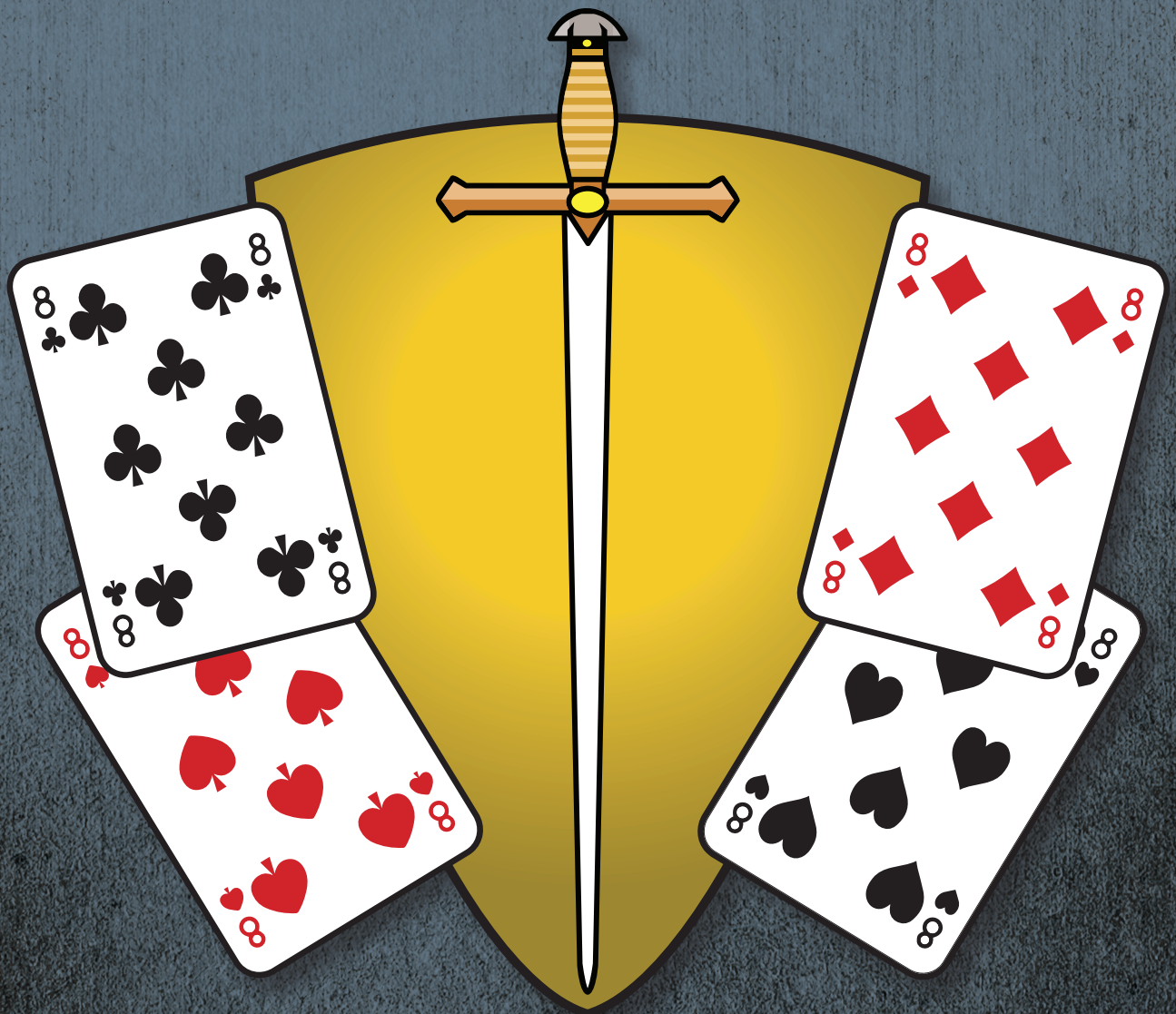


BATTLETECH™

SPOTLIGHT ON:



THE CRAZY EIGHTS



THE CRAZY EIGHTS

INTRODUCTION

For every Kell Hounds or Wolf's Dragoons, there are a hundred similar outfits that are just as talented—and just as deadly—that you have never heard of. Or worse, you have not heard of *enough*. Sure, the glory hounds who make the evening tri-vid news are movers and shakers, and can change national borders whenever they want, but they're not the only ones. For every Eridani Light Horse, there is a mercenary crew with a storied battlefield history just as spectacular. These are the units that have gone largely unnoticed in the long, bloody history of the Inner Sphere, their stories untold or nearly forgotten. Take a closer look at the battles and events that have shaped the human sphere, and you'll find even two-bit troops like Wilson's Hussars have made a difference.

—Professor Harry Alexander, *Spotlight On: The Almost Famous*, Free Republic Press

HOW TO USE THIS BOOK

Welcome to *Spotlight On*, a campaign supplement offering players the opportunity to learn about unique and battle-tested forces from the Inner Sphere, the Periphery, and beyond.

The background information contained in the *Unit History and Description* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals and traits to create an unlimited number of *BattleTech* games, while the *Characters* section details some of the unit's more famous, interesting, or notorious members. Each character entry includes additional gameplay and scenario-building material, as well as special abilities that set these warriors apart from the rank and file. The *Personnel Roster* offers a complete vehicle listing for the outfit at particular points in *BattleTech* history. These snapshots can be used to create stand-alone games, be weaved into an existing game, or become part of a larger ongoing campaign.

The *Mission Tracks* section presents a few of the key battles that occurred across the unit's history. Players wishing to incorporate these tracks into their *Chaos Campaign* sessions should use the Warchest Points (WP) listed in brackets. Each *Mission Track* contains information for use in gameplay such as terrain suggestions, weather, and special rules. Each track also contains a list of optional features that can be used to enhance your game experience. For the best results, all players should agree whether or not to use these bonus features before play.

Rules may reference the following books: *Total Warfare (TW)*, *Tactical Operations (TO)*, *Alpha Strike: Commander's Edition (AS:CE)*, *Campaign Operations (CO)*, and *A Time of War (AToW)*.

Lastly, Special Command Abilities (see p. 83, CO or p. 102, AS:CE) and Formation Abilities (see p. 60, CO or p. 117, AS:CE) for the unit are listed, along with corresponding *Alpha Strike* cards and any unique record sheets (if applicable).

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STAR LEAGUE



SUCCESSION WARS



CLAN INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

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THE CRAZY EIGHTS

UNIT HISTORY AND DESCRIPTION

The Armed Forces of the Federated Suns prize their ancient traditions, and perhaps no unit more than Eighth Company of the Twentieth Avalon Hussars, The Crazy Eights. A stalwart presence in the Capellan and Sarna Marches for nearly six hundred years, the Eights eschewed their regiment's growing focus on combat engineering in favor of their own longstanding excellence in maneuver warfare. Reborn along with the Twentieth, the Crazy Eights now stand on the Draconis Combine border, ready to test their ingenuity against the Dragon.

Barely a hundred years younger than their brigade, and by extension the Davion state itself, the Twentieth Avalon Hussars was formed in the twenty-fifth century and rapidly transitioned from a headquarters formation into a BattleMech regiment by the end of the 2400s. They became a Regimental Combat Team in 2902, and, after being virtually annihilated during Operation Sovereign Justice in 3068, reformed and deployed as a Light Combat Team in 3108.

When the reborn Avalon Hussars first appeared, a few observers noted that the LCT's third 'Mech company was listed on the TO&E as "Eighth Company"—granting new life to a unit that played an important but largely unheralded part in the history of the regiment.

Originally part of the Twentieth Hussars' Charlie Battalion, Eighth Company was a medium pursuit company within the regiment's maneuver element. Davion doctrine of the late 2600s adhered to the "two up, one back" system, under which two battalions would fix the enemy in place while the third moved to outflank their position. While effective in a stand-up fight, the concept was less useful when the Hussars engaged with guerillas who used tactics and equipment uncannily similar to those of the Capellan Confederation Armed Forces. When Davion battalions attempted to sweep guerilla-controlled areas, the Capellans would hit and fade, drawing pursuit forces into ambushes. Eighth Company's Captain Lorelei Vongh proposed deploying her troops into the area of operations a week before a sweep, under the cover of routine propaganda leaflet drops, allowing the sweepers to then drive the enemy towards her hidden 'Mechs.

Vongh's plan was put into action on Carmacks late in 2700. Two lances of fleeing guerilla 'Mechs, later confirmed to be elements of the Confederation Reserve Cavalry, were caught between Eighth Company and the remainder of Charlie Battalion. All eight Cavalry machines were destroyed, the largest "bag" of confirmed 'Mech kills in a single action for the Hussars that year. A Capellan prisoner led AFFS forces to a subterranean logistics complex able to support an on-world presence several orders of magnitude larger than the MIIO had believed possible. Though no personnel were present, hundreds of tons of stores were captured or destroyed. The capture of the incontrovertibly Capellan-born MechWarrior Ivan Abdulrixit-Liao proved an immense propaganda coup, and the Federated Suns kept his imprisonment a secret until after the Confederation had issued vociferous denials to the Star League Council. This success ensured Vongh's meteoric rise (she ended her career commanding

the Davion Light Guards) and established the reputation of Eighth Company as "The Crazy Eights" for their willingness to remain hidden in their BattleMechs deep in unsecured territory for a week or more.

Using tactics developed by Vongh, the Twentieth Avalon Hussars gained a reputation as anti-guerilla specialists, combining "hearts and minds" operations (the genesis of the regiment's engineering expertise) with carefully-planned combat operations of short duration and high intensity. Capellan infiltration into the March was never fully halted during the Star League era, but it was severely curtailed during the remaining years of the League.

Anti-guerilla operations came to an end for the Hussars with the searing hell of the First Succession War. Their counter-insurgency expertise would have proven useful in the "broken-backed" phase the War entered in 2788, but it boiled away in a nuclear fireball on Kumquat in 2786 that left Charlie Battalion reduced to a shattered paper formation until the Second Succession War. When shakily back on their feet, the Crazy Eights retained their pursuit role but joined in the new regimental emphasis on defensive works and combat engineering, preferring 'Mechs with hand actuators like the *Javelin* or *Phoenix Hawk* to assist in construction duties.

In 2864, as the Second War wound down, Sergeant James Pejman became enshrined in Crazy Eights legend by taking on a pristine Capellan *Charger* in his ammunition-less *Shadow Hawk*, shouting: "Hold your fire, boys and girls! I'm going to slap this bastard into the next world!" The *Charger* tore off the left arm of Pejman's 'Mech and was using it as a club when the AFFS pilot landed two punches to the larger machine's head in quick succession, narrowly missing the cockpit but so rattling the MechWarrior that the *janshi* attempted to eject before the *Shadow Hawk's* fist had cleared his flightpath. The captured *Charger* was pressed into service to replace Pejman's crippled *Hawk*. *Pejman's Folly* remained on active service with the company through 3040, when it was (over strenuous objections by the company) retired to the NAIS as a war trophy. Pressed back into service in the Siege of New Avalon during the Jihad, the ancient *Charger* was lost.

It has been said that the First Succession War was fought by House Lords, the Second by generals, and the Third by company commanders. Though this last era saw a sharp dip in the quality of the AFFS's conception of grand tactics, it was a golden age for captains and lieutenants, who enjoyed a level of operational freedom few low-ranking officers have known before or since. In an irony typical of the era, despite their elevation to a Regimental Combat Team, the Twentieth Avalon Hussars did not bring more than a battalion into action for over a century.

During the long era of raids and counter-raids that defined the Third Succession War, the Crazy Eights saw action on nearly two hundred occasions, though fewer than half of these were full-company deployments, and only ten included the entirety of Charlie Battalion; the RCT as whole saw action only once, in 3008. The Crazy Eights gained a reputation as tough, effective troops, and more often than not got the better of "our friends to the west," the frequently targeted Third Battalion of the Second Ariana Fusiliers.

Between 3014 and 3026 (when Operation Galahad necessitated curtailment), the Crazy Eights made a "Christmas Raid" every December, leaving behind neatly wrapped books banned within the



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Confederation at their LZ. This predictability backfired badly in 3025. The Fusiliers, despite being in the throes of much-needed overhauls, managed to field their full strength (albeit in various states of disrepair) and ambushed the Crazy Eights as they disembarked from their DropShips. Captain Jayanti Zibler was killed in the stinging defeat.

Chastened and demoralized by the loss, the Crazy Eights were fortunate in the appointment of their next CO, Ehud Green, a brilliant small-unit tactician. During the Fourth Succession War, Green devised a plan that lured the Fourth Confederation Reserve Cavalry into an ambush on Styk, with the Crazy Eights serving as the bait and the RCT's heavy armor closing the trap. The Eights were bitterly disappointed when their battalion was left on Styk as part of the garrison while the rest of the RCT pressed on. When they learned of the annihilation of the Second Ariana Fusiliers on Algot, the Crazy Eights held a bacchanalian wake for their old foe that required response from every military policeman on-planet to break up.

The next quarter-century proved a frustrating time for the Crazy Eights, as they and the Twentieth Avalon Hussars as a whole were kept out of the War of 3039 and the Clan Invasion to serve garrison duty in the Sarna March. The Marik-Liao invasion took the Hussars by surprise when it fell upon the March in 3057. They were even more surprised when the Lyran Alliance seceded from the Federated Commonwealth, and it became apparent that their position was untenable as the local populace rose up against the "Davion occupiers" who had been living among them for years. The Hussars invoked the Emergency War Powers Act to leave the system in an orderly fashion on two commercial JumpShips, one of them a Lyran-flagged *Monolith* belonging to Lockheed/CBM. In the ensuing legal action by Lockheed, a different version of the story emerged in court: after being informed that the Lyran Alliance did not recognize the authority of representatives of House Davion, a company of BattleMechs made a zero-gee deployment onto the hull of the JumpShip and threatened to introduce them to "a novel and revolutionary new form of air conditioning." Thanks to some atypically deft maneuvering on the part of the AFFC JAG Corps, the trial took place on New Syrtis and was eventually decided in favor of the Hussars. However, prosecutors made note of an FSNS news story from January 3056 which mentions Eighth Company practicing with their BattleMechs in zero-gravity as part of an NAIS study.

Staunchly loyal to Victor Steiner-Davion, and embittered by their inglorious retreat and the lengthy ensuing court case, the Hussars were infuriated by Katherine Steiner-Davion's usurpation of the Federated Suns. During this time, the Hussars began passing their wineglasses over their water when toasting to the health of the First Prince, showing their loyalty to "the Prince over the water." In the corrosive atmosphere of an empire on the brink of civil war, casual "anti-Lyran" acts weren't just tolerated, but encouraged. When push finally came to shove and the Federated Commonwealth Civil War began in 3062, the Hussars joined the Fifth Davion Guards and eventually the Third NAIS Cadre in steamrolling the Loyalist Alcyone CMM. The militia's captured colors upholstered chairs in the Twentieth Avalon Hussars Officer's Mess.

While Alcyone was largely a walkover, the rest of the Civil War was anything but for the Hussars and the Crazy Eights. They hot-

dropped onto "Atomic Annie" Leyland and her Fifth FedCom RCT on Marlette in 3064, relentlessly pushing the Loyalists back. Charged with maintaining contact with the enemy to prevent the Fifth F-C from using any more WMDs without risk to itself, the Crazy Eights more than lived up to their sobriquet.

After the shattered Fifth fled offworld, the Hussars kept up the pressure on other Loyalist formations. The intense fighting on Marlette dragged on until 3067 and gained Eighth Company top-scorer Sergeant Mathilde Evans twenty-one of her thirty-two kills, four of them in as many minutes against the Marlette CrMM during the confused engagement known as "The Battle in the Blizzard." The Crazy Eights still celebrate "Blizzard Night" annually, concluding with a furniture-annihilating re-enactment.

While the FedCom Civil War was a "Good War" for the Crazy Eights, Operation Sovereign Justice was anything but. After a strong start, an attempt at riot control on Randar turned bloody, and the counterattacking Holdfast Guards used the awesome firepower of the WarShip *Ilsa Hyung* to annihilate the RCT almost to a man. Barely a company survived, including a cadet turned acting-subaltern attached to the Crazy Eights. The shattered remnants of the Twentieth Avalon Hussars were folded into their sister regiment, the Twenty-Second Avalon Hussars.

The story of the Crazy Eights might have ended there, had Acting-Subaltern Aayushmaan Lal, Eighth Company's sole survivor, not risen to Marshaldom and a position in the AFFS High Command. Lal maintained contact with his old comrades in arms from the Hussars, and when Harrison Davion resolved to raise more units loyal to House Davion rather than the March Lords in 3100, Lal pushed for a resurrection of the Twentieth Avalon Hussars. Originally intended for deployment against the CCAF once more, the Victoria War's consumption of resources delayed the new LCT's full readiness until 3108. Harrison's deep distrust of the Capellan March in the wake of the war caused the reconstituted Hussars to instead be assigned to the Draconis March.

Following the shipwreck of the AFFS's hopes on Palmyra in June 3143, the Twentieth faced their sternest test in the defense of Robinson. Faced with two of the vaunted Sword of Light regiments, the Hussars knew it was only a question of how dearly they could sell themselves. The Crazy Eights (now the third company of the LCT's 'Mech battalion) led pursuing Kuritan troops into prepared killing fields, almost a complete reversal of their role in the Star League era. When the Hussars' fortifications finally collapsed, the Crazy Eights covered the LCT's headlong flight to the remaining DropShips, taking the Command Lance of the Eighth Sword of Light in the flanks and killing both the regimental commander and his executive officer. Only a *Falconer* bearing three downed Crazy Eights 'MechWarriors made it back to the evacuation LZ.

Now stationed on DeWitt, the Twentieth Avalon Hussars and the Crazy Eights have a long road ahead of them. If the AFFS finds a way to stem the Kuritan tide, it will rely on the bold ingenuity of units like the Crazy Eights.



THE CRAZY EIGHTS

PERSONALITIES

ALECTO ZIBLER

Title/Rank: Lieutenant, Twentieth Avalon Hussars LCT
(Detached Duty)

Born: 11 May 3119 (26 in 3145)

Leftenant Alecto Zibler commanded the Crazy Eights' scout lance on Robinson, leading Kuritan forces into ambushes time and time again. When it became clear that Robinson would fall, she volunteered to remain on-world as part of a stay-behind cell to harass the occupiers and tie down as many Kuritan troops as possible. The oldest of identical triplets born to Colonel Heather Zibler and classicist Jeremiah Rankin, her path to becoming a MechWarrior was an easy one. Her sister Megara, also a MechWarrior, was killed in action on Robinson commanding a lance of the Second Robinson Rangers. Tisiphone, her remaining sister, is a doctoral student serving as a civilian advisor to the MIIIO. While only an average shot, Alecto is an excellent pilot, and her firm grasp of guerilla tactics in or out of her 'Mech makes her a perfect fit in the company her distant relative Jayanti Zibler once commanded. After Megara's death, Alecto's hatred of the DCMS has reached near-pathological levels, and one of her last actions while attached to the Avalon Hussars was to stomp on the cockpit of downed Eighth Sword of Light CO *Tai-sa* Theodore Mori, killing him.

Special Abilities: Alecto has a -2-TP Compulsion/Hatred of Draconis Combine Trait (see p. 111, *AToW*).

FOSTER OYENUSI

Title/Rank: Sergeant (Brevet-Leftenant), Twentieth Avalon Hussars LCT; PhD in Actuarial Science (Lubrene University)

Born: 4 September 3106 (39 in 3145)

Sergeant Oyenusi claimed ten confirmed kills during the defense of Robinson, making him the top-scoring Crazy Eight of the fighting, as well as the only one to escape in a 'Mech. He was pursuing a doctorate at Lubrene University when a routine aptitude test revealed an incredible faculty for 'Mech piloting. To offset the immense cost of his studies, he agreed to serve a term in the AFFS after his education and found that he enjoyed military life. As a student of probabilities, he considers his survival an aberration, and since Robinson he's tormented by survivor's guilt. His award of the Robinson Medal of Valor came with a large cash bequest, and he uses the rapidly devaluing money to fund mercenaries operating behind Kuritan lines in search of Davion POWs. He has requested to be assigned to any AFFS raids against the DCMS, but his superiors are unwilling to risk the loss of a war hero.

AAYUSHMAAN LAL

Title/Rank: Warrior's Hall Cadet/Acting-Subaltern (3068),
Marshal of the Armies (3110)

Born: 20 January 3046 (22 in 3068; 64 in 3110)

Acting-Subaltern Lal was seconded to the Twentieth Avalon Hussars in 3068 from Warrior's Hall to fill out the ranks for Operation Sovereign Justice, and he was one of the few survivors of the

debacle on Randar. His unflappability and personal magnetism made him a natural leader, and his excellent performance commanding a battalion in Operation Matador ensured his promotion to Lieutenant General. After the end of the Jihad, he served as a military tutor to Harrison Davion, and eventually rose to command the entire AFFS before opting to retire in 3113 after differing with the First Prince on defense strategy. Throughout his career, Lal showed a particular interest in the memory of the Twentieth Avalon Hussars, and later the reborn LCT. He would happily intervene on behalf of anyone who served with either incarnation of the unit, well into his lengthy retirement.

Special Abilities: In games set after 3068, units which are part of a force including Lal receive a +1 bonus to their Morale Check rolls (see p.179, *TO:AR* and p. 169, *ASCE*) as long as Lal's unit is on the battlefield. After surviving Randar, Lal automatically passes all Morale Checks.

MATHILDE EVANS

Title/Rank: Sergeant, Twentieth Avalon Hussars

Born: 5 March 3034 (34 in 3068)

The all-time high-scorer for the Crazy Eights, Mathilde Evans was considered an unremarkable MechWarrior before the start of the FedCom Civil War. During that conflict she became a ruthlessly efficient soldier, quickly dispatching enemies and making the most of her *Falconer's* maneuverability to repeatedly position herself to deliver telling blows. Her score of 32 confirmed kills would almost certainly have been much higher if not for her habit of herding badly damaged enemies in front of the guns of her lancemates. Terse and uncommunicative outside of combat, she is cheerful and talkative in action. During Sovereign Justice, she expressed skepticism about the wisdom of the operation on several instances, but gained her final four kills against McCarron's Armored Cavalry on Ares. Evans died when her *Falconer* took a direct hit from an NPPC on Randar during the Capellan counterattacks.

Special Abilities: A phenomenal MechWarrior, Evans possesses both the Sharpshooter and Jumping Jack Special Pilot Abilities (see p. 68, *CO*).

EHUD GREEN

Title/Rank: Captain, Twentieth Avalon Hussars

Born: December 10, 2996 (32 in 3028)

Graduating first in the War College of Goshen's Class of 3019, Ehud Green was seconded to his alma mater as an instructor until 3026, when he was assigned to command the Crazy Eights after the death of Captain Jayanti Zibler. The veteran MechWarriors under Green's command were skeptical of a CO who had never fired a shot in anger, but his performance during the Galahad exercises erased any doubts. Though he is an unremarkable MechWarrior, Green possesses an adept tactical sense and has led his MechWarriors to victory time and time again. After the defeat of Warrior House Fujita on Styk, Green became withdrawn, and at the conclusion of the Fourth Succession War, he retired from the AFFS and became a teacher with a Vagabond School. In 3045, he briefly took command



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of a planetary militia to drive off a pirate band. After several of his former subordinates made a pilgrimage to visit him in 3048, he agreed to attend an Avalon Hussars reunion, only to be killed in a DropShip accident en route.

Special Abilities: As long as Green's unit is on the battlefield, his force receives a +2 bonus to their Initiative Rolls.

LISEL "PUNCHA-PUNCHA" ESDAILE

Title/Rank: Lieutenant, Twentieth Avalon Hussars

Born: 19 June 3003 (25 in 3028)

Lieutenant Lisel Esdaile was an elfin woman only barely above the minimum height to be a MechWarrior. Despite (or perhaps because of) this, she had a fierce love of physical attacks in her 'Mech, forgoing ranged weapons whenever possible to bring her 'Mech into close combat with the enemy. Assigned to the Crazy Eights in 3021, she was the last member of the unit to have the honor of piloting *Pejman's Folly* in combat, claiming four kills in it between 3025 and 3030—only one using her 'Mech's lasers. Though she aspired to command the company after Captain Green left, Esdaile was temperamentally unsuited to lead any formation larger than her recon lance. Much to her chagrin, she found herself shunted off into a variety of unimportant positions with no hope of promotion. She retired in 3041 after her requests to transfer to a frontline unit during the War of 3039 were denied. Happily, she was able to secure a lucrative position as a consultant to Johnston Industries on the *Axman* project. Her strident memorandums against the AXM-2N variant make for entertaining reading.

JAMES PEJMAN

Title/Rank: Sergeant, Twentieth Avalon Hussars

Born: 7 June 2842

Though he served with the Hussars for only three years, James Pejman had an outsized influence on the Crazy Eights. "What he lacks in judgment," his lance commander remarked, "he makes up for in *chutzpah*." Never one to back down from a fight, even when it would be a good idea, Pejman's 2864 defeat of a Liao *Charger* is part of Eighth Company lore, and earned him a short-lived promotion to lieutenant. There are as many stories of Pejman's adventures as there have been Crazy Eights. He was cashiered in 2865 for using AFFS material for personal gain—specifically, trading the power generated by the *Charger's* massive 400 LTV fusion reactor to a house of ill-repute in exchange for unspecified goods and services. Until the last two years of his life, he held a riotous annual party to celebrate

the foundation of the Capellan Confederation ("our beloved foe") attended by as many current or former Crazy Eights as could make it. The tradition continued long after his death in 2939, and caused many sideways glances when the Crazy Eights reformed in the Draconis March in the Thirty-Second Century.

JACK WEXLER

Title/Rank: Lieutenant, Twentieth Avalon Hussars /Subcommander (CCAF)

Born: 8 February 2740 (25 in 2765)

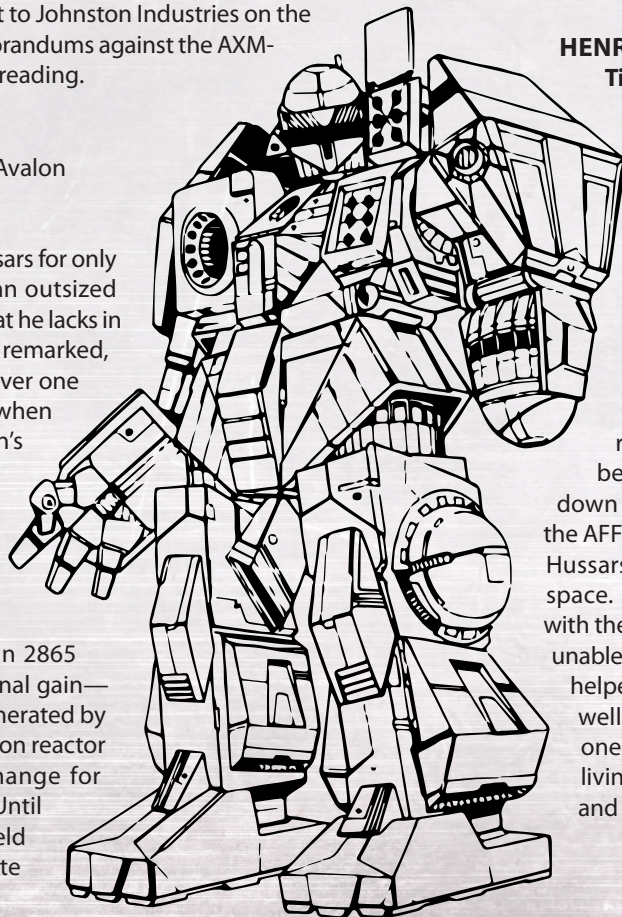
Jack Wexler could have had it all. A gifted medium-lance commander with the Crazy Eights, he was engaged to scout lance leader Lieutenant Henry Ikeda, but defected to the Capellan Confederation late in 2766. He reunited with his old unit at the head of a Capellan raiding force, destroying his old lance and badly injuring his former lover. An MIIO investigation suggested he was a deep-cover sleeper agent, recruited by the Maskirovka in his early teens. A post-hypnotic personality overlay enabled him to defeat routine security measures. Hasty changes were made to the checks in the wake of his betrayal, and Wexler's former lover tracked him down over the course of three years, killing him in a gunfight. By the time of his death in 2770, Wexler was a beaten and harried man, abandoned by the Confederation, hunted by the Federated Suns, and reduced to piracy in the Periphery to survive.

HENRY IKEDA

Title/Rank: Lieutenant, Twentieth Avalon Hussars (2766), Lieutenant Colonel, First Avalon Hussars (2789)

Born: 13 July 2740 (25 in 2765)

One of the rare MechWarriors produced by the Point Barrow Academy, Henry Ikeda had a taciturn exterior that few were privileged to see past. His fellow lance commander, Jack Wexler, was one, and the pair's friendship turned into something more. Ikeda held himself personally responsible for failing to spot Wexler's betrayal, and he used his life savings to track down and kill his former lover. Upon his return to the AFFS, Ikeda was posted to the Fourteenth Avalon Hussars, allegedly planning black ops in Capellan space. During the First Succession War, he served with the First Hussars until an inner ear injury left him unable to pilot a 'Mech. Otherwise in good health, he helped train militia units on the Periphery border well into his seventies. Upon his death in 2836, one of the few possessions found in his spartan living quarters was a decades-old holo of himself and Wexler.





THE CRAZY EIGHTS

PERSONNEL ROSTER

LATE STAR LEAGUE ERA

EIGHTH COMPANY ("THE CRAZY EIGHTS"), CHARLIE BATTALION, TWENTIETH AVALON HUSSARS (2765)

G Lance (Medium Lance)

Captain Vanessa Kilgore, Elite, TDR-5S *Thunderbolt*
Subaltern Pearl d'Abbadie, Veteran, SHD-2H *Shadow Hawk*
Sergeant Sefton Quint, Veteran, BJ-1 *Blackjack*
Sergeant Clytemnestra Lin, Regular, PXH-1D *Phoenix Hawk*

H Lance (Medium Lance)

Leftenant Jack Wexler, Veteran, ASN-21 *Assassin*
Sergeant Procrustes Nyembe, Veteran, CLNT-2-3T *Clint*
Sergeant Meg Corse, Veteran, PXH-1 *Phoenix Hawk*
Sergeant Jane Beaumont, Veteran, WVR-6R *Wolverine*

I Lance (Light Lance)

Leftenant Henry Ikeda, Elite, FS9-H *Firestarter*
Sergeant Petra Deere, Veteran, LCT-1V *Locust*
Sergeant Nick Valenzuela, Veteran, STG-3R *Stinger*
Sergeant Ignacio Martel, Veteran, OTT-7J *Ostscout*

LATE SUCCESSION WARS ERA

EIGHTH COMPANY ("THE CRAZY EIGHTS"), CHARLIE BATTALION, TWENTIETH AVALON HUSSARS RCT (3028)

A Lance ("Able Archers") (Medium Lance)

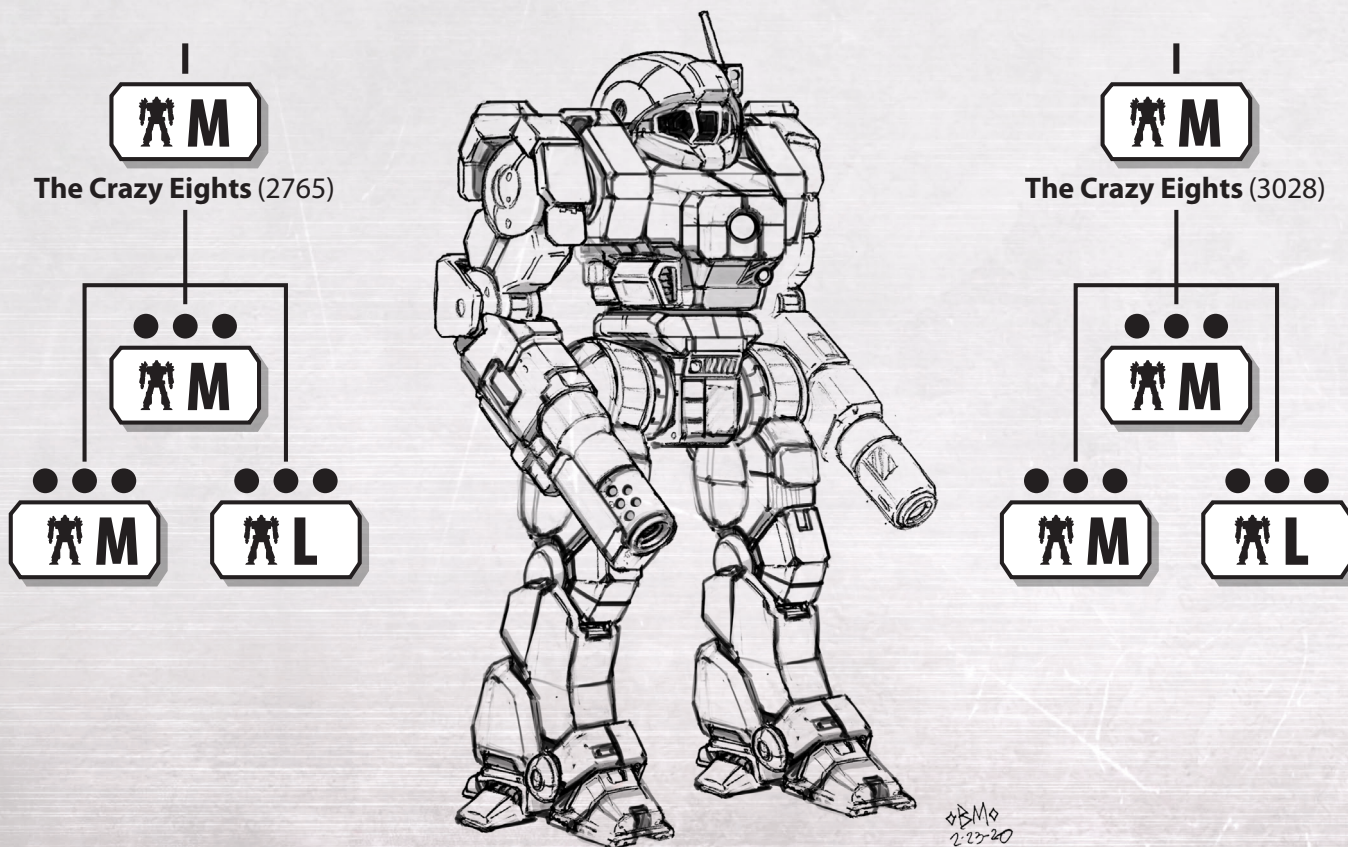
Captain Ehud Green, Regular, SHD-2D *Shadow Hawk*
Subaltern Sarah Carter, Veteran, GRF-1N *Griffin*
Sergeant Pedro Rossimoff, Veteran, DV-6M *Dervish*
Sergeant Ryan Buchanan, Veteran, SCP-1N *Scorpion*

B Lance ("Bold Broadwords") (Medium Lance)

Leftenant Wanda Bolan, Veteran, BJ-1DB *Blackjack*
Sergeant Cato Chavez, Veteran, ENF-4R *Enforcer*
Sergeant Olga Kempf, Elite, ENF-4R *Enforcer*
Sergeant Lupe Hastings, Veteran, VND-1R *Vindicator*

C Lance ("Cunning Chevaliers") (Light Lance)

Leftenant Lisel "Puncha-Puncha" Esdaile, Veteran, CGR-1A1 *Charger*
Sergeant Imhotep Malan, Veteran, PXH-1D *Phoenix Hawk*
Sergeant Ted Powers, Veteran, WSP-1D *Wasp*
Sergeant Molly Cooper, Veteran, JVN-10N *Javelin*



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THE CRAZY EIGHTS

FEDCOM CIVIL WAR / JIHAD ERA

EIGHTH COMPANY ("THE CRAZY EIGHTS"), CHARLIE BATTALION, COMBAT COMMAND C, TWENTIETH AVALON HUSSARS RCT (3068)

CCC/Charlie/8Co Strike (Heavy Lance)

Captain Judith Zibler, Veteran, MTR-6K *Maelstrom*
Acting-Subaltern Aayushmaan Lal, Regular, PPR-5T *Salamander*
Sergeant Mathilde Evans, Elite, FLC-8R *Falconer*
Sergeant Alberto Diawara, Veteran, ENF-6G *Enforcer III*

CCC/Charlie/8Co Pursuit (Medium Lance)

Leftenant Mike Guimon, Veteran, MDG-2A *Rakshasa*
Sergeant Makepeace Chavez-Kempff, Veteran, ENF-6M *Enforcer III*
Cadet-Mechwarrior Hugo Y'Blood, Regular, DV-8D *Dervish*
Cadet-Mechwarrior Norman Edwardes, Regular, GRF-6S *Griffin*

CCC/Charlie/8Co Recon (Light Lance)

Brevet-Leftenant Edger Klemper-Klein, Elite, NGS-6T *Nightsky*
Sergeant Nelson Hani, Veteran, PXH-6D *Phoenix Hawk*
Sergeant Lucy Pickering, Veteran, RTX1-O *Raptor*
Cadet-Mechwarrior Christian Hollande, Regular, ALM-8D *Fireball*

DARK AGE ERA

EIGHTH (CHARLIE) COMPANY ("THE CRAZY EIGHTS"), BATTLEMECH BATTALION, TWENTIETH AVALON HUSSARS LCT (3145)

Charlie Alpha Lead (Heavy Lance)

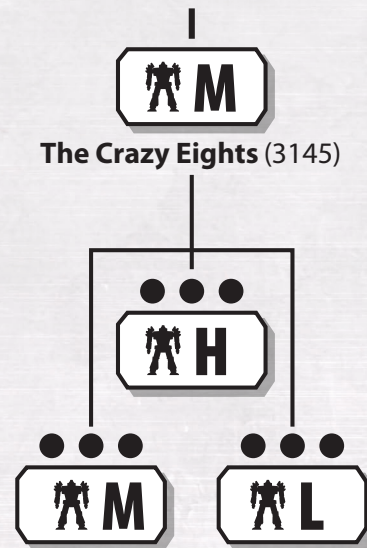
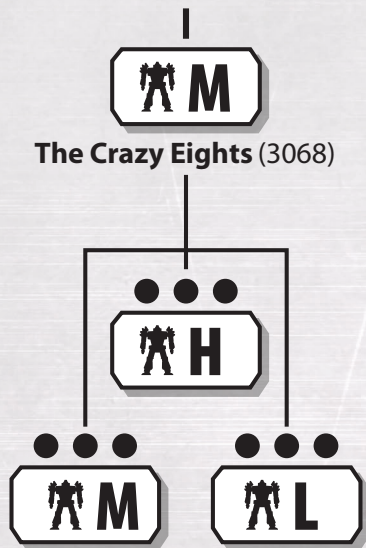
Captain Freddie Watters, Green, *Vulture Mk IV*
Sergeant Jan Stangryciuk, Regular, *Rifleman IIC 8*
Sergeant Zoe Hake, Veteran, OTL-8D *Ostsol*
Sergeant Hanse Esumi, Regular, ENF-6Ma *Enforcer III*

Charlie Beta Strike (Medium Lance)

Leftenant Clementine Hadjuk, Regular, SNT-04 *Sentry*
Sergeant Foster Oyenusi, Veteran, FLC-8R *Falconer*
Mechwarrior Mohamed Mian, Green, *Black Hawk*
Mechwarrior Anna Jinders y Ortega, Regular, CDR-1X *Cuirass*

Charlie Gamma Recon (Light Lance)

Leftenant Alecto Zibler, Regular, HSN-10SR *Hellspawn*
Sergeant Brock Napoli, Regular, LCT-5M *Locust*
Sergeant Malik Farage, Regular, GBT-1G *Gambit*
Sergeant Madeleine Inayat, Regular, VLK-QD3 *Valkyrie*





THE CRAZY EIGHTS

LIMP SWORD '28

GAME SETUP

Recommended Terrain: Coastal, Woodland.

Set up four maps in a 2x2 pattern. The Defender's home edge ends in the Burtnik Sea, one of the major bodies of salt water that forms 80 percent of Styk's surface; no retreat off this edge is possible. The Attacker's home edge is opposite.

Attacker

Recommended Forces: Third Battalion, Fourth Confederation Reserve Cavalry (Regular)

The Attacker's force must consist entirely of 'Mechs, and may not include any light 'Mechs. The Attacker enters the map from their edge on Turn 1.

Defender

Recommended Forces: Twentieth Avalon Hussars RCT (Veteran)

The Defender's force is 150 percent of the Attacker, but may include only an equal amount of 'Mechs as the Attacker. The Defender may not field any BattleMechs slower than the fastest attacker. The Defender's non-'Mech units begin the game as Hidden Units (see p. 259, *TW*) more than 10 hexes from the Attacker's home edge; their 'Mechs must be deployed no more than 21 hexes and no less than 14 hexes from the Attacker's home edge.

WARCHEST

Track Cost: 400

Optional Bonuses

-400 Hold Up, Dammit (Attacker Only): The Attacker has slowed the pursuit to allow their support elements to catch up. Reduce the Defender's force to 100 percent of the Attacker's, and the Attacker's force may include non-'Mech units.

+250 The Stories Were True! (Defender Only): The Hussars always claimed that they faced Warrior House Fujita, not the CRC. What if they did? Half of the Attacker's force possesses an Elite skill rating.

-100 I Spy (Defender Only): The Defender may place three Spotters with an effective Gunnery Skill of 2 anywhere on the map; these units are immobile and may spot for indirect LRM or artillery fire. They are destroyed if any Attacker unit enters their hex.

OBJECTIVES

- 1. Mow 'Em Down.** Destroy more than half of the enemy's units. [350]
- 2. A Tiny Little Huge Mistake (Attacker Only).** Destroy more opposing 'Mechs than the Defender. [200]
- 3. Oh No You Don't (Defender Only).** Do not allow more than half of the Attacker's units to withdraw off their home edge. [200]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* (see p. 258, *TW*).

AFTERMATH

Despite some initial hiccups, the ambush was a success: the Hussars encircled the inexperienced Reserve Cavalry troops, cut them down in droves, and forced their surrender. The Capellans managed to hit hard before taking their tumble, keeping the Crazy Eights sidelined for the rest of Operation RAT.

"Ramrod 1, update, they're still chasing us."

"That's the plan, Ramrod 3."

"Ramrod 1, those [interference] are scoring hits on me!"

"Stay frosty, Ramrod 3, we've got them right where we want them."

"Come back here and say that, Ramrod 1."

SITUATION

**Near the Burtnik Sea
Styk, Capellan Confederation
28 August 3028**

Eager to come to grips with the defenders of Styk, the Twentieth Avalon Hussars attempted to lure them away from Tao MechWorks and into an ambush. The inexperienced Fourth Confederation Reserve Cavalry took the bait.



THE CRAZY EIGHTS

THE BATTLE IN THE BLIZZARD

GAME SETUP

Recommended Terrain: Urban or Industrial.

Up to half of the buildings may be replaced with rubble. The Defender selects one map edge as their home edge; the Attacker's home edge is opposite.

Attacker

Recommended Forces: Twentieth Avalon Hussars (Veteran), Fifth Crucis Lancers (Elite)

The Attacker's force is 100 percent of the Defender's force. No more than half of the Attacker's force may be 'Mechs. The Attacker enters from their home edge on Turn 1.

Defender

Recommended Forces: Marlette CrMM (Regular), Fifth Lyran Guards (Green)

No more than one-third of the Defender's force may be 'Mechs. The Defender may deploy anywhere within four hexes of their home edge. Up to one-quarter of the Defender's force may play as Hidden Units (see p. 259, *TW*) and may be deployed anywhere within 10 hexes of the Attacker's home edge.

WARCHEST

Track Cost: 500

Optional Bonuses

–**1000 Atomic Annie's Christmas Cracker (Defender Only):** Before fleeing off-world, the Fifth F-C left behind a single Davy Crockett-I or –M (see p. 129-131, *Jihad Hot Spots: 3070*) for the Defender to use if things get hairy.

+**300 Go Big or Go Home (Attacker only):** The Attacker's force is 75% of the Defender's.

–**100 More than a Vulgar Brawl:** Both sides can call in artillery strikes from their two dedicated artillery tubes (1 Sniper and 1 Long Tom) at a distance of 5 mapsheets from their home edge, starting on Turn 1.

OBJECTIVES

1. Through Snow and Blood (Attacker Only). More than half of the Attacker's unit must exit the Defender's home edge. [750]

2. Hold Them! (Defender Only) Prevent more than half of the Attackers from exiting off the Defender's home edge. [750]

3. Attrition is the Mission. Destroy more enemy units than the player's force loses. [500]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* (see p. 258, *TW*).

Snow

The rules for *Deep Snow* (see p. 41, *TO*) and *Blizzards* (p. 60, *TO*) are in effect.

AFTERMATH

In the confused fighting that ensued, neither side gained a clear advantage, marking the cessation of offensive operations until the weather improved.

"I, that did never weep, now melt with woe/That winter should cut off our spring-time so."

– William Shakespeare, Henry VI, Part 3, Act II, Scene iii

SITUATION

Jedda Complex
Marlette, Federated Suns
20 December 3065

Just as the Allied assault against Katherine's Loyalists was gaining momentum, a series of winter storms blasted much of Marlette, grounding aerospace assets and forcing a temporary halt to the fighting. In late December, the Allies braved the storms to attempt a probing attack against Loyalist positions.





THE CRAZY EIGHTS

TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Between 2700 and 2786, Eighth Company may use the special rules for their parent formation on p.182 of *Historical: Reunification War*

STRATEGIC BATTLEFORCE FORMATION

Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars (2765)	BM	2	6j	3	—	2	3	6	3	96	RCN		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
G Lance	BM	2	5	2	—	2	14	3	3	1	3	39	IF1
H Lance	BM	2	6	3	—	2	10	2	2	1	3	33	RCN
I Lance	BM	1	7	3	—	3	7	2	1	0	3	24	RCN
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars RCT (3028)	BM	2	5j	2	—	2	4	6	3	98	—		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
A Lance	BM	2	5	2	—	2	12	3	3	2	3	38	IF1
B Lance	BM	2	4	2	—	2	13	4	3	1	3	34	FLK1/-
C Lance	BM	2	6	2	—	2	11	3	2	0	3	26	RCN
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Eighth Company ("The Crazy Eights"), Charlie Battalion, Combat Command C, Twentieth Avalon Hussars RCT (3068)	BM	2	6j	2	—	2	3	6	3	142	OMNI1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
CCC/Charlie/8Co Strike	BM	3	5	1	—	2	13	5	5	3	3	54	ECM,IF1,PRB,TAG
CCC/Charlie/8Co Pursuit	BM	2	5	2	—	2	12	5	6	3	3	52	IF1
CCC/Charlie/8Co Recon	BM	2	8	2	—	2	7	4	3	1	3	36	OMNI1,RCN
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Eighth (Charlie) Company ("The Crazy Eights"), BattleMech Battalion, Twentieth Avalon Hussars LCT (3145)	BM	2	6j	2	—	2	4	7	4	136	ECM,OMNI1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Charlie Alpha Lead	BM	3	5	1	—	2	14	6	6	2	4	54	ECM,FLK1/-,OMNI1
Charlie Beta Strike	BM	2	5	3	—	2	11	5	4	2	4	43	—
Charlie Gamma Recon	BM	1	8	2	—	3	8	3	3	1	4	39	ECM,PRB,RCN,TAG

ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	TMM	T. Move	Arm	S	M	L	Skill	PV	Combat Team Specials
Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars (2765)	BM	2	6	2	—	10	2	2	1	3	32	RCN
Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars RCT (3028)	BM	2	5	2	—	12	3	3	1	3	33	—
Eighth Company ("The Crazy Eights"), Charlie Battalion, Combat Command C, Twentieth Avalon Hussars RCT (3068)	BM	2	6	2	—	11	5	5	3	3	47	OMNI1
Eighth (Charlie) Company ("The Crazy Eights"), BattleMech Battalion, Twentieth Avalon Hussars LCT (3145)	BM	2	6	2	—	11	5	4	2	4	45	ECM,OMNI1

THE CRAZY EIGHTS G LANCE (MEDIUM LANCE) LATE STAR LEAGUE ERA

Special Command Abilities: Between 2700 and 2786, Eighth Company may use the special rules for their parent formation on p.182 of

Historical: Reunification War

Formation: *Command Lance* (p. 63, CO; p. 120, ASCE)

BV: 4,431 (Not adjusted for Skill Ratings)

PV: 150 (Adjusted for Skill Ratings)

<p>TDR-5S THUNDERBOLT</p> <p>PV: 57</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 1</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ○○○○</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>SHD-2H SHADOW HAWK</p> <p>PV: 36</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"/6" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ○○○○</p> <p>SPECIAL: IF0*, JMPW1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>BJ-1 BLACKJACK</p> <p>PV: 31</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8" ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0*</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ○○○</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PXH-1D PHOENIX HAWK</p> <p>PV: 26</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ○○○</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars (2765).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS H LANCE (MEDIUM LANCE) LATE STAR LEAGUE ERA

Special Command Abilities: Between 2700 and 2786, Eighth Company may use the special rules for their parent formation on p.182 of

Historical: Reunification War

Formation: Medium Battle Lance (p. 63, CO; p. 118, ASCE)

BV: 3,661 (Not adjusted for Skill Ratings)

PV: 118 (Adjusted for Skill Ratings)

<p>ASN-21 ASSASSIN</p> <p>PV: 26</p> <p>TP: BM SZ: 2 TMM: 3 MV: 14"j ROLE: Scout SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 1 1 0*</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●</p> <p>SPECIAL: IF0*</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>CLNT-2-3T CLINT</p> <p>PV: 25</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>PXH-1 PHOENIX HAWK</p> <p>PV: 31</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>WVR-6R WOLVERINE</p> <p>PV: 36</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars (2765).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS I LANCE (LIGHT LANCE) LATE STAR LEAGUE ERA

Special Command Abilities: Between 2700 and 2786, Eighth Company may use the special rules for their parent formation on p.182 of

Historical: Reunification War

Formation: Recon Lance (p. 65, CO; p. 119, ASCE)

BV: 2,081 (Not adjusted for Skill Ratings)

PV: 95 (Adjusted for Skill Ratings)

<p>FS9-H FIRESTARTER PV: 28</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12"j ROLE: Scout SKILL: 2</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>2</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ○○○</p> <p>SPECIAL: HT1/-, REAR0*/-/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		2	1	0	<p>LCT-1V LOCUST PV: 22</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"j ROLE: Scout SKILL: 3</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ○○</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		1	1	0
DAMAGE	S (+0)	M (+2)	L (+4)														
	2	1	0														
DAMAGE	S (+0)	M (+2)	L (+4)														
	1	1	0														
<p>STG-3R STINGER PV: 20</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12"j ROLE: Scout SKILL: 2</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ○○</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		1	1	0	<p>OTT-7J OSTSCOUT PV: 25</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16"j ROLE: Scout SKILL: 3</p> <table border="1"> <tr> <td>DAMAGE</td> <td>S (+0)</td> <td>M (+2)</td> <td>L (+4)</td> </tr> <tr> <td></td> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ○○○</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	DAMAGE	S (+0)	M (+2)	L (+4)		1	1	0
DAMAGE	S (+0)	M (+2)	L (+4)														
	1	1	0														
DAMAGE	S (+0)	M (+2)	L (+4)														
	1	1	0														

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars (2765).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS A LANCE (MEDIUM LANCE) LATE SUCCESSION WARS ERA

Special Command Abilities: None.

Formation: *Command Lance* (p. 63, CO; p. 120, ASCE)

Ehud Green (*Shadow Hawk*) Special Pilot Abilities: As long as Green's unit is on the battlefield, his force receives a +2 bonus to their Initiative Rolls.

BV: 4,336 (Not adjusted for Skill Ratings)

PV: 131 (Adjusted for Skill Ratings)

<p>SHD-2D SHADOW HAWK</p> <p>PV: 26</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"/6"j ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 3 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●●</p> <p>SPECIAL: IF0*, JMPW1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>GRF-1N GRIFFIN</p> <p>PV: 37</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 1 2 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>OV-6M DERVISH</p> <p>PV: 36</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Missile Boat SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>SCP-1N SCORPION</p> <p>PV: 32</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL:</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars RCT (3028).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS B LANCE (MEDIUM LANCE) LATE SUCCESSION WARS ERA

Special Command Abilities: None.

Formation: *Striker/Cavalry Lance* (p. 66, CO; p. 118, ASCE)

BV: 4,103 (Not adjusted for Skill Ratings)

PV: 127 (Adjusted for Skill Ratings)

<p>BJ-1DB BLACKJACK</p> <p>PV: 30</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8"j ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>ENF-4R ENFORCER</p> <p>PV: 30</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: AC1/1-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>ENF-4R ENFORCER</p> <p>PV: 35</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8"j ROLE: Skirmisher SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: AC1/1-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>VND-1R VINDICATOR</p> <p>PV: 32</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8"j ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: IF0*</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars RCT (3028).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS C LANCE (LIGHT LANCE) LATE SUCCESSION WARS ERA

Special Command Abilities: None.

Formation: *Heavy Recon Lance* (p. 65, CO; p. 120, ASCE)

BV: 3,061 (Not adjusted for Skill Ratings)

PV: 94 (Adjusted for Skill Ratings)

<p>CGR-1A1 CHARGER PV: 22</p> <p>TP: BM SZ: 4 TMM: 2 MV: 10" ROLE: Scout SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 0 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ○○○○○</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PXH-1D PHOENIX HAWK PV: 31</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ○○○○</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>WSP-1D WASP PV: 18</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12"j ROLE: Scout SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 1 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ○○</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>JVN-1ON JAVELIN PV: 23</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ○○○</p> <p>SPECIAL: SRM2/2</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Twentieth Avalon Hussars RCT (3028).
Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CCC/CHARLIE/BCO STRIKE [HEAVY LANCE]

FEDCOM CIVIL WAR / JIHAD ERA

Special Command Abilities: None.

Formation: *Heavy Striker/Cavalry Lance* (p. 66, CO; p. 119, ASCE)

Mathilde Evans (Falconer) Special Pilot Abilities: A phenomenal MechWarrior, Evans possesses both the Sharpshooter (see p. 99, ASCE) and Jumping Jack Special Pilot Abilities (see p. 97, ASCE).

BV: 7,356 (Not adjusted for Skill Ratings)

PV: 194 (Adjusted for Skill Ratings)

MTR-6K
MAELSTROM
PV: 54

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	4	3	1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

SPECIAL: ECM, ENE, PRB, RCN, TAG

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

PPR-5T
SALAMANDER
PV: 42

TP: BM SZ: 4 TMM: 2 MV: 10"
ROLE: Missile Boat SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	3	3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●●

SPECIAL: CASE, IF3, LRM1/3/3

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

FLC-8R
FALCONER
PV: 56

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	3	4	3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●●

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

ENF-6G
ENFORCER III
PV: 42

TP: BM SZ: 2 TMM: 2 MV: 10"
ROLE: Skirmisher SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○
S: ●●

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Combat Command C, Twentieth Avalon Hussars RCT (3068).

Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CCC/CHARLIE/BCO PURSUIT (MEDIUM LANCE)

FEDCOM CIVIL WAR / JIHAD ERA

Special Command Abilities: None.

Formation: *Probe Lance* (p. 63, CO; p. 120, ASCE)

BV: 6,772 (Not adjusted for Skill Ratings)

PV: 170 (Adjusted for Skill Ratings)

<p>MDG-2A RAKSHASA</p> <p>PV: 56</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 6 6 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>ENF-6M ENFORCER III</p> <p>PV: 38</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Sniper SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 3</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>OV-8D DERVISH</p> <p>PV: 39</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Missile Boat SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 3</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, IF2</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>GRF-6S GRIFFIN</p> <p>PV: 37</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Sniper SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 3 3</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Combat Command C, Twentieth Avalon Hussars RCT (3068).

Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CCC/CHARLIE/BCO RECON (LIGHT LANCE)

FEDCOM CIVIL WAR / JIHAD ERA

Special Command Abilities: None.

Formation: Recon Lance (p. 65, CO; p. 119, ASCE)

BV: 4,539 (Not adjusted for Skill Ratings)

PV: 137 (Adjusted for Skill Ratings)

<p>NGS-6T NIGHTSKY</p> <p>PV: 43</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●</p> <p>SPECIAL: ENE, MEL, TSM</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PXH-6D PHOENIX HAWK</p> <p>PV: 40</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>RTX1-OC RAPTOR</p> <p>PV: 34</p> <p>TP: BM SZ: 1 TMM: 3 MV: 14" ROLE: Striker SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 3 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●</p> <p>SPECIAL: AMS, OMNI</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>ALM-8D FIREBALL</p> <p>PV: 20</p> <p>TP: BM SZ: 1 TMM: 4 MV: 22" ROLE: Scout SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 1 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●</p> <p>SPECIAL:</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth Company ("The Crazy Eights"), Charlie Battalion, Combat Command C, Twentieth Avalon Hussars RCT (3068).

Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CHARLIE ALPHA LEAD (HEAVY LANCE)

DARK AGE ERA

Special Command Abilities: None.

Formation: *Command Lance* (p. 63, CO; p. 120, ASCE)

BV: 7,388 (Not adjusted for Skill Ratings)

PV: 164 (Adjusted for Skill Ratings)

<p>Prime VULTURE MK IV PV: 41</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Brawler SKILL: 5</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 2 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●</p> <p>SPECIAL: CASE, CR, FLK0°/0°/0°, OMNI, SRM2/2</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>8 RIFLEMAN IIC PV: 50</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 5 5 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, ECM</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>OTL-8D OSTSOL PV: 43</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●</p> <p>SPECIAL: AC1/1-, CASE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>ENF-6Ma ENFORCER III PV: 30</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●</p> <p>SPECIAL: AC1/1-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth (Charlie) Company ("The Crazy Eights"), BattleMech Battalion, Twentieth Avalon Hussars LCT (3145).

Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CHARLIE BETA STRIKE (MEDIUM LANCE)

DARK AGE ERA

Special Command Abilities: None.

Formation: *Striker/Cavalry Lance* (p. 66, CO; p. 118, ASCE)

BV: 6,784 (Not adjusted for Skill Ratings)

PV: 132 (Adjusted for Skill Ratings)

<div style="display: flex; justify-content: space-between;"> SNT-04 PV: 25 </div> <h2 style="margin: 0;">SENTRY</h2> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 2px; width: 45%;"> TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Sniper SKILL: 4 </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px; width: 30%;"> DAMAGE S (+0) 3 M (+2) 1 L (+4) 1 </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> OV: 0 HEAT SCALE 1 2 3 S </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> A: ○○○○○ S: ●●● </div> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> SPECIAL: CASE </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> ALPHA STRIKE STATS </div>	<div style="display: flex; justify-content: space-between;"> FLC-8R PV: 48 </div> <h2 style="margin: 0;">FALCONER</h2> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 2px; width: 45%;"> TP: BM SZ: 3 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 3 </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px; width: 30%;"> DAMAGE S (+0) 3 M (+2) 4 L (+4) 3 </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> OV: 1 HEAT SCALE 1 2 3 S </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> A: ○○○○○○ S: ●●● </div> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> SPECIAL: CASE </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> ALPHA STRIKE STATS </div>
<div style="display: flex; justify-content: space-between;"> (Standard) PV: 34 </div> <h2 style="margin: 0;">BLACK HAWK</h2> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 2px; width: 45%;"> TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: Skirmisher SKILL: 5 </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px; width: 30%;"> DAMAGE S (+0) 4 M (+2) 4 L (+4) 2 </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> OV: 2 HEAT SCALE 1 2 3 S </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> A: ○○○○○○ S: ●●● </div> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> SPECIAL: CASE </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> ALPHA STRIKE STATS </div>	<div style="display: flex; justify-content: space-between;"> CDR-1X PV: 25 </div> <h2 style="margin: 0;">CUIRASS</h2> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; padding: 2px; width: 45%;"> TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 4 </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> <div style="border: 1px solid black; padding: 2px; width: 30%;"> DAMAGE S (+0) 2 M (+2) 2 L (+4) 0 </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> OV: 1 HEAT SCALE 1 2 3 S </div> <div style="border: 1px solid black; padding: 2px; width: 30%;"> A: ○○○○ S: ●● </div> </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> SPECIAL: CASE, MEL </div> <div style="border: 1px solid black; padding: 2px; margin-top: 5px; width: 100%;"> CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each </div> <div style="display: flex; justify-content: space-between; align-items: center; margin-top: 10px;"> ALPHA STRIKE STATS </div>

Special Command Abilities apply to entire Eighth (Charlie) Company ("The Crazy Eights"), BattleMech Battalion, Twentieth Avalon Hussars LCT (3145).

Formation Bonus Abilities apply to this lance only.

THE CRAZY EIGHTS

CHARLIE GAMMA RECON (LIGHT LANCE)

DARK AGE ERA

Special Command Abilities: None.

Formation: Recon Lance (p. 65, CO; p. 119, ASCE)

BV: 3,789 (Not adjusted for Skill Ratings)

PV: 116 (Adjusted for Skill Ratings)

<p>HSN-1 OSR HELLSPAWN</p> <p>PV: 33</p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"/16" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●</p> <p>SPECIAL: ECM, ENE, PRB, RCN, TAG, JMP51</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>LCT-5M LOCUST</p> <p>PV: 26</p> <p>TP: BM SZ: 1 TMM: 4 MV: 24" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●</p> <p>SPECIAL: ENE</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>GBT-1G GAMBIT</p> <p>PV: 27</p> <p>TP: BM SZ: 1 TMM: 3 MV: 14" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ●</p> <p>SPECIAL: CASE, IF0*</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>VLK-QD3 VALKYRIE</p> <p>PV: 30</p> <p>TP: BM SZ: 1 TMM: 3 MV: 14"/12" ROLE: Striker SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 0*</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ●●●</p> <p>SPECIAL: CASE, IF0*, JMPW1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Eighth (Charlie) Company ("The Crazy Eights"), BattleMech Battalion, Twentieth Avalon Hussars LCT (3145).

Formation Bonus Abilities apply to this lance only.