

BATTLETECH™

AND HELL
FOLLOWED WITH HIM



ALPHA STRIKE AND TOTAL WARFARE
WORLDWIDE EVENT
2020



BATTLETECH™

WORLDWIDE EVENT 2020 AND HELL FOLLOWED WITH HIM

ALPHA STRIKE AND BATTLETECH SCENARIOS

Project Development: Alex Kaempfen

Writing: Alex Kaempfen

Catalyst Integration: Brent Evans, James Hauser, Mary Kaempfen

Layout: David Kerber

Additional Review: Scott Roberts, Craig Gullledge, Patrick Finnegan

Special Thanks: Welcome to the 2020 Worldwide Event (WWE)! 2020 is shaping up to be quite a year. Between the excitement of the Kickstarter and the somber craziness that Coronavirus has already inflicted, its been a roller coaster. I'm hopeful that if you're reading this, however, you'll be able to safely run this event for your local group. This year we wanted to tie the WWE into the Kickstarter so we journey to the planet Hyner during the initial Clan Invasion.

As usual, there are a considerable number of people who I want to thank for making this possible. There's Mary for, again, trusting me with the WWE and putting the Demo Team behind it. There's James for taking my weird scenario ideas and coming up with, not one—but four, maps for this. Then there's Brent who, despite having all the Kickstarter maps to work on, found Marc Sintes to take James' maps and make them real nice and pretty. Of course there's Dak for once again taking what appear to be just a pile of documents and files and making them look far better than I can ever imagine. And finally, there are the volunteers of the Demo Team. Thank you all for taking this event and putting your time and effort into running this. It is the knowledge that you and your players are playing this that makes it all worthwhile.

So I hope you all enjoy the 2020 WWE. I'd usually end this with an optimistic message but this time I think the words are best said not by me, but Judy Garland:

*Forget your troubles
Come on get happy
You better chase all your cares away
Shout halleluja
Come on get happy
Get ready for the judgement day*

Under License From



©2020 The Topps Company Inc. All rights Reserved. BattleTech, BattleTech Alpha Strike, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

E-CAT35WWE20



OUR SHATTERED SKY

OUTSIDE OF TRENT'S GLEN
HYNER, PESHT DISTRICT
DRACONIS COMBINE
7 NOVEMBER 3051

The clouds were thick and grey. There was a slight mist in the air which the wind picked up and carried almost sideways. The nearby groves of cactaltrees whistled as though they were calling a warning to all who could hear. For the lance of Second Arkab Legion 'Mechs standing next to them it could not have been a more bleak and depressing place to be.

Outside of her 'Mech, *Chu-i* Jasminor McCabe stared up at the sky ignoring the cold and wet sandblasting her face received. The Smoke Jaguars were coming and this open area at the edge of Trent's Glen was the best landing zone. She knew her 'Mech had sensors that would detect the Jaguars as they descended and she knew ground control in Warrenton would be tracking the Jaguars as they dropped. But Jasminor had to see death falling to the surface. She needed to watch the Jaguars land. And so she stared at the clouds waiting for the enemy she knew was here.

After a seeming eternity, first one—then two more, specs of light broke through the clouds. Their engines illuminated shafts of light to the ground. Even as the roar of their engines became audible Jasminor was climbing her rope ladder back to the cockpit of her *Phoenix Hawk*. It took her only a minute to scramble back into her cockpit and strap herself back in. Another moment after that and her *Phoenix Hawk* was dashing into the nearby trees.

"Silver 1-2 Actual to Olympus Prime, Smoke Jaguars on planet. Three dropships confirmed grounding outside of Trent's Glen. Moving to intercept." Jasminor finished her contact report not a moment too soon. Ahead of her she saw her first Jaguar 'Mech, a *Ryoken*. It outmassed her by ten tons and with their technological dominance she knew she was at a disadvantage. But she didn't need to defeat it at this moment. Their's was a mission to delay and harass. And that was a mission she intended to fulfill.

"Silver Lance, on me. *Ryoken* is our primary target. Engage at will." She clicked off her radio and drew a bead on the Clan 'Mech. It was turning to face her but she fired her large laser first. Before it could respond she triggered her jump jets and moved back into the trees.

OUTSIDE OF TRENT'S GLEN
HYNER, PESHT DISTRICT
DRACONIS COMBINE
7 NOVEMBER 3051

Stravag. Stravag, stravag, stravag. Star Commander Gustav could not stop being infuriated. He had the honor of being the first clanner on Hyner, which also meant that he was the initial member of the First Striker Cluster to engage any member of the barbarian Inner Sphere. Unfortunately, his haste to find glory resulted in him missing the Arkab *Phoenix Hawk* that just struck him in the center torso. First blood in the fight for Hyner went to the Inner Sphere.

"Striker 1 Star, barbarians are hiding in the trees. The *Phoenix Hawk* is mine! The rest that we engage are yours. Deal with them as Jaguars would."

A series of "affs" followed his message and his Star moved into the alien trees. His *Stormcrow* had no problems navigating through them so he was the first one to reach the other side of the grove. As he emerged he saw a *Catapult* not 250 meters away. It was not his prey but he was its. Waves of LRMs flew out from its launchers and peppered his *Stormcrow*.

That they are barbarians and have ignored any sort of honor is not a surprise. The Loremaster told us to expect as much. Now they shall reap what they have sown.

His thumb twitched and a stream of autocannon shells stabbed out to the *Catapult*. He stitched a line across the right torso of it and as soon as he saw his shells impact he started to fire his lasers. Years of training in the *sibko* and preparation for this moment left his aim true. Even as he saw a *Crusader* and *Grasshopper* move in and join their fire against him, his lasers pinpointed the craters peppering the 'Mech. That was all he needed. A bright flash brought a smile to Gustav's face. That glare became an eruption as Gustav's lasers set off the LRM ammunition and the *Catapult* ceased to exist.

The remaining Arkab 'Mechs had pulled back deeper into another copse of woods. To Gustav's right was the valley they had landed near. He knew there were more enemies to kill, perhaps even some laying more ambushes. But at least there they could not hide.

"Striker 1 star, as expected the barbarians follow no honor. You shall return no honor. Move into the valley and wipe out any barbarian 'Mechs you find."

The battle for Hyner was on.

BROKEN POINT

SITUATION

HYNER, PESHT DISTRICT
 DRACONIS COMBINE
 7 NOVEMBER 3051

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

The moment the Jaguars descended through Hyner's cold skies they were beset by the Second Arkab Legion. Though outgunned the Azami warriors intended to show the Jaguars that the Jaguar way was not the only warrior path. As the Jaguars emerged from their DropShips near Trent's Glen, the Second Arkab Legion, using their hit-and-run style of fighting, emerged to whittle them down.

GAME SET-UP

As per standard *Alpha Strike* rules, the game should be played on a hexless terrain board. A minimum size would be 48" x 72" which, in *Alpha Strike* rules is equivalent to a 24" x 36" *Total Warfare* hex map. A more suitable size, if practical, would be 72" x 84" or a 36" x 42" hex map.

The GM should consult the provided map (see p. 6) to create terrain approximating what is shown. There should be a minimum of level one slopes and none adjacent to the Level 4 hill.

Other scattered terrain may be provided in addition to what is shown so long as such terrain does not prevent movement through it nor block line-of-sight.

Deployment

The First Striker Cluster of the Smoke Jaguars will deploy first in the marked deployment zone. All Jaguar units will be on board prior to the start of Turn 1.

Once the First Striker Cluster has deployed, the Second Arkab Legion will deploy their units. One third of the units must deploy in the marked zone. The other two-thirds may deploy anywhere on the board, so long as they are within two inches of one edge of the board.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in this game cannot be reused for the Battletech scenario. That being said, there are a few general concepts which help:

- The provided TO&Es for each side contain 1/3 formations that have already been filled out. These units may be considered "ready to go."
- The other 2/3 have their lance type determined, but no specific 'Mechs assigned. GMs may use any of these units so long as the 'Mechs assigned fulfill the lance type requirements.
- Each force should be comprised of at least 1/3 of the predetermined formations.
- Both forces should be within 5% of each other by PV.

Attacker

The Attacker consists of the First Striker Cluster from Delta Galaxy of Clan Smoke Jaguar. The Attacker's forces should obey the following guidelines:

- The Smoke Jaguars are particularly fond of the following designs: *Dire Wolf*, *Mad Dog*, *Mist Lynx*, and especially the *Stormcrow*.

- The force should contain no fewer than six stars of units but no more than nine stars.
- Elementals may or may not be provided at the GMs discretion. Their inclusion or rejection has no significant relevance to the scenario objectives.

Defender

The Defender consists of the Draconis Combine Mustered Soldiery's Second Arkab Legion. The Defender's forces should obey the following guidelines:

- The first battalion of the Second Arkab Legion consisted of Star League-era 'Mechs. Specifically noted as being present in large number were *Hussars* and *Mercurys*.
- The Star League 'Mechs were inherited directly from the Star League. They are not ComStar cast-offs. Therefore, variants specific to the Star League are permissible for the Arkab Legion.
- The Arkab Legion was listed as having a 30/40/30 weight distribution with there being extremely few assault 'Mechs in the regiment.
- MASC should be present on some heavy 'Mechs.
- The size of the force does not matter so long as the PV of the Second Arkab Legion is within the required range of the First Striker Cluster.

UNIT CARDS

Unit cards for the predetermined formations can be found at this [link](#) on the Demo Team Google Drive. Unit cards will need to be printed from the [Master Unit List](#) by each demo Agent for their own generated formations.

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Edmund Hoyt (Smoke Jaguar): When Operation Revival began it was Edmund who was tasked with managing the Jaguar's homeworld territories. For the first two years of the invasion he managed this task with aplomb. Yet he chafed at this backwater assignment. When the invasion resumed Edmund made sure he was attached to it. In his first battle in the Inner Sphere Edmund's leadership and brutality would become very apparent. Edmund piloted a *Summoner* during Tukayyid so it is suggested he be assigned to one here.

In-game bonus: Anytime Edmund's star kills two 'Mechs in a turn he receives an additional, immediate, weapon attack.

Horatio Stiles (Smoke Jaguar): The Stiles bloodname is traditionally associated with aerospace pilots and naval crews. Horatio, despite his name, was determined to be one of the few MechWarriors of the Stiles blood name to rise to fame. Still, he could not escape the influence of aerospace tactics. Horatio has become a master of movement, seeing the battlefield in ways few other MechWarriors can. This ability lets him appear in places no enemy expects him and is a skill he is working to share with his starmates.

In-game bonus: If Horatio did not engage any enemy unit the previous turn, he may ignore all movement penalties based on terrain. Additionally, if Horatio's star did not engage any enemy units, the entire star may execute the same ability.

Isoroku Duffer (Draconis Combine): The Arkab Legion came to Hyner and threw themselves into planning. Isoroku, a veteran of the unit, immediately worked his command into becoming masters of the ambush. His unit has become the go-to team for teaching how to nibble away at an enemy.

In-game bonus: At a cost of two inches of ground movement (this ability does not work with jumping), Isoroku may hide his lance. So long as the location of each 'Mech in the lance is recorded, the unit then functions as a standard hidden unit. This ability may be repeated as many times as Isoroku is functional.

Dihya al-Jarawah (Draconis Combine): Named after a famous queen of the Terran Maghreb, much was expected of Dihya and she lived up to those expectations. A natural born tactician she quickly became adept at 'Mech piloting. The combination of the two has turned Dihya into a feared lance commander. Many of her comrades see a future battalion, or even regimental, commander in her.

In-game bonus: Anytime Dihya overheats her 'Mech she receives a -2 to her Target Number. Dihya can also, permanently, forgo this ability to "support" a lance mate of hers each turn. That lancemate then receives a -1 to their TN.

SPECIAL RULES

Special Pilot Abilities (Alpha Strike: Commander's Edition p. 92) and Formation Bonus Abilities (Alpha Strike: Commander's Edition p. 116)

Each lance/star has been assigned a formation type and conforms to its specific requirements. The special abilities associated with those formation and pilot types, may be used at the GM's discretion. Should a GM choose to utilize those abilities then they should be used for both sides and not just one.

Hidden Units (Alpha Strike: Commander's Edition p. 168)

Prior to the start of play, the Defender may hide their units on the map. Each player must write down the X-Y coordinates (see p. 159 ASCE) at which a unit is hidden and designate its facing.

Unless the player plans to move a hidden unit during the Movement Phase, hidden units are not counted for purposes of determining unequal numbers of units. If they plan to move a hidden unit during a turn, they must reveal it at the start of their Movement Phase. If a player plans to attack using a hidden unit, they must reveal it at the beginning of the Combat Phase.

Detecting Hidden Ground Units

Hidden units remain hidden until they attack or move, or until an enemy unit moves in to base-to-base contact or ends its movement in base-to-base contact or is a unit with LRPB or PRB special ability and ends its movement such that the hidden unit is within range of the probe.

If a unit attempts to enter the area covered by the base of a hidden unit, the hidden unit is revealed. If the move would violate the stacking rules (see *Stacking*, p. 32 ASCE), the unit attempting to stack ends its movement before doing so.

Surprise Attacks From Hidden Units

If an enemy unit moves within 2" of a hidden ground unit, the hidden unit may immediately make a surprise attack. This attack may be augmented by overheating. The base Target Number for the attack is the Skill Rating of the attacker, modified only for unrepaired critical hits to the attacker. Damage takes place immediately; however, the attacker cannot move, fire, execute orders, or issue requests for commands for the rest of the current turn.

VICTORY CONDITIONS

The game has no standardized length but GMs are strongly encouraged to fix a length of time appropriate to the size of their game prior to the start of it. If a fixed length has been chosen, the GM should announce that prior to the start of the game.

Attacker

The Smoke Jaguar First Striker Cluster wants to break out from their deployment zone. Anyone—or thing—which stands in their way must die. The breakthrough zone is the "south" edge of the board anywhere within the DCMS deployment zone. Units exiting the board must spend one inch of movement. The Smoke Jaguars earn points in the following ways:

- + PV for each Point which breaks through
- + PV of each enemy 'Mech that is killed
- + 1/2 PV additional for each Star League 'Mech that is destroyed
- - Twice the PV of each Point that is lost

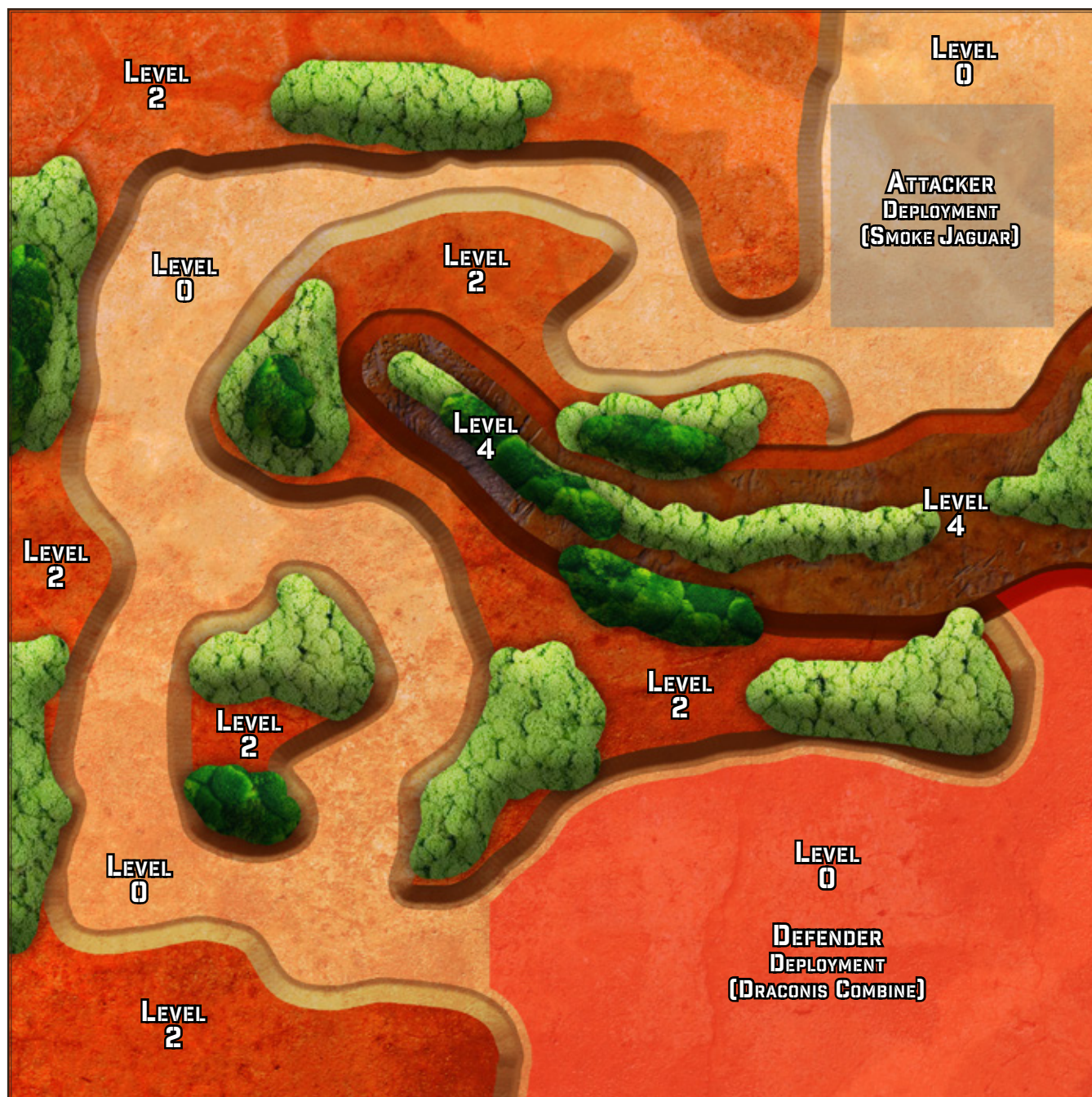
Defender

The Second Arkab Legion knows they are outgunned. Nevertheless, they are known for being a mobile unit and their goal is to use that mobility and draw this fight out. They do not need to stop the Jaguars now, merely whittle them down. The Draconis Combine earn points in the following ways:

- + PV for each enemy unit that is killed
- +2 for each enemy unit that takes any damage (even if subsequently destroyed)
- +1/2 PV of each enemy unit still on the board at the conclusion of the game

The winner is the team with the most points.

BROKEN POINT BATTLEFIELD LAYOUT



REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at this [link](#). A QR Code is provided if that should be an easier way of getting to the [link](#).

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (*BattleTech* and *Alpha Strike*) will need to be submitted separately.

At the conclusion of the event timeframe the results will be tabulated and an average of the results will be announced publicly.



CLAN SMOKE JAGUAR: FIRST STRIKER CLUSTER — ALPHA STRIKE BRIEFING

Situation

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

The moment the Jaguars descended through Hyner's cold skies they were beset by the Second Arkab Legion. Though outgunned the Azami warriors intended to show the Jaguars that the Jaguar way was not the only warrior path. As the Jaguars emerged from their dropships near Trent's Glen, the Second Arkab Legion, using their hit-and-run style of fighting, emerged to whittle them down.

Objectives

The Smoke Jaguar First Striker Cluster wants to break out from their deployment zone. Anyone—or thing—which stands in their way must die. The breakthrough zone is the "south" edge of the board anywhere within the DCMS deployment zone. Units exiting the board must spend one inch of movement. The Smoke Jaguars earn points in the following ways:

- + PV for each Point which breaks through
- + PV of each enemy 'Mech that is killed
- + 1/2 PV additional for each Star League 'Mech that is destroyed
- – Twice the PV of each Point that is lost

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Edmund Hoyt (Smoke Jaguar): When Operation Revival began it was Edmund who was tasked with managing the Jaguar's homeworld territories. For the first two years of the invasion he managed this task with aplomb. Yet he chafed at this backwater assignment. When the invasion resumed Edmund made sure he was attached to it. In his first battle in the Inner Sphere Edmund's leadership and brutality would become very apparent. Edmund piloted a *Summoner* during Tukayyid so it is suggested he be assigned to one here.

In-game bonus: Anytime Edmund's star kills two 'Mechs in a turn he receives an additional, immediate, weapon attack.

Horatio Stiles (Smoke Jaguar): The Stiles bloodname is traditionally associated with aerospace pilots and naval crews. Horatio, despite his name, was determined to be one of the few MechWarriors of the Stiles blood name to rise to fame. Still, he could not escape the influence of aerospace tactics. Horatio has become a master of movement, seeing the battlefield in ways few other MechWarriors can. This ability lets him appear in places no enemy expects him and is a skill he is working to share with his starmates.

In-game bonus: If Horatio did not engage any enemy unit the previous turn, he may ignore all movement penalties based on terrain. Additionally, if Horatio's star did not engage any enemy units, the entire star may execute the same ability.

In 3049 we stayed in the Homeworlds. We were denied our birthright even as our sibkin earned glory. In 3050 our ilKhan died and we were still denied our vengeance. But now, as 3051 comes to an end, our wait is over. Our Loremaster has brought us to Hyner and, though the barbarians of the Inner Sphere see it only as a cold and insignificant world, I see it for what it is: the first step on the long road to paradise.

—Point Commander Howard, Supernova Striker,
7 November 3051

The Loremaster has promised us victory over these Barbarians. It will suffice for me merely to taste their blood.

—Star Commander Lorraine, First Trinary Striker,
4 November 3051



DRACONIS COMBINE: 2ND ARKAB LEGION

— ALPHA STRIKE BRIEFING

Situation

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

The moment the Jaguars descended through Hyner's cold skies they were beset by the Second Arkab Legion. Though outgunned the Azami warriors intended to show the Jaguars that the Jaguar way was not the only warrior path. As the Jaguars emerged from their dropships near Trent's Glen, the Second Arkab Legion, using their hit-and-run style of fighting, emerged to whittle them down.

Objectives

The Second Arkab Legion knows they are outgunned. Nevertheless, they are known for being a mobile unit and their goal is to use that mobility and draw this fight out. They do not need to stop the Jaguars now, merely whittle them down. The Draconis Combine earn points in the following ways:

- + PV for each enemy unit that is killed
- +2 for each enemy unit that takes any damage (even if subsequently destroyed)
- +1/2 PV of each enemy unit still on the board at the conclusion of the game

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Isoroku Duffer (Draconis Combine): The Arkab Legion came to Hyner and threw themselves into planning. Isoroku, a veteran of the unit, immediately worked his command into becoming masters of the ambush. His unit has become the go-to team for teaching how to nibble away at an enemy.

In-game bonus: At a cost of two inches of ground movement (this ability does not work with jumping), Isoroku may hide his lance. So long as the location of each 'Mech in the lance is recorded, the unit then functions as a standard hidden unit. This ability may be repeated as many times as Isoroku is functional.

Dihya al-Jarawah (Draconis Combine): Named after a famous queen of the Terran Maghreb, much was expected of Dihya and she lived up to those expectations. A natural born tactician she quickly became adept at 'Mech piloting. The combination of the two has turned Dihya into a feared lance commander. Many of her comrades see a future battalion, or even regimental, commander in her.

In-game bonus: Anytime Dihya overheats her 'Mech she receives a -2 to her Target Number. Dihya can also, permanently, forgo this ability to "support" a lance mate of hers each turn. That lancemate then receives a -1 to their TN.

I remember hearing my father tell me that the Mariks were good for nothing. I remember how they did nothing for us in '39. If I remember—The Dragon remembers. But right now I can forgive them for a great many things. This Shadow Hawk is a beautiful piece of machinery. With it I can become a sharper blade and my company will become a sharper blade. The Jaguars may have a ferocious bite, but now The Dragon will show it can cut deeper.

—Tai-i Burt Logan, Bronze Lance, 1st/3rd, 2 November 3051

I wanted to defend the Dragon. I wanted to be in the thick of things. It looks like I'll get my wish.

—Chu-i Masaharu Cooper, Silver Lance, 1st/1st, 6 November 3051



ASHES, ASHES, THEY ALL FALL DOWN

SITUATION

HYNER, PESHT DISTRICT

DRACONIS COMBINE

13 NOVEMBER 3051

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

For almost a week after the initial invasion the Second Arkab Legion had been on the run. They'd used their experience as a fast unit to harass and annoy the Smoke Jaguars. As their frustration increased the Jaguars caught a break: an interrogation of a prisoner revealed the location of an Arkab supply depot. Aware of the importance to their enemy, Loremaster Hoyt ordered a scratch force into action to destroy the depot. The Arkab Legion caught wind of this and hurriedly threw together a force to protect the depot.

GAME SETUP

Maps can be found at store.catalystgamelabs.com. Lay out the maps as shown to the side.

NW: WWE2020 Map #1
NE: WWE2020 Map #2
SW: WWE2020 Map #3
SE: WWE2020 Map #4

Deployment

The Second Arkab Legion will first deploy one lance of 'Mechs within three hexes of one supply cache.

Each force will then write down an edge hex for each and every remaining unit to enter upon. These will be revealed simultaneously. Any hexes where both an Arkab Legion and First Striker 'Mech deploy will be filled with the First Striker. The Arkab Legion 'Mech will then be allowed to shift three hexes either direction.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in the *Alpha Strike* game *cannot* be reused for this scenario. That being said, there are a few general concepts which help:

- The provided TO&Es for each side contain 1/3 formations that have already been filled out. These units may be considered "ready to go."
- The other 2/3 have their lance type determined, but no specific 'Mechs assigned. GMs may use any of these units so long as the 'Mechs assigned fulfill the lance type requirements.
- Each force should be comprised of at least 1/3 of the predetermined formations.
- Both forces should be within 5% of each other by BV.

Attacker

The Attacker consists of the First Striker Cluster from Delta Galaxy of Clan Smoke Jaguar. The Attacker's forces should obey the following guidelines:

- The Smoke Jaguars are particularly fond of the following designs: *Dire Wolf*, *Mad Dog*, *Mist Lynx*, and especially the *Stormcrow*.
- The force should contain no fewer than two Stars of units but no more than four Stars.



- Elementals may or may not be provided at the GMs discretion. Their inclusion or rejection has no significant relevance to the scenario objectives.
- Each star must have a Star Commander assigned. For every two Stars a Star Captain must be assigned.
- One out of every five 'Mechs must be assigned a Bloodnamed pilot.

Defender

The Defender consists of the Draconis Combine Mustered Soldiery's Second Arkab Legion. The Defender's forces should obey the following guidelines:

- The first battalion of the Second Arkab Legion consisted of Star League-era 'Mechs. Specifically noted as being present in large number were *Hussars* and *Mercurys*.
- The Star League 'Mechs were inherited directly from the Star League. They are not ComStar cast-offs. Therefore, variants specific to the Star League are permissible for the Arkab Legion.
- The Arkab Legion was listed as having a 30/40/30 weight distribution with there being extremely few assault 'Mechs in the regiment.
- MASC should be present on some heavy 'Mechs.
- The size of the force does not matter so long as the BV of the Second Arkab Legion is within the required range of the First Striker Cluster.

RECORD SHEETS

Record sheets for all the units can be found at this [link](#) on the Demo Team Google Drive.

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well. These personalities may be applied to any unit matching their faction but do not change the assigned skills of that unit.

Donald Wimmer (Smoke Jaguar): "All's fair in love and war." While the Clans may not be big on poetry, such a phrase is particularly apt for Donald. He has repeatedly toed the line in what is acceptable Clan behavior, but his efforts have never earned him a reprimand. The best response is victory and Donald has had many of those.

In-game bonus: Donald must shout "I claim the glory for myself!" In doing so he receives, for an entire phase, a -1 bonus to any to-hit rolls, -2 to any physical attack, and may modify the hit location for a single attack roll by one, excluding two and twelve. The location modified attack must be declared immediately after the to-hit roll for that weapon is made. For each time Donald uses this ability, he loses one place in all subsequent Initiative rolls. Depending on the type of Initiative used this could be a cumulative -1 on his dice roll, it could be moving his card one place, or it could be something else at the GM's discretion so long as the effect is cumulative and penalizes him one factor per time he uses this ability.

Omar (Smoke Jaguar): Omar should be a *ristar*. He has an amazing ability to gun down enemies. However, Omar does this with a laser-like focus. Oftentimes his focus on hitting the right opponent in the right spot comes at the detriment of his clan. Omar was denied an initial spot in the invasion after a raid where the Nova Cats won a Star of second-line 'Mechs. Though Omar destroyed two, larger, Nova Cat 'Mechs, he failed to support his star and in doing so lost the trial.

In-game bonus: If Omar does not expend any movement points for two consecutive turns, during weapons fire of that second turn, Omar receives a -2 to all to-hit rolls. If he does not expend movement points for a third consecutive turn, he can also make aimed shots with that bonus against any unit with valid LOS.

Annie Schaabakis (Draconis Combine): Annie recently transferred into the Second Arkab Legion. Prior to that she had been sent by the Azami to reconnoiter the Clan invasion and learn what she could. Annie's keen eye during her deployment to the invasion zone let her quickly learn how to spot important clanners. Now in the Second Arkab, Annie has been preaching how to spot, and then eliminate, high-ranking and important Clan targets.

In-game bonus: Annie has the ability to spot important targets. If any enemy unit is within six hexes of Annie, that unit must reveal, if questioned by the player controlling Annie, that person's rank and bloodname status.

Feconi Cuzn (Draconis Combine): Seventeen siblings take a lot of the air out of the room. Feconi was the baby of the family and made it a goal to, as soon as he could, get out of his family's bubble and strike out on his own. For him that meant joining the DCMS. Unfortunately, Feconi's 'Mech abilities were lackluster and he found himself relegated to supply roles. That is how he found himself in charge of the Second Arkab's supply situation when they deployed to Hyner.

In-game bonus: When Feconi is within three hexes of a supply bunker he can add an additional +1 penalty to all attacks against that bunker. When Feconi is adjacent to a bunker that +1 is replaced with a +2.

SPECIAL RULES

Attacks against Supply Caches (Scenario Specific Rule)

Each supply cache consists of three bunkers. **Each bunker has a CF of 22.** When a unit attacks a supply cache, the attack targets the cache as a whole, though individual bunkers take the damage. To destroy a cache all bunkers must be destroyed. Since the bunkers are dug in, they are smaller targets and therefore are not considered immobile. In addition, all non-infantry units must modify their to-hit numbers by +1 for attacks against supply caches.

VICTORY CONDITIONS

GMs are encouraged to fix a length of time appropriate to the size of their game prior to the start of it.

Attacker

The First Striker Cluster has been hunting down the battered Second Arkab Legion. Intelligence has pointed them towards one of several remaining Draconis Combine supply depots. Destruction of this would severely hurt the Arkab Legion's remaining stocks of ammunition and spare parts. An attack is also likely to force the Arkab Legion to defend the depot. The Smoke Jaguars earn points in the following ways:

- + 5 if all buildings of a supply cache are destroyed
- + 1 per each enemy light 'Mech that is destroyed
- + 2 per each enemy medium 'Mech that is destroyed
- + 3 per each enemy heavy or assault 'Mech that is destroyed

Defender

The Second Arkab Legion has been pressed for a week and needs time recoup their losses. This supply depot is one of their primary resupply areas. It must be defended. Knowing that the Jaguars will likely send the cream of their crop to destroy it, the Arkab Legion has vowed to take cut down that leadership. The Draconis Combine earn points in the following ways:

- +3 per each enemy 'Mech that is destroyed
- +1 additional if a destroyed 'Mech is one of the five fastest on the CSJ side
- +2 additional if a destroyed 'Mech is a Bloodnamed warrior
- +3 additional if a destroyed 'Mech is a Star Commander or higher
- +1 per Elemental point that is destroyed

The winner is the team with the most points.

REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at this [link](#). A QR Code is provided if that should be an easier way of getting to the [link](#).

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (*BattleTech* and *Alpha Strike*) will need to be submitted separately.

At the conclusion of the event timeframe the results will be tabulated and an average of the results will be announced publicly.



CLAN SMOKE JAGUAR: FIRST STRIKER CLUSTER — TOTAL WARFARE BRIEFING

Situation

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

For almost a week after the initial invasion the Second Arkab Legion had been on the run. They'd used their experience as a fast unit to harass and annoy the Smoke Jaguars. As their frustration increased the Jaguars caught a break: an interrogation of a prisoner revealed the location of an Arkab supply depot. Aware of the importance to their enemy, Loremaster Hoyt ordered a scratch force into action to destroy the depot. The Arkab Legion caught wind of this and hurriedly threw together a force to protect the depot.

Objectives

The First Striker Cluster has been hunting down the battered Second Arkab Legion. Intelligence has pointed them towards one of several remaining Draconis Combine supply depots. Destruction of this would severely hurt the Arkab Legion's remaining stocks of ammunition and spare parts. An attack is also likely to force the Arkab Legion to defend the depot. The Smoke Jaguars earn points in the following ways:

- + 5 if all buildings of a supply cache are destroyed
- + 1 per each enemy light 'Mech that is destroyed
- + 2 per each enemy medium 'Mech that is destroyed
- + 3 per each enemy heavy or assault 'Mech that is destroyed

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Donald Wimmer (Smoke Jaguar): "All's fair in love and war." While the Clans may not be big on poetry, such a phrase is particularly apt for Donald. He has repeatedly toed the line in what is acceptable Clan behavior, but his efforts have never earned him a reprimand. The best response is victory and Donald has had many of those.

In-game bonus: Donald must shout "I claim the glory for myself!" In doing so he receives, for an entire phase, a -1 bonus to any to-hit rolls, -2 to any physical attack, and may modify the hit location for a single attack roll by one, excluding two and twelve. The location modified attack must be declared immediately after the to-hit roll for that weapon is made. For each time Donald uses this ability, he loses one place in all subsequent Initiative rolls. Depending on the type of Initiative used this could be a cumulative -1 on his dice roll, it could be moving his card one place, or it could be something else at the GM's discretion so long as the effect is cumulative and penalizes him one factor per time he uses this ability.

Omar (Smoke Jaguar): Omar should be a *ristar*. He has an amazing ability to gun down enemies. However, Omar does this with a laser-like focus. Oftentimes his focus on hitting the right opponent in the right spot comes at the detriment of his clan. Omar was denied an initial spot in the invasion after a raid where the Nova Cats won a Star of second-line 'Mechs. Though Omar destroyed two, larger, Nova Cat 'Mechs, he failed to support his star and in doing so lost the trial.

In-game bonus: If Omar does not expend any movement points for two consecutive turns, during weapons fire of that second turn,

I heard complex plans from our Loremaster. I heard complex plans from our Star Captain. I heard complex plans from everybody else in this unit. And yet, when Star Captain William overflowed the supposed supply depot all those plans were wiped away. I do not like the suddenness of this attack. It feels far too rushed, far too hasty, far too much like an Ice Hellion for me. But I am a Jaguar and will sink my teeth into whatever we find there.

—Star Commander Basil Howell, Trinary Command,
12 November 3051

Our long road to victory will come to a very fast end when I get my hands on the surats of the Arkab Legion.

—MechWarrior Ögedi, Second Trinary Striker,
13 November 3051

Omar receives a -2 to all to-hit rolls. If he does not expend movement points for a third consecutive turn, he can also make aimed shots with that bonus against any unit with valid LOS..



DRACONIS COMBINE: 2ND ARKAB LEGION — TOTAL WARFARE BRIEFING

Situation

Hyner was a cool, unimportant backwater planet notable only for its proximity to Pesht. Few things of note ever happened on Hyner and few people expected that to ever change.

But change it did in November 3051. Clan Smoke Jaguar came to the planet, ready to add it to their growing collection of Combine worlds. Loremaster Edmund Hoyt, desiring to make up lost time, sought to make this the first world the Jaguars captured in Wave Five. His First Striker Cluster, also new to the Inner Sphere, shared his urgency and so in November 3051 Hyner found itself under assault.

For almost a week after the initial invasion the Second Arkab Legion had been on the run. They'd used their experience as a fast unit to harass and annoy the Smoke Jaguars. As their frustration increased the Jaguars caught a break: an interrogation of a prisoner revealed the location of an Arkab supply depot. Aware of the importance to their enemy, Loremaster Hoyt ordered a scratch force into action to destroy the depot. The Arkab Legion caught wind of this and hurriedly threw together a force to protect the depot.

Objectives

The Second Arkab Legion has been pressed for a week and needs time recoup their losses. This supply depot is one of their primary resupply areas. It must be defended. Knowing that the Jaguars will likely send the cream of their crop to destroy it, the Arkab Legion has vowed to take cut down that leadership. The Draconis Combine earn points in the following ways:

- +3 per each enemy 'Mech that is destroyed
- +1 additional if a destroyed 'Mech is one of the five fastest on the CSJ side
- +2 additional if a destroyed 'Mech is a Bloodnamed warrior
- +3 additional if a destroyed 'Mech is a Star Commander or higher
- +1 per Elemental point that is destroyed

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Annie Schaabakis (Draconis Combine): Annie recently transferred into the Second Arkab Legion. Prior to that she had been sent by the Azami to reconnoiter the Clan invasion and learn what she could. Annie's keen eye during her deployment to the invasion zone let her quickly learn how to spot important clanners. Now in the Second Arkab, Annie has been preaching how to spot, and then eliminate, high-ranking and important Clan targets.

In-game bonus: Annie has the ability to spot important targets. If any enemy unit is within six hexes of Annie, that unit must reveal, if questioned by the player controlling Annie, that person's rank and bloodname status.

Feconi Cuzn (Draconis Combine): Seventeen siblings take a lot of the air out of the room. Feconi was the baby of the family and made it a goal to, as soon as he could, get out of his family's bubble and strike out on his own. For him that meant joining the DCMS. Unfortunately, Feconi's 'Mech abilities were lackluster and he found himself relegated to supply roles. That is how he found himself in charge of the Second Arkab's supply situation when they deployed to Hyner.

In-game bonus: When Feconi is within three hexes of a supply bunker he can add an additional +1 penalty to all attacks against that bunker. When Feconi is adjacent to a bunker that +1 is replaced with a +2.

Nearly 100 tons of armor. Fifty tons of ammunition. Spare parts for over a battalion at full strength. This supply center is like mana from heaven. But my boys need at least three days to recover, and that doesn't take into account what the rest of the battalion needs. I hope we get that time although I don't think the Jaguars will be nearly so accommodating.

—Tai-i Gretchen Leane, Gold Lance, 2nd/2nd,
12 November 3051

Oh that Jaguar has a lot of swagger. I'll bet he's a Star Captain at least. And I'm going to kill him.

—Chu-i Pablo Pavalone, Bronze Lance, 3rd/1st,
13 November 3051



CLAN SMOKE JAGUAR FORCES TABLE—FIRST STRIKER CLUSTER

Unit	Base BV	Base PV	G	P	Modifier	Final BV	Final PV	Armor	Structure	Tons	Sub-Unit Name	Role	IWM #	Row #
Mist Lynx Prime	871	27	2	1	2.10	1829	37	67	43	25	Trinary Command	Command	20-376	1
Shadow Cat A	2220	42	2	2	1.96	4351	58	134	75	45	Trinary Command	Command	20-991	2
Stormcrow A	2318	45	2	3	1.82	4219	63	182	91	55	Trinary Command	Command	30-320	3
Summoner D	2643	43	2	3	1.82	4810	61	182	107	70	Trinary Command	Command	20-337	4
Dire Wolf Prime	2712	55	1	2	2.24	6075	55	304	152	100	Trinary Command	Command	20-607RE	5
	10,764	212				21,284	274	869	468	295				6
											Trinary Command	Command		7
											Trinary Command	Assault		8
Viper A	1989	38	1	2	2.24	4455	62	134	67	40	First Trinary Striker	Striker	BT-012	9
Ice Ferret B	1461	40	2	3	1.82	2659	56	144	75	45	First Trinary Striker	Striker	20-414	10
Mad Dog Prime	2351	42	2	3	1.82	4279	58	163	99	60	First Trinary Striker	Striker	20-600RE	11
Hellbringer Prime	2654	44	3	3	1.56	4140	53	128	104	65	First Trinary Striker	Striker	20-326	12
Gargoyle Prime	1537	38	2	3	1.82	2797	54	211	122	80	First Trinary Striker	Striker	20-386	13
	9,992	202				18,331	283	780	467	290				14
											First Trinary Striker	Striker		15
Adder Prime	2083	30	2	3	1.82	3791	42	115	58	35	First Trinary Striker	Battle	20-400	16
Grendel C	1465	36	2	4	1.40	2051	50	144	75	45	First Trinary Striker	Battle	AR20-677	17
Nova C	1515	31	3	4	1.38	2091	37	160	83	50	First Trinary Striker	Battle	BT-014	18
Timber Wolf Prime	2737	54	2	3	1.82	4981	76	230	114	75	First Trinary Striker	Battle	20-603RE	19
Executioner Prime	2749	51	3	2	1.68	4618	61	259	145	95	First Trinary Striker	Battle	20-393	20
	10,549	202				17,532	266	908	475	300				21
Stormcrow B	2281	39	2	3	1.82	4151	55	182	91	55	Second Trinary Striker	Striker	30-320	22
Mad Dog A	1923	42	3	4	1.38	2654	50	163	99	60	Second Trinary Striker	Striker	20-600RE	23
Mad Dog B	2284	41	3	3	1.56	3563	49	163	99	60	Second Trinary Striker	Striker	20-600RE	24
Summoner C	2379	43	2	2	1.96	4663	61	182	107	70	Second Trinary Striker	Striker	20-337	25
Gargoyle C	2417	50	3	4	1.38	3335	60	211	122	80	Second Trinary Striker	Striker	20-386	26
	11,284	215				18,367	275	901	518	325				27
											Second Trinary Striker	Striker		28
											Second Trinary Striker	Recon		29
Mist Lynx B	1209	35	3	1	1.80	2176	42	67	43	25	Supernova Striker	Striker Nova	20-376	30
Mist Lynx C	1320	29	3	2	1.68	2218	35	67	43	25	Supernova Striker	Striker Nova	20-376	31
Nova Prime	2663	41	2	2	1.96	5219	57	160	83	50	Supernova Striker	Striker Nova	BT-014	32
Stormcrow Prime	2073	43	3	4	1.38	2861	52	182	91	55	Supernova Striker	Striker Nova	30-320	33
Timber Wolf D	2682	51	3	3	1.56	4184	61	230	114	75	Supernova Striker	Striker Nova	20-603RE	34
	9,947	199				16,658	247	706	374	230				35
Elemental Point (Laser)	447	16	2	-	1.40	626	22	50	10	5	Supernova Striker	Elemental Nova	BT-160	36
Elemental Point (Laser)	447	16	3	-	1.20	536	19	50	10	5	Supernova Striker	Elemental Nova	BT-160	37
Elemental Point (Laser)	447	16	3	-	1.20	536	19	50	10	5	Supernova Striker	Elemental Nova	BT-160	38
Elemental Point (MG)	404	16	3	-	1.20	485	19	50	10	5	Supernova Striker	Elemental Nova	BT-160	39
Elemental Point (Flamer)	404	17	2	-	1.40	566	23	50	10	5	Supernova Striker	Elemental Nova	BT-160	40
	2,149	81				2,749	102	250	50	25				41
											Supernova Striker	Striker		42
											Supernova Striker	Pursuit		43
														44
											Binary Air	Superiority		45
											Binary Air	Interceptor		46
	54,685					94,921	1,447	4,414	2,352	1,465				

DRACONIS COMBINE FORCES TABLE—SECOND ARKAB LEGION

Unit	Base BV	Base PV	G	P	Modifier	Final BV	Final PV	Armor	Structure	Tons	Sub-Unit Name	Role	IWM #	Row #
Mercury MCY-99	586	22	3	3	1.56	914	26	53	33	20	Gold Lance, 1st/1st	Recon	20-811	1
Mercury MCY-99	586	22	4	3	1.30	762	22	53	33	20	Gold Lance, 1st/1st	Recon	20-811	2
Hussar HSR-200-Db	934	26	3	4	1.38	1,289	31	98	51	30	Gold Lance, 1st/1st	Recon	20-780	3
Hussar HSR-200-Db	934	26	3	3	1.56	1,457	31	98	51	30	Gold Lance, 1st/1st	Recon	20-780	4
3,040						4,422	110	302	168	100				5
Starslayer STY-2C	1,365	30	4	4	1.15	1,570	30	125	83	50	Silver Lance, 1st/1st	Striker	AR20-673	6
Starslayer STY-2C	1,365	30	4	5	1.00	1,365	30	125	83	50	Silver Lance, 1st/1st	Striker	AR20-673	7
Griffin GRF-2N	1,606	38	3	5	1.20	1,927	46	179	91	55	Silver Lance, 1st/1st	Striker	20-200	8
Lynx LNX-9Q	1,725	38	3	4	1.38	2,381	46	185	91	55	Silver Lance, 1st/1st	Striker	AR20-766	9
6,061						7,242	152	614	348	210				10
Crab CRB-27b	1,308	33	3	3	1.56	2,040	40	161	83	50	Bronze Lance, 1st/1st	Heavy Battle	20-804	11
Champion CHP-1Nb	1,632	36	3	5	1.40	2,285	43	143	99	60	Bronze Lance, 1st/1st	Heavy Battle	20-334	12
Lancelot LNC25-01	1,422	33	2	4	1.61	2,289	47	152	99	60	Bronze Lance, 1st/1st	Heavy Battle	20-812	13
Spartan SPT-NF	1,605	43	2	3	1.82	2,921	61	224	122	80	Bronze Lance, 1st/1st	Heavy Battle	AR20-755	14
5,967						9,536	191	680	403	250				15
15,068						453		1,596	919	560				16
											Gold Lance, 2nd/1st	Recon		17
											Silver Lance, 2nd/1st	Light Fire		18
											Bronze Lance, 2nd/1st	Medium Battle		19
														20
											Gold Lance, 3rd/1st	Striker		21
											Silver Lance, 3rd/1st	Striker		22
											Bronze Lance, 3rd/1st	Heavy Striker		23
														24
														25
Jenner JR7-K	889	26	4	3	1.30	1,156	26	62	58	35	Gold Lance, 1st/2nd	Light Striker	20-869	26
Jenner JR7-K	889	26	3	3	1.56	1,387	31	62	58	35	Gold Lance, 1st/2nd	Light Striker	20-869	27
Panther PNT-9R	769	19	3	5	1.40	1,077	23	104	58	35	Gold Lance, 1st/2nd	Light Striker	BT-278	28
Panther PNT-9R	769	19	4	4	1.15	884	19	104	58	35	Gold Lance, 1st/2nd	Light Striker	BT-278	29
3,316						4,503	99	332	232	140				30
Phoenix Hawk PXH-1K	1,073	29	4	3	1.30	1,395	29	152	75	45	Silver Lance, 1st/2nd	Battle	20-988	31
Catapult CPLT-C1	1,399	32	2	4	1.61	2,252	44	160	104	65	Silver Lance, 1st/2nd	Battle	20-930	32
Crusader CRD-4K	1,268	33	3	3	1.56	1,978	40	192	104	65	Silver Lance, 1st/2nd	Battle	20-217	33
Grasshopper GHR-5J	1,354	36	2	4	1.61	2,180	50	208	107	70	Silver Lance, 1st/2nd	Battle	20-888	34
5,094						7,805	163	712	390	245				35
Shadow Hawk SHD-2K	1,147	30	4	5	1.00	1,147	30	152	91	55	Bronze Lance, 1st/2nd	Heavy Battle	20-5141	36
Wolverine WVR-7K	1,331	37	3	4	1.38	1,837	44	185	91	55	Bronze Lance, 1st/2nd	Heavy Battle	BT-419	37
Grand Dragon DRG-5K	1,358	33	2	4	1.61	2,186	40	160	99	60	Bronze Lance, 1st/2nd	Heavy Battle	20-868	38
Ostroc OSR-3C	1,288	30	2	3	1.82	2,344	42	144	99	60	Bronze Lance, 1st/2nd	Heavy Battle	AR20-226	39
5,124						7,514	156	641	380	230				40
13,534						19,823	418	1,685	1,002	615				42

DRACONIS COMBINE FORCES TABLE—SECOND ARKAB LEGION (CONTINUED)

Unit	Base BV	Base PV	G	P	Modifier	Final BV	Final PV	Armor	Structure	Tons	Sub-Unit Name	Role	IWM #	Row #
											Gold Lance, 2nd/2nd	Pursuit		43
											Silver Lance, 2nd/2nd	Light Battle		44
											Bronze Lance, 2nd/2nd	Heavy Recon		45
														46
											Gold Lance, 3rd/2nd	Medium Battle		47
											Silver Lance, 3rd/2nd	Medium Battle		48
											Bronze Lance, 3rd/2nd	Close Combat		49
														50
														51
Ostscout OTT-7J	596	21	4	2	1.40	834	21	72	58	35	Gold Lance, 1st/3rd	Light Battle	20-5140	52
Panther PNT-9R	769	19	4	5	1.00	769	19	104	58	35	Gold Lance, 1st/3rd	Light Battle	BT-278	53
Panther PNT-9R	769	19	3	4	1.38	1,061	23	104	58	35	Gold Lance, 1st/3rd	Light Battle	BT-278	54
Panther PNT-10K	838	19	2	3	1.82	1,525	27	104	58	35	Gold Lance, 1st/3rd	Light Battle	BT-278	55
	2,972					4,190	90	384	232	140				56
Catapult CPLT-C1	1,399	32	3	5	1.40	1,959	38	160	104	65	Silver Lance, 1st/3rd	Direct Fire	20-930	57
Catapult CPLT-C1	1,399	32	4	5	1.00	1,399	32	160	104	65	Silver Lance, 1st/3rd	Direct Fire	20-930	58
Thunderbolt TDR-7M	1,495	39	3	3	1.56	2,332	47	206	104	65	Silver Lance, 1st/3rd	Direct Fire	20-993	59
Archer ARC-5R	1,672	38	3	4	1.38	2,307	46	184	107	70	Silver Lance, 1st/3rd	Direct Fire	20-211	60
	5,965					7,997	163	710	419	265				61
Shadow Hawk SHD-5M	1,430	35	3	3	1.56	2,231	42	168	91	55	Bronze Lance, 1st/3rd	Command	20-5141	62
Shadow Hawk SHD-5M	1,430	35	4	3	1.30	1,859	35	168	91	55	Bronze Lance, 1st/3rd	Command	20-5141	63
Warhammer WHM-7M	1,487	35	3	4	1.38	2,052	42	160	107	70	Bronze Lance, 1st/3rd	Command	20-454	64
Battlemaster BLR-3M	1,679	42	2	4	1.61	2,703	58	232	130	85	Bronze Lance, 1st/3rd	Command	20-210	65
	6,026					8,845	177	728	419	265				66
	14,963					21,032	430	1,822	1,070	670				67
											Gold Lance, 2nd/3rd	Striker		68
											Silver Lance, 2nd/3rd	Medium Battle		69
											Bronze Lance, 2nd/3rd	Fire Support		70
														71
											Gold Lance, 3rd/3rd	Light Battle		72
											Silver Lance, 3rd/3rd	Medium Battle		73
											Bronze Lance, 3rd/3rd	Striker		74
														75
	43,565					40,855	1,301	5,103	2,991	1,845				76