

FALCON'S FURY: THE BATTLE OF COVENTRY

The year is 3058. Only a few months ago, the warriors of **Clan Jade Falcon** emerged victorious from the fires of the Refusal War, against their perennial nemeses in Clan Wolf. Despite their ultimate victory over the Wolves, the Jade Falcons had suffered staggering losses during the war, including both of their Khans, whose dubious tactics had tarnished the Falcons' honor. Seeing the damage done both to her Clan's ranks and its reputation, the new Khan **Marthe Pryde** has determined that decisive actions must be taken. To this end, she has launched an incursion into the Inner Sphere, and set her sights on a world in Lyran space: the provincial capital world of **Coventry**.

The Jade Falcons' goals on Coventry are threefold. First, they plan to capture the massive Battlemech production factory at **Coventry Metal Works**, to strengthen their industrial base within the occupation zone. Secondly, the Falcons wish to replenish their ranks by capturing the prestigious **Coventry Military Academy** and all of the students therein, providing them with hundreds of bondsmen they can mold into proper warriors (even if they are inferior Freeborn barbarians). Finally, as the losses to their *touman* have been replaced with new, inexperienced warriors, Khan Pryde intends for as many of these hatchlings as possible to undergo their **Blooding**, to claim their first kill on the battlefield. Achieving these goals will not only give the Jade Falcons much-needed hardware and manpower to make up for what they lost to the Wolves, it will be a show of strength to both the Inner Sphere and their rival Clans, a reminder that even when bloodied, the Falcon's talons are still sharp.

On the other side of the equation, Coventry's defenders are under-prepared for the oncoming fury of the Jade Falcons. The **10th Skye Rangers** are known for their skills, but are also notorious as troublemakers and misfits, and their command is shaky at best after a mass desertion two years prior. Backing them are the **Donegal March Militia**, an ill-equipped home-guard unit consisting mostly of green reservists and semi-retired old vets with leftover equipment from the Succession Wars. Finally, the **Coventry Academy Training Cadets** are a force of spirited and well-trained but totally inexperienced Mechwarriors, hoping they can make up for a lack of experience with enthusiasm. Together, these commands have held together a desperate defense against the Clan threat, hanging on for dear life as they wait for reinforcements to arrive.

On the broader scale, **Archon Katherine Davion-Steiner** has only recently split her realm away from the Federated Commonwealth, creating the **Lyran Alliance** under her rule. The Archon sees the Jade Falcon invasion not only as a threat to a capital world, but as a challenge to the Lyran Alliance's independence, which the Davion half of the Federated Commonwealth does not recognize. To relieve the beleaguered defenders and secure a politically-useful victory for House Steiner, Katherine has dispatched the **Coventry Expeditionary Force**, a mercenary coalition which consists of three of the most prestigious mercenary commands the Inner Sphere has to offer, but three that have notoriously never been able to coexist for long. At the heart of the CEF are the Delta and Gamma Regiments of **Wolf's Dragoons**, whose sterling reputation has been tarnished after revealing their origins in Clan Wolf, and whose warriors are eager to spill Falcon blood after the death of the legendary Natasha Kerensky. Backing them are the 71st Light Horse Regiment of the **Eridani Light Horse**, who have competed fiercely with the Dragoons for decades, and **Waco's Rangers**, a command most well-known for their long-standing blood feud with the Dragoons. Brought together out of circumstance, these age-old enemies will have to work together to stand any chance of repelling the Falcons' advance.

As the battle rages on, outside forces exert pressure both on the invading Falcons and the defending Steiners and mercenaries. Khan Pryde has received word that a resurgent Clan Wolf smells blood, and is threatening to launch another invasion of the Jade Falcon Occupation Zone while they are still weak. Meanwhile, First Prince Victor Ian Steiner-Davion has launched a relief force of his own from the Davion side of the Federated Commonwealth, which would repel the Falcons but also undermine the Lyran Alliance's independence, turning a military victory into a major political defeat. On the ground, the worn-down defenders can only hold out for so much longer, and the dysfunction between mercenary commands threatens to tear the Expeditionary Force apart. As the pressure builds, Coventry has become a world that everyone involved must win, and must win quickly.



FORCE CONSTRUCTION RULES:

This event is intended for players of all skill levels, and the provided forces are meant to reflect the canonical forces that took part in the Battle of Coventry. In order to maintain both lore-friendliness and ease of play, as well as to discourage “gimmick” lists intended to break the spirit of the game, the following restrictions are to be observed when constructing forces:

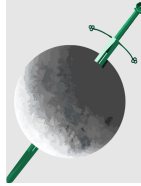
- All forces in this battle must have a Battle Value (BV2) of 12,000 points or less. For Alpha Strike, this is 250 PV
- All units must be available to their respective Faction during the Clan Invasion Era, with a cut-off date of 3058. To determine Faction and Era Availability, consult the Master Unit List, which can be found here: <http://masterunitlist.info/>
- Clan forces can have a maximum of 8 units total, while Inner Sphere forces can have a maximum of 10.
- Only the following unit types will be allowed:
 - Battlemechs/Omnimechs
 - Wheeled Vehicles
 - Tracked Vehicles
 - Hover Vehicles
 - Battle Armor
 - VTOLs
 - Infantry
- No force can contain more than 2 of the same unit. This includes variant loadouts.
- No force can contain “off-map” units such as Aerospace or off-map artillery pieces.
- No force can contain units with custom loadouts, or units listed as “Unique” in the Master Unit List, or listed as having an “advanced” or “experimental” rule base
- No unit may use alternate munitions (with the exception being Narc Homing or Artemis IV ammunition)
- Any unit that is part of a C3 Network must pay an additional 10% of their BV to use their C3 capabilities
- As a general rule of thumb, if you have to ask for special permission to bring it, the answer is going to be “no”
- Unless specifically stated otherwise, all forces must keep to their own Tech Base (Inner Sphere forces only bring Inner Sphere units, Clan forces only bring Clan units)

GAME PLAY RULES:

The following “house rules” are in effect during this event. Apart from your force’s Special Abilities and the conditions of each mission, these are the *only* house rules in effect. Otherwise, the rules are as stated in *Total Warfare* or in *Alpha Strike: Commander’s Edition*.

- Reduced AMM: The Attack Movement Modifier for Walking is 0, +1 for Running, +2 for Jumping, and -1 for standing still.
- Sprinting: during the Movement Phase, your unit may move double its Walking MP, but cannot make any Attacks during that round.

ATTACKING FORCES: CLAN JADE FALCON



Gamma Galaxy, 3rd Talon Cluster: “The Jade Claymores”

(Heavy Striker Star, Elite)

The most experienced unit that the Jade Falcons have brought to Coventry, the 3rd Talon Cluster is one of the few commands in the Falcons’ touman that remains largely intact after the devastation of Tukayyid and the ravages of the Refusal War. Known for commanding agile and maneuverable Omnimechs, the ‘Jade Claymores’ are infamous for making extensive use of Death From Above attacks against foes they consider dezgra, crushing pirates and mercenaries beneath their feet.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Elite (2/3), and no units can be of lesser skill than Veteran (3/4). No units in this force may weigh over 75 Tons or below 50 Tons, and at least 50% of your BV *must* have Jump Jets.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Jumping Jack:* Reduce the Attack Movement Modifier for Jumping to the same as Walking.
- *Talons of Fire:* If you succeed with a Death from Above attack, add 1 damage for every Jump Jet equipped on this Mech.

Commanding Officer: Star Captain Cewen Newclay, Elite (2/3), Night Gyr A (BV: 4,502)

Commander Ability: *Combat Intuition:* During the End Phase of a round, this unit may declare it is going to use Combat Intuition, and inflict 1 point of Pilot Damage (no Consciousness Roll is required). The unit may then make attacks during the Movement Phase of the next round; if the target has not yet generated a TMM this round, it is counted as having a TMM of 0. Damage and other effects from these attacks are resolved *immediately*. This ability may only be used once every 2 rounds.

Alpha Strike

PV Limit: 250

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Elite (Skill 2), and no units can be of lesser skill than Veteran (Skill 3). No units in this force may be Size 1 or 4, and at least 50% of your units *must* have “J” in their Movement.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Jumping Jack:* Reduce the Attack Movement Modifier for Jumping to the same as Walking.
- *Talons of Fire:* If you succeed with a Death from Above attack, add 1d3 damage.

Commanding Officer: Star Captain Cewen Newclay, Elite (2), Night Gyr A (PV: 63)

Commander Ability: *Combat Intuition:* During the End Phase of a round, this unit may declare it is going to use Combat Intuition, and inflict 1 point of Pilot Damage (no Consciousness Roll is required). The unit may then make attacks during the Movement Phase of the next round; if the target has not yet generated a TMM this round, it is counted as having a TMM of 0. Damage and other effects from these attacks are resolved *immediately*. This ability may only be used once every 2 rounds.



Gamma Galaxy, Solahma Cluster: “The Old Vultures”

(Ad Hoc Star, Veteran)

Having been badly damaged during the Refusal War, the Solahma Cluster has replenished its ranks with older warriors, desperate to prove their worth in battle one last time. While Inner Sphere or mercenary commands would find great value in seasoned veterans, to the Jade Falcons, the ‘Old Vultures’ are now little more than a drain on much-needed resources, so they have mounted up in second-line machines to earn a glorious death on the field.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4), and no units can be of lesser skill than Regular (4/5). This force *may not* include Omnimechs or Elementals. Up to 2 Mechs in this force can be of Inner Sphere tech base.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Hard to Kill:** Enemy units receive a -2 penalty to dice rolls when attempting to confirm Critical Hits on this unit
- **Hot Dog:** -1 difficulty to all checks to avoid Shutdown or Ammo Explosions from excess heat.
- **Human TRO:** +1 modifier to rolls (not the target number) to confirm a Critical Hit on a specific type of unit (‘Mechs, Combat Vehicles, Aerospace Fighters, etc). This unit type must be declared before the start of play.

Commanding Officer: Star Captain Tamara, Veteran (3/4), Hunchback IIC (BV: 2,216)

Commander Ability: *Sand Blaster:* At the start of play, declare a favored cluster weapon for this unit; hits with this weapon get +4 to Cluster rolls made at Short Range, +3 for Medium, and +2 for Long.

Alpha Strike

PV Limit: 250

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (Skill 3), and no units can be of lesser skill than Regular (Skill 4). This force *may not* include Elementals or any Mech with the “Omni” Special Ability.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Hard to Kill:** Twice per game, when this unit takes a Critical Hit, the player may adjust the opponent's Critical Hit die roll by up to 2 after it is rolled.
- **Hot Dog:** The unit acts as if it was one level lower on the Heat scale, and can sustain 4 points of Heat before automatically shutting down rather than the usual 3. At 4 points of Heat, the unit loses 6” of ground movement, subtracts 2 from its Target Movement Modifier (minimum TMM of 0), and suffers a +3 Target Number modifier instead of shutting down.
- **Human TRO:** May modify dice rolls by 1 when scoring a Critical Hit on a specific type of unit (‘Mechs, Combat Vehicles, Aerospace Fighters, etc). This unit type must be declared before the start of play.

Commanding Officer: Star Captain Tamara, Veteran (Skill 3), Hunchback IIC (PV: 31)

Commander Ability: *Sand Blaster:* After dealing regular Weapon damage with this unit, roll 1d6 and add an additional point of damage if the result is 4-6.



Epsilon Galaxy, 5th Battle Regulars: “The Golden Talons”

(Battle Armor Star, Veteran)

A well-renowned unit famed for its extensive use of Elemental Battle Armor, the 5th Battle Regulars has only just been reconstituted after being rendered inoperable by Clan Wolf. The newly reformed ‘Golden Talons’ are inexperienced, but have quickly become a fearsome garrison unit that excels in city fighting.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No more than 1 unit beside your commanding officer can be Veteran (3/4), and 1 unit must be Green (5/6). No Mech other than your Commanding Officer may weigh more than 55 tons. Your force must include at least 3 units of Elementals (this is an exception to the limitation of no more than 2 of the same unit per force).

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Battle Carrier (Mech only):* This unit may reduce its Walking MP by 1 to carry 2 points of Elementals at once.
- *Dug In (Battle Armor only):* This unit may immediately move directly into the nearest Woods or Building Hex after being dropped off by a friendly unit, but only if it can complete its movement in said Hex.

Commanding Officer: Star Colonel Diane Anu, Veteran (3/4), Summoner Prime (BV: 3,033)

Special Pilot Ability: Warrior Caste Synergy: As long as this unit is not Destroyed or in Forced Withdrawal, if a friendly Elemental unit makes a successful Weapon Attack against an enemy unit, all friendly units receive -1 to hit that same unit during that Weapon Attack Phase.

Alpha Strike

PV Limit: 250

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: All units in your force must be Veteran (Skill 3). No Mech other than your Commanding Officer may be larger than Size 2. Your force must include at least 3 units of Elementals.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Battle Carrier (Mech only):* This unit may reduce its Movement Speed by 2" to carry 2 points of Elementals at once.
- *Dug In (Battle Armor only):* This unit may immediately move directly into the nearest Woods or into a Building after being dropped off by a friendly unit, but only if it can complete its movement in said cover.

Commanding Officer: Star Colonel Diane Anu, Veteran (Skill 3), Summoner Prime (PV: 52)

Special Pilot Ability: Warrior Caste Synergy: As long as this unit is not Destroyed or in Forced Withdrawal, if a friendly Elemental unit makes a successful Weapon Attack against an enemy unit, all friendly units receive -1 to hit that same unit during that Weapon Attack Phase..



Iota Galaxy, Gyr Falcon Eyrie Cluster: “The Bloody Hatchlings”

(Medium Battle Star, Regular)

Prior to landing on Coventry, the fledgling warriors of the Gyr Falcon Eyrie Cluster had never worked together before, even in training exercises. To make up for this lack of experience, the ‘Bloody Hatchlings’ have been assigned a strict and notoriously cruel commander to keep them in line.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No units beside your commanding officer can be Veteran (3/4), and 1 unit must be Green (5/6). All other units must be Regular (4/5). No units beside your commanding officer may be more than 65 Tons or below 35 Tons, and no units beside your commanding officer can pilot an Omnimech.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Lucky (1): This unit may re-roll 1 failed Gunnery or Piloting Check*

Commanding Officer: Star Captain Devin Buhallin, Veteran (3/4), Gargoyle C (BV: 3,190)

Special Pilot Ability: *Cruel Tutelage:* During the Weapon Attack Phase, this unit may make a single Weapon Attack against a friendly unit. If this attack hits, the friendly unit receives a -3 to-hit on all Weapon Attacks it makes this round, or a -1 if the attack misses

Alpha Strike

PV Limit: 250

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No units beside your commanding officer can be Veteran (Skill 3), and 1 unit must be Green (Skill 5). All other units must be Regular (Skill 4). No units beside your commanding officer may be a Size 1 or 4, and no units beside your Commanding Officer can have a unit with the “Omni” Special Ability.

Special Pilot Abilities: Select 3 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Lucky (1): This unit may re-roll 1 failed Skill Check*

Commanding Officer: Star Captain Devin Buhallin, Veteran (Skill 3), Gargoyle C (PV: 55)

Special Pilot Ability: *Cruel Tutelage:* During the Weapon Attack Phase, this unit may subtract 1 from its Weapon Damage to make a 1-point Weapon Attack against a friendly unit. If this attack hits, the friendly unit receives a -3 to-hit on all Attacks it makes this round, or a -1 if the attack misses.



Delta Galaxy, 1st Falcon Striker Cluster: “The Pursuing Peregrines”

(Light Pursuit Star, Regular)

Bloodied but far from beaten, the 1st Falcon Striker Cluster was quick to recover after the losses of the Refusal War. A light and agile force, the Pursuing Peregrines are famed for using their lighter and more mobile 'Mechs to draw enemy fire, before hammering their chosen target with heavy weapons.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No units beside your commanding officer can be Veteran (3/4), and 1 unit must be Green (5/6). All other units must be Regular (4/5). No units in your force may weigh more than 55 tons.

Special Pilot Abilities: Select 2 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Antagonizer:** During the Weapon Attack Phase, this unit may select a target in LoS within 10 hexes, and make a +2 Piloting Skill roll. If successful, the target becomes Enraged for 1d3 Rounds. An Enraged unit *must* move towards this unit, and can *only* attack this unit, unless the Enraged unit is damaged by another unit, or this unit ends the Movement Phase more than 10 hexes away.
- **Speed Demon:** This unit receives +1 to its Walking MP, raising its Running and Springing MP accordingly.

Commanding Officer: Star Colonel Uvin Buhallin, Veteran (3/4), Cougar Prime (BV: 1,960)

Special Pilot Ability: *Isolated Target:* this unit receives -1 to hit any enemy unit that does not end its Movement within 6 hexes of another enemy unit.



Iota Galaxy, 2nd Falcon Jaegers: “The Frost Falcons”

(Medium Cavalry Star, Veteran)

Notably, the 2nd Falcon Jaegers were the first Clan forces to fight alongside Inner Sphere warriors, assisting Kai Allard-Liao against the ComGuards on Alyina during the Invasion. Since then, the 'Frost Falcons' achieved victories over Clan Wolf during the Refusal War, and have become famous for aggressively pursuing their objectives regardless of losses.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: All units in this force must be Veteran (3/4). No Mechs in your force may weigh more than 65 Tons or less than 35 Tons.

Special Pilot Abilities: Select 2 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Maneuvering Ace:** This unit may spend 1 MP to make a lateral shift
- **Falcon's Vengeance:** If a friendly unit is Destroyed, this unit receives -2 to all Weapon and Physical Attacks in the next round.

Commanding Officer: Star Captain Denor Roshak, Veteran (3/4), Hellbringer A (BV: 2,571)

Special Pilot Ability: *Sharpshooter:* When making a Weapon Attack while walking or standing still, this unit may roll 3d6 and keep the highest 2 results.



Iota Galaxy, 305th Assault Cluster: “The Blood Vision”

(Heavy Assault Star, Regular)

A unit rebuilt entirely after suffering over 98% casualties during the Invasion and the Refusal War, the new 305th Assault Cluster seeks to restore the unit's reputation. Having learned hard lessons against both House Steiner and Clan Wolf, the 'Blood Vision' has adopted 'un-Clanlike' tactics, making extensive use of artillery and indirect fire.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No units beside your commanding officer can be Veteran (3/4), and 1 unit must be Green (5/6). All other units must be Regular (4/5). No more than 2 units in your force may weigh less than 55 tons. At least one unit in this force must be equipped with Arrow IV Missiles, or a Thumper, Sniper, or Long Tom Artillery Piece.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Artilleryman:* this unit may shoot and spot for Indirect Fire in the same round without penalty.
- *Oblique Attacker:* This unit reduces the To-Hit modifier for making an Indirect Fire attack by -1.

Commanding Officer: Star Colonel Tara, Veteran (3/4), Warhawk C (BV: 3,957)

Special Pilot Ability: *Falcon's Sight:* if this unit is spotting for an Indirect Fire attack, the attack receives a -2 to-hit. If this unit has line-of-sight on the target of an Artillery Weapon Attack, that attack receives a -1 to-hit.



Rho Galaxy, 7th Falcon Regulars: “Hazen's Hussars”

(Medium Fire Star, Regular)

The 7th Falcon Regulars were formerly an elite unit, but have been a second-line unit since their near-total destruction on Tukayyid. Despite being under-strength due to raiding from the Wolves and Steel Vipers, 'Hazen's Hussars' are still known for expert mobility, especially on tricky terrain.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: No units beside your commanding officer can be Veteran (3/4), and 1 unit must be Green (5/6). All other units must be Regular (4/5). No units in your force may weigh more than 75 tons or less than 45 Tons.

Special Pilot Abilities: Select 2 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Outmaneuver:* This unit may receive a -1 to-hit bonus when making a Weapon Attack into an enemy unit's side arc, and a -2 bonus when attacking an enemy unit's rear arc.
- *Terrain Master:* This unit may reduce the MP cost of moving through Woods, Snow, or Rough Terrain by 1.

Commanding Officer: Star Colonel Tegen, Veteran (3/4), Hellbringer Prime (BV: 3,503)

Special Pilot Ability: *Hit and Run:* This unit may make 2 Weapon Attacks during the Movement Phase before, during, or after spending MP. These attacks resolve at the End Phase like a normal attack.



Rho Galaxy, 12th Falcon Regulars: “The Frozen Fears”

(Heavy Assault Star, Veteran)

A unit of staunch traditionalists, the 12th Falcon Regulars prefer direct, decisive action. While this strict adherence to zellbrigen has cost them in the past, the 'Frozen Fears' overcome the restrictions of this type of fighting through sheer brute force and intimidation.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: All units in your force must be Veteran (3/4). No more than 1 Mech in your force may weigh less than 60 Tons.

Special Pilot Abilities: Select 2 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Blood Stalker:** Select a target at the beginning of play. This unit receives -1 to all attacks against that target, but +2 to attacks against any other target. This effect lasts until the target either retreats or is destroyed.
- **Bully:** this unit gains -1 difficulty to attacks against enemy units within 10 hexes that are at least 1 size category smaller than it, and -2 difficulty to all enemies that have taken a Critical Hit to the Engine or Gyro.

Commanding Officer: Star Colonel Creed Mattlov, Veteran (3/4), Turkina Prime (BV: 3,886)

Special Pilot Ability: *Intimidator:* as long as this unit has not lost a limb, taken a Pilot Wound, or taken a Critical Hit to the Engine or Gyro, all enemy units within this unit's LoS take a +1 penalty to all attacks made against this unit.



Rho Galaxy, Eyrie Cluster: “The Jade Hatchlings”

(Medium Skirmisher Star, Regular)

Another unit driven to near extinction by the Wolves, the Eyrie Cluster has struggled to replenish its ranks. Most of the 'Jade Hatchlings' have not even completed their sibko training, with some personnel being as young as thirteen.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: IS Clan General, Clan Jade Falcon

Force Composition: At least 2 units in your force must be Green (5/6). All other units must be Regular (4/5). No units in your force may weigh more than 65 Tons or less than 35 Tons, and no unit other than the commanding officer can pilot an Omnimech.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Beginner's Luck:** If this unit's Gunnery skill is 4 or 5, the first time it successfully lands a Weapon Attack on an enemy unit, after damage is allocated they may automatically confirm 1 Critical Hit in that location.
- **First-Time Jitters:** if this unit loses a Limb or Side Torso, or if the Mechwarrior receives a Wound, it is immediately put into Forced Withdrawal. *Reduce this unit's PV cost by 20%.*

Commanding Officer: Star Captain Mikos Roshak, Veteran (3/4), Summoner A (BV: 2,831)

Special Pilot Ability: *Watchful Mentor:* All friendly units within 6" of this unit gain -1 to-hit when making Weapon Attacks.

DEFENDING FORCES: LYRAN ALLIANCE



10th Skye Rangers, 1st Battalion: “The Black Watch”

(Medium Skirmish Lance, Veteran)

The ‘Black Watch’ of the 10th Skye Rangers do not share the Star League heritage of the late SLDF royal unit of the same name, but they do share the same ancestry as the original unit from ancient Scotland. A unit consisting mostly of military upstarts and political outcasts, the 1st Battalion eschews typical Steiner tactics in favor of more mobile units and extensive scouting.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Alliance

Force Composition: No units in your force beside the Commanding Officer can be Elite (2/3), and no more than 2 units can be of lesser skill than Veteran (3/4). No unit in this force may weigh over 75 Tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Targeting Data:** During the Weapon Attack Phase, rather than make a Weapon Attack, this unit may make a Piloting check to “lock” onto an enemy unit in LoS within 12 hexes. All other friendly units with LoS of the “locked” target receive a -1 to-hit on the target for that round.
- **Multi-Tasker:** Reduce the difficulty for attacking multiple targets by -1.

Commanding Officer: Hauptmann Caradoc Trevena, Elite (2/3), Penetrator PTR-4D (BV: 2,834)

Commander Ability: **Tactical Genius:** As long as this unit is in play and not in Forced Withdrawal, you may re-roll Initiative rolls, taking the higher result. This ability can only be done once every 2 rounds.

Alpha Strike

PV Limit: 250

MUL Faction Availability: Inner Sphere General, Lyran Alliance

Force Composition: No units in your force beside the Commanding Officer can be Elite (Skill 2), and no more than 2 units can be of lesser skill than Veteran (Skill 3). No unit in this force may be Size 4 or larger.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Targeting Data:** During the Weapon Attack Phase, rather than make a Weapon Attack, this unit may make a Piloting check to “lock” onto an enemy unit in LoS within 12 hexes. All other friendly units with LoS of the “locked” target receive a -1 to-hit on the target for that round.
- **Multi-Tasker:** Reduce the difficulty for attacking multiple targets by -1.

Commanding Officer: Hauptmann Caradoc Trevena, Elite (2/3), Penetrator PTR-4D (PV: 55)

Commander Ability: **Tactical Genius:** As long as this unit is in play and not in Forced Withdrawal, you may re-roll Initiative rolls, taking the higher result. This ability can only be done once every 2 rounds.



31st Coventry-Donegal March Militia: "The Bruisers"

(Heavy Brawler Lance, Regular)

Another unit used by the Lyran half of the Federated Commonwealth as a "dumping ground" for malcontents and supporters of Victor Steiner-Davion, the 31st Coventry-Donegal March Militia had previously suffered low morale, fearing they would never get the chance to prove themselves in combat. Oddly, the arrival of the Jade Falcons has raised their spirits, giving the melee-focused 'Bruisers' all the combat experience they could ever want.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Commonwealth, **Era Availability:** Late Succession War (LoSTech)

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4), and at least one unit must be Green (5/6). No more than 1 unit in this force may weigh under 45 Tons.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Melee Master:** This unit may deliver one extra Physical Attack during the Physical Attack Phase.
- **Street Fighter:** This unit may make Physical Attacks *before* the Weapon Attack Phase, with damage and other effects resolving immediately.
- **Zweihander:** This unit may use both hands to attack with a Mech-scale melee weapon, adding additional damage equal to a Punch attack. However, if successful, this unit must then make an immediate Critical Hit check against its own arms.

Commanding Officer: Kommandant Peter Wehlan, Veteran (3/4), Crusader CRD-3R (BV: 1,738)

Special Pilot Ability: **Fist Fire:** If this unit successfully delivers a Punch attack, it may then immediately make a Weapon attack with all weapons in that arm, ignoring minimum range penalties.

Alpha Strike

PV Limit: 250

MUL Faction Availability: Inner Sphere General, Lyran Alliance

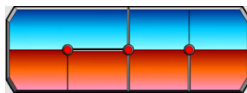
Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (Skill 3), and at least one unit must be Green (Skill 5). No more than 1 unit in this force may be less than Size 2.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- **Melee Specialist:** This unit receives -1 to-hit when making a Physical Attack.
- **Street Fighter:** This unit may make Physical Attacks *before* the Weapon Attack Phase, with damage and other effects resolving immediately.
- **Zweihander:** This unit may add +1 damage to any Physical Attack (excluding Charge or Death from Above).

Commanding Officer: Kommandant Peter Wehlan, Veteran (3/4), Crusader CRD-3R (BV: 1,738)

Special Pilot Ability: **Fist Fire:** this unit may add its Short Range damage value to any Physical Attack it makes.



1st Coventry Training Academy Cadet Cadre: "The Freshmen"

(Medium Cavalry Lance, Green)

Consisting entirely of students and instructors pressed into service by the arrival of the Jade Falcons, the 1st Coventry Training Academy Cadet Cadre is a completely untested unit whose Mechwarriors have likely never piloted anything other than a simulator. Sticking close to their commander, they know they must either fight to the end or face a lifetime of captivity in the Jade Falcons' clutches.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Commonwealth, *Availability Era: Late Succession Wars (LosTech)*

Force Composition: No units apart from the Commanding Officer may be above Regular (4/5), and at least 2 units must be Green (5/6). No unit may weigh above 75 Tons.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Teacher's Pet:* instead of making a Weapon Attack, this unit may spot an enemy unit within LoS of both itself and the Commanding Officer. The Commanding Officer then receives a -1 to-hit bonus when attacking that target. This effect may stack a maximum of 2 times per round.
- *First-Time Jitters:* if this unit loses a Limb or Side Torso, or if the Mechwarrior receives a Wound, it is immediately put into Forced Withdrawal. *Reduce this unit's BV cost by 20%.*

Commanding Officer: Hauptmann William Reffo, Veteran (3/4), Warhammer WHM-7M (BV: 1,963)

Special Pilot Ability: *Master Instructor:* During the bottom of the End Phase of a round, this unit may choose to take 1 Wound (no Consciousness check necessary) to command up to 2 friendly units. These units may either move equal to their Walking MP or make 1 additional Weapon Attack, with all effects resolving immediately. Note: because this occurs *after* Heat dissipates, all Heat generated carries over into the next round. This unit may use this ability once every 2 rounds. Vehicles can move using their Cruising speed, but cannot make any extra attack.

Alpha Strike

PV Limit: 250

MUL Faction Availability: Inner Sphere General, Lyran Alliance, *Availability Era: Late Succession Wars (LosTech)*

Force Composition: No units apart from the Commanding Officer may be above Regular (Skill 4), and at least 2 units must be Green (Skill 5). No unit may be above Size 3.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Teacher's Pet:* instead of making a Weapon Attack, this unit may spot an enemy unit within LoS of both itself and the Commanding Officer. The Commanding Officer then receives a -1 to-hit bonus when attacking that target. This effect may stack a maximum of 2 times per round.
- *First-Time Jitters:* if this unit loses a Limb or Side Torso, or if the Mechwarrior receives a Wound, it is immediately put into Forced Withdrawal. *Reduce this unit's PV cost by 20%.*

Commanding Officer: Hauptmann William Reffo, Veteran (3/4), Warhammer WHM-7M (BV: 1,963)

Special Pilot Ability: *Master Instructor:* During the bottom of the End Phase of a round, this unit may choose to take 1 Heat to command up to 2 friendly units. These units may either move equal to half their Movement or generate 1 point of Heat to make a Weapon Attack equal to half their usual damage value.



10th Skye Rangers, 2nd Battalion: "The Loose Cannons"

(Heavy Battle Lance, Veteran)

A unit of misfits and troublemakers, the 10th Skye Rangers 2nd Battalion has a reputation for recklessness and rash decisions, often surviving through sheer dumb luck alone. The unruly and undisciplined 'Loose Cannons' are notorious for being nearly impossible to command, but winning the day anyway more often than not.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Alliance

Force Composition: All units in this force must be Veteran (3/4). No unit in this force may weigh under 50 tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Lucky (2):* This unit may re-roll up to 2 failed Gunnery or Piloting Checks
- *Reckless and Wild:* This unit may choose to take a -2 to all Gunnery and Piloting checks for 1 round, but all enemy units targeting this unit may also gain -2 to Gunnery and Piloting checks when attacking it that same round.

Commanding Officer: Kommandant Anne Sarich, Veteran (3/4), Guillotine GLT-5M (BV: 1,943)

Commander Ability: *Lucky (3):* This unit may re-roll up to 3 failed Gunnery or Piloting Checks



10th Skye Rangers, Support Battalion: "The Battering Bastards"

(Combined-Arms Support Lance, Regular)

As much as the 10th Skye Rangers are disdained for their questionable loyalties, the Skye Rangers Support Battalion is often scorned for not being a 'proper' Battlemech unit. While such inter-service rivalries are common, the 'Battering Bastards' have a particular chip on their shoulder for it, and delight in showing the haughty Clan Mechwarriors what they and their artillery batteries think of 'proper' Mech combat.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Alliance

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4), and at least one unit must be Green (5/6). No more than 50% of your BV can be Battlemechs, and at least 1 unit must be equipped with an artillery weapon.

Special Pilot Abilities: Select 5 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Artilleryman:* this unit may shoot and spot for Indirect Fire in the same round without penalty.
- *Oblique Attacker:* This unit reduces the To-Hit modifier for making an Indirect Fire attack by -1.

Commanding Officer: Hauptmann Jeremy Kowal, Veteran (3/4), Quickdraw QKD-5M (BV: 1,633)

Commander Ability: *Steel Rain:* If this unit has line-of-sight on the target of an Artillery Weapon Attack, that attack receives a -2 to-hit. In addition, if this unit is spotting for an Indirect Fire attack, that attack receives a -1 to-hit.



141st Coventry-Donegal March Militia: "The Rainmakers"

(Medium Fire Lance, Regular)

A fire support unit using outdated equipment, the 141st Coventry-Donegal March Militia were never intended to see front-line combat. With the onslaught of the Jade Falcons, the 'Rainmakers' hope to hold out by using their long-range weaponry to keep the Clanners at a distance.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Commonwealth, *Availability Era: Late Succession Wars (LosTech)*

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4), and at least one unit must be Green (5/6). No more than 2 units in this force may weigh under 35 Tons, and no unit may weigh above 75 Tons.

Special Pilot Abilities: Select 2 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Marksman:* This unit can make an Aimed Shot as if using a Targeting Computer, as long as you are stationary and only fire one weapon. If you have a Targeting Computer, reduce the usual difficulty by -2.
- *Range Master:* At the start of play, this unit may swap the Short Range modifier with the Medium or Long Range bands.

Commanding Officer: Hauptmann Arturo Fuentes, Veteran (3/4), Catapult CPLT-C1 (BV: 1,847)

Special Pilot Ability: *Cluster Hitter:* This unit gains +2 to all rolls made on the Cluster Table.



2nd Coventry Training Academy Cadet Cadre: "The Greenhorns"

(Medium Skirmish Lance, Green)

An ad-hoc unit made of schoolboys and students piloting hand-me-down Mechs, the 2nd Coventry Training Academy Cadet Cadre are facing their baptism by fire years before they are ready. With their only choices being to fight the Clan war machines or spend the rest of their lives as chattel, the 'Greenhorns' have chosen to stand up to the Jade Falcons and either save their schoolmates or die trying.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Lyran Commonwealth, *Availability Era: Late Succession Wars (LosTech)*

Force Composition: No units apart from the Commanding Officer may be above Regular (4/5), and at least 2 units must be Green (5/6). No more than 2 units in this force may weigh under 35 Tons, and no unit may weigh above 75 Tons.

Special Pilot Abilities: Select 3 units in your force aside from your commanding officer, and assign them one of the following abilities:

- *Beginner's Luck:* If this unit's Gunnery skill is 4 or 5, the first time it successfully lands a Weapon Attack on an enemy unit, after damage is allocated they may automatically confirm 1 Critical Hit in that location.
- *First-Time Jitters:* if this unit loses a Limb or Side Torso, or if the Mechwarrior receives a Wound, it is immediately put into Forced Withdrawal. *Reduce this unit's BV cost by 20%.*

Commanding Officer: Hauptmann Luisa Perez, Veteran (3/4), Marauder MAD-5M

Special Pilot Ability: *On-the-Job Training:* when this unit successfully makes a Weapon Attack on an enemy unit, all friendly units in this force receive a -1 bonus to hit the same target.

DEFENDING FORCES: MERCENARY COALITION



Wolf's Dragoons, Delta Regiment: "The Landschnecks"

(Heavy Assault Lance, Veteran)

Thanks to being on assignment away from Outreach during the outbreak of the Dragoons Civil War, Delta Regiment avoided most of the internal firestorm that nearly destroyed Wolf's Dragoons in 3054. Now that their origins within Clan Wolf are public knowledge, the Dragoons are more open about utilizing Clan technology, and have even incorporated Elementals captured from the Battle of Luthien into their ranks.

Force Composition Rules:

Total Warfare

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Mercenary, Wolf's Dragoons

Force Composition: No units in your force beside the Commanding Officer can be Elite (2/3), and no more than 2 units can be of lesser skill than Veteran (3/4). Up to 2 units can be Clan Omnimechs or Battlemechs, and this force must include at least 1 squad of Elementals. No Mech in this force may weigh less than 55 tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Sandblaster:** At the start of play, declare a favored cluster weapon for this unit; hits with this weapon get +4 to Cluster rolls made at Short Range, +3 for Medium, and +2 for Long.
- **Blood Stalker:** Select a target at the beginning of play. This unit receives -1 to all attacks against that target, but +2 to attacks against any other target. Lasts until the target either retreats or is destroyed.

Commanding Officer: Col Shelly Brubaker, Elite (2/3), Nightstar NSR-9J (BV: 4,030)

Commander Ability: *Deadly Precision*: three times per game, when this unit hits a target with one of its Gauss Rifles, this unit may adjust the result of the Hit Location roll up or down by 1.

Alpha Strike

PV Limit: 250

MUL Faction Availability: Inner Sphere General, Mercenary, Wolf's Dragoons

Force Composition: No units in your force beside the Commanding Officer can be Elite (Skill 2), and no more than 2 units can be of lesser skill than Veteran (Skill 2). Up to 2 units can be Clan Omnimechs or Battlemechs, at this force must contain at least 1 squad of Elementals. No Mech in this force may be less than Size 3.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Sandblaster:** When this unit delivers a weapon attack using only one of the following specials—AC, FLK, IATM, LRM, SRM, or TOR—it receives a -1 Target Number modifier, and delivers an additional 1 point of damage (increased to 2 points if the attack is made at Short range).
- **Blood Stalker:** Select a target at the beginning of play. This unit receives -1 to all attacks against that target, but +2 to attacks against any other target. Lasts until the target either retreats or is destroyed.

Commanding Officer: Col Shelly Brubaker, Elite (2/3), Nightstar NSR-9J (PV: 71)

Commander Ability: *Deadly Precision*: three times per game, when this unit successfully makes a Weapon Attack at Medium or Long Range, it may automatically roll on the Critical Hit table.



Wolf's Dragoons, Gamma Regiment: "The Shadow Wolves"

(Medium Urban Combat Lance, Veteran)

Commanded by a lesser legend among the Dragoons who had survived the Battle of Misery and beyond, Wolf's Dragoons Gamma Regiment is known primarily as a support unit that excels at city fighting. While not as revered as the assault Mechs of Zeta Battalion or as dreaded as the Black Widow Company, there are few who would risk entering into urban combat knowing the 'Shadow Wolves' are waiting for them.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Mercenary, Wolf's Dragoons

Force Composition: No units in your force beside the Commanding Officer can be Elite (2/3), and no more than 2 units can be of lesser skill than Veteran (3/4). Up to 2 units can be Clan Omnimechs or Battlmechs. No unit in this force may weigh less than 30 Tons or more than 60 Tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Collateral Damage:* this unit may fire through 1 Building hex as if it were 1 Hex of Heavy Woods, taking a +2 to-hit accordingly.
- *Tight Maneuvering:* When moving on pavement, this unit may spend 1 MP to rotate up to 3 hex faces.

Commanding Officer: Col Irwin Tyrell, Elite (2/3), Wolverine WVR-7M (BV: 2,811)

Commander Ability: *Terrain Master: Urban:* this unit ignores Partial Cover modifiers for targets hiding behind buildings.



Waco's Rangers

(Heavy Assault Lance, Regular)

An otherwise well-respected mercenary command for over 50 years, Waco's Rangers are best-known for their Death Oath against Wolf's Dragoons. Despite their age-old feud, the Rangers- now under the command of the brash and arrogant Wayne Rogers- have agreed to fight alongside their bitter enemies, if only for the opportunity to humiliate the Dragoons by out-performing them on the battlefield.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Mercenary

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4). No unit in this force may weigh less than 50 tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- *Intimidator:* as long as this unit has not lost a limb, taken a Pilot Wound, or taken a Critical Hit to the Engine or Gyro, all enemy units within 10 hexes take a +1 penalty to all attacks made against this unit.
- *Brace for Impact:* if this unit stands still during the Movement Phase and does not make any attacks, it may reduce the damage from all incoming attacks this round by 50% (rounding down).

Commanding Officer: Col Wayne Rogers, Elite (2/3), Battlemaster BLR-3M (Rogers) (BV: 2,821)

Commander Ability: *Rebel Yell:* Once per game, before Initiative is rolled during a round, this unit may activate this ability. For the entirety of this round, *all rolls of 2d6 made by this player* (not including Hit Locations) roll 3d6 and take the two highest results.



Waco's Rangers Sub-Command: "The Crazy 8s"

(Medium Striker Lance, Regular)

While technically not official members of Waco's Rangers, the Crazy Eights are a smaller company that have admired Wayne Waco for so long that they have all but grafted themselves onto the larger command. The Eights act primarily as the Rangers' recon and skirmishing detail, using fast and gaudy-looking Mechs to distract their enemies while the Rangers go for the kill.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Mercenary

Force Composition: Up to 2 units in your force beside the Commanding Officer can be Veteran (3/4), and no units can be of lesser skill than Regular (4/5). No units in this force may weigh more than 55 tons.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Speed Demon:** Gain +1 MP for Walking, +2 for Running, and +4 for Sprinting
- **Maneuvering Ace:** This unit may spend 1 MP to make a lateral shift

Commander: Captain Symerious Blade, Veteran (3/4), Crusader CRD-5M (BV: 1,859)

Commander Ability: Reposition: If this unit has MP that it has not expended during the Movement Phase, it may spend that remaining MP to move again after making Weapon Attacks during the Combat Phase. This ability may only be used once every 2 rounds.



71st Eridani Light Horse Regiment: "The White Horses"

(Combined Arms Command Lance, Veteran)

An elite mercenary unit descended from the Star League Defense Force, the Eridani Light Horse are well respected by all of the Great Houses, and for generations were considered the premiere mercenary command in the Inner Sphere until the arrival of Wolf's Dragoons. While their rivalry with the Dragoons is more of professional one-upmanship than personal hatred, the combined-arms elements of the 71st Light Horse Regiment have nonetheless come to Coventry with a point to prove against both the Jade Falcons and their long-time mercenary rivals.

Force Composition Rules:

BV Limit: 12,000

MUL Faction Availability: Inner Sphere General, Mercenary

Force Composition: All units in your force must be Veteran (3/4). No more than 50% of your BV can be Battlemechs.

Special Pilot Abilities: Select 2 units apart from the Commanding Officer, and assign them one of the following abilities:

- **Multi-Tasker:** Reduce the difficulty for attacking multiple targets by -1.
- **Forward Observer (2):** as long as this unit is in play, reduce the difficulty for Airstrikes and Artillery by -2

Commanding Officer: Captain Ruben Avilla, Veteran (2/3), Cyclops CP-11-A (BV: 2,042)

Commander Ability: Tactical Genius: As long as this unit is in play and not in Forced Withdrawal, you may re-roll Initiative rolls, taking the higher result. This ability can only be done once every 2 rounds.