

# THE DAY THAT GREATNESS AND VISION DIED . . .

**STEITZ PLAINS  
IRONHOLD  
7 OCTOBER 2834**

Khan Jerome Winson blinked. He blinked and then gripped the controls of his *Marauder IIC* as hard as he could, so hard he wondered if the tendons in his fingers might snap from the strain. If he allowed himself to do anything more, he knew he would snap, and God help anyone, friend or foe, who would wander in front of him.

Running his 'Mech at a steady pace across grasses tinged with hoarfrost, Jerome pushed all thoughts from his head. His Clan always looked to him as the tempering influence in times of distress, and he did not want to fail them. Could not fail them. The wrong move could doom not only his Clan but every Clan, so he abandoned all thoughts of his slain ilkhan and concentrated on the open plain ahead.

He was successful at emptying his mind, save for a single image that somehow wormed its way through his mental armor: the face of Nicholas, on the day he learned his father General Aleksandr Kerensky had died from a heart attack while planning a massive military campaign. Nicholas had always been a canny leader, but Jerome felt he had relied too much on the safety net of his father's prestige. Anything that went wrong, old Nicholas could just step back and let the legendary Commanding General of the SLDF step in and fix his mess. When Aleksandr died during the Pentagon Civil War, that safety net disappeared, and Nicholas had to fend for himself on his own terms. On that day, Jerome had watched Nicholas step right into his father's shoes and undertake a daunting venture—no more

training wheels, no more flotation devices, no lifelines. That path had ultimately led to the formation of the Clans, to the retaking of the Pentagon worlds, to creating a new, viable society out of the ashes of the old.

All of that, all that Nicholas had fought and died for, hung in the balance. All because of a single weapon discharge.

Jerome blinked and gripped his 'Mech's controls yet again. Every time he tried to force the memories of Nicholas out of his thoughts, at least one visual, one snippet of conversation, or one line from a rousing speech would come stampeding back to the forefront. This time, he wiped away moisture obscuring his vision before it could fall down his cheek. With less than ten years separating their ages and what seemed several lifetimes of friendship shared between them, Nicholas had felt almost like a younger brother to him. Now Jerome finally understood how Nicholas must have felt when his brother Andery was killed.

The further Jerome's 'Mech carried him from the spot on which Nicholas was killed, the more the event kept replaying over and over in his mind, unbidden. The whole thing had happened so fast. In the middle of the Refusal over Jerome's call for Clan Wolf to Absorb Clan Widowmaker, Widowmaker Khan Cal Jorgensson had challenged Jerome to a Trial of Grievance. Jerome was the better warrior, so he had Jorgensson on the ropes in very short order. PPC strikes tore through the hip of Jorgensson's *Highlander*, inflicting the 'Mech with a devastating limp Jerome planned to exploit to the fullest. That moment, a Star of Jorgensson's Widowmakers violated the Circle of Equals. And then everything unraveled into single still frames.





# THE DAY THAT GREATNESS AND VISION DIED....

Nicholas's 'Mech moving in front of him.

The bright red flash of the *Highlander's* laser discharge.

The *Atlas II* going limp. Falling backward, slowly, a giant losing its inevitable war with gravity.

The silence. Dear God, the *silence*.

Never before in all of Jerome's six decades of military service had he seen a battlefield fall into complete and utter stillness so quickly.

Not even the medtechs' advanced medical expertise could coax the ilKhan's half-charred corpse back to life. The moment Nicholas was pronounced dead, Jerome turned his sights on two of the Widowmaker 'Mechs who had unlawfully violated the Circle of Equals between him and Jorgensson. He wordlessly destroyed both of them with point-blank particle cannon shots to the cockpit. He shoved another 'Mech to the ground and crushed its canopy beneath his *Marauder's* clawed foot. The stunned Widowmakers didn't start firing back at him until he had rendered two more 'Mechs into slag.

All in complete silence, all without shedding a single tear.

Now, hours later, the Widowmakers were fleeing. Several good warriors had died while taking Jorgensson into custody, and the slayer of the ilKhan was now being held at the site of the fateful battle, awaiting judgment from the Grand Council for his actions. The rest of the Widowmakers, however, on this planet and beyond, were henceforth engaged in a fight for their right to exist as a Clan. They had lost their Trial of Refusal and were now subject to a Trial of Absorption.

Jerome was no stranger to having friends die in battle—right next to him, even—but Nicholas... Nicholas was different. Nicholas was the vision and the catalyst behind the Clans. Now that he was gone, it was up to Jerome to uphold the tenets upon which Nicholas had founded his Clans twenty-seven years ago. These next few days—no, *hours*—would be the supreme test of the temper and resolve of Nicholas's philosophical foundations.

In hushed corridors, Jerome had heard some say over the years that Nicholas was mad, that while militarily brilliant, the "Curse of Eden" had either atrophied or excised the empathic centers in his brain. If enough people banded together now and labeled the Clans as some grand social experiment undertaken by a madman, everything might fall apart. The moment anyone doubted Nicholas's vision, the sooner the Clans would drift. The caste hierarchy would dissolve, and unrelenting warfare would engulf the entirety of Clan space, just like it had torn apart the Inner Sphere and the Pentagon. If Jerome did not uphold Nicholas's laws, how long before the Clans were no more?

He had to make it last, had to make it persevere.

For Nicholas's sake.

One slip, and everything would be lost.

He vowed to be that vital nail in the horseshoe from that ancient Terran proverb. He would be that one nail responsible for saving an entire kingdom from complete and total annihilation. And to do that he had to mercilessly hunt down each and every one of the Widowmakers. Whether or not they had fired the shot, whether or not Cal Jorgensson had planned this from the beginning and willfully murdered Nicholas, Jerome had to punish the ilKhan's killers. His friend's killers. Anything less than that would convey the message that Nicholas's principles were morally flexible and not worth all the blood, sweat, and anguish that had forged them.

A distant blip appeared on his sensors. Before bothering to register the transponder ID, he pushed his *Marauder* into a full run, heedless of the mangled bits of armor hanging from the 'Mech's frame. He would repair his 'Mech when either he was dead or the Widowmakers were, whichever came first.

"My Khan," came a transmission from the *Catapult* off to his left, Star Colonel Alicia Radick's 'Mech. "You are battle weary. Let me take this one."

"Neg," Jerome replied and cut the transmission.

The obsidian-colored 'Mech, a *Hoplite*, neared in his scopes. The Widowmaker from the 194th Crusader Cluster was running. Or at least it was trying to. Sparks shot out from its already damaged right ankle, and the 'Mech was hobbling along, left behind by its distant Starmates to fend for itself. The black, scarlet-trimmed *Hoplite* turned right as one of Jerome's hastily aimed PPC shots struck the ground near its feet. The Widowmaker returned fire with a long-range missile rack.

The blossoming plume of smoke slammed into Jerome's *Marauder* with the force of a bullet train. Orange-hot chunks of armor sailed away into the grass. Klaxons thundered in his ears. For a moment he could not see, and he tasted blood on his tongue. A glance at his damage readout confirmed that the *Hoplite's* LRMs had struck his cockpit dead center. Another hit like that, or from the Widowmaker's particle cannon, and...

The channel for Alicia Radick's command frequency lit up on his communications panel, but he ignored it. Swallowing the blood pooling in his mouth, he lined up both of his PPCs on the slower, wounded *Hoplite*. Fired. Both shots plowed straight through the Widowmaker's damaged shin, sending the BattleMech to an ungraceful landing on the frosted prairie.

Without giving it a second thought, Jerome ran up to the downed Widowmaker and crushed its cockpit underfoot. Just like he had done with all of the others. Just like he would do to them all. And with every slain Widowmaker he would recall the face of greatness and vision that had died at their hand. He would make things right. He would preserve the Clans. He would—

Right then, five more blips appeared on his scopes. Widowmakers all, heading in his direction rather than running away.

Alicia's comm channel light blinked with even more insistence. He keyed on the channel, expecting to hear some scathing diatribe. Instead she sounded on the verge of tears.

"My Khan," she said, "we have already lost one great leader today. By all that is sacred, please tell me we will not lose another!"

Jerome blinked. Swallowed the blood under his tongue. Gazed out past the melted and bent frame of his cockpit's ferroglass canopy. A cold sense of dread washed over him.

*I must be the nail that holds the kingdom together*, he reminded himself. As much as he burned for revenge, preserving Nicholas's legacy had to come first.

"Star Colonel Radick," he replied, "you now have operational command. I am returning to base for field repairs but will return at my earliest convenience. Good hunting."

Jerome turned his *Marauder* away from the incoming enemy. Disengaging from the Widowmakers was the hardest decision he had ever made, but it had to be done.

For Nicholas's sake.



# INTRODUCTION .....

Welcome to the next installment in the series of *Operational Turning Points* campaign books, designed to give players the opportunity to fight in a landmark conflict from the Clans' tumultuous history. *Operational Turning Points: Widowmaker Absorption* uses both *Mission* and *Touchpoint* Tracks to let players fight a full-fledged, multi-world campaign.

The general information contained in the *Atlas* and *Combatants* sections gives players the tools needed to fight an infinite number of engagements, while the *Tracks* section gives details on some of the more pivotal battles of the campaign. The *Tracks* sections can also be used with stand-alone games set in 2834.

The *Atlas* section presents a global overview followed by some quick facts about some of the planets visited in this campaign. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The *Combatants* section gives details of the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The *Tracks* section presents both *Mission* and *Touchpoint* tracks, allowing player groups to build full-fledged campaigns set during the events listed. A general guideline for how to begin fighting the historical campaign is included in *How to Use the Campaign*. Each of the *Mission* Tracks is reusable, and the *Touchpoints* cover several key battles that occurred during the campaign, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The *Annex* section contains two official Record Sheets. The first is the custom *Atlas II* of ilKhan Nicholas Kerensky, followed by the modified *Highlander* of Widowmaker Khan Cal Jorgensson.

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**Special Thanks:** I've always found the early-Clan era fascinating since it allows us to see how the Clans we know and love (or hate, depending on one's viewpoint) came to be. I'd like to thank the fans who continue to trumpet their love/hatred of the Clans. My gratitude goes out to Ben, for giving me the opportunity to flesh out a part of the Clans' early history in a way that shows both sides of the equation, and to my Significant Other, Carrie, for morally supporting this venture. *Seyla!*

For more information about Clan Widowmaker and their Trial of Absorption, please see *Wolf Clan Sourcebook*, *Jade Falcon Sourcebook*, *Field Manual: Warden Clans*, *Field Manual: Crusader Clans*, *The Clans: Warriors of Kerensky*, *Historical: Operation Klondike*, and *Era Digest: Golden Century*.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA





## ATLAS .....

## IRONHOLD

**Star Type (Recharge Time):** K4V (198 hours)**Position in System:** 2 (of 8)**Time to Jump Point:** 4.31 days**Number of Satellites:** 2**Surface Gravity:** 1.1**Atm. Pressure:** Standard (Breathable)**Equatorial Temperature:** 20° C**Surface Water:** 70 percent**Highest Native Life:** Birds**Population (2834):** 117,000

Ironhold, a cold and inhospitable world, is dominated by large, rocky stretches of tundra. Two of its five major continents spanning the equator offer more temperate climes. However, many settlements—mostly warrior caste installations and sibko training facilities—were purposely built in the colder regions for toughening up cadets or allowing warriors the chance to train in extreme weather conditions. Freak blizzards that occur closer to the large polar regions claim at least a few warriors and cadets each year. Because of this, Clan warriors and warrior-hopefuls treat the poles with a deep superstition. They believe the deep and penetrating snows will only claim those unworthy of the warrior caste, so those lost in such manner do not warrant search parties. Those few that do return to civilization after being lost in the blizzards are afforded an almost legendary awe from their peers.

Ironhold's mines commonly produce germanium, cobaltite, and sphalerite. Since much of the planet's mineral wealth lies beyond the arctic circles, many mining and processing facilities also lay as close to the more temperate regions as possible, purely for safety reasons. Search parties for miners lost in the unforgiving snowstorms rarely return successful, if they ever return at all.

As the second-closest habitable system to Strana Mechty, Ironhold became a natural expansion choice for Clans who did not relish the idea of sharing Huntress with Clan Smoke Jaguar. Early, pre-KLONDIKE colonization efforts by the Jade Falcons, Ice Hellions, and Wolves led to minor clashes between the three, until the Jade Falcons gained complete control of the system in 2819. Since then, other Clans have been unable—or unwilling—to gain a foothold on the Falcon capital.

Ironhold's claim to infamy lies in the middle of the Steitz Plains, a desolate scrubland far from civilization. Here on this ground, the Founder of the Clans, ilKhan Nicholas Kerensky, was killed in battle by traitorous and illegal actions during the Widowmakers' Trial of Refusal over their Absorption vote. Although the ilKhan's ashes were interred in the Kerensky Bloodchapel on Strana Mechty, a cenotaph featuring a bronze sculpture of his *Atlas II* was erected on the exact spot where he died. After the Falcons lost a Trial of Refusal over visitation rights for the site, they began grudgingly allowing warriors from other Clans to visit the monument and reflect on the Founder's final moments.

## DAGDA

**Star Type (Recharge Time):** K4V (195 hours)**Position in System:** 3 (of 8)**Time to Jump Point:** 4.31 days**Number of Satellites:** 2**Surface Gravity:** 1.1**Atm. Pressure:** Low (Breathable)**Equatorial Temperature:** 25° C**Surface Water:** 60 percent**Highest Native Life:** Mammals**Population (2834):** 115,000

Of all five Pentagon worlds, Dagda is perhaps the most geologically active. Its six continents regularly see eruptions and lava flows, which resulted in most of the planet's life developing in the oceans. Because of this, Dagda has a thriving aquaculture industry that employs large, floating platforms capable of following the paths of migrating fish. Several mining centers span Dagda's surface, with notable facilities near the cities of Borodino and Graz on the continent of Riva.

Dagda is home to the nova cat, Clan Nova Cat's totem animal; the sphinx raptor, notable as a prospective Clan totem that did not make the cut; and the seawolf, an enigmatic mammal that spawned several local legends.

During Operation KLONDIKE, Dagda saw some of the hardest fighting in the whole Pentagon. The initial four Clans assigned to liberate the planet—Burrock, Fire Mandrill, Goliath Scorpion, and Widowmaker—ran into series after series of setbacks. Hardware failures, internal conflicts, behavioral issues, personnel and materiel loss, and countless other delays led to the ilKhan benching most of Dagda's invading forces and reactivating two triumphant Clans from the concluded Eden campaign. Clans Wolf and Jade Falcon were given the primary tasks of assaulting the Brotherhood of Donegal's infamous Black Brian fortress while the initial four Clans were given lesser duties. The Widowmakers were furious at having their glory stolen from them, and they would continue to stew in their hatred for another twelve years.

Dagda also served as the site for an historic combat trial between the Widowmakers and the Wolves. Wolf merchants approached Widowmaker merchants to barter for bauxite, but the Widowmaker khans rebuffed the offer outright. The Wolves then declared a Trial of Possession instead, which according to Clan law the Widowmakers could not refuse. The Wolves defeated the Widowmakers in a brutal fight on the Imbros Plains and won a year's worth of bauxite production from their rival's Dagda mines.

## TERRAIN TABLES

## IRONHOLD

**Note:** May use Deep Snow modification (see p. 41, TO).

WOODED / HILLS	Result	Map
	1	Scattered Woods (MS2, MSC2)
	2	Desert Hills (MS2, MSC1)
	3	Woodland (MS6, MSC2)
	4	Rolling Hills #1 (MS3, MSC1)
	5	Rolling Hills #2 (MS3, MSC1)
	6	Heavy Forest #1 (MS4, MSC1)

## IRONHOLD

**Note:** May use Thin Snow modification (see p. 52, TO).

LIGHT URBAN	Result	Map
	1	City (Residential) (MS6, MSC2)
	2	City (Suburbs) (MS6, MSC2, HPCR)
	3	City (Hills/Residential) #1* (MS3, MSC1)
	4	City (Hills/Residential) #2* (BT, MS3, MSC1)
	5	City (Downtown) (MS6, MSC2)
	6	City Ruins§ (MS2, MSC1)

\*Place buildings of varying size, height, and strength in all non-Paved hexes.

§Place 3D6 buildings of varying size, height, and strength on Paved hexes.



# ATLAS .....

## ROCHE

**Star Type (Recharge Time):** F2V (173 hours)

**Position in System:** 1 (of 1)

**Time to Jump Point:** 18.75 days

**Number of Satellites:** 7

**Surface Gravity:** 0.8

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 40°C

**Surface Water:** 50 percent

**Highest Native Life:** Reptiles

**Population (2834):** 51,300

Found during the initial stellar surveys after the Second Exodus, Roche earned a reputation as the planet that nobody wanted. While a surface glance showed the conditions for a mild, habitable desert world, hellish sandstorms plagued the landscape on a near-constant basis. Roche's strange and unpredictable climate dogged the first few colonists who attempted to settle in 2807. The perpetual ravages of the storms prompted the settlers to quietly abandon the planet less than two years later.

The system would lay silent until 2812, when the leadership of Clan Widowmaker sought a quiet corner of the Kerensky Cluster to call their own. Widowmaker Khan Jason Karrige ordered a modest contingent to recolonize Roche, and within five years the Clan had constructed strongholds capable of withstanding inclement weather. The largest of these fortresses was Spiderholm, a military base featuring a massive system of subterranean catacombs and tunnels.

Over the next decade, the Widowmakers quietly transferred personnel and materiel reserves to Roche, in hopes of eventually naming the planet as its capital once the dust from Operation KLONDIKE had settled down. The unexpected death of Khan Jason Karrige during the Annihilation of Clan Wolverine placed these plans on hold until 2825, when a detachment of Goliath Scorpions arrived unannounced at Roche, expecting to find the planet uninhabited. Surprised Scorpion warriors challenged the Widowmakers to a Trial of Possession and won the right to build an enclave on the Priam Plateau, a tableland on Roche's largest continent, Marais. With the existence of Spiderholm revealed to the rest of the Clans, the Widowmakers had no choice but to make their new capital public knowledge.

The two Clans lived in relative peace on Roche until the battle of Porthos during the Widowmaker Absorption. After the Scorpion's senior khan was killed in the conflict, Clan Wolf ceded the Widowmaker enclave over to them. The Scorpions refurbished Spiderholm and made it their own, later rechristening the twisted fortress as the Temple of the Nine Muses.

## OPTIONAL RULES

If all players agree, the following effects from *Tactical Operations* (TO) are suggested to add specific aspects to the various tracks. See p. 69, TO, for the appropriate tables.

### Base Terrain Types

**Ironhold:** Flora/Fauna, Water

**Dagda:** General, Atmospheric Pressure (use result 3), Hostile (use results 2 and/or 5)

**Roche:** Ground (use results 1, 2, and/or 3)

## TERRAIN TABLES

### DAGDA

**Note:** May replace Wooded hexes with Magma (crust) modification (see p. 36, TO).

	Result	Map
WOODED	1	Scattered Woods (MS2, MSC2)
	2	Woodland (MS6, MSC2)
	3	Open Terrain #2 (BT, MS5, MSC1)
	4	Coast #2 (MS7)
	5	Rolling Hills #2 (MS3, MSC1)
	6	River Delta/Drainage Basin #2 (MS4, MSC1)

### DAGDA

**Note:** May replace Wooded hexes with Magma (crust) modification (see p. 36, TO).

	Result	Map
HEADLAND	1	Desert Mountain #1 (MS3, MSC1)
	2	Desert Mountain #2 (MS3, MSC1)
	3	Desert Sinkhole #1 (MS3, MSC1)
	4	Desert Hills (MS2, MSC1)
	5	Coast #1* (MS7)
	6	Coast #2* (MS7)

\*Treat all Water hexes as being at elevation Sublevel 15.

### ROCHE

**Note:** May use Sand modification (see p. 39, TO) on Clear hexes.

	Result	Map
DESERT	1	River Delta/Drainage Basin #1* (MS4, MSC1)
	2	Desert Hills (MS2, MSC1)
	3	Desert Sinkhole #1 (MS3, MSC1)
	4	Mountain Lake* (MS2, MSC1)
	5	Desert Sinkhole #2 (MS3, MSC1)
	6	River Delta/Drainage Basin #2* (MS4, MSC1)

\*Treat all Water hexes as being Sublevel 1 Clear hexes and all Woods hexes as Clear.

### ROCHE

**Note:** May use Thin Snow modification (see p. 52, TO).

	Result	Map
HEAVY URBAN	1	City (Downtown) (MS6, MSC2)
	2	City (Residential) (MS6, MSC2)
	3	City (Suburbs) (MS6, MSC2, HPCR)
	4	City (Hills/Residential) #1* (MS3, MSC1)
	5	City Street Grid/Park #2* (MS4, MSC1)
	6	Drop Port #1 (MS7)

\*Place buildings of varying size, height, and strength in all non-Paved hexes.

### Base Weather Types

**Ironhold:** Rain, Snow

**Dagda:** Combined

**Roche:** Wind, Combined Weather (use result 4)

# RANDOM ASSIGNMENT TABLE .....

## RANDOM ASSIGNMENT TABLE: CLAN WIDOWMAKER ABSORPTION, 2834

The Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the campaign. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in *Total Warfare* (see p. 273, TW).

LIGHT 'MECHS	2D6	CLAN WOLF	CLAN WIDOWMAKER	CLAN (OTHER)
	2	MON-66b Mongoose [25]	SL-1G Sling [25]	HER-1Sb Hermes [30]
	3	LCT-1Vb Locust [20]	HER-1Sb Hermes [30]	LCT-1Vb Locust [20]
	4	HER-1Sb Hermes [30]	SDR-5V Spider [30]	FFL-3SLE Firefly [30]
	5	Icestorm [25]	OTT-7Jb Ostscout [35]	THE-Nb Thorn [20]
	6	STG-3Gb Stinger [20]	JVN-10P Javelin [30]	MCY-99 Mercury [20]
	7	MON-66 Mongoose [25]	LCT-1Vb Locust [20]	STG-3Gb Stinger [20]
	8	SPR-5F Spector [35]	TLN-5W Talon [35]	NTK-2Q Night Hawk [35]
	9	MCY-99 Mercury [20]	PNT-9R Panther [35]	SDR-5V Spider [30]
	10	OTT-7Jb Ostscout [35]	HSR-200-D Hussar [30]	MON-66 Mongoose [25]
	11	HSR-200-Db Hussar [30]	FS9-H Firestarter [35]	FLC-4NB Falcon [30]
	12	Locust IIC [25]	Icestorm [25]	TLN-5W Talon [35]
MEDIUM 'MECHS	2D6	CLAN WOLF	CLAN WIDOWMAKER	CLAN (OTHER)
	2	KTO-19b Kintaro [55]	Stag II [45]	CRB-27b Crab [50]
	3	HBK-4G Hunchback [50]	GRF-2N Griffin [55]	PXH-1b Phoenix Hawk [45]
	4	Shadow Hawk IIC [45]	DV-6M Dervish [55]	Mercury II [40]
	5	STN-3Lb Sentinel [40]	HBK-4G Hunchback [50]	STN-3Lb Sentinel [40]
	6	CRB-27b Crab [50]	STY-3C Starslayer [50]	Shadow Hawk IIC [45]
	7	GRF-2N Griffin [55]	CRB-27 Crab [50]	GRF-1N Griffin [55]
	8	PXH-1b Phoenix Hawk [45]	HOP-4Bb Hoplite [55]	WVE-5Nb Wyvern [45]
	9	STY-3C Starslayer [50]	PXH-1 Phoenix Hawk [45]	Conjurer [50]
	10	WTH-1 Whitworth [40]	KY2-D-02 Kyudo [45]	SCP-1N Scorpion [55]
	11	HOP-4Bb Hoplite [55]	VL-5T Vulcan [40]	SHD-2Hb Shadow Hawk [55]
	12	LNX-9Q Lynx [55]	ASN-21 Assassin [40]	Stag [45]
HEAVY 'MECHS	2D6	CLAN WOLF	CLAN WIDOWMAKER	CLAN (OTHER)
	2	EXT-4Db Exterminator [65]	GLT-3N Guillotine [70]	MAD-1R Marauder [75]
	3	ARC-2Rb Archer [70]	TDR-5Sb Thunderbolt [65]	BMB-12D Bombardier [65]
	4	WHM-6Rb Warhammer [70]	OSR-2Cb Ostroc [60]	ARC-2Rb Archer [70]
	5	CRD-2R Crusader [65]	GLH-2D Galahad [60]	LNC25-01 Lancelot [60]
	6	CPLT-C1 Catapult [65]	BL-6b-KNT Black Knight [75]	WHM-7A Warhammer [70]
	7	MAD-2R Marauder [75]	Glass Spider [60]	TDR-5Sb Thunderbolt [65]
	8	CHP-1Nb Champion [60]	LNC25-01 Lancelot [60]	CTS-6Y Cestus [65]
	9	WHM-7A Warhammer [70]	WHM-7A Warhammer [70]	MAD-2R Marauder [75]
	10	GLH-2D Galahad [60]	FLS-8K Flashman [75]	BL-6b-KNT Black Knight [75]
	11	FLS-8K Flashman [75]	ST-8A Shootist [70]	CPLT-C1 Catapult [65]
	12	ON1-V Orion [75]	EXT-4Db Exterminator [65]	EXC-B2 Excalibur [70]
ASSAULT 'MECHS	2D6	CLAN WOLF	CLAN WIDOWMAKER	CLAN (OTHER)
	2	HGN-732b Highlander [90]	NSR-9J Nightstar [95]	Bane [100]
	3	CRK-5003-1b Crockett [85]	KCG-000b King Crab [100]	EMP-6A Emperor [90]
	4	STK-3Fb Stalker [85]	SHG-2H Shogun [85]	THE-11Eb Thug [80]
	5	LGB-7Q Longbow [85]	AWS-8Q Awesome [80]	LGB-7Q Longbow [85]
	6	BLR-1Gb BattleMaster [85]	STK-3Fb Stalker [85]	Marauder IIC [85]
	7	Marauder IIC [85]	BLR-1Gb BattleMaster [85]	CRK-5003-1 Crockett [85]
	8	IMP-1C Imp [100]	ANH-1X Annihilator [100]	Wakazashi [85]
	9	AWS-8Q Awesome [80]	THE-11Eb Thug [80]	STK-3Fb Stalker [85]
	10	TDK-7X Thunder Hawk [100]	PLG-3Z Pillager [100]	ANH-1X Annihilator [100]
	11	KGC-000 King Crab [100]	HGN-732b Highlander [90]	Pulverizer [85]
	12	AS7-D-H Atlas II [100]	RFL-3N-2 Rifleman II [80]	AS7-D Atlas [100]