	30	1,471,925	2750
Victor VTR-9A	971	80	8,027,221	2570
Victor VTR-9A1	1,110	80	8,036,221	2570
Victor VTR-9B	1,165	80	8,013,721	2570
Vulcan VL-2T	523	40	3,462,900	2750
Vulcan VL-5T	744	40	3,558,100	3025
War Dog WR-DG-02FC	1,553	75	15,401,750	Present
Warhammer WHM-6R	978	70	6,026,784	2570
Warhammer WHM-7M	1,238	70	6,648,134	3050
Wasp WSP-1A	336	20	1,646,640	2570
Whitworth WTH-1	771	40	2,912,934	2750
Whitworth WTH-1S	753	40	2,859,734	2750
Wolverine WVR-6R	957	55	4,827,683	2750
Wolverine WVR-7M	1,309	55	11,451,608	3050
CONVENTIONAL FIGHTERS				
Boeing Jump Bomber	103	20	159,060	3050
Boomerang Spotter Plane	28	5	68,880	3025
Guardian Fighter	182	20	253,293	3025
Guardian B Fighter	164	20	193,160	3025
Heavy Strike Fighter	520	45	1,806,691	Present
Light Strike Fighter	137	10	260,365	Present
Medium Strike Fighter	253	25	598,012	Present
Planetlifter Air Transport	189	50	343,833	2750
AEROSPACE FIGHTERS				
Centurion	698	30	1,760,995	2570
Eagle	1336	75	4,024,281	2570
Lightning	919	50	2,442,708	2750
Sabre	600	25	1,610,156	2570
Thunderbird	1525	100	6,610,500	2570
SMALL CRAFT				
Battle Taxi NL-42	1,353	200	13,415,100	Present
Bus S-7A	329	100	3,868,224	2750
DropShuttle K-1	912	200	9,266,850	2570
Landing Craft Mk. VII	618	150	6,916,448	2750
Long-Range Shuttlecraft KR-61	274	100	3,978,300	2750
Shuttle ST-46	654	100	4,431,060	2570
DROPSHIPS				
Achilles (Obsolete)	6,744	4,500	444,679,200	2570
Avenger (Obsolete)	4,320	1,400	244,859,040	3025

Name	Battle Value	Tons	C-bill Cost	Era
Behemoth	1,798	100,000	631,999,200	3025
Buccaneer (Obsolete)	998	3,500	108,419,040	2750
Condor (Obsolete)	2,505	4,500	266,163,552	3025
Confederate	2,733	1,900	147,407,120	2950†
Dictator	4,459	9,000	340,384,800	2750
Excalibur (Obsolete)	3,101	16,000	431,891,600	3025
Fortress (Obsolete)	4,347	6,000	337,682,800	2750
Fury (Obsolete)	2,155	1,900	169,850,160	2750
Gazelle (Obsolete)	2,399	2,900	188,428,896	2570
Intruder (Obsolete)	3,825	3,000	254,595,600	2750
Leopard (Obsolete)	2,579	1,900	171,358,128	2570
Leopard CV (Obsolete)	1,745	1,900	167,542,128	2570
Mammoth	1,390	52,000	450,805,040	3025
Model 97 "Octopus"	3,716	15,000	421,730,400	Present
Monarch	441	5,000	142,122,528	2750
Mule	1,664	11,200	159,924,128	2750
Overlord (Obsolete)	4,164	9,700	334,275,872	2750
Seeker (Obsolete)	2,579	6,700	225,829,968	3025
Seeker (Upgrade)	2,676	3,900	231,036,624	Present
Triumph (Obsolete)	2,899	5,600	352,624,752	2570
Union (Obsolete)	3,259	3,500	222,554,080	2750
Union (Upgrade)	5,091	3,500	289,600,080	Present
Vengeance (Obsolete)	4,487	11,400	393,652,080	3025
Vengeance (Upgrade)	4,442	11,000	447,476,400	Present
JUMPSHIPS				
Explorer	424	50,000	181,309,125	2750†
Invader (Large Laser)	769	152,000	480,797,750	2750
Invader (PPC)	814	152,000	481,047,750	2750
Merchant	496	120,000	384,711,675	2570
Monolith	1,041	430,000	1,119,774,840	2750
Scout	560	90,000	277,130,480	2750
Star Lord	604	274,000	699,239,250	2570
Tramp	1,652	250,000	500,137,500	2750
SPACE STATIONS				
Bastion Class (SDS)	9,064	150,000	3,186,910,000	2570
Large Habitat	1,234	500,000	1,458,070,000	2750
Large Pressurized Yard	931	42,000	17,526,618,800	2750
Large Unpressurized Yard	963	30,000	15,030,077,000	2750
Medium/Large Factory	2,740	17,000	50,807,000	2750
Olympus (Recharge Station)	11,066	1,000,000	13,113,425,000	2750
Small Factory	1,051	2,500	33,519,500	2750
Small Habitat	1,418	120,000	393,989,000	2750
Small Pressurized Yard	516	2,500	507,660,500	2570
Small Unpressurized Yard	572	3,000	507,867,000	2750

CAPELLAN CONFEDERATION

INFANTRY				
Fah Shih BA Flamer	87	4	2,250,000	Present
Fah Shih BA MG	85	4	2,250,000	Present
Fah Shih BA Small Laser	94	4	2,250,000	Present
Fah Shih BA TAG	75	4	2,250,000	Present
VEHICLES				
Brutus Assault Tank	797	75	3,694,250	3025
Condor (Liao)	473	50	1,184,000	3025
Gladius Medium Hovertank	378	40	771,600	3050
Heavy LRM Carrier	773	80	2,940,000	Present
Hetzer (LB-X)	526	40	1,450,000	Present
Maultier Hover APC	115	15	242,450	3025
Minion (TAG)	285	20	590,333	Present
Minion Advanced Tactical Vehicle	285 (C3: 34)	20	870,333	Present
Morningstar (Company Command)	350 (C3: 35)	60	10,439,650	Present
Morningstar (Laser)	601	60	6,544,850	Present
Morningstar Command Vehicle	412 (C3: 47)	60	8,353,150	Present
Ontos (Light Gauss)	868	95	6,283,875	Present
Ontos Heavy Tank	842	95	6,656,325	Present
Padilla Heavy Artillery Tank	621	75	14,794,500	2750
Regulator Hovertank	954	45	2,161,250	Present
Vedette Medium Tank (3058)	305	50	941,000	Present
Vedette (Liao)	248	50	673,250	3025
Zhukov Heavy Tank	532	75	1,816,063	3025

Name	Battle Value	Tons	C-bill Cost	Era
BATTLEMECHS				
Anubis ABS-3L	807	30	5,153,525	Present
Anubis ABS-3R	749	30	5,270,525	Present
Anubis ABS-3T	871	30	5,440,175	Present
Anvil ANV-3M	1,244	60	5,856,960	Present
Apollo APL-1M	1,044	55	4,866,174	Present
Archer ARC-7L	1,612	70	7,604,270	Present
Atlas AS7-K	1,649	100	22,392,000	3050
Blackjack BJ-1	795	45	3,147,225	2750
Blackjack BJ-2	858	45	3,441,575	3050
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Blackjack BJ-3	1,099	45	3,592,375	3025
Cataphract CTF-1X	1,092	70	5,998,054	3025
Cataphract CTF-2X	1,035	70	5,877,354	3025
Cataphract CTF-3D	1,266	70	13,588,554	3050
Cataphract CTF-3L	1,302	70	15,379,504	3050
Cataphract CTF-4L	1,634	70	8,030,404	Present
Catapult CPLT-A1	1,184	65	5,658,126	2750
Catapult CPLT-C1	1,165	65	5,790,126	2570
Catapult CPLT-C3	1,030	65	5,872,626	3050
Catapult CPLT-C4	1,104	65	5,893,251	2750
Catapult CPLT-C5	1,329	65	6,540,876	Present
Catapult CPLT-H2	1,437	65	6,034,326	Present
Cerberus MR-5M	1,633	95	25,490,726	Present
Charger CGR-1A5	1,132	80	7,756,771	3025
Charger CGR-1A9	1,315	80	8,021,371	3050
Charger CGR-1L	772	80	7,662,122	3025
Cicada CDA-3M	714	40	7,742,468	3050
Clint CLNT-2-3U	943	40	3,951,080	3050
Cossack C-SK1	374	20	2,362,440	Present
Crusader CRD-3L	1,032	65	5,583,711	3025
Crusader CRD-4D	1,015	65	5,653,011	3050
Crusader CRD-7L	1,507	65	6,564,360	Present
Dervish DV-7D	1,328	55	5,645,618	3050
Duan Gung D9-G9	729	25	3,344,584	Present
Eagle EGL-1M	718	25	2,216,980	Present
Eagle EGL-2M	745	25	2,237,918	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Firestarter FS9-S	551	35	3,241,688	3050
Hatchetman HCT-5S	826	45	6,135,240	3050
Helios HEL-3D	1,559	60	5,736,000	Present
Helios HEL-4A	1,426	60	5,604,800	Present
Helios HEL-C	1,544 (C3: 175)	60	6,008,000	Present
Highlander HGN-733	1,424	90	8,307,180	3025
Huron Warrior HUR-WO-R4L	1,139	50	8,279,001	Present
Huron Warrior HUR-WO-R4M	1,180	50	8,264,001	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
JagerMech JM6-S	749	65	5,232,426	2750
Jenner JR7-D	669	35	3,198,376	3025
Jinggau JN-G8A	1,915	65	14,427,327	Present
Lao Hu LHU-2B	1,410	75	18,779,688	Present
Lao Hu LHU-3B	1,281 (C3: 147)	75	21,143,938	Present
Lao Hu LHU-3C	1,611	75	18,123,438	Present
Locust LCT-1L	364	20	1,848,401	3050
Longbow LGB-12C	1,342	85	17,577,312	Present
Marauder MAD-3L	1,098	75	6,467,125	3025
Marauder MAD-5L	1,614	75	10,452,750	Present
Marshal MHL-2L	1,169	55	4,940,574	Present
Marshal MHL-X1	995	55	4,545,324	Present
Men Shen MS1-O	1,199	55	16,570,469	Present
Men Shen MS1-OA	1,232	55	16,897,907	Present
Men Shen MS1-OB	1,128	55	16,719,657	Present
Men Shen MS1-OC	1,151	55	16,613,579	Present
Men Shen MS1-OD	1,157	55	16,624,719	Present
Ostroc OSR-4L	1,431	60	7,069,760	Present
Owens OW-1	695 (C3: 57)	35	7,545,377	Present
Owens OW-1A	551 (C3: 32)	35	7,385,909	Present
Owens OW-1B	629 (C3: 41)	35	7,713,284	Present
Owens OW-1C	729 (C3: 79)	35	7,591,784	Present
Owens OW-1D	526 (C3: 28)	35	7,613,721	Present

Name	Battle Value	Tons	C-bill Cost	Era
Owens OW-1E	654 (C3: 56)	35	7,887,096	Present
Phoenix Hawk PXH-4L	1,117	45	5,255,815	Present
Pillager PLG-3Z	2,551	100	22,290,000	2750
Pillager PLG-4Z	2,542	100	12,162,000	Present
Raven RVN-3L	592	35	5,353,425	3050
Raven RVN-4L	667	35	6,054,075	Present
Shadow Hawk SHD-7M	1,351	55	10,313,906	Present
Sha Yu SYU-2B	1,035	40	7,859,134	Present
Sha Yu SYU-4B	962 (C3: 110)	40	8,080,334	Present
Sirocco SRC-3C	1,760	95	10,159,500	Present
Snake SNK-1V	910	45	7,233,470	Present
Spider SDR-5V	514	30	2,984,540	2750
Stinger STG-6L	603	20	2,116,240	Present
Striker STC-2C	1,154	80	7,709,701	Present
Striker STC-2D	1,329	80	8,037,301	Present
Sunder SD1-O	1,381	90	27,774,438	Present
Sunder SD1-OA	1,722	90	27,911,000	Present
Sunder SD1-OB	1,362 (C3: 161)	90	34,511,125	Present
Sunder SD1-OC	1,493 (C3: 195)	90	28,382,438	Present
Sunder SD1-OD	1,782	90	28,604,500	Present
Thug THG-11E	1,450	80	8,414,041	2570
Thunder THR-1L	1,227	70	15,579,538	Present
Ti Ts'ang TSG-9H	1,462	60	15,361,280	Present
Ti Ts'ang TSG-9J	1,464	60	15,299,680	Present
UrbanMech UM-R60L	443	30	1,581,125	3025
UrbanMech UM-R63	494	30	1,760,525	3050
Victor VTR-10D	1,723	80	9,178,321	Present
Victor VTR-10L	1,933	80	10,323,121	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Vindicator VND-1AA	835	45	3,864,033	3025
Vindicator VND-1R	900	45	3,181,083	3025
Vindicator VND-3L	1,069	45	3,524,370	3050
Vindicator VND-4L	1,177	45	8,119,420	Present
Vindicator VND-5L	1,104	45	4,636,882	Present
Warhammer WHM-4L	1,321	70	14,942,434	Present
Warhammer WHM-6L	943	70	6,077,784	3025
Wasp WSP-1L	290	20	1,656,720	3025
Wasp WSP-3L	441	20	2,137,200	Present
Wraith TR1	1,089	55	13,225,324	Present
Yu Huang Y-H10G	2,132	90	24,033,100	Present
Yu Huang Y-H9G	1,781	90	23,712,000	Present
AEROSPACE FIGHTERS				
Defiance DFC-O	1,,528	55	7,859,923	Present
Defiance DFC-OA	1,493	55	7,927,658	Present
Defiance DFC-OB	1,137	55	8,008,939	Present
Defiance DFC-OC	1,198	55	7,514,877	Present
Hellcat HCT-213	1,079	60	2,992,080	2750
Thrush TR-7	529	25	1,685,156	2750
Transgressor AC TR-14	1,185	75	4,038,031	3025
Transgressor TR-13	1,309	75	4,024,281	3025
Transgressor TR-13A	1,678	75	4,574,281	3050
Transit TR-10	919	50	2,442,708	3025
Transit TR-11	774	50	2,242,708	3025
Troika CMT-3T	1,630	65	8,898,060	Present
DROPSHIPS				
Achilles (Upgrade)	10,010	4,500	554,803,200	Present
Fury (Upgrade)	1,673	1,900	181,640,160	Present
Kuan Ti	3,953	2,200	385,062,480	Present
Leopard (Upgrade)	2,541	1,900	227,750,400	Present
Leopard CV (Upgrade)	2,541	1,900	220,522,464	Present
Lung Wang	4,736	2,600	292,737,536	Present
WARSHIPS				
Aegis Heavy Cruiser (2372)	91,954	750,000	5,313,568,000	2950†
Baron Destroyer	63,094	550,000	1,770,422,000	2950†
Feng Huang Cruiser	95,835	970,000	19,804,240,000	Present
Impavido Destroyer	52,175	490,000	9,597,267,600	Present
Vigilant Corvette	31,096	140,000	1,544,186,000	2950†

COMSTAR

VEHICLES				
Goblin (LRM)	380	45	848,975	2750
Goblin (SRM)	371	45	933,075	2750
Goblin Infantry Support Vehicle	435	45	1,739,275	Present
Goblin Medium Tank	280	45	607,550	2750
Ontos Heavy Tank	842	95	6,656,325	Present
Pinto Attack	984	30	2,150,000	Present
Regulator Hovertank	954	45	2,161,250	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Zhukov Heavy Tank	532	75	1,816,063	3025
BATTLEMECHS				
Atlas AS7-K	1,649	100	22,392,000	3050
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OE	1,383 (C3: 223)	70	18,763,043	Present
Avatar AV1-OF	1,607	70	17,726,043	Present
Beowulf BEO-12	1,147	45	9,180,240	Present
Blackjack BJ-2	858	45	3,441,575	3050
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Black Knight BL-7-KNT	1,106	75	6,594,438	3025
Black Knight BL-9-KNT	1,222	75	15,438,500	3050
Bombardier BMB-10D	1,015	65	5,497,911	3025
Bombardier BMB-14C	1,346 (C3: 158)	65	15,689,822	Present
Catapult CPLT-C3	1,030	65	5,872,626	3050
Champion CHP-3N	1,059	60	11,834,400	3050
Champion CHP-3P	1,252 (C3: 202)	60	13,203,200	Present
Clint CLNT-2-3U	943	40	3,951,080	3050
Cossack C-SK1	374	20	2,362,440	Present
Crab CRB-30	1,204 (C3: 188)	50	9,987,874	Present
Enfield END-6Q	1,090	50	8,594,376	Present
Excalibur EXC-C1	1,456	70	15,835,388	Present
Exterminator EXT-5E	1,253 (C3: 113)	65	18,743,010	Present
Firestarter FS9-S	551	35	3,241,688	3050
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OE	932	45	9,819,400	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Flashman FLS-9C	1,393 (C3: 246)	75	19,956,125	Present
Griffin GRF-6CS	1,469 (C3: 181)	55	12,178,556	Present
Grim Reaper GRM-R-PR29	1,118	55	10,241,058	Present
Helios HEL-3D	1,559	60	5,736,000	Present
Helios HEL-4A	1,426	60	5,604,800	Present
Helios HEL-C	1,544 (C3: 175)	60	6,008,000	Present
Hermes HER-4S	787	30	5,980,520	3050
Highlander HGN-736	2,118 (C3: 241)	90	10,695,480	Present
Hitman HM-1	704	30	5,239,520	Present
Hunchback HBK-5M	932	50	3,643,001	3050
Hussar HSR-400-D	534	30	4,821,440	3050
Hussar HSR-500-D	867 (C3: 80)	30	6,152,640	Present
JagerMech III JM6-D3	1,225	65	14,006,577	Present
King Crab KGC-001	1,714	100	22,948,000	3050
King Crab KGC-005	1,918 (C3: 264)	100	13,322,000	Present
Kintaro KTO-21	1,206 (C3: 111)	55	6,551,281	Present
Lancelot LNC25-04	1,256 (C3: 194)	60	14,934,400	Present
Locust IIC 4	701	25	2,122,291	Present
Marauder MAD-5M	1,391	75	15,641,500	3050
Mercury MCY-102	408 (C3: 28)	20	2,711,740	Present
Mercury MCY-97	380	20	1,734,941	3050
Merlin MLN-1A	1,039	60	4,960,000	Present
Nexus NXS1-A	626	25	2,213,959	Present
O-Bakemono OBK-M10	1,027	80	18,093,451	Present
Orion ON1-M	1,192	75	15,398,250	3050
Ostscout OTT-9CS	734 (C3: 53)	35	7,929,337	Present
Ostsol OTL-5M	1,102	60	11,458,560	3050
Owens OW-1	695 (C3: 57)	35	7,545,377	Present
Owens OW-1A	551 (C3: 32)	35	7,385,909	Present
Owens OW-1B	629 (C3: 41)	35	7,713,284	Present

Name	Battle Value	Tons	C-bill Cost	Era
Owens OW-1C	729 (C3: 79)	35	7,591,784	Present
Owens OW-1D	526 (C3: 28)	35	7,613,721	Present
Owens OW-1E	654 (C3: 56)	35	7,887,096	Present
Phoenix Hawk PXH-7CS	1,148 (C3: 127)	45	9,354,965	Present
Raijin RJN101-A	1132	50	9,946,500	Present
Raijin RJN101-C	1,179 (C3: 138)	50	11,016,000	Present
Raptor RTX1-O	655	25	3,917,449	Present
Raptor RTX1-OA	702	25	3,918,622	Present
Raptor RTX1-OB	533	25	4,030,340	Present
Raptor RTX1-OC	797	25	4,156,512	Present
Raptor RTX1-OD	428 (C3: 45)	25	4,228,387	Present
Raptor RTX1-OE	517	25	3,820,964	Present
Raptor RTX1-OF	959	25	4,589,324	Present
Salamander PPR-5S	1,381	80	18,406,921	Present
Scarabus SCB-9A	732	30	5,489,770	Present
Shadow Hawk SHD-7CS	1,370 (C3: 140)	55	11,716,656	Present
Shugenja SJA-7D	1,274 (C3: 226)	75	17,745,000	Present
Stealth STH-1D	1067	45	10,166,240	Present
Strider SR1-O	738	40	4,732,439	Present
Strider SR1-OA	613 (C3: 28)	40	4,809,439	Present
Strider SR1-OB	798	40	4,348,750	Present
Strider SR1-OC	759 (C3: 75)	40	4,716,250	Present
Strider SR1-OD	713 (C3: 61)	40	4,795,439	Present
Strider SR1-OE	864	40	4,572,750	Present
Strider SR1-OF	878	40	4,947,250	Present
Tessen TSN-1C	1,079 (C3: 123)	50	10,824,000	Present
Thug THG-12E	1,476 (C3: 202)	80	9,974,641	Present
UrbanMech UM-R63	494	30	1,760,525	3050
Venom SDR-9K	634	35	6,371,911	Present
Viking VKG-2F	1,749	90	9,828,700	Present
Viking VKG-2G	1,878	90	9,539,900	Present
Whitworth WTH-2	784	40	3,080,934	3050
Wraith TR1	1,089	55	13,225,324	Present
Wyvern WVE-10N	1,098	45	5,037,590	Present
Wyvern WVE-6N	797	45	3,241,765	3025
Wyvern WVE-9N	951	45	3,725,340	3050
AEROSPACE FIGHTERS				
Huscarl HSCL-1-O	1,570	75	11,974,102	Present
Huscarl HSCL-1-OA	1,699	75	11,659,570	Present
Huscarl HSCL-1-OB	1,540	75	12,090,117	Present
Huscarl HSCL-1-OC	1,543	75	11,888,164	Present
Stingray F-92	1,435	60	3,473,080	3050
Stingray F-94	1,106	60	2,979,080	3050
DROPSHIP				
Confederate	2,733	1,900	146,567,120	2750
JUMPSHIP				
Magellan	2,813	175,000	832,003,500	3025
WARSHIPS				
Aegis Heavy Cruiser (2750)	167,790	750,000	15,032,866,000	2570
Black Lion Battlecruiser (2750)	247,597	810,000	5,957,848,000	2750
Cameron Battlecruiser (2750)	134,202	860,000	3,955,250,000	2750
Congress Frigate (2750)	98,228	760,000	3,637,888,000	2570
Dante Frigate	115,903	610,000	10,025,741,000	3025
Essex Destroyer (2750)	62,357	620,000	1,903,163,600	2750
Lola III Destroyer (2750)	58,627	680,000	1,940,951,600	2750
Potemkin Troop Cruiser (2750)	96,567	1,510,000	22,646,353,000	2750
Sovetskii Soyuz Heavy Cruiser (2750)	80,293	830,000	5,212,827,200	2750
Suffren Destroyer	45,152	540,000	14,572,294,000	Present
Vincent Mk 39 Corvette	20,427	420,000	4,444,093,000	2570
Volga Transport (2750)	53,948	780,000	5,468,709,200	2750
Whirlwind Destroyer (2750)	62,154	520,000	2,150,685,000	2750

DRACONIS COMBINE

INFANTRY				
Kage Light BA Flamer	79	4	1,850,000	Present
Kage Light BA MG	77	4	1,850,000	Present
Kage Light BA Small Laser	88	4	1,850,000	Present
Kage Light BA TAG	63	4	1,850,000	Present
Kanazuchi BA Squad	251	4	3,300,000	Present
Raiden BA Flamer	150	4	2,400,000	Present
Raiden BA MG	141	4	2,400,000	Present
Raiden BA Small Laser	177	4	2,400,000	Present
Raiden BA SRM	132	4	2,400,000	Present
VEHICLES				
Alacorn Mk. VI Heavy Tank	1,372	95	16,609,125	Present
Behemoth (Kurita)	990	100	6,668,667	Present
Challenger X MBT	1,176	90	15,691,150	Present
Chevalier Light Tank	444	35	985,629	2750
Daimyo HQ 67-K	330	50	1,504,792	3025
Demolisher (MRM)	830 (C3: 176)	80	4,644,000	Present
Demolisher II Heavy Tank	1039	100	7,511,000	Present
J. Edgar (Kurita)	476 (C3: 51)	25	1,253,125	3050
Maxim Heavy Hover Transport (3058)	548	50	1,558,000	Present
Myrmidon Medium Tank	492	40	1,791,600	Present
Pegasus (C3)	569 (C3: 75)	35	1,985,883	Present
Pegasus Scout Hovertank	515	35	2,037,733	Present
Plainsman Medium Hovertank	413	35	871,533	3025
Saracen (MRM)	435	35	892,925	Present
Schiltron	776 (C3: 165)	80	10,959,666	Present
Schiltron A	1,088 (C3: 241)	80	10,763,666	Present
Schiltron B	1,071 (C3: 251)	80	11,712,166	Present
Schiltron C	714 (C3: 174)	80	10,034,266	Present
Schiltron D	1,211 (C3: 265)	80	13,738,083	Present
Scorpion (MRM)	239	25	383,958	Present
Sprint Scout	73	10	504,444	Present
Sprint Scout (C3)	73 (C3: 4)	10	771,111	Present
Sprint Scout (Infantry)	12	10	171,111	Present
Sprint Scout (Laser)	353	10	491,111	Present
Striker (Narc)	356	35	1,050,646	Present
Striker Light Tank (3058)	449	35	1,143,471	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Tokugawa Heavy Tank	586	60	2,504,450	Present
BATTLEMECHS				
Akuma AKU-1X	1,535	90	9,502,280	Present
Akuma AKU-1XJ	1,649	90	9,736,455	Present
Archer ARC-2K	977	70	6,170,774	3025
Atlas AS7-C	1,650 (C3: 298)	100	22,960,000	Present
Atlas AS7-CM	1,725 (C3: 250)	100	25,176,000	Present
Atlas AS7-K	1,649	100	22,392,000	3050
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OF	1,607	70	17,726,043	Present
BattleMaster BLR-CM	1,651 (C3: 182)	85	13,344,050	Present
BattleMaster BLR-K3	1,498 (C3: 291)	85	23,373,764	Present
Bishamon BSN-3K	1,089	45	8,874,000	Present
Bishamon BSN-4K	932 (C3: 65)	45	10,740,875	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Black Hawk-KU BHKU-OA	1,508	60	15,162,000	Present
Black Hawk-KU BHKU-OB	1,165	60	14,328,000	Present
Black Hawk-KU BHKU-OC	1,485	60	14,280,000	Present
Black Hawk-KU BHKU-OD	1,430	60	14,586,000	Present
Black Hawk-KU BHKU-OE	1,710	60	15,546,000	Present
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Catapult CPLT-K2	1,052	65	5,349,576	3025
Catapult CPLT-K5	1,244 (C3: 151)	65	12,249,876	Present
Charger CGR-3K	1,485	80	21,228,722	3050
Charger CGR-C	1,479 (C3: 126)	80	21,624,722	Present
Chimera CMA-1S	1,005	40	6,737,500	Present
Chimera CMA-C	1,007 (C3: 118)	40	7,079,800	Present
Clint CLNT-2-4T	531	40	3,143,280	3025
Crab CRB-20	921	50	3,915,876	3025
Crab CRB-27	965	50	4,050,876	2750
Crab CRB-C	950 (C3: 90)	50	4,365,876	Present
Crusader CRD-3K	997	65	5,445,111	3025
Crusader CRD-4K	946	65	5,489,661	3050
Crusader CRD-5K	1,223 (C3: 183)	65	12,309,111	Present
Cyclops CP-12-K	1,511	90	10,084,060	Present

Name	Battle Value	Tons	C-bill Cost	Era
Daikyu DAI-01	1,324	70	16,239,308	Present
Daikyu DAI-02	1,714 (C3: 186)	70	17,221,906	Present
Daimyo DMO-1K	936	40	3,265,548	Present
Daimyo DMO-2K	928	40	3,142,348	Present
Daimyo DMO-4K	1,034	40	3,167,548	Present
Dragon DRG-1C	1,021	60	4,899,200	2750
Dragon DRG-1N	952	60	5,118,400	2750
Dragon DRG-5N	1,053	60	5,260,480	3050
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Dragon Fire DGR-4F	1,565	75	16,093,000	Present
Falcon Hawk FNHK-9K1A	900	35	4,436,551	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OE	932	45	9,819,400	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Gallowglas GAL-2GLS	1,664	70	6,596,454	Present
Grand Dragon DRG-1G	997	60	5,212,800	3025
Grand Dragon DRG-5K	1,183	60	13,354,880	3050
Grand Dragon DRG-7K	1,280 (C3: 165)	60	15,641,280	Present
Grand Dragon DRG-C	1,154 (C3: 136)	60	13,690,880	Present
Grasshopper GHR-6K	1,484 (C3: 162)	70	7,360,774	Present
Grasshopper GHR-C	1,219 (C3: 100)	70	6,672,274	Present
Griffin GRF-1DS	1,202	55	10,041,108	3050
Griffin GRF-3M	1,440	55	10,250,746	3050
Griffin GRF-6S	1,461	55	9,155,540	Present
Grim Reaper GRM-R-PR29	1,118	55	10,241,058	Present
Gunslinger GUN-1ERD	2,176	85	16,397,013	Present
Ha Otoko HKO-1C	1,082	65	1,1637,561	Present
Hatamoto-Chi HTM-27T	1,270	80	8,236,921	3039
Hatamoto-Chi HTM-28T	1,754 (C3: 266)	80	8,483,400	Present
Hatamoto-Hi HTM-27U	1,251	80	8,107,321	3039
Hatamoto-Hi HTM-C	1,237 (C3: 190)	80	8,553,721	Present
Hatamoto-Hi HTM-CM	1,238 (C3: 157)	80	10,587,721	Present
Hatamoto-Kaze HTM-27V	1,302	80	8,175,721	3039
Hatamoto-Ku HTM-27W	1,285	80	7,904,821	3039
Hatamoto-Mizo HTM-27Y	1,311	80	8,046,121	3039
Helios HEL-4A	1,426	60	5,604,800	Present
Helios HEL-C	1,544 (C3: 175)	60	6,008,000	Present
Hermes II HER-4K	749	40	3,200,680	3025
Hitman HM-1	704	30	5,239,520	Present
Hussar HSR-300-D	484	30	2,563,340	3025
Jagermech JM6-DD	713	65	11,393,526	3050
Jenner JR7-C	651 (C3: 62)	35	3,589,876	Present
Jenner JR7-D	669	35	3,198,376	3025
Jenner JR7-F	792	35	3,121,426	3025
Jenner JR7-K	694	35	3,306,376	3050
Kabuto KBO-7A	448	20	2,413,041	Present
Katana CRK-5003-2	1,312	85	7,737,625	3050
Katana CRK-5003-C	1,321 (C3: 180)	85	8,214,000	Present
Katana CRK-5003-CM	1,331 (C3: 159)	85	10,328,550	Present
Kintaro KTO-20	1,081	55	4,921,458	3050
Kintaro KTO-C	1,069 (C3: 117)	55	5,251,608	Present
Komodo KIM-2	1,340	45	7,740,390	Present
Komodo KIM-2A	1,268	45	7,740,390	Present
Lancelot LNC25-02	968	60	4,769,600	3025
Lynx LNX-9C	1,478	55	10,164,643	Present
Lynx LNX-9Q	1,525	55	10,105,743	Present
Lynx LNX-9R	1,529	55	10,260,743	Present
Mad Cat Mk II	2,877	90	24,017,900	Present
Maelstrom MTR-5K	1,490	75	18,016,688	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder MAD-5D	1,504	75	15,828,750	3050
Mauler MAL-1R	1,113	90	18,179,200	3050
Mauler MAL-3R	1,698 (C3: 202)	90	19,433,675	Present
Mauler MAL-C	1,133 (C3: 261)	90	18,872,700	Present
Mongoose MON-67	612	25	1,885,730	3025
Naginata NG-C3A	1,734 (C3: 252)	95	12,910,170	Present
Ninja-To NJT-2	1,171 (C3: 177)	65	16,080,900	Present
Ninja-To NJT-3	1,279 (C3: 167)	65	15,915,900	Present
No-Dachi NDA-1K	1,183	70	17,628,886	Present
No-Dachi NDA-2K	1,216	70	17,832,461	Present
No-Dachi NDA-2KO	1,303	70	17,704,961	Present
O-Bakemono OBK-M10	1,027	80	18,093,451	Present
Owens OW-1	695 (C3: 57)	35	7,545,377	Present
Owens OW-1A	551 (C3: 32)	35	7,385,909	Present
Owens OW-1B	629 (C3: 41)	35	7,713,284	Present
Owens OW-1C	729 (C3: 79)	35	7,591,784	Present
Owens OW-1D	526 (C3: 28)	35	7,613,721	Present
Owens OW-1E	654 (C3: 56)	35	7,887,096	Present
Panther PNT-10K	706	35	2,879,911	3050
Panther PNT-9R	664	35	2,485,711	2750
Panther PNT-C	696 (C3: 94)	35	3,082,411	Present
Phoenix Hawk PXH-1K	872	45	3,628,553	3025
Phoenix Hawk PXH-3K	1,204	45	8,288,490	3050
Quickdraw QKD-5K	1,170	60	5,720,960	3050
Quickdraw QKD-8K	1,375	60	6,244,160	Present
Quickdraw QKD-C	1,124 (C3: 86)	60	6,052,160	Present
Raptor RTX1-O	655	25	3,917,449	Present
Raptor RTX1-OA	702	25	3,918,622	Present
Raptor RTX1-OB	533	25	4,030,340	Present
Raptor RTX1-OC	797	25	4,156,512	Present
Raptor RTX1-OD	428 (C3: 45)	25	4,228,387	Present
Raptor RTX1-OE	517	25	3,820,964	Present
Raptor RTX1-OF	959	25	4,589,324	Present
Sentinel STN-3M	655	40	3,287,480	3050
Sentinel STN-C	586 (C3: 47)	40	3,581,480	Present
Shadow Hawk SHD-2K	1018	55	4,505,283	3025
Shugenja SJA-7D	1,274 (C3: 226)	75	17,745,000	Present
Spider SDR-5K	433	30	2,728,440	3025
Spider SDR-5V	514	30	2,984,540	2750
Spider SDR-7M	492	30	3,115,840	3050
Spider SDR-C	500 (C3: 33)	30	3,414,840	Present
Strider SR1-O	738	40	4,732,439	Present
Strider SR1-OA	613 (C3: 28)	40	4,809,439	Present
Strider SR1-OB	798	40	4,348,750	Present
Strider SR1-OC	759 (C3: 75)	40	4,716,250	Present
Strider SR1-OD	713 (C3: 61)	40	4,795,439	Present
Strider SR1-OE	864	40	4,572,750	Present
Strider SR1-OF	878	40	4,947,250	Present
Sunder SD1-O	1,381	90	27,774,438	Present
Sunder SD1-OA	1,722	90	27,911,000	Present
Sunder SD1-OB	1,362 (C3: 161)	90	34,511,125	Present
Sunder SD1-OC	1,493 (C3: 195)	90	28,382,438	Present
Sunder SD1-OD	1782	90	28,604,500	Present
Tai-sho TSH-7S	1,518 (C3: 249)	85	13,738,100	Present
Tessen TSN-C3	1,090 (C3: 140)	50	10,089,000	Present
Trebuchet TBT-7K	792	50	4,085,001	3025
Trebuchet TBT-9K	1,097 (C3: 128)	50	8,913,500	Present
Venom SDR-9K	634	35	6,371,911	Present
Venom SDR-9KA	677	35	6,344,911	Present
Venom SDR-9KB	638	35	6,063,436	Present
Victor VTR-10D	1,723	80	9,178,321	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Victor VTR-C	1,601 (C3: 160)	80	8,958,721	Present
Wasp WSP-1K	330	20	1,613,520	3025
Whitworth WTH-2	784	40	3,080,934	3050
Whitworth WTH-2A	1,037 (C3: 118)	40	3,659,484	Present
Wolf Trap WFT-1	1,069	45	7,872,558	3050
Wolf Trap WFT-C	836 (C3: 99)	45	8,203,158	Present
Wolverine WVR-6K	970	55	4,514,196	3025
Wolverine WVR-7K	1,165	55	9,962,058	3050
Wolverine WVR-8C	1,356 (C3: 125)	55	10,568,106	Present
Wolverine WVR-8K	1,481	55	10,289,106	Present
Wyvern WVE-6N	797	45	3,241,765	3025
CONVENTIONAL FIGHTERS				
'Mechbuster	434	50	767,792	3025
'Mechbuster (Laser Variant)	378	50	576,542	3025
'Mechbuster (SRM Variant)	484	50	848,042	3025
AEROSPACE FIGHTERS				
Ahab AHB-443	1,182	90	6,005,755	2750
Chippewa CHP-W5	1,154	90	5,410,530	3025
Corsair CSR-V12	1,006	50	2,293,958	3025
Hammerhead HMR-HD	992	75	4,443,656	2570
Hellcat II HCT-213B	1,077	50	2,837,292	2750
Ironsides IRN-SD1	1,179	65	3,862,795	2750
Lucifer II LCF-R16K	959	65	3,458,405	3025

Name	Battle Value	Tons	C-bill Cost	Era
Lucifer II LCF-R16KR	1,303	65	8,571,845	3050
Oni ON-1	1,144	55	3,326,390	Present
Riever F-100	1,397	100	6,313,500	3025
Riever F-100B	1,223	100	5,881,500	3025
Sai S-4	1,075	40	5,285,280	Present
Sai S-7	1,016	40	4,735,920	Present
Samurai SL-25	969	50	2,473,042	3025
Shilone SL-17	1,149	65	3,399,045	3025
Shilone SL-17AC	1,016	65	3,185,720	3025
Shilone SL-17R	1,214	65	3,505,045	3050
Sholagar SL-21	624	35	2,052,353	3025
Sholagar SL-21L	734	35	2,046,478	3025
Slayer SL-15	1,279	80	4,454,053	2750
Slayer SL-15A	1,243	80	4,673,853	3025
Slayer SL-15B	1,243	80	4,673,853	3025
Slayer SL-15C	1,243	80	4,673,853	3025
Slayer SL-15R	1,353	80	4,767,653	3050
Sparrowhawk SPR-H5K	505	30	1,700,620	3025
Tatsu MIK-O	1,301	70	9,889,931	Present
Tatsu MIK-OA	1,596	70	10,222,369	Present
Tatsu MIK-OB	1,542	70	11,707,369	Present
Tatsu MIK-OC	1,466	70	10,158,244	Present
DROPSHIPS				
Condor (Upgrade)	2,549	4,500	299,081,520	Present
Nagumo	3,767	4,200	378,370,800	Present
Nekohono'o	27,193	16,000	933,564,800	Present
Okinawa	3,571	4,500	292,839,120	Present
Rose	3,843	16,000	340,794,720	Present
Triumph (Upgrade)	3,160	6,000	321,948,000	Present
JUMPSHIP				
Chimeisho	1,921	245,000	1,140,338,000	Present
WARSHIPS				
Aegis Heavy Cruiser (2372)	91,954	750,000	5,313,568,000	2950†
Baron Destroyer	63,094	550,000	1,770,422,000	2950†
Congress Frigate	79,122	760,000	9,574,918,000	Present
Essex Destroyer	62,357	620,000	4,683,593,600	Present
Inazuma Corvette	45,078	200,000	11,672,378,000	Present
Kirishima Cruiser	92,373	790,000	12,849,998,600	Present
Kyushu Frigate	66,790	630,000	14,868,730,000	Present
Tatsumaki Destroyer	62,319	520,000	3,815,059,000	Present
Vigilant Corvette	31,096	140,000	1,544,186,000	2950†

FEDERATED SUNS

INFANTRY				
Cavalier BA Flamer	150	4	2,400,000	Present
Cavalier BA MG	141	4	2,400,000	Present
Cavalier BA Small Laser	177	4	2,400,000	Present
Cavalier BA SRM	132	4	2,400,000	Present
Infiltrator BA	60	4	1,800,000	Present
Infiltrator Mk. II BA	121	4	2,600,000	Present
Sloth BA	109	4	1,800,000	Present
VEHICLES				
Ajax A	1,409 (C3: 265)	90	19,633,531	Present
Ajax Assault Tank	1,210 (C3: 255)	90	19,195,938	Present
Ajax B	1,081 (C3: 233)	90	23,174,062	Present
Alacorn Mk. VI Heavy Tank	1,372	95	16,609,125	Present
Alacorn Mk. VII Heavy Tank	1,532	95	17,160,000	Present
Brutus Assault Tank	797	75	3,694,250	3025
Centipede Scout Car	168	20	541,100	Present
Challenger X MBT	1,176	90	15,691,150	Present
Chevalier Light Tank	444	35	985,629	2750
Condor (Davion)	376	50	1,280,000	3025
Darter Scout Car	46	13	69,491	2950
Darter Scout Car (SRM 2)	78	13	102,506	2950
Darter Scout Car (SRM 4)	113	13	155,756	2950
Ferret Lt. Scout	45	5	46,764	3025
Ferret Lt. Scout (Armor)	55	5	58,431	3025
Ferret Lt. Scout (Cargo)	1	5	46,764	3025
Glory (Light Gauss Rifle)	915	85	5,873,750	Present
Glory Heavy Fire Support Vehicle	1,149	85	6,140,150	Present
Goblin (LRM)	380	45	848,975	2750
Goblin (SRM)	371	45	933,075	2750
Goblin Infantry Support Vehicle	435	45	1,739,275	Present
Goblin Medium Tank	280	45	607,550	2750
Manteuffel A	987 (C3: 137)	70	16,675,052	Present
Manteuffel Attack Tank	1,017 (C3: 152)	70	16,865,771	Present
Manteuffel B	1,028	70	16,058,802	Present
Marten VTOL	163	15	243,000	3025
Minion (Targeting Computer)	326	20	534,333	Present
Minion Advanced Tactical Vehicle	285 (C3: 34)	20	870,333	Present
Morningstar (Company Command)	350 (C3: 35)	60	10,439,650	Present
Morningstar (Laser)	601	60	6,544,850	Present
Morningstar Command Vehicle	412 (C3: 47)	60	8,353,150	Present
Musketeer (Armor)	553	50	1,672,667	Present
Musketeer Hovertank	834	50	1,846,667	Present
Myrmidon Medium Tank	492	40	1,791,600	Present
Neptune (LRM)	733	100	5,271,000	3025
Neptune (SRM)	704	100	5,304,000	3025
Neptune Submarine	604	100	4,614,000	3025
Partisan (RAC)	881 (C3: 202)	80	4,945,500	Present
Pegasus (C3)	569 (C3: 75)	35	1,985,883	Present
Pegasus Scout Hovertank	515	35	2,037,733	Present
Pilum (Arrow IV)	585	70	3,000,150	Present
Pilum Heavy Tank	767	70	3,324,150	Present
Schiltron	776 (C3: 165)	80	10,959,666	Present
Schiltron A	1,088 (C3: 241)	80	10,763,666	Present
Schiltron B	1,071 (C3: 251)	80	11,712,166	Present
Schiltron C	714 (C3: 174)	80	10,034,266	Present
Schiltron D	1,211 (C3: 265)	80	13,738,083	Present
Sprint Scout	73	10	504,444	Present
Sprint Scout (C3)	73 (C3: 4)	10	771,111	Present
Sprint Scout (Infantry)	12	10	171,111	Present
Sprint Scout (Laser)	353	10	491,111	Present
Striker Light Tank (3058)	449	35	1,143,471	Present
Striker (Narc)	356	35	1,050,646	Present
Typhoon (RAC)	1,056	70	3,099,825	Present
Typhoon Urban Assault Vehicle	726	70	2,850,075	Present
Vedette (RAC)	512	50	948,500	Present
Warrior H-8	548	20	740,000	Present
BATTLEMECHS				
Archer ARC-8M	1,377	70	7,593,674	Present
Argus AGS-2D	1,360	60	12,268,800	Present
Argus AGS-4D	1,426	60	11,978,400	Present
Assassin ASN-101	586	40	3,533,064	3025
Atlas AS7-K	1,649	100	22,392,000	3050
Atlas AS7-S	1,688	100	10,368,000	3050
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OF	1,607	70	17,726,043	Present
Axman AXM-1N	1,165	65	11,840,511	3050
Axman AXM-2N	1,238	65	11,989,011	3050
Axman AXM-3S	1,499	65	10,806,180	Present
Bandersnatch BNDR-01A	1,216	75	15,986,250	Present
Banshee BNC-3S	1,323	95	8,952,645	3025
Banshee BNC-5S	1,613	95	25,429,496	3050
Battle Hawk BH-K305	710	30	3,761,940	Present
BattleMaster BLR-1D	1,323	85	8,146,044	3025
BattleMaster BLR-3S	1,165	85	19,778,844	3050
Berserker BRZ-A3	1,654	100	32,120,334	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Black Hawk-KU BHKU-OA	1,508	60	15,162,000	Present
Black Hawk-KU BHKU-OB	1,165	60	14,328,000	Present
Black Hawk-KU BHKU-OC	1,485	60	14,280,000	Present
Black Hawk-KU BHKU-OD	1,430	60	14,586,000	Present
Black Hawk-KU BHKU-OE	1,710	60	15,546,000	Present
Blackjack BJ-1	795	45	3,147,225	2750
Blackjack BJ-1DB	881	45	3,105,175	3025
Blackjack BJ-1DC	718	45	2,973,950	3025
Blackjack BJ-2	858	45	3,441,575	3050
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present

Name	Battle Value	Tons	C-bill Cost	Era
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Blackjack BJ-3	1,099	45	3,592,375	3025
Black Knight BL-12-KNT	1,450	75	7,460,250	Present
Bushwacker BSW-X1	1,073	55	9,807,368	Present
Caesar CES-3R	1,420	70	13,424,674	3050
Caesar CES-4S	1,439	70	11,560,340	Present
Cataphract CTF-3D	1,266	70	13,588,554	3050
Cataphract CTF-3L	1,302	70	15,379,504	3050
Centurion CN9-D	894	50	9,628,500	3050
Centurion CN9-D3	968	50	10,678,500	3050
Centurion CN9-D5	1,376 (C3: 156)	50	11,010,000	Present
Cestus CTS-6Y	1,495	65	11,327,361	2750
Cestus CTS-6Z	1,275	65	11,432,961	Present
Chimera CMA-1S	1,005	40	6,737,500	Present
Chimera CMA-C	1,007 (C3: 118)	40	7,079,800	Present
Clint CLNT-2-4T	531	40	3,143,280	3025
Commando COM-2D	432	25	1,891,250	2570
Commando COM-5S	504	25	2,118,750	3050
Crusader CRD-3D	1,020	65	5,620,011	3025
Crusader CRD-4D	1,015	65	5,653,011	3050
Crusader CRD-5S	1,149	65	5,925,756	3050
Dart DRT-3S	360	25	2,183,750	Present
Dart DRT-6S	548	25	2,292,500	Present
Dervish DV-7D	1,328	55	5,645,618	3050
Dervish DV-8D	1,415	55	11,154,316	Present
Devastator DVS-2	2,093	100	22,398,000	Present
Devastator DVS-3	2,182	100	22,270,500	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Enforcer ENF-4R	895	50	3,536,876	2750
Enforcer ENF-5D	1,039	50	8,808,876	3050
Enforcer III ENF-6M	1,427	50	8,685,876	Present
Enforcer III ENF-6T	1,614	50	8,525,000	Present
Exterminator EXT-4A	1,067	65	6,485,299	3025
Falconer FLC-8R	1,887	75	18,891,250	Present
Falcon FLC-4N	523	30	2,249,390	2750
Falcon Hawk FNHK-9K	889	35	4,544,551	Present
Falcon Hawk FNHK-9K1A	900	35	4,436,551	Present
Fireball ALM-7D	289	20	3,024,641	Present
Fireball ALM-8D	481	20	3,107,441	Present
Fireball ALM-9D	434	20	3,135,041	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Firestarter FS9-S	551	35	3,241,688	3050
Firestarter FS9-S1	613	35	3,511,688	3050
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Gallowglas GAL-2GLS	1,664	70	6,596,454	Present
Garm GRM-01A	662	35	2,874,061	Present
Garm GRM-01B	732	35	2,961,811	Present
Garm GRM-01C	960	35	2,968,560	Present
Goliath GOL-5D	1,668	80	8,243,941	Present
Griffin GRF-1DS	1,202	55	10,041,108	3050
Griffin GRF-3M	1,440	55	10,250,746	3050
Griffin GRF-6S	1,461	55	9,155,540	Present
Guillotine GLT-8D	1,627	70	7,364,684	Present
Gunslinger GUN-1ERD	2,176	85	16,397,013	Present
Hatchetman HCT-5S	826	45	6,135,240	3050
Hatchetman HCT-6D	1,424	45	7,667,890	Present
Helios HEL-3D	1,559	60	5,736,000	Present
Hellspawn HSN-7D	1,094	45	8,375,200	Present
Hellspawn HSN-8E	1,186	45	8,810,200	Present
Hellspawn HSN-9F	998	45	7,990,950	Present
Hollander BZK-F3	861	35	2,585,161	Present
Hornet HNT-151	429	20	1,248,701	3025
Hornet HNT-171	491	20	1,374,401	3050
Hunchback HBK-5P	1,162 (C3: 164)	50	4,594,000	Present
Jackal JA-KL-55	902	30	4,610,840	Present
JagerMech III JM6-D3	1,225	65	14,006,577	Present
JagerMech JM6-A	841	65	5,514,576	3025
JagerMech JM6-DD	713	65	11,393,526	3050
JagerMech JM6-S	749	65	5,232,426	2750
JagerMech JM7-D	1,171	70	13,742,234	Present
JagerMech JM7-F	1,562	70	13,715,034	Present
Javelin JVN-10F	702	30	2,361,840	3025
Javelin JVN-10P	514	30	2,370,940	3050
Javelin JVN-11D	977 (C3: 118)	30	4,504,240	Present
Jenner JR7-D	669	35	3,198,376	3025
King Crab KGC-0000	1,401	100	9,582,000	3025
Lineholder KW1-LH8	1,081	55	5,121,716	Present
Locust LCT-3D	377	20	1,660,001	3050
Locust LCT-5M	516	20	3,318,000	Present
Longbow LGB-12C	1,342	85	17,577,312	Present
Longbow LGB-7V	1,366	85	17,176,325	Present
Lynx LNX-9C	1,478	55	10,164,643	Present
Lynx LNX-9Q	1,525	55	10,105,743	Present
Lynx LNX-9R	1,529	55	10,260,743	Present
Mad Cat Mk II	2,877	90	24,017,900	Present
Maelstrom MTR-5K	1,490	75	18,016,688	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder MAD-3D	1,136	75	6,597,500	3025
Marauder MAD-5D	1,504	75	15,828,750	3050
Marauder MAD-5R	1,548 (C3: 279)	75	16,233,000	Present
Marauder MAD-5S	1,466	75	15,498,000	3050
Marauder MAD-5T	1,390	75	15,326,500	Present
Marauder MAD-7D	1,582	75	15,680,000	Present
Nightsky NGS-4S	1,029	50	9,420,000	Present
Nightsky NGS-4T	1,107	50	9,627,375	Present
Nightsky NGS-5S	904	50	8,907,000	Present
Nightsky NGS-5T	1,175	50	9,607,500	Present
Nightstar NSR-9FC	1,600	95	25,712,441	Present
Nightstar NSR-9J	2,135	95	20,159,978	Present
Orion ON2-M	1,626	75	7,735,000	3050
Osiris OSR-3D	937	30	5,230,550	Present
Osiris OSR-4D	1,081	30	5,562,700	Present
Ostsol OTL-5D	1,084	60	5,152,960	Present
Ostsol OTL-6D	1,379	60	13,119,360	Present
Panther PNT-12A	925	35	2,881,260	Present
Penetrator PTR-4D	1,375	75	7,628,250	Present
Penetrator PTR-4F	1,384	75	7,523,250	Present
Penetrator PTR-6M	1,459	75	7,453,250	Present
Penetrator PTR-6S	1,391	75	7,952,000	Present
Phoenix Hawk PXH-1D	883	45	4,057,390	3025
Phoenix Hawk PXH-3D	1,148	45	8,394,340	3050
Phoenix Hawk PXH-3PL	1,116	45	8,015,165	Present
Phoenix Hawk PXH-6D	1,463	45	8,468,290	Present
Pillager PLG-3Z	2,551	100	22,290,000	2750
Rakshasa MDG-1A	1,412	75	18,838,750	Present
Rakshasa MDG-1B	1,439	75	18,488,750	Present
Rakshasa MDG-2A	1,480	75	18,346,125	Present
Raptor RTX1-O	655	25	3,917,449	Present
Raptor RTX1-OA	702	25	3,918,622	Present
Raptor RTX1-OB	533	25	4,030,340	Present
Raptor RTX1-OC	797	25	4,156,512	Present
Raptor RTX1-OD	428 (C3: 45)	25	4,228,387	Present
Raptor RTX1-OE	517	25	3,820,964	Present
Raptor RTX1-OF	959	25	4,589,324	Present
Raven RVN-3L	592	35	5,353,425	3050
Rifleman RFL-3C	860	60	4,808,000	3025
Rifleman RFL-4D	869	60	4,980,800	3025
Rifleman RFL-5D	1,115	60	10,208,000	3050
Rifleman RFL-6X	1,275	60	12,232,800	Present
Rifleman RFL-8D	1,664	60	10,464,000	Present
Sagittaire SGT-8R	1,740	95	20,226,375	Present
Salamander PPR-5S	1,381	80	18,406,921	Present
Scarabus SCB-9A	732	30	5,489,770	Present
Sentinel STN-4D	1,064	40	3,757,880	Present
Sentry SNT-04	961	40	3,232,928	Present
Shadow Hawk SHD-2D	765	55	4,617,658	3025
Shadow Hawk SHD-2D2	896	55	4,741,658	3050
Shadow Hawk SHD-5D	1,629	55	5,623,606	Present
Specter SPR-5F	1,141	35	6,136,718	2750
Spider SDR-5D	412	30	2,942,290	3025
Stalker STK-7D	1,533	85	8,294,938	Present
Stealth STH-1D	1,067	45	10,166,240	Present
Strider SR1-O	738	40	4,732,439	Present
Strider SR1-OA	613 (C3: 28)	40	4,809,439	Present
Strider SR1-OB	798	40	4,348,750	Present
Strider SR1-OC	759 (C3: 75)	40	4,716,250	Present

Name	Battle Value	Tons	C-bill Cost	Era
Strider SR1-OD	713 (C3: 61)	40	4,795,439	Present
Strider SR1-OE	864	40	4,572,750	Present
Strider SR1-OF	878	40	4,947,250	Present
Sunder SD1-O	1,381	90	27,774,438	Present
Sunder SD1-OA	1,722	90	27,911,000	Present
Sunder SD1-OB	1,362 (C3: 161)	90	34,511,125	Present
Sunder SD1-OC	1,493 (C3: 195)	90	28,382,438	Present
Sunder SD1-OD	1,782	90	28,604,500	Present
Templar TLR1-O	1,770	85	25,338,449	Present
Templar TLR1-OA	2,047	85	26,270,387	Present
Templar TLR1-OB	1,451	85	25,484,137	Present
Templar TLR1-OC	1,726	85	26,871,637	Present
Thanatos THS-4S	1,639 (C3: 156)	75	19,339,250	Present
Thunderbolt TDR-9NAIS	1,637	65	14,413,959	Present
UrbanMech UM-R70	604	30	1,774,825	Present
Uziel UZL-2S	1,215	50	10,038,750	Present
Uziel UZL-3S	1,029	50	9,783,750	Present
Valkyrie VLK-QA	640	30	2,205,320	3025
Valkyrie VLK-QD	690	30	2,548,520	3050
Valkyrie VLK-QD1	835	30	3,907,020	Present
Valkyrie VLK-QD3	853	30	3,141,320	Present
Valkyrie VLK-QF	563	30	2,163,070	3025
Victor VTR-10D	1,723	80	9,178,321	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Warhammer WHM-6D	1,169	70	5,945,184	3025
Warhammer WHM-6K	1,022	70	6,059,084	3025
Warhammer WHM-7S	1,236	70	6,577,584	3050
Warhammer WHM-8D	1,396 (C3: 247)	70	7,500,684	Present
Warhammer WHM-9D	1,841	70	16,344,366	Present
Wasp WSP-1D	327	20	1,636,320	3025
Wasp WSP-1S	336	20	1,725,120	3050
Wasp WSP-3S	584	20	2,535,120	Present
Watchman WTC-4M	865	40	2,990,028	Present
Whitworth WTH-2	784	40	3,080,934	3050
Whitworth WTH-2A	1,037 (C3: 118)	40	3,659,484	Present
Wolfhound WLF-2	903	35	3,141,180	3050
Wolfhound WLF-3S	944	35	4,795,268	Present
Wolverine WVR-7D	1,090	55	11,270,258	3050
Wolverine WVR-8D	1,354	55	11,470,206	Present
Wolverine WVR-9D	1,123	55	11,078,056	Present
Zeus ZEU-9S	1,419	80	8,614,201	3050
AEROSPACE FIGHTERS				
Chippewa CHP-W10	1,487	90	5,265,530	3025
Chippewa CHP-W7	1,487	90	13,073,055	3050
Corsair CSR-V12	1,006	50	2,293,958	3025
Corsair CSR-V14	1,259	50	2,623,958	Present
Corsair CSR-V20	986	50	2,271,458	3025
Dagger DARO-1	1,559	45	6,727,470	Present
Dagger DARO-1A	1,486	45	6,376,814	Present
Dagger DARO-1B	1,345	45	6,925,767	Present
Hellcat HCT-213	1,079	60	2,992,080	2750
Lucifer LCF-R15	1,079	65	3,162,311	2570
Lucifer LCF-R16	1,418	65	3,709,536	3050
Lucifer LCF-R20	1,441	65	2,799,261	2750
Riever F-700A	1,768	100	16,530,000	3050
Sai S-4	1,075	40	5,285,280	Present
Seydlitz SYD-Z1	472	20	1,370,380	2570
Seydlitz SYD-Z2A	822	20	2,371,820	3050
Slayer SL-15R	1,353	80	4,767,653	3050
Sparrowhawk SPR-6D	680	30	3,552,005	3050
Sparrowhawk SPR-H5	634	30	1,740,870	2570
Sparrowhawk SPR-H8	452	30	1,684,232	3025
Starfire SF-1X	955	55	2,939,045	—
Stingray F-90	1,105	60	2,979,080	2750
Stingray F-92	1,435	60	3,473,080	3050
Stuka STU-D6	1,838	100	16,170,000	3050
Stuka STU-K10	1,565	100	6,039,000	2750
Stuka STU-K15	1,403	100	6,212,250	3025
Stuka STU-K5	1,537	100	6,156,000	2570
Thrush TR-7	529	25	1,685,156	2750
Transgressor TR-13	1,309	75	4,024,281	3025
Transgressor TR-13A	1,678	75	4,574,281	3050
Transit TR-10	919	50	2,442,708	3025

Name	Battle Value	Tons	C-bill Cost	Era
DROPSHIPS				
Avenger (Upgrade)	6,544	1,400	298,355,040	3050
CargoKing	2,980	12,500	261,960,272	—
CargoMaster	4,555	12,500	368,889,472	—
Claymore	3,989	1,400	285,923,520	Present
Conquistador	22,379	17,400	1,680,732,000	Present
Excalibur (Upgrade)	3,393	16,000	435,251,600	Present
Fortress (Upgrade)	5,831	6,000	456,878,800	Present
Gazelle (Upgrade)	2,539	2,500	214,477,776	Present
Hercules	3,881	7,200	360,236,240	Present
Leopard (Upgrade)	2,541	1,900	227,750,400	Present
Leopard CV (Upgrade)	2,541	1,900	220,522,464	Present
Overlord (Upgrade)	4,892	9,700	395,007,872	Present
Overlord-A3	21,988	9,700	790,021,120	Present
WARSHIPS				
Aegis Heavy Cruiser (2372)	91,954	750,000	5,313,568,000	2950†
Avalon Cruiser	162,770	770,000	20,291,042,000	Present
Baron Destroyer	63,094	550,000	1,770,422,000	2950†
Congress Frigate (2750)	98,228	760,000	3,637,888,000	2950†
Davion Destroyer	190,968	520,000	2,599,934,000	2570†
Davion II Destroyer	195,784	580,000	4,405,522,000	2950†
Fox Corvette	37,029	240,000	16,424,809,360	Present
Vigilant Corvette	31,096	140,000	1,544,186,000	2950†

FREE RASALHAGUE REPUBLIC

VEHICLES				
Demon	774	60	2,185,950	3025
Gabriel	175	5	98,633	3025
Magi	395	70	3,585,867	3025
Maxim Heavy Hover Transport (3058)	548	50	1,558,000	Present
Plainsman Medium Hovertank	413	35	871,533	3025
Puma	936	95	5,914,838	3025
Rhino	904	80	3,838,500	3025
Schiltron	776 (C3: 165)	80	10,959,666	Present
Sprint Scout	73	10	504,444	Present
Sprint Scout (C3)	73 (C3: 4)	10	771,111	Present
Sprint Scout (Infantry)	12	10	171,111	Present
Sprint Scout (Laser)	353	10	491,111	Present
Warrior H-8	548	20	740,000	Present
Zephyr	640	40	2,323,950	3025
BATTLEMECHS				
Archer ARC-5R	1,319	70	7,287,674	3050
Archer ARC-6S	1,480	70	11,921,165	Present
Atlas AS7-K	1,649	100	22,392,000	3050
Axman AXM-1N	1,165	65	11,840,511	3050
Banshee BNC-3S	1,323	95	8,952,645	3025
Banshee BNC-5S	1,613	95	25,429,496	3050
BattleMaster BLR-4S	1,606	85	16,984,110	Present
Beowulf BEO-12	1,147	45	9,180,240	Present
Berserker BRZ-A3	1,654	100	32,120,334	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Black Hawk-KU BHKU-OA	1,508	60	15,162,000	Present
Black Hawk-KU BHKU-OB	1,165	60	14,328,000	Present
Black Hawk-KU BHKU-OC	1,485	60	14,280,000	Present
Black Hawk-KU BHKU-OD	1,430	60	14,586,000	Present
Black Hawk-KU BHKU-OE	1,710	60	15,546,000	Present
Black Knight BL-6-KNT	1,191	75	6,786,938	3025
Bombardier BMB-12D	1,277	65	13,958,562	3025
Catapult CPLT-K2	1,052	65	5,349,576	3025
Cestus CTS-6Y	1,495	65	11,327,361	3025
Champion CHP-1N	942	60	5,674,400	3025
Charger CGR-3K	1,485	80	21,228,722	3050
Cobra CBR-02	994	45	4,143,375	Present
Commando COM-2D	432	25	1,891,250	3025
Commando COM-5S	504	25	2,118,750	3050
Crab CRB-27	965	50	4,050,876	3025
Crusader CRD-4K	946	65	5,489,661	3050
Crusader CRD-5K	1,223 (C3: 183)	65	12,309,111	Present
Daimyo DMO-1K	936	40	3,265,548	Present
Dragon DRG-1C	1,021	60	4,899,200	3025
Dragon DRG-1N	952	60	5,118,400	3025
Dragon DRG-5N	1,053	60	5,260,480	3050

Name	Battle Value	Tons	C-bill Cost	Era
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-S	551	35	3,241,688	3050
Flashman FLS-8K	1,409	75	17,831,625	3025
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Grand Dragon DRG-1G	997	60	5,212,800	3025
Grand Dragon DRG-5K	1,183	60	13,354,880	3050
Griffin GRF-1DS	1,202	55	10,041,108	3050
Griffin GRF-6S	1,461	55	9,155,540	Present
Gunslinger GUN-1ERD	2,176	85	16,397,013	Present
Hatamoto-Chi HTM-27T	1,270	80	8,236,921	3050
Hatchetman HCT-3F	769	45	3,129,390	3025
Hatchetman HCT-5S	826	45	6,135,240	3050
Hermes HER-1S	596	30	2,701,270	3025
Hermes HER-4S	787	30	5,980,520	3050
Highlander HGN-732	1,838	90	8,871,480	3025
Hitman HM-1	704	30	5,239,520	Present
Hunchback HBK-5M	932	50	3,643,001	3050
Hunchback HBK-5S	1,311	50	6,568,875	Present
Hussar HSR-200-D	498	30	2,790,840	3025
Jagermech JM6-DD	713	65	11,393,526	3050
Jagermech JM6-S	749	65	5,232,426	3025
Jenner JR7-D	669	35	3,198,376	3025
Jenner JR7-F	792	35	3,121,426	3025
Jenner JR7-K	694	35	3,306,376	3050
Katana CRK-5003-2	1,312	85	7,737,625	3050
King Crab KGC-000	1,509	100	10,202,000	3025
Kintaro KTO-20	1,081	55	4,921,458	3050
Komodo KIM-2	1,340	45	7,740,390	Present
Locust LCT-3S	431	20	1,700,801	3050
Locust LCT-5M	516	20	3,318,000	Present
Marauder MAD-5D	1,504	75	15,828,750	3050
Marauder MAD-5S	1,466	75	15,498,000	3050
Marauder MAD-9S	1,403	75	14,000,875	Present
Mauler MAL-1R	1,113	90	18,179,200	3050
Mercury MCY-97	380	20	1,734,941	3050
No-Dachi NDA-1K	1,183	70	17,628,886	Present
Panther PNT-10K	706	35	2,879,911	3050
Panther PNT-9R	664	35	2,485,711	3025
Phoenix Hawk PXH-3K	1,204	45	8,288,490	3050
Quickdraw QKD-5K	1,170	60	5,720,960	3050
Razorback RZK-9S	761	30	3,535,350	Present
Sentinel STN-3M	655	40	3,287,480	3050
Spider SDR-7M	492	30	3,115,840	3050
Spider SDR-8M	588	30	3,193,840	3050
Thorn THE-N	484	20	1,653,120	3025
Thug THG-11E	1,450	80	8,414,041	3025
Trebuchet TBT-7K	792	50	4,085,001	3025
Venom SDR-9K	634	35	6,371,911	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Viking VKG-2F	1,749	90	9,828,700	Present
Viking VKG-2G	1,878	90	9,539,900	Present
Vulcan VT-5S	681	40	7,137,900	3050
Whitworth WTH-2	784	40	3,080,934	3050
Wolf Trap WFT-1	1,069	45	7,872,558	3050
Wolverine WVR-7K	1,165	55	9,962,058	3050
Wolverine WVR-8K	1,481	55	10,289,106	Present
Wyvern WVE-5N	883	45	3,470,865	3025
Zeus ZEU-6S	1,148	80	7,617,901	3025
Zeus ZEU-9S	1,419	80	8,614,201	3050
AEROSPACE FIGHTERS				
Cheetah F-10	484	25	1,669,463	2750
Chippewa CHP-W7	1,487	90	13,073,055	3050
Corsair CSR-V12	1,006	50	2,293,958	3025
Eisensturm EST-R3	2,519	95	17,640,435	Present
Hellcat HCT-213	1,079	60	2,992,080	2750
Huscarl HSCL-1-O	1,570	75	11,974,102	Present
Huscarl HSCL-1-OA	1,699	75	11,659,570	Present
Huscarl HSCL-1-OB	1,540	75	12,090,117	Present
Huscarl HSCL-1-OC	1,543	75	11,888,164	Present
Lucifer II LCF-R16K	959	65	3,458,405	3025
Lucifer II LCF-R16KR	1,303	65	8,571,845	3050
Oni ON-1	1,144	55	3,326,390	Present
Riever F-100	1,397	100	6,313,500	3025
Riever F-100B	1,223	100	5,881,500	3025
Sai S-4	1,075	40	5,285,280	Present
Samurai SL-25	969	50	2,473,042	3025
Seydlitz SYD-Z1	472	20	1,370,380	2570
Seydlitz SYD-Z2A	822	20	2,371,820	3050
Seydlitz SYD-Z3A	519	20	2,261,820	3050
Seydlitz SYD-Z4	649	20	2,371,820	3050
Shilone SL-17	1,149	65	3,399,045	3025
Shilone SL-17AC	1,016	65	3,185,720	3025
Shilone SL-17R	1,214	65	3,505,045	3050
Sholagar SL-21	624	35	2,052,353	3025
Sholagar SL-21L	734	35	2,046,478	3025
Slayer SL-15	1,279	80	4,454,053	2750
Slayer SL-15A	1,243	80	4,673,853	3025
Slayer SL-15B	1,243	80	4,673,853	3025
Slayer SL-15C	1,243	80	4,673,853	3025
Slayer SL-15R	1,353	80	4,767,653	3050
Sparrowhawk SPR-6D	680	30	3,552,005	3050
Sparrowhawk SPR-H5K	505	30	1,700,620	3025
Stuka STU-K5	1,537	100	6,156,000	2570
Tatsu MIK-O	1,301	70	9,889,931	Present
Tatsu MIK-OA	1,596	70	10,222,369	Present
Tatsu MIK-OB	1,542	70	11,707,369	Present
Tatsu MIK-OC	1,466	70	10,158,244	Present

FREE WORLDS LEAGUE

INFANTRY				
Achileus BA Flamer	88	4	1,920,000	Present
Achileus BA MG	86	4	1,920,000	Present
Achileus BA Small Laser	95	4	1,920,000	Present
Longinus BA Flamer	168	4	2,550,000	Present
Longinus BA MG	159	4	2,550,000	Present
Longinus BA Small Laser	195	4	2,550,000	Present
VEHICLES				
Brutus Assault Tank	797	75	3,694,250	3025
Ferret Lt. Scout	45	5	46,764	3025
Ferret Lt. Scout (Armor)	55	5	58,431	3025
Harasser (Laser)	245	25	381,750	3025
Harasser (LRM)	316	25	525,750	3025
Harasser Missile Platform	337	25	561,750	3025
Main Gauche (C3)	302 (C3: 62)	30	1,158,625	Present
Main Gauche (XL)	375	30	2,399,150	Present
Main Gauche Light Support Tank	295	30	832,650	Present
Marten VTOL	163	15	243,000	3025
Ontos (Light Gauss)	868	95	6,283,875	Present
Ontos Heavy Tank	842	95	6,656,325	Present
Plainsman Medium Hovertank	413	35	871,533	3025
Po (Light Gauss Rifle)	418	60	1,324,800	Present
Regulator Hovertank	954	45	2,161,250	Present
Stygian (Armor)	736	40	1,920,000	Present
Stygian Strike Tank	754	40	2,013,000	Present
Zhukov Heavy Tank	532	75	1,816,063	3025
BATTLEMECHS				
Albatross ALB-3U	1,296	95	25,493,651	Present
Anvil ANV-3M	1,244	60	5,856,960	Present
Anvil ANV-3R	1,264	60	5,732,160	Present
Anvil ANV-5M	1,452	60	6,372,160	Present
Anvil ANV-5Q	1,210	60	5,548,160	Present
Anvil ANV-8M	1,138	60	7,156,480	Present
Apollo APL-1M	1,044	55	4,866,174	Present
Apollo APL-1R	973	55	4,649,174	Present
Apollo APL-2S	1,120	55	4,940,574	Present
Apollo APL-3T	1,011	55	4,894,074	Present
Archer ARC-8M	1,377	70	7,593,674	Present
Bandersnatch BNDR-01A	1,216	75	15,986,250	Present
Banshee BNC-3M	1,267	95	9,824,329	3025
Banshee BNC-3Q	1,151	95	9,574,729	3025
Banshee BNC-5S	1,613	95	25,429,496	3050
BattleMaster BLR-5M	1,484	85	9,348,544	Present
Blackjack BJ2-O	1,187	50	8,923,439	Present

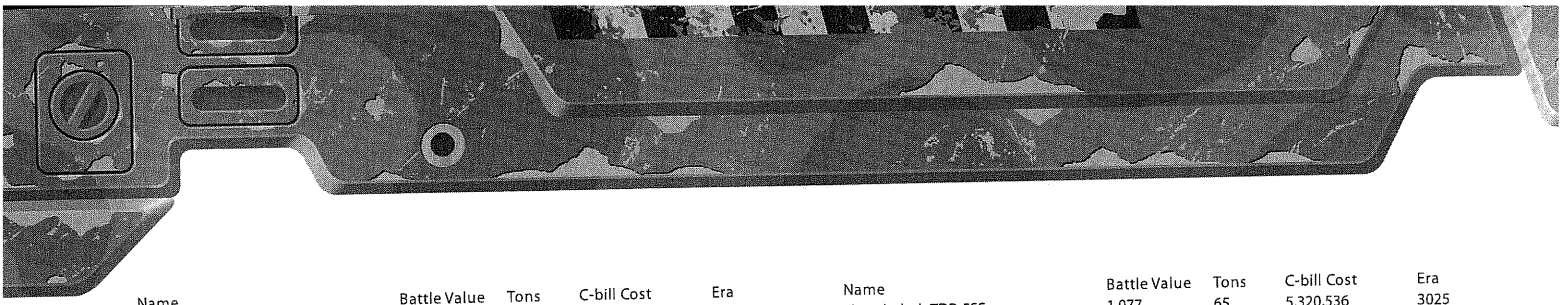
Name	Battle Value	Tons	C-bill Cost	Era
Blackjack BJ2-OA	1231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OE	1,158	50	9,080,469	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Blitzkrieg BTZ-3F	1,092	50	10,787,501	Present
Bloodhound B1-HND	1,090	45	9,263,252	Present
Bloodhound B2-HND	1,206	45	9,552,165	Present
Buccaneer BCN-3R	1,091	55	11,622,520	Present
Cerberus MR-5M	1,633	95	25,490,726	Present
Cicada CDA-3M	714	40	7,742,468	3050
Eagle EGL-1M	718	25	2,216,980	Present
Eagle EGL-2M	745	25	2,237,918	Present
Falcon Hawk FNHK-9K	889	35	4,544,551	Present
Falcon Hawk FNHK-9K1A	900	35	4,436,551	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OF	1,225	45	10,440,452	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Flea FLE-15	345	20	1,520,400	2750
Flea FLE-17	371	20	1,728,000	3050
Flea FLE-4	360	20	1,519,200	2750
Goliath GOL-3M	1,310	80	17,045,401	3050
Grand Crusader GRN-D-01	1,197	80	14,923,800	Present
Grand Crusader GRN-D-02	1,211	80	15,033,600	Present
Grand Titan T-IT-N11M	1,688	100	28,797,834	Present
Griffin GRF-3M	1,440	55	10,250,746	3050
Griffin GRF-5M	1,108	55	9,963,994	Present
Guillotine GLT-5M	1,295	70	6,470,484	3050
Hammer HMR-3M	616	30	2,411,240	Present
Hammer HMR-3P	736	30	2,533,440	Present
Hammer HMR-3S	528	30	2,541,240	Present
Hermes HER-1A	501	30	2,569,970	3025
Hermes HER-3S	510	30	3,328,520	3050
Hermes HER-3S1	572	30	3,588,520	3050
Hermes HER-3S2	466	30	3,601,520	3050
Hermes HER-4S	787	30	5,980,520	3050
Hermes II HER-2M	740	40	3,263,214	3025
Hermes II HER-2S	665	40	3,165,680	3025
Hermes II HER-5S	740	40	3,456,180	3050
Hunchback HBK-5M	932	50	3,643,001	3050
Hunchback HBK-5P	1,162 (C3: 164)	50	4,594,000	Present
Huron Warrior HUR-WO-R4L	1,139	50	8,279,001	Present
Huron Warrior HUR-WO-R4M	1,180	50	8,264,001	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
Jenner JR7-D	669	35	3,198,376	3025
Locust LCT-1M	382	20	1,571,201	3025
Locust LCT-3M	464	20	1,788,401	3050
Locust LCT-5M	516	20	3,318,000	Present
Longbow LGB-12C	1,342	85	17,577,312	Present
Longbow LGB-7V	1,366	85	17,176,325	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder MAD-3M	1,105	75	6,299,125	3025
Marauder MAD-5M	1,391	75	15,641,500	3050
Marauder MAD-9M	1,383	75	16,273,250	Present
Orion ON1-M	1,192	75	15,398,250	3050
Orion ON1-V	931	75	6,837,250	3025
Orion ON1-VA	1,111	75	6,510,000	3025
Orion ON2-M	1,626	75	7,735,000	3050
Ostroc OSR-2M	1,036	60	5,238,400	3025
Ostsol OTL-5M	1,102	60	11,458,560	3050
Ostsol OTL-7M	1,294	60	12,048,960	Present
Ostsol OTL-8M	1,196	60	14,844,560	Present
Panther PNT-9R	664	35	2,485,711	2750
Perseus P1	1,290	75	20,494,142	Present
Perseus P1A	1,409	75	20,901,562	Present
Perseus P1B	1,431	75	19,335,858	Present
Perseus P1C	1,487	75	19,472,031	Present
Perseus P1D	1,358	75	21,312,266	Present
Phoenix Hawk PXH-3M	1,057	45	8,455,240	3050
Quickdraw QKD-5M	1,142	60	5,746,560	3050
Raven RVN-3L	592	35	5,353,425	3050
Rifleman RFL-7M	1,166	60	10,923,600	Present
Sentinel STN-3K	536	40	3,117,730	3025
Shadow Hawk SHD-5M	1,349	55	10,194,558	3050
Shadow Hawk SHD-7M	1,351	55	10,313,906	Present
Sirocco SRC-3C	1,760	95	10,159,500	Present
Sirocco SRC-5C	1,884	95	10,132,200	Present
Snake SNK-1V	910	45	7,233,470	Present
Spider SDR-5V	514	30	2,984,540	2750
Spider SDR-7M	492	30	3,115,840	3050
Spider SDR-8M	588	30	3,193,840	3050
Tempest TMP-3M	1,613	65	11,912,451	Present
Thug THG-10E	1,203	80	7,760,641	3025
Thunderbolt TDR-9M	1,500	65	6,482,961	Present
Trebuchet TBT-5J	1,034	50	4,383,501	3025
Victor VTR-9K	1,634	80	8,499,721	3050
Vulcan VT-5M	761	40	3,789,100	3050
Warhammer WHM-8D	1,396 (C3: 247)	70	7,500,684	Present
Wasp WSP-3M	346	20	1,781,520	3050
Wolverine WVR-6M	1,059	55	4,865,658	3025
Wraith TR1	1,089	55	13,225,324	Present
Yeoman YMN-6Y	1,222	60	5,696,000	Present
AEROSPACE FIGHTERS				
Cheetah F-10	484	25	1,669,463	2750
Cheetah F-11-R	236	25	1,579,912	3025
Cheetah F-11-RR	492	25	3,077,062	3050
Cheetah F-12-S	329	25	1,677,112	3025
Cheetah F-14-S	458	25	3,096,131	3050
Chippewa CHP-W5	1,154	90	5,410,530	3025
Corsair CSR-V12M	1,039	50	2,173,583	3025
Deathstalker F-77	1,603	80	4,840,920	2750†
Hammerhead HMR-HD	992	75	4,443,656	2570
Hellcat HCT-213	1,079	60	2,992,080	2750
Ironsides IRN-SD1	1,179	65	3,862,795	2750
Lancer LX-2	961	50	2,893,542	Present
Lancer LX-2A	970	50	2,826,292	Present
Riever F-100	1,397	100	6,313,500	3025
Riever F-100A	1,381	100	6,354,000	3025
Riever F-700	1,474	100	19,417,000	3050
Riever F-700A	1,768	100	16,530,000	3050
Seydlitz SYD-Z1	472	20	1,370,380	2570
Shiva SHV-O	1,472	85	15,030,366	Present
Shiva SHV-OA	2,153	85	15,008,991	Present
Shiva SHV-OB	1,913	85	16,645,514	Present
Shiva SHV-OC	1,790	85	15,603,928	Present
Stingray F-90	1,105	60	2,979,080	2750
Stingray F-92	1,435	60	3,473,080	3050
Thrush TR-7	529	25	1,685,156	2750
Transgressor AC TR-14	1,185	75	4,038,031	3025
Transit TR-10	919	50	2,442,708	3025
Transit TR-11	774	50	2,242,708	3025
SMALL CRAFT				
Aquarius	1,912	200	15,495,100	2950†
Lyonesse	1,764	175	12,958,965	2950†
DROPSHIPS				
Fury (Upgrade)	1,673	1,900	181,640,160	Present
Hamilcar	3,812	4,400	336,880,368	Present
Hannibal	5,208	4,900	466,321,680	Present
Intruder (Upgrade)	6,533	3,000	377,473,600	Present
Kuan Ti	3,953	2,200	385,062,480	Present
Leopard (Upgrade)	2,541	1,900	227,750,400	Present
Leopard CV (Upgrade)	2,541	1,900	220,522,464	Present
Merlin	5,206	2,500	287,005,600	Present
WARSHIPS				
Aegis Heavy Cruiser (2372)	91,954	750,000	5,313,568,000	2950†
Aegis Heavy Cruiser (2750)	167,790	750,000	15,032,866,000	Present
Agamemnon Heavy Cruiser	201,209	820,000	15,211,022,000	Present
Atreus Battleship	257,053	1,100,000	10,940,541,456	2950†
Baron Destroyer	63,094	550,000	1,770,422,000	2950†
Black Lion Battlecruiser (2750)	247,597	810,000	5,957,848,000	Present
Eagle Frigate	132,579	630,000	14,726,072,000	Present
Essex Destroyer (2750)	62,357	620,000	1,903,163,600	Present
Impavido Destroyer	52,175	490,000	9,597,267,600	Present

Name	Battle Value	Tons	C-bill Cost	Era
Thera Carrier	213,017	960,000	15,631,811,200	Present
Vigilant Corvette	31,096	140,000	1,544,186,000	2950†
Vincent Mk 39 Corvette	20,427	420,000	4,444,093,000	Present
Zechetinu Corvette	41,739	180,000	6,788,786,000	Present
Zechetinu II Corvette	46,730	180,000	6,788,506,000	Present

LYRAN ALLIANCE

INFANTRY				
Fenrir BA 2 Small Pulse Lasers	138	4	3,000,000	Present
Fenrir BA 3 Machine Guns	106	4	3,000,000	Present
Fenrir BA 3 Small Lasers	148	4	3,000,000	Present
Fenrir BA Medium Pulse Laser	222	4	3,000,000	Present
Fenrir BA Squad SRM 4	166	4	3,000,000	Present
Infiltrator BA Squad	60	4	1,800,000	Present
Sloth BA Squad	109	4	1,800,000	Present
VEHICLES				
Ajax A	1,409 (C3: 265)	90	19,633,531	Present
Ajax Assault Tank	1,210 (C3: 255)	90	19,195,938	Present
Ajax B	1,081 (C3: 233)	90	23,174,062	Present
Alacorn Mk VI Heavy Tank	1,372	95	16,609,125	Present
Alacorn Mk VII Heavy Tank	1,532	95	17,160,000	Present
Brutus Assault Tank	797	75	3,694,250	3025
Centipede Scout Car	168	20	541,100	Present
Demolisher II Heavy Tank	1,039	100	7,511,000	Present
Drillson (Streak)	638	50	2,619,333	3050
Ferret Lt. Scout	45	5	46,764	3025
Ferret Lt. Scout (Armor)	55	5	58,431	3025
Fortune Wheeled Assault Vehicle	895	80	3,931,667	Present
Fulcrum Heavy Hovertank	819	50	8,675,667	Present
Glaive Medium Tank	599	45	1,659,262	Present
Goblin (LRM)	380	45	848,975	2750
Goblin (SRM)	371	45	933,075	2750
Goblin Infantry Support Vehicle	435	45	1,739,275	Present
Goblin Medium Tank	280	45	607,550	2750
Manteuffel A	987 (C3: 137)	70	16,675,052	Present
Manteuffel Attack Tank	1,017 (C3: 152)	70	16,865,771	Present
Manteuffel B	1,028	70	16,058,802	Present
Manticore Heavy Tank (3058)	578	60	3,196,800	Present
Marten VTOL	163	15	243,000	3025
Minion Advanced Tac. Vehicle	285 (C3: 34)	20	870,333	Present
Myrmidon Medium Tank	492	40	1,791,600	Present
Ontos Heavy Tank	842	95	6,656,325	Present
Patton (Ultra)	742	65	3,210,350	Present
Pegasus (C3)	569 (C3: 75)	35	1,985,883	Present
Pegasus Scout Hovertank	515	35	2,037,733	Present
Pilum (Arrow IV)	585	70	3,000,150	Present
Pilum Heavy Tank	767	70	3,324,150	Present
Plainsman Medium Hovertank	413	35	871,533	3025
Rommel (Gauss)	771	65	3,122,075	3050
Sea Skimmer (SRM 2)	270	25	324,000	3025
Sea Skimmer Hydrofoil	195	25	371,333	3025
Sprint Scout	73	10	504,444	Present
Sprint Scout (C3)	73 (C3: 4)	10	771,111	Present
Sprint Scout (Infantry)	12	10	171,111	Present
Sprint Scout (Laser)	353	10	491,111	Present
SturmFeur (Heavy Gauss)	1,067	85	5,133,750	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Typhoon (RAC)	1,056	70	3,099,825	Present
Typhoon Urban Assault Vehicle	726	70	2,850,075	Present
Warrior H-8	548	20	740,000	Present
BATTLEMECHS				
Archer ARC-2S	997	70	6,405,374	3025
Archer ARC-5S	1,122	70	13,861,574	3050
Archer ARC-6S	1,480	70	11,921,165	Present
Assassin ASN-30	846	40	6,318,480	Present
Atlas AS7-S	1,688	100	10,368,000	3050
Atlas AS7-S2	2,147	100	19,334,000	Present
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OF	1,607	70	17,726,043	Present

Name	Battle Value	Tons	C-bill Cost	Era
Axman AXM-1N	1,165	65	11,840,511	3050
Axman AXM-2N	1,238	65	11,989,011	3050
Banshee BNC-3S	1,323	95	8,952,645	3025
Banshee BNC-5S	1,613	95	25,429,496	3050
Banshee BNC-6S	1,713	95	20,772,278	Present
Banshee BNC-7S	1,687	95	20,788,170	Present
Barghest BGS-1T	1,309	70	16,488,868	Present
Barghest BGS-2T	1,340	70	16,074,068	Present
Barghest BGS-3T	1,692	70	15,899,306	Present
Battle Hawk BH-K305	710	30	3,761,940	Present
BattleMaster BLR-1S	1,227	85	8,299,594	3025
BattleMaster BLR-3S	1,165	85	19,778,844	3050
BattleMaster BLR-4S	1,606	85	16,984,110	Present
Berserker BRZ-A3	1,654	100	32,120,334	Present
Berserker BRZ-B3	1,659	100	32,060,334	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Black Hawk-KU BHKU-OA	1,508	60	15,162,000	Present
Black Hawk-KU BHKU-OB	1,165	60	14,328,000	Present
Black Hawk-KU BHKU-OC	1,485	60	14,280,000	Present
Black Hawk-KU BHKU-OD	1,430	60	14,586,000	Present
Black Hawk-KU BHKU-OE	1,710	60	15,546,000	Present
Blitzkrieg BTZ-3F	1,092	50	10,787,501	Present
Bushwacker BSW-L1	1,342	55	8,707,125	Present
Bushwacker BSW-S2	1,103	55	10,390,788	Present
Bushwacker BSW-X1	1,073	55	9,807,368	Present
Caesar CES-3R	1,420	70	13,424,674	3050
Caesar CES-4S.	1,439	70	11,560,340	Present
Cataphract CTF-3D	1,266	70	13,588,554	3050
Centurion CN9-AL	887	50	3,395,876	3025
Centurion CN9-D	894	50	9,628,500	3050
Cestus CTS-6Y	1,495	65	11,327,361	2750
Cestus CTS-6Z	1,275	65	11,432,961	Present
Charger CGR-SA5	1,717	80	17,751,240	Present
Chimera CMA-1S	1,005	40	6,737,500	Present
Chimera CMA-C	1,007 (C3: 118)	40	7,079,800	Present
Clint CLNT-2-3U	943	40	3,951,080	3050
Clint CLNT-5U	1,118 (C3: 122)	40	6,324,080	Present
Cobra CBR-02	994	45	4,143,375	Present
Commando COM-2D	432	25	1,891,250	2570
Commando COM-3A	392	25	1,879,375	3025
Commando COM-5S	504	25	2,118,750	3050
Commando COM-7S	601	25	2,965,000	Present
Crusader CRD-5S	1,149	65	5,925,756	3050
Crusader CRD-8S	1,711	65	12,167,211	Present
Dart DRT-3S	360	25	2,183,750	Present
Dart DRT-4S	560	25	2,273,750	Present
Dart DRT-6S	548	25	2,292,500	Present
Devastator DVS-2	2,093	100	22,398,000	Present
Devastator DVS-3	2,182	100	22,270,500	Present
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Dragon Fire DGR-4F	1,565	75	16,093,000	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Enfield END-6J	1,345	50	8,840,001	Present
Enfield END-6Q	1,090	50	8,594,376	Present
Enforcer ENF-5D	1,039	50	8,808,876	3050
Fafnir FNR-5	2,412	100	11,470,000	Present
Fafnir FNR-5B	2,230	100	11,118,000	Present
Falconer FLC-8R	1,887	75	18,891,250	Present
Falcon Hawk FNHK-9K	889	35	4,544,551	Present
Falcon Hawk FNHK-9K1A	900	35	4,436,551	Present
Fireball ALM-7D	289	20	3,024,641	Present
Fireball ALM-8D	481	20	3,107,441	Present
Fireball ALM-9D	434	20	3,135,041	Present
Firestarter FS9-M	671	35	3,066,525	3025
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Firestarter FS9-S	551	35	3,241,688	3050
Firestarter FS9-S1	613	35	3,511,688	3050
Flashman FLS-7K	1,192	75	6,341,125	3025
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Gallowglas GAL-2GLS	1,664	70	6,596,454	Present
Goliath GOL-3S	1,374	80	15,659,640	Present



Name	Battle Value	Tons	C-bill Cost	Era
Goliath GOL-4S	1,730	80	14,822,640	Present
Griffin GRF-1DS	1,202	55	10,041,108	3050
Griffin GRF-1S	1,061	55	4,783,508	3025
Griffin GRF-3M	1,440	55	10,250,746	3050
Griffin GRF-6S	1,461	55	9,155,540	Present
Gunslinger GUN-1ERD	2,176	85	16,397,013	Present
Hatchetman HCT-3F	769	45	3,129,390	3025
Hatchetman HCT-5S	826	45	6,135,240	3050
Hauptmann HA1-O	1,819	95	12,943,736	Present
Hauptmann HA1-OA	2,172	95	12,346,425	Present
Hauptmann HA1-OB	1,662	95	12,454,407	Present
Hauptmann HA1-OC	2,122	95	12,863,783	Present
Highlander HGN-732	1,838	90	8,871,480	2570
Highlander HGN-734	1,889	90	15,861,580	Present
Hollander BZK-F3	861	35	2,585,161	Present
Hollander BZK-G1	768	35	2,860,561	Present
Hollander II BZK-F5	1,084	45	3,912,390	Present
Hollander II BZK-F7	1,087	45	4,058,840	Present
Hornet HNT-171	491	20	1,374,401	3050
Hunchback HBK-5S	1,311	50	6,568,875	Present
JagerMech JM6-S	749	65	5,232,426	2750
Locust IIC 4	701	25	2,122,291	Present
Locust LCT-1S	376	20	1,543,601	3025
Locust LCT-3S	431	20	1,700,801	3050
Longbow LGB-12C	1,342	85	17,577,312	Present
Longbow LGB-7V	1,366	85	17,176,325	Present
Lynx LNX-9C	1,478	55	10,164,643	Present
Lynx LNX-9Q	1,525	55	10,105,743	Present
Lynx LNX-9R	1,529	55	10,260,743	Present
Mad Cat Mk II	2,877	90	24,017,900	Present
Maelstrom MTR-5K	1,490	75	18,016,688	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder II MAD-5A	1,725	100	22,528,000	3050
Marauder MAD-5S	1,466	75	15,498,000	3050
Marauder MAD-9S	1,403	75	14,000,875	Present
Night Hawk NTK-2Q	863	35	5,126,625	2570
Nightsky NGS-4S	1,029	50	9,420,000	Present
Nightsky NGS-4T	1,107	50	9,627,375	Present
Nightsky NGS-5S	904	50	8,907,000	Present
Nightsky NGS-5T	1,175	50	9,607,500	Present
Nightstar NSR-9FC	1,600	95	25,712,441	Present
Nightstar NSR-9J	2,135	95	20,159,978	Present
Osiris OSR-3D	937	30	5,230,550	Present
Ostscout OTT-9S	631	35	6,050,700	Present
Penetrator PTR-4D	1,375*	75	7,628,250	Present
Penetrator PTR-4F	1,384	75	7,523,250	Present
Penetrator PTR-6M	1,459	75	7,453,250	Present
Penetrator PTR-6S	1,391	75	7,952,000	Present
Phoenix Hawk PXH-3S	1,019	45	8,910,540	3050
Phoenix Hawk PXH-7S	1,190	45	7,734,953	Present
Rakshasa MDG-1A	1,412	75	18,838,750	Present
Rakshasa MDG-1B	1,439	75	18,488,750	Present
Razorback RZK-9S	761	30	3,535,350	Present
Razorback RZK-9T	860	30	3,810,300	Present
Rifleman RFL-5D	1,115	60	10,208,000	3050
Rifleman RFL-8D	1,664	60	10,464,000	Present
Sagittaire SGT-8R	1,740	95	20,226,375	Present
Salamander PPR-5S	1,381	80	18,406,921	Present
Salamander PPR-5T	1,352	80	20,772,422	Present
Salamander PPR-6S	1,424	80	18,729,121	Present
Salamander PPR-6T	1,381	80	18,225,121	Present
Scarabus SCB-9A	732	30	5,489,770	Present
Scarabus SCB-9T	749	30	6,033,820	Present
Scorpion SCP-12S	969	55	9,583,340	Present
Sentinel STN-3K	536	40	3,117,730	3025
Specter SPR-5F	1,141	35	6,136,718	2750
Stalker STK-5S	1,018	85	15,938,675	3050
Stalker STK-8S	1,583	85	14,072,025	Present
Starslayer STY-3C	1,286	50	4,873,626	Present
Starslayer STY-3D	1,408	50	5,020,251	Present
Stealth STH-1D	1,067	45	10,166,240	Present
Stiletto STO-4A	746	35	5,280,525	Present
Stiletto STO-4B	936	35	5,501,250	Present
Striker STC-2C	1,154	80	7,709,701	Present
Talon TLN-5W	1,030	35	6,034,276	2750
Thanatos THS-4S	1,639 (C3: 156)	75	19,339,250	Present
Thunderbolt TDR-5S	1,077	65	5,320,536	3025
Thunderbolt TDR-7SE	1,737	65	6,590,211	Present
Thunder Hawk TDK-7KMA	1,894	100	22,422,000	Present
Thunder Hawk TDK-7X	1,967	100	22,162,000	2750
Thunder Hawk TDK-7Y	2,037	100	22,082,000	Present
Trebuchet TBT-5S	841	50	4,023,501	3025
Uziel UZL-2S	1,215	50	10,038,750	Present
Uziel UZL-3S	1,029	50	9,783,750	Present
Valkyrie VLK-QD	690	30	2,548,520	3050
Victor VTR-9K	1,634	80	8,499,721	3050
Victor VTR-9S	1,140	80	8,154,121	3025
Vulcan VT-5S	681	40	7,137,900	3050
Warhammer WHM-7S	1,236	70	6,577,584	3050
Warhammer WHM-9S	1,433	70	11,359,400	Present
Wasp WSP-1S	336	20	1,725,120	3050
Wasp WSP-3S	584	20	2,535,120	Present
Wolfhound WLF-1	736	35	2,925,180	3025
Wolfhound WLF-2	903	35	3,141,180	3050
Wolfhound WLF-3S	944	35	4,795,268	Present
Zeus ZEU-6S	1,148	80	7,617,901	2750
Zeus ZEU-6T	1,170	80	7,752,001	3025
Zeus ZEU-9S	1,419	80	8,614,201	3050
Zeus ZEU-9T	1,480	80	15,334,200	Present
AEROSPACE FIGHTERS				
Cheetah F-10	484	25	1,669,463	2750
Chippewa CHP-W5	1,154	90	5,410,530	3025
Chippewa CHP-W7	1,487	90	13,073,055	3050
Corsair CSR-V12	1,006	50	2,293,958	3025
Corsair CSR-V20	986	50	2,271,458	3025
Eisensturm EST-O	2,519	95	22,050,543	Present
Eisensturm EST-OA	2,209	95	22,843,356	Present
Eisensturm EST-OB	1,952	95	23,931,168	Present
Eisensturm EST-OC	1,845	95	23,894,293	Present
Eisensturm EST-R3	2,519	95	17,640,435	Present
Hellcat HCT-213	1,079	60	2,992,080	2750
Lucifer LCF-R15	1,079	65	3,162,311	2570
Lucifer LCF-R16	1,418	65	3,709,536	3050
Lucifer LCF-R20	1,441	65	2,799,261	2750
Riever F-100	1,397	100	6,313,500	3025
Seydlitz SYD-Z1	472	20	1,370,380	2570
Seydlitz SYD-Z2	616	20	1,480,380	2750
Seydlitz SYD-Z2A	822	20	2,371,820	3050
Seydlitz SYD-Z3	504	20	1,381,380	3025
Seydlitz SYD-Z3A	519	20	2,261,820	3050
Seydlitz SYD-Z4	649	20	2,371,820	3050
Sholagar SL-21	624	35	2,052,353	3025
Slayer SL-15	1,279	80	4,454,053	2750
Sparrowhawk SPR-H8	452	30	1,684,232	3025
Stingray F-90S	1,036	60	2,871,830	3025
Stingray F-92	1,435	60	3,473,080	3050
Stingray F-94	1,106	60	2,979,080	3050
Stingray F-94	1,106	60	2,979,080	3050
Stuka STU-K10	1,565	100	6,039,000	2750
Stuka STU-K5	1,537	100	6,156,000	2570
Typhoon-A TFN-3A	1,211	90	5,380,805	2570†
Typhoon-M TFN-3M	1,349	90	5,601,205	2570†
Typhoon TFN-3	1,240	90	5,473,605	2570†
DROPSHIPS				
Avenger (Upgrade)	6,544	1400	298,355,040	3050
Claymore	3,989	1400	285,923,520	Present
Excalibur (Upgrade)	3,393	16000	435,251,600	Present
Fortress (Upgrade)	5,831	6000	456,878,800	Present
Gazelle (Upgrade)	2,539	2500	214,477,776	Present
Hercules	3,881	7200	360,236,240	Present
Leopard (Upgrade)	2,541	1900	227,750,400	Present
Leopard CV (Upgrade)	2,541	1900	220,522,464	Present
Overlord (Upgrade)	4,892	9700	39,5,007,872	Present
Union-X	6,106	3700	433,042,400	Present
WARSHIPS				
Aegis Heavy Cruiser (2372)	91,954	750,000	5,313,568,000	2950†
Baron Destroyer	63,094	550,000	1,770,422,000	2950†
Fox Corvette	37,029	240,000	16,424,809,360	Present
Mako Corvette	64,633	200,000	1,695,390,000	2950†

Name	Battle Value	Tons	C-bill Cost	Era
Mjolnir Battlecruiser	179,781	1,350,000	7,384,068,408	Present
Sylvester Transport	25,603	280,000	3,192,559,500	2570†
Vigilant Corvette	31,096	140,000	1,544,186,000	2950†

STAR LEAGUE (3061)

These units are also available to the Eridani Light Horse.

INFANTRY				
GD Scout BA Laser/SRM	74	4	1,650,000	Present
GD Scout BA Machine Gun	65	4	1,650,000	Present
GD Scout BA Rifle/Flamer	63	4	1,650,000	Present
VEHICLES				
Ajax A	1,409 (C3: 265)	90	19,633,531	Present
Ajax Assault Tank	1,210 (C3: 255)	90	19,195,938	Present
Ajax B	1,081 (C3: 233)	90	23,174,062	Present
Alacorn Mk. VII Heavy Tank	1532	95	17,160,000	Present
Fury	692	80	4,183,500	Present
Goblin Medium Tank	280	45	607,550	Present
Manteuffel A	987 (C3: 137)	70	16,675,052	Present
Manteuffel Attack Tank	1,017 (C3: 152)	70	16,865,771	Present
Manteuffel B	1028	70	16,058,802	Present
Minion Advanced Tac. Vehicle	285 (C3: 34)	20	870,333	Present
Morningstar City Command Vehicle	412 (C3: 47)	60	8,353,150	Present
Musketeer Hovertank	834	50	1,846,667	Present
Padilla Heavy Artillery Tank	621	75	14,794,500	Present
Patton (Ultra Variant)	742	65	3,210,350	Present
Plainsman Medium Hovertank	413	35	871,533	Present
Regulator Hovertank	954	45	2,161,250	Present
Rommel (Gauss Variant)	771	65	3,122,075	Present
Saladin (Ultra Variant)	691	35	1,268,625	Present
Schiltron	776 (C3: 165)	80	10,959,666	Present
Schiltron A	1,088 (C3: 241)	80	10,763,666	Present
Schiltron B	1,071 (C3: 251)	80	11,712,166	Present
Schiltron C	714 (C3: 174)	80	10,034,266	Present
Schiltron D	1,211 (C3: 265)	80	13,738,083	Present
SturmFeur Heavy Tank	763	85	2,395,288	Present
Tokugawa Heavy Tank	586	60	2,504,450	Present
Zephyr	640	40	2,323,950	Present
BATTLEMECHS				
Akuma AKU-1X	1,535	90	9,502,280	Present
Arctic Wolf	1,044	40	7,617,494	Present
Atlas AS7-C	1,650 (C3: 298)	100	22,960,000	Present
Battle Hawk BH-K305	710	30	3,761,940	Present
Beowulf BEO-12	1,147	45	9,180,240	Present
Bishamon BSN-3K	1,089	45	8,874,000	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Black Hawk-KU BHKU-OA	1,508	60	15,162,000	Present
Black Hawk-KU BHKU-OB	1,165	60	14,328,000	Present
Black Hawk-KU BHKU-OC	1,485	60	14,280,000	Present
Black Hawk-KU BHKU-OD	1,430	60	14,586,000	Present
Black Hawk-KU BHKU-OE	1,710	60	15,546,000	Present
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Black Watch BKW-7R	1,831 (C3: 223)	85	8,918,018	Present
Blitzkrieg BTZ-3F	1,092	50	10,787,501	Present
Clint CLNT-5U	1,118 (C3: 122)	40	6,324,080	Present
Crusader CRD-5K	1,223 (C3: 183)	65	12,309,111	Present
Daikyu DAI-01	1,324	70	16,239,308	Present
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Duan Gung D9-G9	729	25	3,344,584	Present
Eagle EGL-2M	745	25	2,237,918	Present
Grand Dragon DRG-7K	1,280 (C3: 165)	60	15,641,280	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OG	1008	45	10,183,986	Present
Grand Dragon DRG-C	1,154 (C3: 136)	60	13,690,880	Present
Helios HEL-C	1,544 (C3: 175)	60	6,008,000	Present
Highlander HGN-732	1,838	90	8,871,480	Present
Hitman HM-1	704	30	5,239,520	Present
Javelin JVN-11D	977 (C3: 118)	30	4,504,240	Present
Kabuto KBO-7A	448	20	2,413,041	Present
Kintaro KTO-C	1,069 (C3: 117)	55	5,251,608	Present
Komodo KIM-2	1,340	45	7,740,390	Present
Mad Cat Mk. II	2,877	90	24,017,900	Present
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder MAD-5R	1,548 (C3: 279)	75	16,233,000	Present
Mongoose MON-66	633	25	1,979,480	Present
Naginata NG-C3A	1,734 (C3: 252)	95	12,910,170	Present
Nova Cat A	2,646	70	17,298,918	Present
Nova Cat B	2,078	70	18,429,418	Present
Nova Cat C	1,705	70	17,284,256	Present
Nova Cat D	1,671	70	17,766,418	Present
Nova Cat E	1,882	70	18,767,293	Present
Nova Cat Prime	2,165	70	17,672,918	Present
O-Bakemono OBK-M10	1,027	80	18,093,451	Present
Ostscout OTT-9S	631	35	6,050,700	Present
Owens OW-1	695 (C3: 57)	35	7,545,377	Present
Owens OW-1A	551 (C3: 32)	35	7,385,909	Present
Owens OW-1B	629 (C3: 41)	35	7,713,284	Present
Owens OW-1C	729 (C3: 79)	35	7,591,784	Present
Owens OW-1D	526 (C3: 28)	35	7,613,721	Present
Owens OW-1E	654 (C3: 56)	35	7,887,096	Present
Pack Hunter	1,384	30	3,206,840	Present
Panther PNT-C	696 (C3: 94)	35	3,082,411	Present
Penetrator PTR-6M	1,459	75	7,453,250	Present
Quickdraw QKD-C	1,124 (C3: 86)	60	6,052,160	Present
Raptor RTX1-O	655	25	3,917,449	Present
Raptor RTX1-OA	702	25	3,918,622	Present
Raptor RTX1-OB	533	25	4,030,340	Present
Raptor RTX1-OC	797	25	4,156,512	Present
Raptor RTX1-OD	428 (C3: 45)	25	4,228,387	Present
Raptor RTX1-OE	517	25	3,820,964	Present
Raptor RTX1-OF	959	25	4,589,324	Present
Shootist ST-8A	1,277	70	6,555,229	Present
Shugenja SJA-7D	1,274 (C3: 226)	75	17,745,000	Present
Sirocco SRC-5C	1,884	95	10,132,200	Present
Spider SDR-C	500 (C3: 33)	30	3,414,840	Present
Strider SR1-O	738	40	4,732,439	Present
Strider SR1-OA	613 (C3: 28)	40	4,809,439	Present
Strider SR1-OB	798	40	4,348,750	Present
Strider SR1-OC	759 (C3: 75)	40	4,716,250	Present
Strider SR1-OD	713 (C3: 61)	40	4,795,439	Present
Strider SR1-OE	864	40	4,572,750	Present
Strider SR1-OF	878	40	4,947,250	Present
Supernova	2508	90	9,346,100	Present
Tai-sho TSH-7S	1,518 (C3: 249)	85	13,738,100	Present
Templar TLR1-O	1,770	85	25,338,449	Present
Templar TLR1-OA	2,047	85	26,270,387	Present
Templar TLR1-OB	1,451	85	25,484,137	Present
Templar TLR1-OC	1,726	85	26,871,637	Present
Tessen TSN-1C	1,079 (C3: 123)	50	10,824,000	Present
Thanatos THS-4S	1,639 (C3: 156)	75	19,339,250	Present
Thunderbolt TDR-10SE	1,630	65	7,921,761	Present
Valkyrie VLK-QD1	835	30	3,907,020	Present
Victor VTR-9K	1,634	80	8,499,721	Present
Viking VKG-2F	1,749	90	9,828,700	Present
Warhammer WHM-8D	1,396 (C3: 247)	70	7,500,684	Present
Wolverine WVR-8C	1,356 (C3: 125)	55	10,568,106	Present
Yeoman YMN-6Y	1,222	60	5,696,000	Present
AEROSPACE FIGHTERS				
Chaeronea	1,266	25	1,845,956	Present
Cheetah F-14-S	458	25	3,096,131	Present
Chippewa CHP-W7	1,487	90	13,073,055	Present
Corsair CSR-V12	1,006	50	2,293,958	Present
Dagger DARO-1	1,559	45	6,727,470	Present
Eisensturm EST-O	2,519	95	22,050,543	Present
Eisensturm EST-OA	2,209	95	22,843,356	Present
Eisensturm EST-OB	1,952	95	23,931,168	Present
Eisensturm EST-OC	1,845	95	23,894,293	Present
Eisensturm EST-R3	2,519	95	17,640,435	Present
Hammerhead HMR-HD	992	75	4,443,656	Present
Hellcat II HCT-213B	1,077	50	2,837,292	Present

Name	Battle Value	Tons	C-bill Cost	Era
Huscarl HSCL-1-O	1,570	75	11,974,102	Present
Huscarl HSCL-1-OA	1,699	75	11,659,570	Present
Huscarl HSCL-1-OB	1,540	75	12,090,117	Present
Huscarl HSCL-1-OC	1,543	75	11,888,164	Present
Lucifer II LCF-R16KR	1,303	65	8,571,845	Present
Lucifer LCF-R16	1,418	65	3,709,536	Present
Oni ON-1	1,144	55	3,326,390	Present
Rapier RPR-100	1,388	85	5,437,111	Present
Riever F-700	1,474	100	19,417,000	Present
Sabutai A	2,076	75	15,486,109	Present
Sabutai B	2,555	75	15,889,156	Present
Sabutai C	2,972	75	14,591,500	Present
Sabutai Prime	2,834	75	14,533,922	Present
Sai S-7	1,016	40	4,735,920	Present
Seydlitz SYD-Z3A	519	20	2,261,820	Present
Seydlitz SYD-Z4	649	20	2,371,820	Present
Shilone SL-17R	1,214	65	3,505,045	Present
Slayer SL-15R	1,353	80	4,767,653	Present
Spad SPD-502	703	30	1,538,182	Present
Sparrowhawk SPR-6D	680	30	3,552,005	Present
Stingray F-92	1,435	60	3,473,080	Present
Stuka STU-D6	1,838	100	16,170,000	Present
Tatsu MIK-O	1,301	70	9,889,931	Present
Tatsu MIK-OA	1,596	70	10,222,369	Present
Tatsu MIK-OB	1,542	70	11,707,369	Present
Tatsu MIK-OC	1,466	70	10,158,244	Present
Tomahawk THK-63	1,021	45	2,523,132	Present
Tyre	1,738	55	2,868,495	Present
Visigoth A	2,660	60	12,516,725	Present
Visigoth B	2,317	60	10,745,475	Present
Visigoth C	2,284	60	10,878,725	Present
Visigoth Prime	2,196	60	11,645,725	Present
DROPSHIPS				
Conquistador	22,379	17,400	1,680,732,000	Present
Nekohono'o	27,193	16,000	933,564,800	Present
Okinawa	3,571	4,500	292,839,120	Present
Overlord-A3	21,988	9,700	790,021,120	Present

WORD OF BLAKE

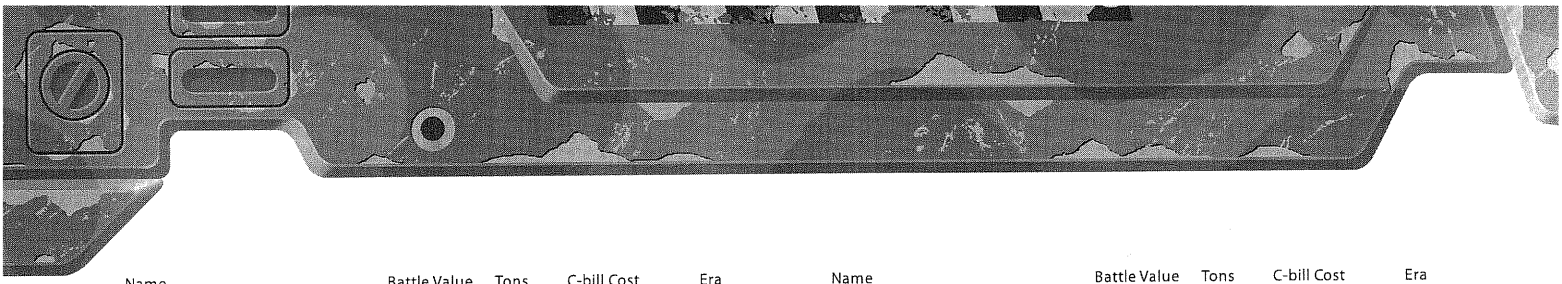
INFANTRY				
Achileus BA Flamer	88	4	1,920,000	Present
Achileus BA MG	86	4	1,920,000	Present
Achileus BA Small Laser	95	4	1,920,000	Present
Longinus BA Flamer	168	4	2,550,000	Present
Longinus BA MG	159	4	2,550,000	Present
Longinus BA Small Laser	195	4	2,550,000	Present
Purifier BA ER Small Laser	184	4	2,400,000	Present
Purifier BA Narc	89	4	2,400,000	Present
Purifier BA TAG	70	4	2,400,000	Present
VEHICLES				
Brutus Assault Tank	797	75	3,694,250	3025
Goblin (LRM)	380	45	848,975	2750
Goblin (SRM)	371	45	933,075	2750
Goblin Infantry Support Vehicle	435	45	1,739,275	Present
Goblin Medium Tank	280	45	607,550	2750
Hawk Moth Gunship	735	25	935,000	Present
Main Gauche (C3)	302 (C3: 62)	30	1,158,625	Present
Main Gauche (XL)	375	30	2,399,150	Present
Main Gauche Light Support Tank	295	30	832,650	Present
Mantis Lt. Attack Vehicle	571	15	421,875	Present
Myrmidon Medium Tank	492	40	1,791,600	Present
Ontos Heavy Tank	842	95	6,656,325	Present
Pinto Attack	984	30	2,150,000	Present
Regulator Hovertank	954	45	2,161,250	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Zhukov Heavy Tank	532	75	1,816,063	3025
BATTLEMECHS				
Albatross ALB-3U	1,296	95	25,493,651	Present
Anvil ANV-3M	1,244	60	5,856,960	Present
Apollo APL-1M	1,044	55	4,866,174	Present
Archer ARC-8M	1,377	70	7,593,674	Present
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OE	1,383 (C3: 223)	70	18,763,043	Present
Avatar AV1-OF	1,607	70	17,726,043	Present
BattleMaster BLR-5M	1,484	85	9,348,544	Present
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Black Knight BL-7-KNT	1,106	75	6,594,438	3025
Black Knight BL-9-KNT	1,222	75	15,438,500	3050
Blue Flame BLF-21	1,021 (C3: 146)	45	7,102,390	Present
Bombardier BMB-10D	1,015	65	5,497,911	3025
Bombardier BMB-14C	1,346 (C3: 158)	65	15,689,822	Present
Buccaneer BCN-3R	1,091	55	11,622,520	Present
Cerberus MR-5M	1,633	95	25,490,726	Present
Champion CHP-3N	1,059	60	11,834,400	3050
Champion CHP-3P	1,252 (C3: 202)	60	13,203,200	Present
Crusader CRD-3L	1,032	65	5,583,711	3025
Eagle EGL-2M	745	25	2,237,918	Present
Exterminator EXT-5E	1,253 (C3: 113)	65	18,743,010	Present
Falcon Hawk FNHK-9K	889	35	4,544,551	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OE	932	45	9,819,400	Present
Firestarter FS9-OG	1,008	45	10,183,986	Present
Grand Crusader GRN-D-01	1,197	80	14,923,800	Present
Grand Crusader GRN-D-02	1,211	80	15,033,600	Present
Griffin GRF-6CS	1,469 (C3: 181)	55	12,178,556	Present
Grim Reaper GRM-R-PR29	1,118	55	10,241,058	Present
Gurkha GUR-2G	892 (C3: 104)	35	6,646,410	Present
Gurkha GUR-4G	787 (C3: 65)	35	6,477,660	Present
Hammer HMR-3M	616	30	2,411,240	Present
Hermes HER-3S	510	30	3,328,520	3050
Hermes HER-4S	787	30	5,980,520	3050
Hermes II HER-5C	887 (C3: 148)	40	7,804,580	Present
Highlander HGN-736	2,118 (C3: 241)	90	10,695,480	Present
Huron Warrior HUR-WO-R4L	1139	50	8,279,001	Present
Hussar HSR-400-D	534	30	4,821,440	3050
Hussar HSR-500-D	867 (C3: 80)	30	6,152,640	Present
Initiate INI-02	899	40	3,177,184	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
King Crab KGC-001	1,714	100	22,948,000	3050
King Crab KGC-005	1,918 (C3: 264)	100	13,322,000	Present
Kintaro KTO-21	1,206 (C3: 111)	55	6,551,281	Present
Legacy LGC-01	1,751 (C3: 247)	80	9,329,490	Present
Legacy LGC-02	1,661 (C3: 230)	80	9,531,090	Present
Lightray LGH-4W	1,166	55	12,577,811	Present
Lightray LGH-4Y	1,067	55	12,604,161	Present
Lightray LGH-5W	1,288	55	12,771,561	Present
Locust LCT-5M	516	20	3,318,000	Present
Marauder MAD-5L	1,614	75	10,452,750	Present
Marauder MAD-5M	1,391	75	15,641,500	3050
Mercury MCY-102	408 (C3: 28)	20	2,711,740	Present
Mercury MCY-97	380	20	1,734,941	3050
Mongoose MON-76	724	25	3,879,479	3050
Nexus NXS1-A	626	25	2,213,959	Present
Nexus NXS1-B	671 (C3: 49)	25	3,116,146	Present
Orion ON1-M	1,192	75	15,398,250	3050
Ostscout OTT-9CS	734 (C3: 53)	35	7,929,337	Present
Ostsol OTL-5M	1,102	60	11,458,560	3050
Ostsol OTL-7M	1,294	60	12,048,960	Present
Ostsol OTL-8M	1,196	60	14,844,560	Present
Perseus P1	1,290	75	20,494,142	Present
Perseus P1A	1,409	75	20,901,562	Present
Perseus P1B	1,431	75	19,335,858	Present
Perseus P1C	1,487	75	19,472,031	Present
Perseus P1D	1,358	75	21,312,266	Present
Phoenix Hawk PXH-4L	1,117	45	5,255,815	Present

Name	Battle Value	Tons	C-bill Cost	Era
Raijin RJN101-A	1,132	50	9,946,500	Present
Raijin RJN101-C	1,179 (C3: 138)	50	11,016,000	Present
Red Shift RDS-2A	549	20	2,942,400	Present
Red Shift RDS-2B	485	20	2,942,400	Present
Rifleman RFL-7M	1,166	60	10,923,600	Present
Scorpion SCP-12C	1,148 (C3: 112)	55	12,736,428	Present
Shadow Hawk SHD-7CS	1,370 (C3: 140)	55	11,716,656	Present
Spider SDR-7M	492	30	3,115,840	3050
Stinger STG-5R	461	20	1,758,240	Present
Tempest TMP-3M	1,613	65	11,912,451	Present
Thorn THE-N1	595	20	2,446,620	3050
Thug THG-12E	1,476 (C3: 202)	80	9,974,641	Present
Thunderbolt TDR-9M	1,500	65	6,482,961	Present
Toyama TYM-1A	1,352	75	16,267,125	Present
Vanquisher VQR-2A	1,858 (C3: 291)	100	12,422,000	Present
Vanquisher VQR-2B	1,832 (C3: 223)	100	12,022,000	Present
Warhammer WHM-9S	1,433	70	11,359,400	Present
Wasp WSP-3L	441	20	2,137,200	Present
White Flame WHF-3B	1,341 (C3: 102)	70	14,684,940	Present
Wraith TR1	1,089	55	13,225,324	Present
Wyvern WVE-10N	1,098	45	5,037,590	Present
Wyvern WVE-9N	951	45	3,725,340	3050
Yeoman YMN-6Y	1,222	60	5,696,000	Present
AEROSPACE FIGHTERS				
Cheetah F-12-S	329	25	1,677,112	3025
Defiance DFC-O	1,528	55	7,859,923	Present
Defiance DFC-OA	1,493	55	7,927,658	Present
Defiance DFC-OB	1,137	55	8,008,939	Present
Defiance DFC-OC	1,198	55	7,514,877	Present
Lancer LX-2	961	50	2,893,542	Present
Riever F-100B	1,223	100	5,881,500	3025
Riever F-700	1,474	100	19,417,000	3050
Riever F-700A	1,768	100	16,530,000	3050
Shiva SHV-O	1,472	85	15,030,366	Present
Shiva SHV-OA	2,153	85	15,008,991	Present
Shiva SHV-OB	1,913	85	16,645,514	Present
Shiva SHV-OC	1,790	85	15,603,928	Present
Stingray F-92	1,435	60	3,473,080	3050
Stingray F-94	1,106	60	2,979,080	3050
Swift SWF-606	353	25	1,738,613	2750
DROPSHIPS				
Assault Triumph	6,579	8,000	625,174,560	Present
Confederate	2,733	1,900	146,567,120	2750
Fury (Upgrade)	1,673	1,900	181,640,160	Present
Hamilcar	3,812	4,400	336,880,368	Present
Leopard (Upgrade)	2,541	1,900	227,750,400	Present
Leopard CV (Upgrade)	2,541	1,900	220,522,464	Present
Merlin	5,206	2,500	287,005,600	Present
JUMPSHIP				
Magellan	2,813	175,000	832,003,500	3025
WARSHIPS				
Aegis Heavy Cruiser (2750)	167,790	750,000	15,032,866,000	Present
Essex Destroyer (2750)	62,357	620,000	1,903,163,600	3050†
Lola III Destroyer (2750)	58,627	680,000	1,940,951,600	Present
McKenna Battleship (2750)	214,446	1,930,000	21,395,929,800	Present
Vincent Mk 39 Corvette	20,427	420,000	4,444,093,000	Present

MERCENARY GENERAL

These units are available to all mercenaries.

INFANTRY				
GD Scout BA Laser/SRM	74	4	1,650,000	Present
GD Scout BA Machine Gun	65	4	1,650,000	Present
GD Scout BA Rifle/Flamer	63	4	1,650,000	Present
GD Standard BA Flamer	133	4	2,400,000	Present
GD Standard BA MG	127	4	2,400,000	Present
GD Standard BA Laser	152	4	2,400,000	Present
VEHICLES				
Alacorn Mk.VI Heavy Tank	1,372	95	16,609,125	Present
Bandit Hovercraft	566	50	2,358,333	3025
Centipede Scout Car	168	20	541,100	Present
Challenger X MBT	1,176	90	15,691,150	Present
Fulcrum Heavy Hovertank	819	50	8,675,667	Present
Heavy LRM Carrier	773	80	2,940,000	Present
Myrmidon Medium Tank	492	40	1,791,600	Present
Ontos Heavy Tank	842	95	6,656,325	Present
Schiltron	776 (C3: 165)	80	10,959,666	Present
SturmFeur Heavy Tank	763	85	2,395,288	3025
Typhoon Urban Assault Vehicle	726	70	2,850,075	Present
Zhukov Heavy Tank	532	75	1,816,063	3025
BATTLEMECHS				
Albatross ALB-3U	1,296	95	25,493,651	Present
Annihilator ANH-2A	1,299	100	9,700,668	3050
Anvil ANV-3M	1,244	60	5,856,960	Present
Apollo APL-1M	1,044	55	4,866,174	Present
Archer ARC-8M	1,377	70	7,593,674	Present
Arctic Fox AF1	766	30	5,102,175	Present
Arctic Fox AF1A	736	30	5,064,800	Present
Arctic Fox AF1B	634	30	4,993,463	Present
Arctic Fox AF1C	747	30	5,011,338	Present
Arctic Fox AF1D	643	30	4,993,300	Present
Atlas AS7-K	1,649	100	22,392,000	3050
Atlas AS7-S	1,688	100	10,368,000	3050
Avatar AV1-O	1,089	70	17,100,231	Present
Avatar AV1-OA	1,204	70	17,276,606	Present
Avatar AV1-OB	1,179	70	17,902,418	Present
Avatar AV1-OC	1,094 (C3: 196)	70	19,712,918	Present
Avatar AV1-OD	1,170 (C3: 210)	70	17,187,356	Present
Avatar AV1-OF	1,607	70	17,726,043	Present
Axman AXM-1N	1,165	65	11,840,511	3050
Bandersnatch BNDR-01A	1,216	75	15,986,250	Present
Banshee BNC-3S	1,323	95	8,952,645	3025
Banshee BNC-5S	1,613	95	25,429,496	3050
Battle Hawk BH-K305	710	30	3,761,940	Present
Berserker BRZ-A3	1,654	100	32,120,334	Present
Black Hawk-KU BHKU-O	1,510	60	14,595,000	Present
Blackjack BJ-1	795	45	3,147,225	2750
Blackjack BJ-2	858	45	3,441,575	3050
Blackjack BJ2-O	1,187	50	8,923,439	Present
Black Watch BKW-7R	1,831 (C3: 223)	85	8,918,018	Present
Bushwacker BSW-S2	1,103	55	10,390,788	Present
Bushwacker BSW-X1	1,073	55	9,807,368	Present
Caesar CES-3R	1,420	70	13,424,674	3050
Catapult CPLT-C1	1,165	65	5,790,126	2570
Centurion CN9-D	894	50	9,628,500	3050
Cestus CTS-6Y	1,495	65	11,327,361	2750
Cestus CTS-6Z	1,275	65	11,432,961	Present
Charger CGR-1A5	1,132	80	7,756,771	3025
Charger CGR-SB	1,330	80	6,298,920	3025
Cicada CDA-3M	714	40	7,742,468	3050
Cobra CBR-02	994	45	4,143,375	Present
Commando COM-2D	432	25	1,891,250	2570
Commando COM-3A	392	25	1,879,375	3025
Commando COM-5S	504	25	2,118,750	3050
Cossack C-SK1	374	20	2,362,440	Present
Crab CRB-20	921	50	3,915,876	3025
Cronus CNS-3M	1,070	55	4,896,656	3050
Cronus CNS-5M	1,437 (C3: 150)	55	12,651,178	Present
Dart DRT-3S	360	25	2,183,750	Present
Devastator DVS-2	2093	100	22,398,000	Present
Dragon Fire DGR-3F	1,618	75	15,946,000	Present
Dragon Fire DGR-4F	1,565	75	16,093,000	Present
Eagle EGL-2M	745	25	2,237,918	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Enfield END-6Q	1,090	50	8,594,376	Present
Enforcer ENF-4R	895	50	3,536,876	2750
Enforcer ENF-5D	1,039	50	8,808,876	3050
Falconer FLC-8R	1,887	75	18,891,250	Present
Falcon Hawk FNHK-9K1A	900	35	4,436,551	Present
Firestarter FS9-O	973	45	9,783,875	Present
Firestarter FS9-OA	909	45	10,179,000	Present
Firestarter FS9-OB	921 (C3: 83)	45	10,493,017	Present
Firestarter FS9-OC	946 (C3: 70)	45	10,338,954	Present
Firestarter FS9-OD	1,167 (C3: 116)	45	10,930,736	Present
Firestarter FS9-OE	932	45	9,819,400	Present
Firestarter FS9-S	551	35	3,241,688	3050



Name	Battle Value	Tons	C-bill Cost	Era
Flea FLE-17	371	20	1,728,000	3050
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Gallowglas GAL-2GLS	1,664	70	6,596,454	Present
Garm GRM-01A	662	35	2,874,061	Present
Garm GRM-01B	732	35	2,961,811	Present
Grand Titan T-IT-N11M	1,688	100	28,797,834	Present
Grasshopper GHR-6K	1,484 (C3: 162)	70	7,360,774	Present
Griffin GRF-3M	1,440	55	10,250,746	3050
Gunslinger GUN-1ERD	2,176	85	16,397,013	Present
Hammer HMR-3M	616	30	2,411,240	Present
Hatamoto-Chi HTM-27T	1,270	80	8,236,921	3039
Hatchetman HCT-3F	769	45	3,129,390	3025
Hatchetman HCT-5S	826	45	6,135,240	3050
Helios HEL-3D	1,559	60	5,736,000	Present
Highlander HGN-732	1,838	90	8,871,480	2570
Hitman HM-1	704	30	5,239,520	Present
Hollander BZK-F3	861	35	2,585,161	Present
Hunchback HBK-5S	1,311	50	6,568,875	Present
Huron Warrior HUR-WO-R4L	1,139	50	8,279,001	Present
Hornet HNT-151	429	20	1,248,701	3025
Hunchback HBK-5M	932	50	3,643,001	3050
Hunchback HBK-5S	1,311	50	6,568,875	Present
Huron Warrior HUR-WO-R4L	1,139	50	8,279,001	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
JagerMech JM6-DD	713	65	11,393,526	3050
JagerMech JM6-S	749	65	5,232,426	2750
Javelin JVN-10F	702	30	2,361,840	3025
Jenner JR7-D	669	35	3,198,376	3025
Jenner JR7-K	694	35	3,306,376	3050
Komodo KIM-2	1,340	45	7,740,390	Present
Locust LCT-1S	376	20	1,543,601	3025
Longbow LGB-12C	1,342	85	17,577,312	Present
Longbow LGB-7V	1,366	85	17,176,325	Present
Lynx LNX-9C	1,478	55	10,164,643	Present
Lynx LNX-9Q	1,525	55	10,105,743	Present
Lynx LNX-9R	1,529	55	10,260,743	Present
Maelstrom MTR-5K	1,490	75	18,016,688	Present
Marauder II MAD-4A	1,769	100	9,356,000	3025
Marauder II MAD-4S	2,249	100	19,002,000	Present
Marauder II MAD-5A	1,725	100	22,528,000	3050
Marauder MAD-5D	1,504	75	15,828,750	3050
Marauder MAD-5M	1,391	75	15,641,500	3050
Marauder MAD-9M	1,383	75	16,273,250	Present
Mauler MAL-1R	1,113	90	18,179,200	3050
Merlin MLN-1A	1,039	60	4,960,000	Present
Merlin MLN-1B	1,060	60	4,954,400	Present
Mongoose MON-67	612	25	1,885,730	3025
Night Hawk NTK-2Q	863	35	5,126,625	2570
Nightsky NGS-4S	1,029	50	9,420,000	Present
Nightsky NGS-5S	904	50	8,907,000	Present
Nightstar NSR-9FC	1,600	95	25,712,441	Present
Nightstar NSR-9J	2,135	95	20,159,978	Present
Orion ON1-M	1,192	75	15,398,250	3050
Orion ON2-M	1,626	75	7,735,000	3050
Ostsol OTL-5M	1,102	60	11,458,560	3050
Owens OW-1	695 (C3: 57)	35	7,545,377	Present
Owens OW-1A	551 (C3: 32)	35	7,385,909	Present
Owens OW-1B	629 (C3: 41)	35	7,713,284	Present
Owens OW-1C	729 (C3: 79)	35	7,591,784	Present
Owens OW-1D	526 (C3: 28)	35	7,613,721	Present
Owens OW-1E	654 (C3: 56)	35	7,887,096	Present
Panther PNT-10K	706	35	2,879,911	3050
Panther PNT-9R	664	35	2,485,711	2750
Penetrator PTR-4D	1,375	75	7,628,250	Present
Phoenix Hawk PXH-3M	1,057	45	8,455,240	3050
Pillager PLG-3Z	2,551	100	22,290,000	2750
Quickdraw QKD-5M	1,142	60	5,746,560	3050
Quickdraw QKD-8K	1,375	60	6,244,160	Present
Rakshasa MDG-1A	1,412	75	18,838,750	Present
Raven RVN-3L	592	35	5,353,425	3050
Rifleman RFL-6X	1,275	60	12,232,800	Present
Salamander PPR-5S	1,381	80	18,406,921	Present
Scarabus SCB-9A	732	30	5,489,770	Present
Scorpion SCP-12S	969	55	9,583,340	Present
Sentry SNT-04	961	40	3,232,928	Present
Shadow Hawk SHD-2K	1,018	55	4,505,283	3025
Shadow Hawk SHD-5D	1,629	55	5,623,606	Present
Shogun SHG-2F	1,490	85	8,151,100	3050
Sirocco SRC-3C	1,760	95	10,159,500	Present
Snake SNK-1V	910	45	7,233,470	Present
Specter SPR-5F	1,141	35	6,136,718	2750
Spider SDR-5V	514	30	2,984,540	2750
Spider SDR-7M	492	30	3,115,840	3050
Spider SDR-8M	588	30	3,193,840	3050
Stalker STK-5S	1,018	85	15,938,675	3050
Stealth STH-1D	1,067	45	10,166,240	Present
Strider SR1-O	738	40	4,732,439	Present
Strider SR1-OA	613 (C3: 28)	40	4,809,439	Present
Strider SR1-OB	798	40	4,348,750	Present
Strider SR1-OC	759 (C3: 75)	40	4,716,250	Present
Strider SR1-OD	713 (C3: 61)	40	4,795,439	Present
Strider SR1-OE	864	40	4,572,750	Present
Strider SR1-OF	878	40	4,947,250	Present
Sunder SD1-O	1,381	90	27,774,438	Present
Sunder SD1-OA	1,722	90	27,911,000	Present
Sunder SD1-OB	1,362 (C3: 161)	90	34,511,125	Present
Sunder SD1-OC	1,493 (C3: 195)	90	28,382,438	Present
Sunder SD1-OD	1,782	90	28,604,500	Present
Talon TLN-5W	1,030	35	6,034,276	2750
Tempest TMP-3M	1,613	65	11,912,451	Present
Thanatos THS-4S	1,639 (C3: 156)	75	19,339,250	Present
Thunderbolt TDR-10SE	1,630	65	7,921,761	Present
Thunderbolt TDR-5SE	1,180	65	5,560,611	3025
Thunderbolt TDR-5SS	1,077	65	5,320,536	3025
Thunderbolt TDR-7SE	1,737	65	6,590,211	Present
Thunderbolt TDR-9SE	1,355	65	5,851,011	3050
Thunder THR-1L	1,227	70	15,579,538	Present
Thunder Hawk TDK-7X	1,967	100	22,162,000	2750
UrbanMech UM-R63	494	30	1,760,525	3050
Valkyrie VLK-QA	640	30	2,205,320	3025
Valkyrie VLK-QD	690	30	2,548,520	3050
Venom SDR-9K	634	35	6,371,911	Present
Verfolger VR5-R	1,370	65	14,413,959	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Victor VTR-10D	1,723	80	9,178,321	Present
Vindicator VND-1R	900	45	3,181,083	3025
Vindicator VND-3L	1,069	45	3,524,370	3050
Vindicator VND-5L	1,104	45	4,636,882	Present
Vulcan VT-5M	761	40	3,789,100	3050
Warhammer WHM-8D	1,396 (C3: 247)	70	7,500,684	Present
Wasp WSP-1S	336	20	1,725,120	3050
Wasp WSP-3M	346	20	1,781,520	3050
Watchman WTC-4M	865	40	2,990,028	Present
Wolfhound WLF-1	736	35	2,925,180	3025
Wolfhound WLF-2	903	35	3,141,180	3050
Wolverine WVR-8K	1,481	55	10,289,106	Present
Wraith TR1	1,089	55	13,225,324	Present
Yeoman YMN-6Y	1,222	60	5,696,000	Present
Zeus ZEU-6S	1,148	80	7,617,901	2750
Zeus ZEU-9S	1,419	80	8,614,201	3050
AEROSPACE FIGHTERS				
Cheetah F-10	484	25	1,669,463	2750
Chippewa CHP-W5	1,154	90	5,410,530	3025
Chippewa CHP-W7	1,487	90	13,073,055	3050
Corsair CSR-V12	1,006	50	2,293,958	3025
Corsair CSR-V12M	1,039	50	2,173,583	3025
Eisensturm EST-O	2,519	95	22,050,543	Present
Eisensturm EST-OA	2,209	95	22,843,356	Present
Eisensturm EST-OB	1,952	95	23,931,168	Present
Eisensturm EST-OC	1,845	95	23,894,293	Present
Eisensturm EST-R3	2,519	95	17,640,435	Present
Hellcat HCT-213	1,079	60	2,992,080	2750
Lucifer II LCF-R16K	959	65	3,458,405	3025
Lucifer II LCF-R16KR	1,303	65	8,571,845	3050
Lucifer LCF-R15	1,079	65	3,162,311	2570
Riever F-100	1,397	100	6,313,500	3025
Seydlitz SYD-Z1	472	20	1,370,380	2570
Seydlitz SYD-Z2A	822	20	2,371,820	3050
Seydlitz SYD-Z3A	519	20	2,261,820	3050
Shilone SL-17	1,149	65	3,399,045	3025
Sholagar SL-21	624	35	2,052,353	3025

Name	Battle Value	Tons	C-bill Cost	Era
Slayer SL-15	1,279	80	4,454,053	2750
Slayer SL-15B	1,243	80	4,673,853	3025
Sparrowhawk SPR-6D	680	30	3,552,005	3050
Sparrowhawk SPR-H5	634	30	1,740,870	2570
Stingray F-90	1,105	60	2,979,080	2750
Stingray F-92	1,435	60	3,473,080	3050
Stuka STU-D6	1,838	100	16,170,000	3050
Stuka STU-K5	1,537	100	6,156,000	2570
Thrush TR-7	529	25	1,685,156	2750
Transgressor AC TR-14	1,185	75	4,038,031	3025
Transgressor TR-13	1,309	75	4,024,281	3025
Transit TR-10	919	50	2,442,708	3025

PERIPHERY GENERAL

These units are available to all Periphery factions.

INFANTRY				
Foot Flamer	28 (41)*	3	800 (4,000)*	2750
Foot Laser	37 (60)*	3	1,200 (6,000)*	2750
Foot LRM	56 (56)*	3	1,400 (7,000)*	Present
Foot MG	31 (47)*	3	800 (4,000)*	2750
Foot Rifle	23 (32)*	3	600 (3,000)*	2750
Foot SRM	60 (60)*	3	1,400 (7,000)*	2750
Jump Flamer	32 (51)*	4	1,600 (8,000)*	2750
Jump Laser	41 (71)*	4	2,400 (12,000)*	2750
Jump LRM	87 (87)*	4	2,800 (14,000)*	Present
Jump MG	37 (62)*	4	1,600 (8,000)*	2750
Jump Rifle	29 (46)*	4	1,200 (6,000)*	2750
Jump SRM	71 (71)*	4	2,800 (14,000)*	2750
Motorized Flamer	35 (54)*	6	1,280 (6,400)*	2750
Motorized Laser	42 (70)*	6	1,920 (9,600)*	2750
Motorized LRM	75 (75)*	6	2,240 (11,200)*	Present
Motorized MG	39 (63)*	6	1,280 (6,400)*	2750
Motorized Rifle	28 (42)*	6	960 (4,800)*	2750
Motorized SRM	70 (70)*	6	2,240 (11,200)*	2750
VEHICLES				
APC (Hover)	46	10	87,600	2750
APC (Tracked)	53	10	64,350	2750
APC (Wheeled)	62	10	68,425	2750
Behemoth Heavy Tank	752	100	3,044,667	3025
Brutus Assault Tank	797	75	3,694,250	3025
Bulldog Medium Tank	358	60	1,128,800	3025
Condor Heavy Hovertank	425	50	1,217,000	3025
Demolisher Heavy Tank	609	80	2,151,000	3025
Drillson Heavy Hovertank	710	50	2,505,333	3025
Ferret Lt. Scout	45	5	46,764	3025
Ferret Lt. Scout (Armor)	55	5	58,431	3025
Fulcrum Heavy Hovertank	819	50	8,675,667	Present
Gladius Medium Hovertank	378	40	771,600	3050
Goblin Medium Tank	280	45	607,550	2750
Harasser Missile Platform	337	25	561,750	3025
Heavy Hover APC	70	20	196,700	2750
Hover APC (LRM)	167	20	280,700	2750
Hover APC (MG)	110	20	210,700	2750
Hover APC (SRM)	153	20	318,500	2750
Heavy LRM Carrier	773	80	2,940,000	Present
Heavy Tracked APC	77	20	130,600	2750
Tracked APC (LRM)	147	20	202,600	2750
Tracked APC (MG)	106	20	142,600	2750
Tracked APC (SRM)	137	20	235,000	2750
Heavy Wheeled APC	70	20	119,717	2750
Wheeled APC (LRM)	147	20	185,717	2750
Wheeled APC (MG)	102	20	130,717	2750
Wheeled APC (SRM)	136	20	215,417	2750
Hetzer Wheeled Assault Gun	376	40	664,000	3025
Hunter Light Support Tank	427	35	1,135,125	3025
J. Edgar Light Hovertank	328	25	729,250	3025
Light SRM Carrier	423	40	920,200	Present
LRM Carrier	693	60	1,872,000	2750
Manticore Heavy Tank	619	60	2,640,800	3025
Maxim Heavy Hover Transport	591	50	1,320,000	3025
Myrmidon Medium Tank	492	40	1,791,600	Present
Ontos Heavy Tank	619	95	2,264,438	3025
Packrat LRPV PKR-T5	206	20	408,650	2750
Partisan Heavy Tank	420	80	1,872,000	3025

Name	Battle Value	Tons	C-bill Cost	Era
Patton Tank	478	65	2,754,538	3025
Pegasus Scout Hovertank	419	35	841,925	3025
Pike Support Vehicle	334	60	1,035,200	3025
Pilum Heavy Tank	767	70	3,324,150	Present
Po Heavy Tank	360	60	1,074,400	3025
Regulator Hovertank	954	45	2,161,250	Present
Saladin Assault Hovertank	483	35	911,625	3025
Saracen Medium Hovertank	439	35	813,025	3025
Savannah Master Hovercraft	160	5	91,667	3025
Schrek PPC Carrier	662	80	3,825,900	3025
SRM Carrier	676	60	1,932,800	2750
SturmFeur Heavy Tank	763	85	2,395,288	3025
Vedette Medium Tank	229	50	725,750	3025
Von Luckner VNL-K65N	708	75	3,685,938	2750
Warrior H-7	406	21	540,600	3025
Warrior H-7A	399	21	493,000	3025
Zhukov Heavy Tank	532	75	1,816,063	3025
BATTLEMECHS				
Assassin ASN-21	596	40	3,765,814	2750
Atlas AS7-D	1,557	100	9,682,000	2750
Awesome AWS-8Q	1,358	80	6,598,170	2750
Banshee BNC-3E	1,223	95	9,530,854	2570
Blackjack BJ-1	795	45	3,147,225	2750
Black Knight BL-7-KNT	1,106	75	6,594,438	3025
Brigand LDT-1	721	25	2,286,250	Present
Brigand LDT-X1	838	25	2,336,250	Present
Brigand LDT-X2	780	25	2,286,250	Present
Catapult CPLT-C1	1,165	65	5,790,126	2570
Catapult CPLT-C4	1,104	65	5,893,251	2750
Centurion CN9-A	772	50	3,563,501	3025
Chameleon CLN-7V	839	50	4,623,375	2750
Charger CGR-1A1	820	80	7,520,372	2750
Charger CGR-1L	772	80	7,662,122	3025
Charger CGR-2A2	944	80	7,770,119	Present
Commando COM-2D	432	25	1,891,250	2570
Cyclops CP-10-Z	965	90	9,375,360	2750
Dervish DV-6M	868	55	4,980,668	2570
Dragon DRG-1N	952	60	5,118,400	2750
Firestarter FS9-C	846	35	3,329,100	Present
Firestarter FS9-H	477	35	3,046,950	2570
Grasshopper GHR-5H	1,268	70	6,024,574	3025
Grasshopper GHR-5N	1,316	70	6,160,574	3025
Guillotine GLT-4L	1,222	70	6,062,484	3025
Hatchetman HCT-3F	769	45	3,129,390	3025
Hermes HER-1A	501	30	2,569,970	3025
Highlander HGN-733	1,424	90	8,307,180	3025
Hunchback HBK-4G	851	50	3,467,876	2570
Hunchback HBK-4P	960	50	3,377,876	3025
JagerMech JM6-S	749	65	5,232,426	2750
Javelin JVN-10N	487	30	2,400,840	2750
Jenner JR7-D	669	35	3,198,376	3025
Longbow LGB-7Q	1,376	85	7,408,325	2750
Marshal MHL-X1	995	55	4,545,324	Present
Merlin MLN-1A	1,039	60	4,960,000	Present
Merlin MLN-1B	1,060	60	4,954,400	Present
Mongoose MON-67	612	25	1,885,730	3025
Orion ON1-K	1,069	75	6,763,750	2570
Panther PNT-9R	664	35	2,485,711	2750
Quickdraw QKD-4G	993	60	5,514,560	2750
Spider SDR-5V	514	30	2,984,540	2750
Stalker STK-3F	1,152	85	7,452,725	2570
Thorn THE-S	445	20	1,558,320	3025
Thug THG-10E	1,203	80	7,760,641	3025
Trebuchet TBT-5N	864	50	4,293,501	2750
UrbanMech UM-R60	454	30	1,471,925	2750
UrbanMech UM-R60L	443	30	1,581,125	3025
Victor VTR-9B	1,165	80	8,013,721	2570
Vulcan VL-2T	523	40	3,462,900	2750
Whitworth WTH-1	771	40	2,912,934	2750
Zeus ZEU-6S	1,148	80	7,617,901	2750
AEROSPACE FIGHTERS				
Centurion	698	30	1,760,995	2570
Cheetah F-10	484	25	1,669,463	2750
Chippewa CHP-W10	1,487	90	5,265,530	3025

Name	Battle Value	Tons	C-bill Cost	Era
Chippewa CHP-W5	1,154	90	5,410,530	3025
Corsair CSR-V12	1,006	50	2,293,958	3025
Corsair CSR-V12M	1,039	50	2,173,583	3025
Corsair CSR-V20	986	50	2,271,458	3025
Eagle	1,336	75	4,024,281	2570
Hellcat HCT-213	1,079	60	2,992,080	2750
Lightning	919	50	2,442,708	2750
Lucifer LCF-R15	1,079	65	3,162,311	2570
Riever F-100	1,397	100	6,313,500	3025
Sabre	600	25	1,610,156	2570
Seydlitz SYD-Z1	472	20	1,370,380	2570
Shilone SL-17	1,149	65	3,399,045	3025
Sholagar SL-21	624	35	2,052,353	3025
Slayer SL-15	1,279	80	4,454,053	2750
Sparrowhawk SPR-6D	680	30	3,552,005	3050
Sparrowhawk SPR-H5	634	30	1,740,870	2570
Stingray F-90	1,105	60	2,979,080	2750
Stuka STU-K15	1,403	100	6,212,250	3025
Stuka STU-K5	1,537	100	6,156,000	2570
Thrush TR-7	529	25	1,685,156	2750
Thunderbird THB-D36	1,525	100	6,610,500	2570
Transgressor TR-13	1,309	75	4,024,281	3025
Transit TR-10	919	50	2,442,708	3025
SMALL CRAFT				
Bus S-7A	329	100	3,868,224	2750
DropShuttle K-1	912	200	9,266,850	2570
Landing Craft Mk. VII	618	150	6,916,448	2750
Long-Range Shuttlecraft KR-61	274	100	3,978,300	2750
Shuttle ST-46	654	100	4,431,060	2570
DROPSHIPS				
Achilles	6,744	4500	444,679,200	2570
Avenger	4,320	1400	244,859,040	3025
Behemoth	1,798	100000	631,999,200	3025
Buccaneer	998	3500	108,419,040	2750
Condor	2,505	4500	266,163,552	3025
Excalibur	3,101	16000	431,891,600	3025
Fortress	4,347	6000	337,682,800	2750
Fury	2,155	1900	169,850,160	2750
Gazelle	2,399	2900	188,428,896	2570
Intruder	3,825	3000	254,595,600	2750
Leopard	2,579	1900	171,358,128	2570
Leopard CV	1,745	1900	167,542,128	2570
Mammoth	1,390	52000	450,805,040	3025
Monarch	441	5000	142,122,528	2750
Mule	1,664	11200	159,924,128	2750
Overlord	4,164	9700	334,275,872	2750
Seeker	2,579	6700	225,829,968	3025
Triumph	2,899	5600	352,624,752	2570
Union	3,259	3500	222,554,080	2750
Vengeance	4,487	11400	393,652,080	3025
JUMPSHIPS				
Invader (Large Laser)	769	152,000	480,797,750	2750
Invader (PPC)	814	152000	481,047,750	2750
Merchant	496	120,000	384,711,675	2570
Monolith	1041	430,000	1,119,774,840	2750
Scout	560	90,000	277,130,480	2750
Star Lord	604	274,000	699,239,250	2570
Tramp	1,652	250,000	500,137,500	2750
SPACE STATIONS				
Large Unpressurized Yard	963	30,000	15,030,077,000	2750
Medium/Large Factory	2,740	17,000	50,807,000	2750
Olympus (Recharge Station)	11,066	1,000,000	13,113,425,000	2750
Small Factory	1,051	2,500	33,519,500	2750
Small Habitat	1,418	120,000	393,989,000	2750
Small Pressurized Yard	516	2,500	507,660,500	2570
Small Unpressurized Yard	572	3,000	507,867,000	2750

CIRCINUS FEDERATION

BATTLEMECHS				
Awesome AWS-8T	1,312	80	6,598,170	3025
Banshee BNC-3S	1,323	95	8,952,645	3025
Blackjack BJ-3	1,099	45	3,592,375	3025
Caesar CES-3R	1,420	70	13,424,674	3050
Cataphract CTF-3D	1,266	70	13,588,554	3050
Centurion CN9-D	894	50	9,628,500	3050
Charger CGR-1A5	1,132	80	7,756,771	3025
Clint CLNT-2-3U	943	40	3,951,080	3050
Dart DRT-4S	560	25	2,273,750	Present
Devastator DVS-2	2,093	100	22,398,000	Present
Enforcer ENF-4R	895	50	3,536,876	3025
Excalibur EXC-C1	1,456	70	15,835,388	Present
Goliath GOL-2H	1,298	80	7,983,841	Present
Guillotine GLT-5M	1,295	70	6,470,484	3050
Highlander HGN-732	1,838	90	8,871,480	3025
Jackal JA-KL-1532	678	30	4,567,940	Present
Jagermech JM6-DD	713	65	11,393,526	3050
Javelin JVN-10F	702	30	2,361,840	3025
Jenner JR7-F	792	35	3,121,426	3025
Lineholder KW1-LH2	987	55	4,515,668	Present
Locust LCT-5M	516	20	3,318,000	Present
Marauder MAD-5L	1,614	75	10,452,750	Present
Nightsky NGS-4S	1,029	50	9,420,000	Present
Ostroc OSR-4C	1,098	60	5,189,760	Present
Ostsol OTL-7M	1,294	60	12,048,960	Present
Ostsol OTL-8M	1,196	60	14,844,560	Present
Phoenix Hawk PXH-4L	1,117	45	5,255,815	Present
Specter SPR-5F	1,141	35	6,136,718	3025
Stalker STK-3H	1,249	85	7,637,725	3025
Stalker STK-5M	1,316	85	7,696,925	3050
Stinger STG-5R	461	20	1,758,240	Present
Tempest TMP-3M	1,613	65	11,912,451	Present
Thunderbolt TDR-9M	1,500	65	6,482,961	Present
Victor VTR-9S	1,140	80	8,154,121	3025
Warhammer WHM-9S	1,433	70	11,359,400	Present
Wasp WSP-3L	441	20	2,137,200	Present
Wolfhound WLF-1	736	35	2,925,180	3025
Zeus ZEU-9S	1,419	80	8,614,201	3050

MAGISTRACY OF CANOPUS

INFANTRY				
IS BA Flamer	150	4	2,400,000	Present
IS BA MG	141	4	2,400,000	Present
IS BA Small Laser	177	4	2,400,000	Present
IS BA SRM	132	4	2,400,000	Present
BATTLEMECHS				
Anubis ABS-3L	807	30	5,153,525	Present
Anubis ABS-3R	749	30	5,270,525	Present
Anubis ABS-3T	871	30	5,440,175	Present
Awesome AWS-9M	1,469	80	18,090,121	3050
Awesome AWS-9Q	1,623	80	7,456,050	Present
Bandersnatch BNDR-01A	1,216	75	15,986,250	Present
Banshee BNC-3M	1,267	95	9,824,329	3025
Blackjack BJ2-O	1,187	50	8,923,439	Present
Blackjack BJ2-OA	1,231	50	9,127,346	Present
Blackjack BJ2-OB	1,298 (C3: 153)	50	9,671,096	Present
Blackjack BJ2-OC	1,161	50	9,509,846	Present
Blackjack BJ2-OD	1,184	50	8,973,596	Present
Blackjack BJ2-OF	1,258	50	9,344,846	Present
Blackjack BJ-3	1,099	45	3,592,375	3025
Cataphract CTF-2X	1,035	70	5,877,354	3025
Cataphract CTF-3D	1,266	70	13,588,554	3050
Cataphract CTF-3L	1,302	70	15,379,504	3050
Catapult CPLT-C3	1,030	65	5,872,626	3050
Catapult CPLT-C4	1,104	65	5,893,251	2750
Centurion CN9-D	894	50	9,628,500	3050
Charger CGR-1A5	1,132	80	7,756,771	3025
Cicada CDA-2A	567	40	3,705,218	3025
Cicada CDA-3M	714	40	7,742,468	3050
Cyclops CP-11-A	1,251	90	9,318,360	3050
Cyclops CP-11-G	1,770	90	10,275,960	Present
Devastator DVS-2	2,093	100	22,398,000	Present
Duan Gung D9-G9	729	25	3,344,584	Present
Eagle EGL-2M	745	25	2,237,918	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Enforcer ENF-5D	1,039	50	8,808,876	3050

Name	Battle Value	Tons	C-bill Cost	Era
Firestarter FS9-S	551	35	3,241,688	3050
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Grand Titan T-IT-N10M	1,364	100	28,833,334	Present
Grasshopper GHR-5J	1,217	70	6,427,474	3050
Guillotine GLT-5M	1,295	70	6,470,484	3050
Hammer HMR-3M	616	30	2,411,240	Present
Hercules HRC-LS-9000	1,336	70	16,275,688	Present
Hermes II HER-5S	740	40	3,456,180	3050
Hunchback HBK-5N	903	50	3,575,876	3050
Huron Warrior HUR-WO-R4L	1,139	50	8,279,001	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
Javelin JVN-10F	702	30	2,361,840	3025
Javelin JVN-10P	514	30	2,370,940	3050
Jenner JR7-K	694	35	3,306,376	3050
Jinggau JN-G8A	1,915	65	14,427,327	Present
Locust LCT-1V	356	20	1,512,401	2570
Locust LCT-5V	537	20	1,799,200	Present
Marshal MHL-2L	1,169	55	4,940,574	Present
Men Shen MS1-O	1,199	55	16,570,469	Present
Men Shen MS1-OA	1,232	55	16,897,907	Present
Men Shen MS1-OB	1,128	55	16,719,657	Present
Men Shen MS1-OC	1,151	55	16,613,579	Present
Men Shen MS1-OD	1,157	55	16,624,719	Present
Orion ON1-M	1,192	75	15,398,250	3050
Ostroc OSR-4L	1,431	60	7,069,760	Present
Phoenix Hawk PXH-4L	1,117	45	5,255,815	Present
Pillager PLG-3Z	2,551	100	22,290,000	2750
Quickdraw QKD-5M	1,142	60	5,746,560	3050
Raptor RTX1-O	655	25	3,917,449	Present
Raptor RTX1-OA	702	25	3,918,622	Present
Raptor RTX1-OB	533	25	4,030,340	Present
Raptor RTX1-OC	797	25	4,156,512	Present
Raptor RTX1-OD	428 (C3: 45)	25	4,228,387	Present
Raptor RTX1-OE	517	25	3,820,964	Present
Raptor RTX1-OF	959	25	4,589,324	Present
Raven RVN-3L	592	35	5,353,425	3050
Shadow Hawk SHD-2H	918	55	4,539,383	2570
Shadow Hawk SHD-7M	1,351	55	10,313,906	Present
Snake SNK-1V	910	45	7,233,470	Present
Spider SDR-7M	492	30	3,115,840	3050
Stalker STK-5M	1,316	85	7,696,925	3050
Starslayer STY-3C	1,286	50	4,873,626	Present
Starslayer STY-3D	1,408	50	5,020,251	Present
Stinger STG-3R	320	20	1,615,440	2570
Stinger STG-6L	603	20	2,116,240	Present
Tarantula ZPH-1A	636	25	3,627,918	Present
Tempest TMP-3M	1,613	65	11,912,451	Present
Thunder THR-1L	1,227	70	15,579,538	Present
Ti Ts'ang TSG-9H	1,462	60	15,361,280	Present
Trebuchet TBT-7M	1,206	50	8,844,501	3050
Victor VTR-9K	1,634	80	8,499,721	3050
Vindicator VND-1R	900	45	3,181,083	3025
Vindicator VND-3L	1,069	45	3,524,370	3050
Vindicator VND-4L	1,177	45	8,119,420	Present
War Dog WR-DG-02FC	1,553	75	15,401,750	Present
Wasp WSP-1A	336	20	1,646,640	2570
Wasp WSP-3L	441	20	2,137,200	Present
Watchman WTC-4M	865	40	2,990,028	Present
Wolfhound WLF-1	736	35	2,925,180	3025
Wraith TR1	1,089	55	13,225,324	Present
Yu Huang Y-H9G	1,781	90	23,712,000	Present
AEROSPACE FIGHTERS				
Troika CMT-3T	1,630	65	8,898,060	Present
Troika CMT-4U	1,802	65	8,854,335	Present
WARSHIPS				
Dart Cruiser	140,672	680,000	7,006,729,800	2750†
Pinto Corvette	25,995	160,000	6,712,913,000	2750†

MARIAN HEGEMONY

Name	Battle Value	Tons	C-bill Cost	Era
BATTLEMECHS				
Archer ARC-8M	1,377	70	7,593,674	Present
Awesome AWS-9Q	1,623	80	7,456,050	Present
Banshee BNC-3M	1,267	95	9,824,329	3025
Blackjack BJ-3	1,099	45	3,592,375	3025
Cataphract CTF-3D	1,266	70	13,588,554	3050
Catapult CPLT-H2	1,437	65	6,034,326	Present
Charger CGR-1A5	1,132	80	7,756,771	3025
Cicada CDA-2A	567	40	3,705,218	3025
Clint CLNT-2-3T	672	40	3,572,380	3025
Commando COM-4H	628	25	1,923,750	Present
Cyclops CP-11-H	1,333	90	9,675,560	Present
Enforcer ENF-4R	895	50	3,536,876	3025
Firestarter FS9-S1	613	35	3,511,688	3050
Grand Titan T-IT-N10M	1,364	100	28,833,334	Present
Hammer HMR-3M	616	30	2,411,240	Present
Hunchback HBK-5H	901	50	3,824,500	Present
Jackal JA-KL-1532	678	30	4,567,940	Present
Jagermech JM6-H	1,203	65	5,879,226	Present
Javelin JVN-10P	514	30	2,370,940	3050
Locust LCT-1V2	500	20	1,571,200	Present
Longbow LGB-12C	1,342	85	17,577,312	Present
Marauder MAD-3D	1,136	75	6,597,500	3025
Marauder II MAD-4H	1,849	100	10,444,000	Present
Mongoose MON-66	633	25	1,979,480	3025
Orion ON1-V	931	75	6,837,250	3025
Orion ON2-M	1,626	75	7,735,000	3050
Phoenix Hawk PXH-4L	1,117	45	5,255,815	Present
Quickdraw QKD-5M	1,142	60	5,746,560	3050
Tempest TMP-3M	1,613	65	11,912,451	Present
Thunderbolt TDR-7SE	1,737	65	6,590,211	Present
Thunderbolt TDR-9M	1,500	65	6,482,961	Present
Victor VTR-9K	1,634	80	8,499,721	3050
Vindicator VND-1R	900	45	3,181,083	3025
Vindicator VND-3L	1,069	45	3,524,370	3050
Whitworth WTH-1H	927	40	2,886,894	Present
Wolfhound WLF-1	736	35	2,925,180	3025
Wolverine WVR-6M	1,059	55	4,865,658	3025
Zeus ZEU-9S	1,419	80	8,614,201	3050

OUTWORLDS ALLIANCE

Name	Battle Value	Tons	C-bill Cost	Era
BATTLEMECHS				
Locust LCT-1V	356	20	1,512,401	2570
Merlin MLN-1A	1,039	60	4,960,000	3025
Merlin MLN-1B	1,060	60	4,954,400	Present
Night Hawk NTK-2Q	863	35	5,126,625	Present
Stinger STG-3R	320	20	1,615,440	2570
Wasp WSP-1A	336	20	1,646,640	2570
AEROSPACE FIGHTERS				
Corax CRX-O	869	30	4,1203,06	Present
Corax CRX-OA	689	30	4,171,338	Present
Corax CRX-OB	1,016	30	4,188,588	Present
Corax CRX-OC	668	30	3,947,806	Present
Ironsides IRN-SD1	1,179	65	3,862,795	2750
Rapier RPR-100	1,388	85	5,437,111	2750
Seydlitz SYD-Z2	616	20	1,480,380	2750
Seydlitz SYD-Z2A	822	20	2,371,820	3050
Seydlitz SYD-Z4	649	20	2,371,820	3050
Shilone SL-17R	1,214	65	3,505,045	3050
Slayer SL-15A	1243	80	4,673,853	3025
Slayer SL-15R	1,353	80	4,767,653	3050
Spad SPD-502	703	30	1,538,182	2750
Sparrowhawk SPR-H5K	505	30	1,700,620	3025
Stuka STU-K10	1,565	100	6,039,000	2750
WARSHIPS				
Dart Cruiser	140,672	680,000	7,006,729,800	2750†
Pinto Corvette	25,995	160,000	6,712,913,000	2750†

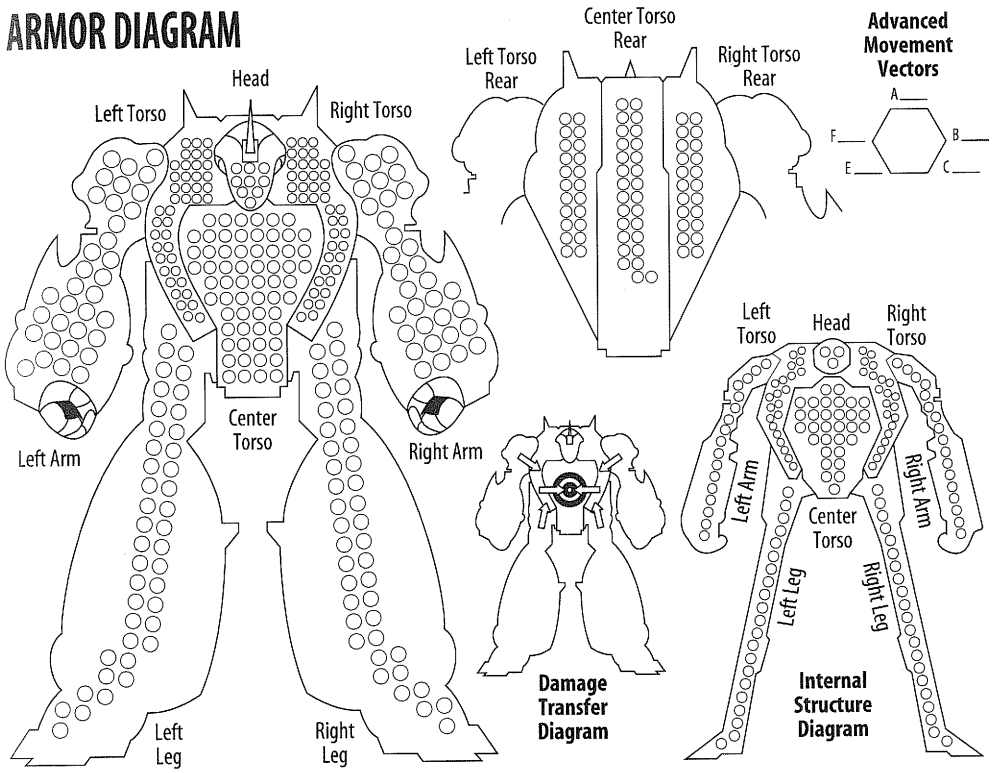
TAURIAN CONCORDAT

Name	Battle Value	Tons	C-bill Cost	Era
INFANTRY				
IS BA Flamer	150	4	2,400,000	Present
IS BA MG	141	4	2,400,000	Present
IS BA Small Laser	177	4	2,400,000	Present
IS BA SRM	132	4	2,400,000	Present

Name	Battle Value	Tons	C-bill Cost	Era
VEHICLES				
Maultier Hover APC	115	15	242,450	3025
Plainsman Medium Hovertank	413	35	871,533	3025
Rommel Tank	550	65	2,905,513	3025
BATTLEMECHS				
Anubis ABS-3L	807	30	5,153,525	Present
Anubis ABS-3R	845	30	5,270,525	Present
Anubis ABS-3T	871	30	5,440,175	Present
Archer ARC-2R	1,117	70	6,384,974	2570
Archer ARC-6W	1,167	70	6,044,974	Present
Awesome AWS-9M	1,469	80	18,090,121	3050
Awesome AWS-9Q	1,623	80	7,456,050	Present
Banshee BNC-3M	1,267	95	9,824,329	3025
Banshee BNC-3S	1,323	95	8,952,645	3025
Blackjack BJ-2	858	45	3,441,575	3050
Blackjack BJ-3	1,099	45	3,592,375	3025
Black Knight BL-6-KNT	1,191	75	6,786,938	2570
Cataphract CTF-3D	1,266	70	13,588,554	3050
Cataphract CTF-3L	1,302	70	15,379,504	3050
Catapult CPLT-C3	1,030	65	5,872,626	3050
Charger CGR-1A5	1,132	80	7,756,771	3025
Cyclops CP-11-A	1,251	90	9,318,360	3050
Cyclops CP-11-G	1,770	90	10,275,960	Present
Dervish DV-7D	1,328	55	5,645,618	3050
Duan Gung D9-G9	729	25	3,344,584	Present
Emperor EMP-6A	1,636	90	18,682,700	2570
Enforcer ENF-4R	895	50	3,536,876	2750
Enforcer ENF-5D	1,039	50	8,808,876	3050
Firestarter FS9-M	671	35	3,066,525	3025
Firestarter FS9-S	551	35	3,241,688	3050
Gallowglas GAL-1GLS	1,497	70	6,646,179	Present
Garm GRM-01A	662	35	2,874,061	Present
Garm GRM-01B	732	35	2,961,811	Present
Grasshopper GHR-5J	1,217	70	6,427,474	3050
Griffin GRF-1N	1,021	55	4,957,108	2570
Hatchetman HCT-3F	770	45	3,129,390	3050
Helios HEL-3D	1,559	60	5,736,000	Present
Hunchback HBK-5N	903	50	3,575,876	3050
Javelin JVN-10F	702	30	2,361,840	3025
Javelin JVN-10P	514	30	2,370,940	3050
Jenner JR7-K	694	35	3,306,376	3050
Jinggau JN-G8A	1,915	65	14,427,327	Present
Lao Hu LHU-2B	1,410	75	18,779,688	Present
Lao Hu LHU-3B	1,281 (C3: 147)	75	21,143,938	Present
Lao Hu LHU-3C	1,611	75	18,123,438	Present
Lineholder KW1-LH2	987	55	4,515,668	Present
Locust LCT-1V	356	20	1,512,401	2570
Locust LCT-5V	537	20	1,799,200	Present
Marauder MAD-3R	1,089	75	6,635,125	2750
Marshal MHL-2L	1,169	55	4,940,574	Present
Orion ON1-V	931	75	6,837,250	3025
Orion ON2-M	1,626	75	7,735,000	3050
Ostroc OSR-4C	1,098	60	5,189,760	Present
Panther PNT-10K	706	35	2,879,911	3050
Pillager PLG-3Z	2,551	100	22,290,000	2750
Quickdraw QKD-5M	1,142	60	5,746,560	3050
Raven RVN-3L	592	35	5,353,425	3050
Shadow Hawk SHD-7M	1,351	55	10,313,906	Present
Spider SDR-7M	492	30	3,115,840	3050
Stalker STK-5M	1,316	85	7,696,925	3050
Stalker STK-5S	1,018	85	15,938,675	3050
Stinger STG-3R	320	20	1,615,440	2570
Stinger STG-5R	461	20	1,758,240	Present
Thunderbolt TDR-5S	1,015	65	5,446,761	2570
Ti Ts'ang TSG-9H	1,462	60	15,361,280	Present
Trebuchet TBT-5S	841	50	4,023,501	3025
Trebuchet TBT-7M	1,206	50	8,844,501	3050
UrbanMech UM-R63	494	30	1,760,525	3050
Victor VTR-9K	1,634	80	8,499,721	3050
Vindicator VND-1AA	835	45	3,864,033	3025
Vindicator VND-3L	1,069	45	3,524,370	3050
Warhammer WHM-6R	978	70	6,026,784	2570
Wasp WSP-1A	336	20	1,646,640	2570
Wasp WSP-3L	441	20	2,137,200	Present
Yu Huang Y-H10G	2,132	90	24,033,100	Present
Yu Huang Y-H9G	1,781	90	23,712,000	Present
Zeus ZEU-6T	1,170	80	7,752,001	3025
Zeus ZEU-9S	1,419	80	8,614,201	3050
AEROSPACE FIGHTERS				
Troika CMT-3T	1,630	65	8,898,060	Present
Troika CMT-4U	1,802	65	8,854,335	Present
WARSHIPS				
Dart Cruiser	140,672	680,000	7,006,729,800	2750†
Pinto Corvette	25,995	160,000	6,712,913,000	2750†
Vincet Mk 39 Corvette	20,427	420,000	4,444,093,000	2570
Wagon Wheel Frigate	99,549	650,000	3,860,346,000	2570†
Winchester Cruiser	92,566	740,000	4,332,174,000	2570†

AEROTECH 2®
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: _____ Tonnage: _____
Affiliation: _____ Technology Base: _____
Thrust: _____ ☐ Clan ☐ Inner Sphere

Weapons and Equipment Inventory

Type	Loc.	Heat	Dam.

Ammo

_____
_____
_____

Total Heat Sinks: _____ (____) ☐ Single ☐ Double

○○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○○
○○○○○○○○○○○○○○○○○○○○

Pilot Data:

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Head

1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

Center Torso

1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. _____
6. _____

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

Battle Value: _____
Cost, C-Bills: _____

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Heat Scale

Heat Overflow ☐

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	Random Movement, avoid on 6+
09	
08	+1 Modifier to Fire
07	
06	
05	Random Movement, avoid on 5+
04	
03	
02	
01	
00	

WKGAMES

AEROTECH 2® BATTLE ARMOR RECORD SHEET

Unit: ____________
Type: ____________
Thrust: ______ **Gunnery Skill:** ______
Marine Points: ____________
Weapons and Equipment Inventory

Type:	Damage

Ammo: ____________

Notes: ____________

Left Armor ▼ | ◀ Nose Armor | Aft Armor ▶ | Right Armor ▲

Advanced Movement Vectors
A___ B___ C___ E___ F___

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Unit: ____________
Type: ____________
Thrust: ______ **Gunnery Skill:** ______
Marine Points: ____________
Weapons and Equipment Inventory

Type:	Damage

Ammo: ____________

Notes: ____________

Left Armor ▼ | ◀ Nose Armor | Aft Armor ▶ | Right Armor ▲

Advanced Movement Vectors
A___ B___ C___ E___ F___

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Unit: ____________
Type: ____________
Thrust: ______ **Gunnery Skill:** ______
Marine Points: ____________
Weapons and Equipment Inventory

Type:	Damage

Ammo: ____________

Notes: ____________

Left Armor ▼ | ◀ Nose Armor | Aft Armor ▶ | Right Armor ▲

Advanced Movement Vectors
A___ B___ C___ E___ F___

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Unit: ____________
Type: ____________
Thrust: ______ **Gunnery Skill:** ______
Marine Points: ____________
Weapons and Equipment Inventory

Type:	Damage

Ammo: ____________

Notes: ____________

Left Armor ▼ | ◀ Nose Armor | Aft Armor ▶ | Right Armor ▲

Advanced Movement Vectors
A___ B___ C___ E___ F___

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Unit: ____________
Type: ____________
Thrust: ______ **Gunnery Skill:** ______
Marine Points: ____________
Weapons and Equipment Inventory

Type:	Damage

Ammo: ____________

Notes: ____________

Left Armor ▼ | ◀ Nose Armor | Aft Armor ▶ | Right Armor ▲

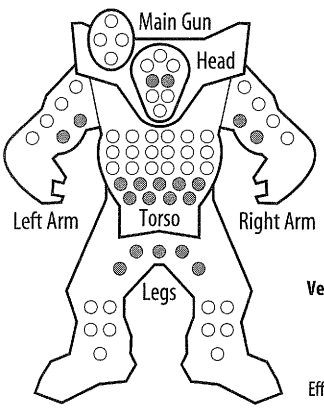
Advanced Movement Vectors
A___ B___ C___ E___ F___

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

AEROTECH 2® PROTOMECH RECORD SHEET

ARMOR DIAGRAM



Proto Type: _____ **Tons:** _____ **Thrust:** _____ **Gunnery:** _____ **Battle Value:** _____

Hit Locations and Critical Hits

2D6	Location	1st Hit	2nd Hit	3rd Hit
2	☐ Main Gun	☐ Main Gun Destroyed		
4	☐ Right Arm	☐ +1 to Hit	▒ Right Arm Destroyed	
5,9	☐ Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	■ No Move
6,7,8	☐ Torso	▒ -1 Jump*	▒ 1/2 Jump*	■ Proto Destroyed
10	☐ Left Arm	☐ +1 to Hit	▒ Left Arm Destroyed	
12	☐ Head	☐ +1 to Hit	▒ +2 to Hit (no long range shots)	

***Roll 1D6:** 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory

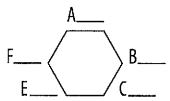
Location	Type	Damage
Main Gun:		
Right Arm:		
Left Arm:		
Torso A:		
Torso B:		
Ammo:		

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

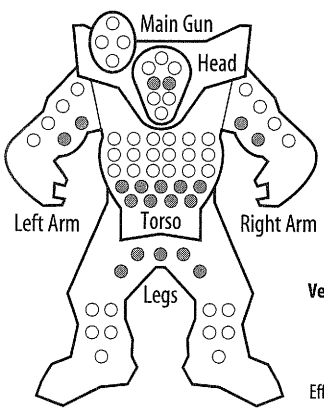
Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Advanced Movement Vectors



ARMOR DIAGRAM



Proto Type: _____ **Tons:** _____ **Thrust:** _____ **Gunnery:** _____ **Battle Value:** _____

Hit Locations and Critical Hits

2D6	Location	1st Hit	2nd Hit	3rd Hit
2	☐ Main Gun	☐ Main Gun Destroyed		
4	☐ Right Arm	☐ +1 to Hit	▒ Right Arm Destroyed	
5,9	☐ Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	■ No Move
6,7,8	☐ Torso	▒ -1 Jump*	▒ 1/2 Jump*	■ Proto Destroyed
10	☐ Left Arm	☐ +1 to Hit	▒ Left Arm Destroyed	
12	☐ Head	☐ +1 to Hit	▒ +2 to Hit (no long range shots)	

***Roll 1D6:** 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory

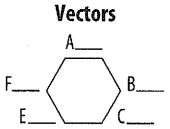
Location	Type	Damage
Main Gun:		
Right Arm:		
Left Arm:		
Torso A:		
Torso B:		
Ammo:		

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

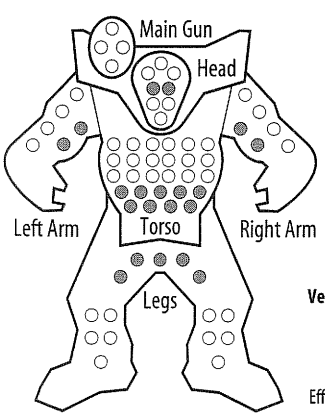
Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Advanced Movement Vectors



ARMOR DIAGRAM



Proto Type: _____ **Tons:** _____ **Thrust:** _____ **Gunnery:** _____ **Battle Value:** _____

Hit Locations and Critical Hits

2D6	Location	1st Hit	2nd Hit	3rd Hit
2	☐ Main Gun	☐ Main Gun Destroyed		
4	☐ Right Arm	☐ +1 to Hit	▒ Right Arm Destroyed	
5,9	☐ Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	■ No Move
6,7,8	☐ Torso	▒ -1 Jump*	▒ 1/2 Jump*	■ Proto Destroyed
10	☐ Left Arm	☐ +1 to Hit	▒ Left Arm Destroyed	
12	☐ Head	☐ +1 to Hit	▒ +2 to Hit (no long range shots)	

***Roll 1D6:** 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory

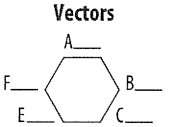
Location	Type	Damage
Main Gun:		
Right Arm:		
Left Arm:		
Torso A:		
Torso B:		
Ammo:		

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

Velocity Record

Turn#	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude Level																				
Fuel																				

Advanced Movement Vectors



BATTLETECH® LEVEL 3 INFANT RECORD SHEET

Infantry Unit ______ Type: ______ **Movement Points:** Primary: ______ Secondary: ______

Experience: ______
Gunnery Skill: ______
Morale: ______
Armor Type: ______
Cost: ______
Battle Value: ______ **Damage**

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

Weapon Type:	To-Hit Modifier (Range in Hexes)								Extended Ranges			
	0	1	2	3	4	5	6	7	(x1.5)	(x2)	(x2.5)	(x3)

Notes: ______

NARC: ☐☐☐☐ **Field Guns:** Type: ______ # ____ Ammo: ______ Disposable Weapon: ______

Infantry Unit ______ Type: ______ **Movement Points:** Primary: ______ Secondary: ______

Experience: ______
Gunnery Skill: ______
Morale: ______
Armor Type: ______
Cost: ______
Battle Value: ______ **Damage**

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

Weapon Type:	To-Hit Modifier (Range in Hexes)								Extended Ranges			
	0	1	2	3	4	5	6	7	(x1.5)	(x2)	(x2.5)	(x3)

Notes: ______

NARC: ☐☐☐☐ **Field Guns:** Type: ______ # ____ Ammo: ______ Disposable Weapon: ______

Infantry Unit ______ Type: ______ **Movement Points:** Primary: ______ Secondary: ______

Experience: ______
Gunnery Skill: ______
Morale: ______
Armor Type: ______
Cost: ______
Battle Value: ______ **Damage**

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

Weapon Type:	To-Hit Modifier (Range in Hexes)								Extended Ranges			
	0	1	2	3	4	5	6	7	(x1.5)	(x2)	(x2.5)	(x3)

Notes: ______

NARC: ☐☐☐☐ **Field Guns:** Type: ______ # ____ Ammo: ______ Disposable Weapon: ______

Swarm Attacks Table

Men in Platoon	Base To-Hit Number
30-22	7
21-16	10
15-1	No attack possible

Leg Attacks Table

Men in Platoon	Base To-Hit Number
30-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

Swarm Hit Location Table

Die Roll (2 D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

Morale Table

Experience Level	Morale Target
Green	9
Regular	6
Veteran	4
Elite	2

Attack Source	Modifier
BattleMech in LOS	+1
Artillery	+2
Flamer or Fire	+3

Other Modifiers	Modifier
Broken Morale	+1
Cumulative Modifiers	
Battle Armor Unit	-1
Unit in Building	-2

Attack Table

Multiple Target	Single Targ
Artillery	ER Lasers
ATMs	Gauss Rifles
Autocanon	Lasers
Flamers	PPCs
LRMs	Club/Hatchet
Machine Guns	Kick
MRMs	Punch
Pulse Lasers	
Rocket Launchers	
SRMs	
Streak Missiles	
Death From Above	
Thrashing Attack	

A UNIVERSE TO CONQUER

The FedCom Civil War:

89 Federated Suns regiments/RCT/Militia units
75 Lyran Alliance regiments/RCT/Militia units
41 mercenary regiments
8 ComStar Divisions
11 Draconis Combine regiments
2 Capellan Confederation regiments...

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