

# BATTLETECH™

## SPOTLIGHT ON:



# CRESCENT HAWKS





# CRESCENT HAWKS

## 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 *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 brigade, there is a mercenary crew with a storied battlefield history just as spectacular. These are the unit commands 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 designed to offer players the opportunity to learn about the universe's unique and battle-tested forces from the Inner Sphere, Periphery, and beyond.

The background information contained in the *Unit History* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals, and traits to create an unlimited number of *BattleTech* games for play, while the *Personalities* 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. The *Personnel Roster* can be used to create stand-alone games, to weave into an existing game, or as part of a larger ongoing campaign.

The *Mission Tracks* section presents key battles that occurred in the unit's history, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* games 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 conditions 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 options before play.

Lastly, Special Command Abilities (*Campaign Operations* p. 83 or *Alpha Strike Companion* p. 44) and Formation Abilities (*CO* p. 60 or *Alpha Strike Companion* p. 147) for unit is listed, along with corresponding *Alpha Strike* cards and unique record sheets (if applicable). Special Command Abilities, Special Pilot Abilities, and Formations can be used both in *Total Warfare* and *Alpha Strike* play.

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STAR LEAGUE ERA



SUCCESSION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

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## UNIT HISTORY AND DESCRIPTION

Kell, Allard and Brahe, Bradley, O'Bannon, and Wilson. Famed MechWarrior families are common among the Kell Hounds, but only one has become synonymous with the daring, cunning, and skill necessary to become a legend unto itself: Youngblood. And any discussion of Youngbloods must inevitably lead to the Crescent Hawks. It could even be said that the unit and the family are one and the same, with the reigning Youngblood often referred to as *the* Crescent Hawk.

Appearing on the scene in the early thirty-first century, Jeremiah Youngblood turned heads with his skills as a Land-Air 'Mech pilot and his dashing, daredevil charm. Hotheaded, brash, and utterly devoid of fear, Jeremiah caught the eye of Archon Katrina Steiner, who formed a crack commando team around him—the original Crescent Hawks. Answerable only to the archon, the Hawks executed a number of missions which even today remain classified. Jeremiah remained in Katrina's confidence for years, his roguish smile a fixture in her court, but the two had a falling out around 3020, when Katrina disbanded the Hawks and sent Jeremiah to the sleepy world of Chara III (Pacifica) in search of a rumored Star League depot. Jeremiah caused a minor scene by pulling his young son Jason right out of his classes at a Nagelring prep school to board the DropShip to Pacifica.

It took nearly a decade, but Jeremiah unearthed the depot. Unfortunately, a Kuritan (or possibly ComStar) agent tipped off the Combine, and the Second Sword of Light raided Pacifica in force. Jeremiah was captured and shipped to Dieron for interrogation. Jason Youngblood, now eighteen, led a successful revolt on Pacifica by reforming the Crescent Hawks with the aid of Rex Pearce, his father's friend and former XO. Jason's search for his father led him to discover the depot Jeremiah had found, and recover the elder Youngblood's *Phoenix Hawk* LAM. After driving House Kurita from the planet once more, a grateful Katrina Steiner outfitted the reborn Crescent Hawks with 'Mechs from the depot, and charged Jason with rescuing his father from Combine captivity.

During the initial chaos of the Fourth Succession War, Jason traveled to Dieron and freed his father from a Combine prison camp. The evident mistreatment Jeremiah suffered during his harsh captivity prompted Jason to swear a blood feud against House Kurita, and for the next two decades his Crescent Hawks waged war against the Dragon at every opportunity. During the War of 3039, the Hawks cut across the Rasalhague Republic, on a mission to scout DCMS troop movements in the Pesht and Alshain districts. On Thessalonika and Itabaiana, the Hawks smashed infrastructure and supply depots in a series of minor raids. But the crowning achievement was when they raided Irece and sacked the LexaTech LAM factory, carrying off enough parts to keep the family *Phoenix Hawk* running for another decade. An enormous hawk's head, spray-painted on the side of the main factory building, let House Kurita know who had shamed its defenders that day.

During the FedCom years, Jason Youngblood developed a close alliance with the Kell Hounds, with whom his father served in their early years. By the time of the Clan Invasion, the Hawks were Hounds in all but name, conducting operations as much on the mercenaries' behalf as for the Steiners. In 3049, while probing The Rock in search of the now-missing Phelan Kell, the Hawks met a new enemy, one from which they barely escaped: Clan Wolf. Fleeing the Wolves, the Hawks regrouped with the Kell Hounds on Verthandi, but would later remain behind as the Hounds moved on, spending the better part of a year gathering intel on these strange, powerful foes.

While the lords of the Inner Sphere convened on Outreach, the Crescent Hawks tested the Jade Falcons and the Wolves, probing, observing. Jason gained deep insight into Clan equipment and combat doctrine, and began delivering crash courses to FedCom commands sent to the Clan front. He was with Morgan Kell when Hanse Davion's entreaty to take the Hounds to Luthien arrived. If such men as Morgan and Jaime Wolf could set aside their hatred of the Dragon for the greater good, then Jason Youngblood could, too.

The Hawks' anti-Clan experience was sorely tested on Black Luthien, where many veteran Hawks fell. The tides of battle swept Jason to the line held by the Dragon's Claws, and for a moment The Crescent Hawk fought shoulder to shoulder with the Dragon. After the battle, Takashi Kurita himself pinned the Bushido Blade on Jason Youngblood's lapel, a gesture that officially ended the blood feud between Jason and House Kurita. Jason gave the medal to his father, who laughed and remarked on Takashi's political acumen. "He removed an enemy, and all it cost him was a few words and a circle of gold." The medal has since served to remind the Hawks that the business of war need not be one of hatred, for today's enemy could be tomorrow's ally—or employer.

The family LAM took heavy damage at Luthien, and with the LexaTech factory destroyed by the Nova Cats, parts would not be forthcoming. The Crescent Hawks officially disbanded, but survivors who were absorbed into the Kell Hounds kept their traditions alive. During this time of the Hawks' dormancy, the Hounds memorialized the company by maintaining a *Phoenix Hawk* at all times with the unit's hawk's head logo. His anger at the Dragon quenched, Jason focused his skills on battling the Inner Sphere's new enemy. Returning to Pacifica, he trained Commonwealth, Combine and Rasalhague troops in anti-Clan tactics for nearly a decade, and even served as an advisor to Victor Steiner-Davion during Operation Bulldog.

The Crescent Hawks slept, but in time, the cries of war once again called for them to awaken. At the height of the Word of Blake Jihad, Chandrasekhar Kurita enlisted Colonel Akira Brahe of the Kell Hounds to send him a force for recon and special operations. There was only one choice. Jason Youngblood considered himself too old for such a mission, but passed the torch to his own son, Jeremiah II. Jeremiah led the reborn Hawks at Odessa, rooting out the location of the Word's hidden Gabriel facilities. Other victories followed as the Hawks supported Devlin Stone's drive on Terra—such as supporting General Thomas Hogarth's capture of Gacrux, where their Fertile Crescent maneuver shattered a Level III of unseasoned Protectorate Militia troops.





# CRESCENT HAWKS

Clashing with elements of the elite Forty-seventh Shadow Division, while under a side contract with Oriente, Jeremiah brought down a Blakist *Pwwka*. Recognizing it as a new type of LAM, he hastily sent the wreckage to his father on Arc-Royal, out from under the nose of House Halas' own salvage crews. Although this act technically was no breach of contract, it soured relations with the Duchy, and the Hawks returned to Lyran and Coalition employ. When the Jihad burned out, the surviving Hawks returned to their Kell Hounds den. Painting their machines red and black, they waited until the universe called them to war again, an event that did not occur for the rest of Jeremiah's lifetime.

It was half a century before a new Crescent Hawk took wing. Sensing that the fall of the HPG network would birth a terrible war, Colonel Evan Kell reconstituted the Hawks in 3136. Captain Jezebel Youngblood, fiery and proud, commanded this new incarnation. Her first mission, harassing the Jade Falcons on Dustball, was a resounding success, killing Star Colonel Rooker Mehta, and disrupting Clan operations for nearly a month. Though the Hawks tangled with the Wolves and the Free Worlds League states in the years since, it was the Falcons who became their new nemesis—especially after the near annihilation of the Kell Hounds. Some have heard an echo of Jason's feud with the Combine in Jezebel's single-minded hatred, while others see a disturbing shadow of Malvina's own madness. Regardless, Jezebel Youngblood has proven that she is the Crescent Hawk exemplar of a new generation, a dangerous adversary to those who stand in her way.

In this age where death once again hunts all who would be warriors, it is good to know that some will endure with their identities intact. Other mercenary forces may be larger or heavier, but few compare to the Crescent Hawks in skill or status. Time will show if they can survive the current crisis, but history is on their side. When a new age dawns, it is likely a Hawk will still fly in its skies.

## TRADITIONS AND TACTICS

As all units with such a colorful history do, the Crescent Hawks have developed their own set of traditions over the years. Never short of volunteers, several filters have been put into place to weed out the duds; a Kell Hounds background is a plus, but not a guarantee of acceptance. All MechWarrior recruits must take the Citadel Challenge, a recreation of Jason Youngblood's harrowing ordeal on Pacifica. If their performance fails to impress, walking papers are served. To date, only a single warrior has defeated the scenario, but some have learned that the ideal solution against overwhelming odds isn't always to fight. The test effectively screens recruits for adaptability, tactical acumen, and practicality, but it is still not the final test. In the end, only the blessing of a Youngblood makes a Crescent Hawk, and only one candidate in twenty earns such an honor.

In his day, Jason Youngblood trained his Hawks to win by outsmarting the enemy, rather than overpowering him, and that axiom carries on to the present day. Whether it's hiding 'Mechs inside shipping containers, or crawling along the bottom of a shallow riverbed for days to appear behind enemy lines, innovative tactics have won more battles for the Hawks than brute force. Battlefield tactics such as the Fertile Crescent, where faster units sweep in a

scything motion behind the enemy while the support units pound their opposite flank, have shattered many a heavier force. The Hawks will exploit whatever advantage they can, be it terrain, weather, or the enemy commander's psyche.

## FORCE COMPOSITION

As the first duty of the Crescent Hawks is typically that of a light, mobile strike force, 'Mech choices lean toward highly maneuverable machines, usually of Lyran pedigree. Heavies must not only provide additional firepower, but also be mobile enough to keep up; Lieutenant Rodney Klatt's *Awesome*, during the Jihad, was the heaviest 'Mech the Hawks ever deployed, and its lack of mobility stymied more than one grand plan in those days. 'Mech variants with ammo independence are preferred, but the punch of a Gauss rifle or heavy autocannon has its place. Still, pilots are expected to husband their ammunition, as the Hawks travel light. In the field, the Hawks paint their machines to match the local environs whenever possible, as terrain is often their greatest ally. But sometimes, the choice to intimidate an enemy calls for them to don their parade colors of gray and blue with yellow highlights. In such cases, morale is often boosted among allied forces or the local populace; when a legend is so boldly on your side, victory must be assured.

Traditionally a company-sized unit, the Hawks augment their strength by pairing a lance of aerospace fighters with each ground lance. Unlike their ground-bound counterparts, heavy fighters dominate these Crimson Hawks flights, the red-winged craft serving as both the *coup de grace* for offensive operations, and as cover fire in the event that things go sour. Heavily drilled in ground attacks, each pilot must be able to bullseye a 'Mech at flank speed, regardless of terrain. During the Clan Invasion, Lieutenant Avery Karlson became renowned for consistently striking the head off enemy 'Mechs with his *Slayer's* autocannon—a feat unmatched by any other Hawks pilot since.

Transport had always been provided by the Hawks' employers until near the end of the Jihad, when Jeremiah Youngblood captured a Word of Blake *Tramp* JumpShip by landing his father's refurbished *Phoenix Hawk* LAM on the hull and threatening to blast open the bridge unless the crew surrendered. Rechristened *Crimson Glory*, this ship has carried the Hawks' three *Leopard*-class DropShips ever since. The flexibility of using three *Leopards* has outweighed the logistical advantages of a single *Union*, and the Hawks always resist attempts to stuff them into one.

## UNIFORMS AND INSIGNIA

The Hawks' dress uniform is utilitarian gray, with blue epaulets. Rank insignia appears on the collar, a single gold bar for MechWarriors and pilots, a bar with a ruby for Lance commanders, and an enameled gold hawk's head for the captain. One warrior is chosen to wear the Youngblood's Bushido Blade. This is usually the most seasoned warrior, who acts as the Hawks' conscience. The fighter pilot with the most kills wears the Crimson Eagle, a half cape of red feathers similar to Jade Falcon ceremonial garb. Pilots keep meticulous track of kills in order to gain the honor, and it often switches owners after a battle.





## PERSONALITIES

### JEREMIAH YOUNGBLOOD

**Title/Rank:** Hauptmann

**Born:** 2981

Though a legend among the Kell Hounds, Jeremiah remains a man swathed in a great deal of mystery. He does not appear on the rolls of any academy, yet his skill was unparalleled. Anecdotal evidence suggests he knew Katrina Steiner during her time in the Periphery, and that he joined the nascent Kell Hounds at her behest. After the Hounds disbanded, Katrina brought Jeremiah to Tharkad to lead her personal commando unit. Rumors scorched the tabloids, but no relationship between Jeremiah and the archon was ever confirmed—or denied. His ordeal on Dieron broke something in Jeremiah. Nerve damage ensured he would never pilot a BattleMech again, so he relinquished command of the Hawks to Jason and returned to Tharkad to serve as one of the archon's bodyguards. Jeremiah died of a stroke in 3055, and had his ashes placed near Katrina's tomb that he might guard her eternally.

### JASON YOUNGBLOOD

**Title/Rank:** Captain

**Born:** 3010

**Special Abilities:** Natural Aptitude/Tactics

As Jeremiah Youngblood's only son, Jason felt his father's shadow early in life. A sideways thinker from childhood, Jason's grasp of unorthodox tactics led him to staggering victories over the Combine and Clans alike. Jason never rushed into a battle, nor lost his head, even when pursuing his personal vendetta against House Kurita. He was a calculating thinker, who often appeared cold to outsiders, but his fellow Hawks recognized that this aloofness stemmed from necessity, as the idea of ordering friends to death or capture grated on his soul. Mellowing after Luthien, Jason spent his days training new MechWarriors and tinkering with his damaged *Phoenix Hawk* LAM, hoping to see it fly again. Speculation about his anonymous mother ran from a Marik noble to a Clanswoman from Wolf's Dragoons. Jason dismissed such foolishness, saying only that she was a private person and he respected her right to remain unknown.

### REX PEARCE

**Title/Rank:** Leutnant/Lieutenant

**Born:** 2982

Friend and confidant to two generations of Crescent Hawks captains, Rex provided a cool head to Jeremiah's brashness, and seasoned wisdom to Jason. Never comfortable in the Lyran social hierarchy, Rex languished in the Lyran Regulars until a paperwork error transferred him to the Tenth Lyran Guards under Katrina Steiner. A steady thinker, Rex saw angles others might not have considered; his careful planning and insights into human behavior allowed the Hawks to lure opponents into their talons. Dismayed at Jason's bloodhound focus on House Kurita, Rex retired after the War of 3039, beginning a decade-long estrangement that only ended after Luthien.

### OLIVAR GRANGE

**Title/Rank:** MechWarrior Sergeant

**Born:** 3013

Grange hailed from a line of MechWarriors so long that he often claimed his ancient Terran ancestors fought the dinosaurs in steam-powered 'Mechs—telling such stories with the utmost seriousness, rarely cracking a smile. An old soul, the Outback native lived a hard life on the Taurian border before joining Jason's Hawks in the 3030s. Grange never questioned an order; he simply carried them out, whipping the whiners under his command into line behind him. Few knew Grange's inner self, but occasionally (reportedly, when he was in his cups) he would emote about missed opportunities and a certain baron's daughter. That this mystery girl apparently "communed with animals and floated on the wind like a snowflake" was among many of the claims he made, which his subordinates took at face value—typically to avoid the bloody lips and broken noses that otherwise became the norm.

### JEREMIAH YOUNGBLOOD II

**Title/Rank:** Captain

**Born:** 3052

Bold as his namesake yet cunning as his father, Jeremiah was the commander the Hawks needed to survive the Jihad. Growing up a Kell Hound, Jeremiah knew that fate might someday demand he live up to his name. When his father and Akira Brahe called on him, Jeremiah almost refused for fear he would tarnish the family legacy, but encouraged by his mother, and by fellow Hound Rodney Klatt, Jeremiah rose to be the most dynamic commander the Hawks have ever seen. Leading almost recklessly from the cockpit of his PHX-7K, Jeremiah felt only the rush of victory, until defeats at Callison and Muphrid in 3075 subdued him. The loss of half his command at Muphrid sent Jeremiah into a depression, but he emerged stronger, rebuilding and leading the Hawks with a tempered hand. By the end of the Jihad he had seen enough war, and retired to Arc-Royal.

### RODNEY KLATT

**Title/Rank:** Lieutenant

**Born:** 3047

Every unit has a square peg, and for many years, Lieutenant Rodney Klatt was the Crescent Hawks'. Gruff, unimaginative, tactically unoriginal and with a love of plodding machinery, Klatt was everything a typical Hawk was not. What he did best in his day was rein in Jeremiah, acting as the practical voice that grounded Jeremiah's wilder plans, turning the impossible into something workable. In the field, Klatt often tried to act as Jeremiah's bodyguard—a duty made difficult by the combination of his lumbering *Awesome* and the speed with which Jeremiah would flit around the battle. Scowling and serious, Klatt alienated many of his comrades, who exacerbated his frustration by making him the butt of any and all practical jokes. Klatt's greatest (and some would say *only*) joy was his family. His wife Mari served as his chief tech, and their two young daughters, dubbed the "Baby Hawks," were doted on by the entire unit.





# CRESCENT HAWKS

## DARIAN BROOKS-HOLDER

**Title/Rank:** Lieutenant

**Born:** 3018

During the Clan Invasion and Jihad, Darian Brooks-Holder served with the Hawks' air assets, rising to command over the Crimson Hawks from the seat of her *Lucifer*, a winged menace to the company's enemies. She was also one of the few Hawks to have served under two Youngbloods, first as a young hotshot when recruited by Jason, and later—after years of seasoning in the Kell Hounds—under Jeremiah, following the death of Lieutenant Schiller at Arcturus in 3073. A master of nape-of-the-earth flying, Darian often pushed the limits of safety by flying below tree lines to close on her target, and it's said that the visible scrapes on her fighter's belly evoked wincing from pilots and MechWarriors alike. As something of a "grand dame" in Jeremiah's Hawks, she gave counsel on both military and familial matters. Living for the void and never having children of her own, the Hawks were her family. She was killed in 3077, defending the Hawks' DropShips over Summer, destroying three Spectral OmniFighters before ramming her crippled *Lucifer* into an *Assault Triumph*.

## CHAYLYNN

**Title/Rank:** MechWarrior

**Born:** 3055

Chaylynn had high hopes of being a MechWarrior, but a sub-par showing in her Trial of Position left the Exiled Wolf warrior driving an Epona hovertank instead. Dispirited and disgusted with herself, she soon flushed out of the Clan's *touman* altogether, and wandered Arc-Royal for a time trying to find a new passion. But she could not quell her MechWarrior's heart. After learning that the Youngbloods were recruiting for a reformed Crescent Hawks company, she attended an open Citadel Challenge, and remains the only participant to have defeated the entire enemy force to achieve full victory. Even her former superiors in Clan Wolf-in-Exile were impressed, but Jason and Jeremiah had already scooped her up. Even as a Hawk, Chaylynn never quite outgrew the bitterness that followed her original failures, and was often easily offended and prone to bickering with the other Hawks. Most of her comrades shrugged this off as another example of "the Clan way," but Rodney Klatt especially hated her poor attitude.

## JEZEBEL YOUNGBLOOD

**Title/Rank:** Captain

**Born:** 3112

Granddaughter of Jeremiah II, the young firebrand who leads today's Hawks spent as much time on disciplinary probation as she did in combat during her stint with the Kell Hounds. The Youngblood name instilled a cockiness in Jezebel that rubbed her superior officers the wrong way, especially given her ability to back up this bravado in the field. Colonel Evan Kell granted Jezebel command of the reconstituted Hawks as a chance to either succeed and temper her leadership capabilities, or fail and break her reckless spirit once and for all. Though her new Hawks have felt the Falcons' wrath, Jezebel has dragged them through by sheer force of will. She now commands the most hardened force the Crescent Hawks have ever fielded. As the last living Youngblood, she worries about her ability to carry on the name. Every lover she has taken has died, and Jezebel is now reportedly looking to Clan science to preserve her family's legacy.

## DEVILJACK CALLAHAN

**Title/Rank:** Scout/None

**Born:** 3101

No matter what world the Hawks find themselves on, DevilJack knows a guy, or he knows a guy who knows a guy. This wastrel of a warrior washed up on Arc-Royal in 3130, and promptly found himself on the wrong side of an Exiled Wolf merchant. DevilJack, however, knew a guy. Instead of jail time, he managed to get himself assigned to "community service" as a janitor for the Kell Hounds' 'Mech bays. It was there that fate passed him on to Jezebel Youngblood. As a scout, DevilJack visits worlds well in advance of the Hawks' main force, sniffing out intel, supplies, and potential allies to help make their mission easier. And, if his own pockets get lined in the process, well... so be it. Being outside the Hawks' regular military structure, DevilJack is Jezebel's "deniable asset," and the Crescent Hawks' commander has left him to languish in the occasional jail after his ambitions got the better of him, claiming that "he's safer in there."

## ALISE GOGOL

**Title/Rank:** MechWarrior

**Born:** 3118

**Special Abilities:** Sixth Sense

In her own words, Alise *knows* things. When she was three years old, she predicted her mother's death in a train crash, after which her father sent her to an orphanage. Children and adults shunned the strange, gloomy child, who retreated into simulators for comfort. Her incredible sim talents caught the eye of a recruiter, who encouraged her to attend Sanglamore Academy on Skye. Awkward, but unquestionably skilled, Alise made no friends at Sanglamore, embarrassing her bullies in the simulators, or unsettling them with uncanny predictions of injury. Flunking out, she wandered to Arc-Royal, where she met and idolized Jezebel Youngblood, who treats her like both an unwanted sibling and a pet. Alise's 'Mech is festooned with fetishes and charms, the value of which only she knows. Silent and moody, she often appears bloody and scratched up, even when battles have been few and far between.

## POLONIUS ALLARD

**Title/Rank:** Lieutenant

**Born:** 3115

Another famous name attached to the Hawks, Allard cares little for expectations. He does as he will, and history and legacy be damned. The rumor mill claims Pol won his *Scourge* in a contest with a Wolf Clan Star Captain, the details of which are rather prurient. He has only a rakish smile for those who enquire further. Flippant responses are a trademark of his; it's said one can never get a straight answer from Polonius Allard. War seems to be the only business he takes seriously.

Pol's levity disappears once seated in his 'Mech, and he takes on mannerisms more becoming an Allard. He prefers bold strikes that throw enemies off balance, hammering them until they break. Pol nurses a personal hatred for Clan Hell's Horses over the death of a girl he once rejected. A holo of this girl sits in his cockpit, but he never shares her name.





# CRESCENT HAWKS

## PERSONNEL ROSTER

### SUCCESSION WARS ERA

#### CRESCENT HAWKS (3039)

##### Command Lance

Captain Jason Youngblood, Veteran, PHX-HK2 *Phoenix Hawk* LAM  
MechWarrior Stacy Drumm, Regular, *Griffin*  
MechWarrior Olivar Grange, Veteran, *Valkyrie*  
MechWarrior Lee Colbrook, Regular, *Dervish*

##### Pursuit Lance

Lieutenant Rex Pearce, Veteran, COM-1D *Commando*  
MechWarrior Deuteronomy "Dewey" Mancini, Regular, *Jenner*  
MechWarrior Olaf Gunnarsson, Veteran, *Wolfhound*  
MechWarrior Liesel Van Brundt, Green, *Locust*

##### Striker Lance

Lieutenant Sonja Hinchcliff, Elite, *Thunderbolt*  
MechWarrior Ned Barenborg, Veteran, *Crusader*  
MechWarrior Hobart Benson, Green, *Dragon*  
MechWarrior Nix Chang, Veteran, *Warhammer*

##### Air Company ("Crimson Hawks")

Lieutenant Hosni Glover, Elite, *Lucifer*  
Pilot Darian Brook-Holder, Veteran, *Lucifer*  
Sergeant Chynna N'gomo, Regular, *Corsair*  
Pilot Lancaster Fredericks, Green, *Corsair*  
Sergeant Avery Karlson, Elite, *Slayer*  
Pilot Roma Washington, Green, *Shilone*

### JIHAD ERA

#### CRESCENT HAWKS (3076)

##### Command Lance

Captain Jeremiah Youngblood II, Veteran, PHX-7K *Phoenix Hawk*  
MechWarrior Benjamin Nagel, Veteran, *Hellspawn*  
MechWarrior Isold Pleasance, Regular, *Starslayer*  
MechWarrior Chaylynn, Veteran, *Mad Cat*

##### Pursuit Lance

Lieutenant Flavia Wilson, Veteran, *Spector*  
MechWarrior Klytus Spencer, Elite, *Talon*  
MechWarrior Terry Duchamp, Regular, *Cougar*  
MechWarrior California Jacobs, Regular, *Arctic Fox*

##### Striker Lance

Lieutenant Rodney Klatt, Veteran, *Awesome*  
MechWarrior Beckett Frakes, Regular, *Falconer*  
MechWarrior Sasha Hind, Veteran, *Warhammer*  
MechWarrior Sayer, Green, *Lynx*

##### Air Company ("Crimson Hawks")

Lieutenant Darian Brooks-Holder, Elite, *Lucifer*  
Pilot Klaus Meinhardt, Veteran, *Lucifer II*  
Sergeant Taylor Burkitts Howard, Veteran, *Eisensturm*  
Pilot Alison Foy, Regular, *Chippewa*  
Sergeant Mika Dorf, Veteran, *Dagger*  
Pilot Delmer "Broken Hoof" Ketchum, Green, *Dagger*

### DARK AGE ERA

#### CRESCENT HAWKS (3144)

##### Command Lance

Captain Jezebel Youngblood, Elite, *Phoenix Hawk*  
MechWarrior "Black" Barton Deckert, Elite, *Gauntlet*  
MechWarrior Bailey Lawrence Redgrave III, Regular, *Gyrfalcon*  
MechWarrior Isla, Veteran, *Mad Cat III*

##### Pursuit Lance

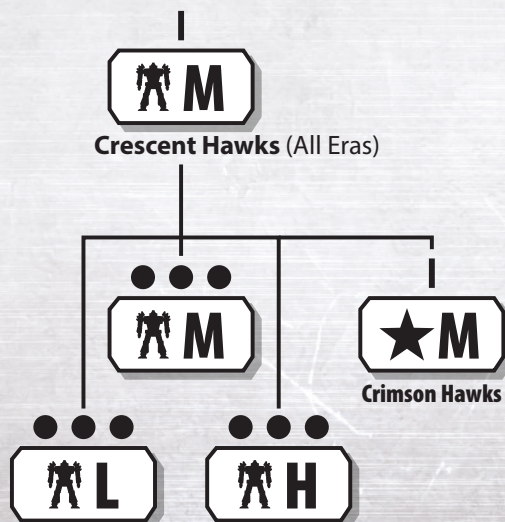
Lieutenant Yasmine Takagi, Veteran, *Havoc*  
MechWarrior Romulus Halstead-Kell, Veteran, *Gambit*  
MechWarrior Markus "Sweetbottom" Lorde, Veteran, *Jaguar*  
MechWarrior Alise Gogol, Green, *Stiletto*

##### Striker Lance

Lieutenant, Polonius Allard, Veteran, *Scourge*  
MechWarrior Duma Graus, Elite, *Vulture Mk IV*  
MechWarrior Kress, Veteran, *Mangonel*  
MechWarrior Cherie Devereaux, Regular, *Verfolger*

##### Air Company ("Crimson Hawks")

Lieutenant Thomas "Divebomb" Engelson, Elite, *Lucifer III*  
Pilot Piper Scheuder, Regular, *Morgenstern*  
Sergeant Claramond Hertz, Veteran, *Picaroon*  
Pilot Simon Jung, Green, *Picaroon*  
Sergeant Rock Ramirez, Veteran, *Sternensturm*  
Pilot Oda Brodbeck, Veteran, *Sternensturm*







# CRESCENT HAWKS

## GOING THROUGH HELL

Although it fell outside Oriente's borders, the world of Kiyev maintained a mutual defense agreement with the Duchy. When elements of the Forty-seventh Shadow Division were spotted on-planet in 3076, Thomas Halas (then still going by the name Thomas Marik) sent a battalion from the Third Fusiliers to investigate, backed up by the Crescent Hawks. The Manei Domini initially proved unwilling to engage, but after rooting out the Blakist's DropShips, Captain Jeremiah Youngblood convinced the Fusiliers to herd the enemy into Hellhome Canyon, where his Hawks waited.

### GAME SETUP

Use the River Delta/Drainage Basin #1 and #2 maps. Treat all water hexes as clear terrain at sub-level 3.

#### Attacker

The attacking force consists of elements from the Forty-seventh Shadow Division, equal to 100 percent of the defending players. This force should include at least one *Pwwka* LAM. The attacker enters from the western map edge on turn 1. All attacking units are of Veteran skill level.

#### Defender

The defender is the 3076 Crescent Hawks Company (see p. 6). The defending force deploys first, within the canyons, and may place up to ten 10-point minefields on the map before the start of play (see pp. 207-208, *TO*).

### WARCHEST

**Track Cost:** 400 WP

#### Optional Bonuses

**+300 See You, See Me:** Use Double-Blind Rules (see p. 220, *TO*).

### OBJECTIVES

The following Objective rewards apply to the Crescent Hawks player.

**Goodnight, Precentor:** Destroy or cripple as many Blakist units as possible by the end of turn 15. (**Reward:** +15 WP per unit)

**New Birds, Old Tricks:** Defeat the *Pwwka* LAM without completely destroying it (**Reward:** +200 WP)

### SPECIAL RULES

There are no special rules in play during this Track. Rules for using Land-Air BattleMechs may be found in *Interstellar Operations*.

### AFTERMATH

The Manei Domini badly underestimated the Crescent Hawks, and paid the price. Though the Hawks suffered thirty percent casualties, they completely annihilated the small Blakist group, and salvaged a *Pwwka* LAM in the process. The Hawks temporarily denied the canyons to the Fusiliers, claiming their mines made it unsafe, and used the time to drag the LAM wreckage to their DropShips in secret. The exiled Captain-General on Oriente expressed outrage when he found out, but as the Hawks didn't claim any further salvage due them, no breach of contract was filed.

#### Hellhome Canyon Kiyev, Free Worlds League 27 February 3078

*"The Fusiliers' vanguard is engaging our stragglers. Should we turn and fight?"*

*"No. We can make a stand once we make the canyons. Numbers won't matter in there."*

*"I think someone already has that idea, Precentor. There's movement on the ridges."*

*"Of course there is. Acolyte Maxim, hop up there and look around. Be careful."*

*"Contact! 'Mechs atop the ridges! Not...Fusiliers...like mercenaries."*

*"Maxim, get back down here. Maxim?"*

*"Maxim is down, Precentor!"*

*"Down? Can anyone confirm?"*

*"Confirmed down. A P-Hawk pushed her off a cliff, into the guns of an Awesome. Or was it a Warhammer? I think it was a Warhammer."*

*"Blake be damned. Apollyon will scalp me. Get someone else on the high ground."*

*"The mercenaries hold the peaks, sir. Every time we get up, they are waiting to knock us down again."*

*"And their heavies are in the canyons, waiting to shoot? Fine. Send the Zombies into the canyons. We'll take them from the ground up."*

*\*Muffled thumps\**

*"Och, mines! Zauriel, tell the Zombies to clear them."*

*"There are no more Zombies, Precentor. Inferno missiles—"*

*"Incoming! Enemy aerospace from the northwest!"*

*"Is there anything they don't have? Damn it, they are just frails! Take them apart already!"*

*\*Burst of static\**

*"Precentor? Precentor..?"*

—Transmission picked up by amateur radio operators on the edge of Hellhome Canyon, Kiyev





# CRESCENT HAWKS

## TEMPEST BORN

Desperate to disrupt Clan Jade Falcon's rampage through the Lyran Commonwealth, Roderick Steiner hired the Crescent Hawks to stage deep raids against Falcon supply lines. The munitions factory on Borghese made a fine target. At the time, the Third Falcon Talon was on-planet, preparing for a second wave of attacks into Lyran territory, refreshing their supplies from the contents of the facilities once held by Clan Wolf.

Star Captain Lena, of the Hazen Blood House commanded the Third Talon's Alpha Beak. A *ristar* favored by Khan Malvina, she was renowned as the most beautiful woman in Clan Jade Falcon, with skills as a MechWarrior that matched her vanity. When she heard that the Crescent Hawks had slipped onto Borghese, she guessed the munitions factory was their target and laid in wait, determined to humiliate Jezebel, whom she saw as a rival. As the two forces clashed, however, a freak hurricane—the strongest storm to ravage Jarrett Sound in years—came blasting through the region. And Jezebel Youngblood knew how to use a storm...

## GAME SETUP

Use two maps from the Light Urban Terrain table (see p. 263, *TW*). The defending player must then place 5 light, 3 medium, and 1 hardened building on the northern mapsheet, to represent the depot.

### Attacker

The attacking force consists of the ground elements from the 3145 Crescent Hawks company (see p. 6). Due to the severe weather at the time, the Hawks' aerospace assets cannot be used. The attacker deploys on the southern mapsheet.

### Defender

The defending force consists of Alpha Beak, from the Third Falcon Talon of Clan Jade Falcon's Gamma Galaxy. The Jade Falcon force should equal 75 percent of the Attacker, and is considered to be of Veteran quality. The defender's force deploys on the northern mapsheet.

## WARCHEST

**Track Cost:** 400 WP

### Optional Bonuses

**+100 They Have a Cave Troll:** The Falcon force equals 100 percent of the attacker's

## OBJECTIVES

The following Objective rewards apply to the Crescent Hawks player.

**Good Enough is Good Enough:** Destroy light buildings. (**Reward:** +30 WP per light building)

**Burn Them All!** Destroy the entire depot. (**Reward:** +300 WP)

**Fistful of Feathers:** Destroy all Jade Falcon 'Mechs (**Reward:** +300 WP)

## SPECIAL RULES

This scenario takes place in a hurricane. Use the Wind Storm rules (see p. 61, *TO*).

## AFTERMATH

Sweeping past the Falcon defenders, the Hawks blasted holes in the roofs and walls of every warehouse and factory building, and let the hurricane do the rest. Several warehouses exploded, scorching those Clan 'Mechs that had wandered too close. Trapped in the cockpit of her *Grand Summoner*, Star Captain Lena burned for nearly a minute before Elementals extracted her. Suffering third degree burns over most of her body and losing both eyes, the great beauty of Clan Jade Falcon would never be so again. Three months later, Lena emerged from her barometric chamber a malformed cyborg, her vanity replaced with a hate that knew no bounds. Khan Malvina gave her leeway to hunt the Crescent Hawks across all known space—and beyond if need be.

Site B-22M

Jarrett Sound, Borghese

Jade Falcon OZ

13 July 3141

Rain smacked the cockpit canopy like small arms fire. Powerful winds rocked the seventy ton avatar of Jade Falcon supremacy like a child's swing. Nature's fury was not to be trifled with, yet here came Jezebel and her whelps, defying both the Clan and the elements to do battle.

Lena smiled. Falcons were *always* stronger than Hawks. Pity Jezebel Youngblood lacked the vision to recognize that. Pity she had scorned Lena's offer. "We could have been great together, Jez," Lena said as she fixed her reticule on the incoming *Phoenix Hawk*.





# CRESCENT HAWKS

## TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

STRATEGIC BATTLEFORCE FORMATION														
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials			
Crescent Hawks (3039)	BM	2	5	1	5	3	4	6	3	103	IF2			
Crimson Hawks (3039)	AF	2	5	—	—	—	4	6	3	58	BOMB4,FUEL20,PNT2			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials	
Command Lance	BM	2	5	3	5	2	12	2	3	2	3	36	IF1	
Pursuit Lance	BM	1	7	1	7	3	7	3	3	0	4	24	RCN	
Striker Lance	BM	3	4	0	4	1	15	4	4	3	3	43	IF1	
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials			
Crescent Hawks (3076)	BM	2	6	2	6	2	2	6	3	131	ECM, IF1, OMNI3, MHQ2			
Crimson Hawks (3076)	AF	2	5	—	—	—	4	6	3	72	BOMB4,FUEL20,PNT1			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials	
Command Lance	BM	2	6	3	6	2	12	5	5	3	3	46	ECM,IF1,MHQ1,OMNI1	
Pursuit Lance	BM	1	7	1	7	3	8	4	4	2	3	33	ECM,OMNI2,RCN	
Striker Lance	BM	3	4	1	4	1	16	6	6	4	4	52	MHQ1	
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials			
Crescent Hawks (3144)	BM	2	7	1	7	3	1	6	3	129	IF1, MHQ1, OMNI1, RCN			
Crimson Hawks (3144)	AF	2	5	—	—	—	4	6	3	67	BOMB3,FUEL16			
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials	
Command Lance	BM	2	7	2	7	3	12	4	4	4	3	45	IF1,LPRB,MHQ1,OMNI1,RCN	
Pursuit Lance	BM	1	8	1	8	3	9	4	4	1	3	33	BH,ECM,RCN	
Striker Lance	BM	3	5	1	5	1	15	6	6	3	3	51		

ABSTRACT COMBAT SYSTEM COMBAT TEAMS														
Combat Team	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials	
Crescent Hawks (3039)	BM	2	5	1	5	3	11	3	3	3	3	34	IF2	
Crescent Hawks (3076)	BM	2	6	2	6	4	12	5	5	3	3	44	ECM, IF1, OMNI3, MHQ2	
Crescent Hawks (3144)	BM	2	7	1	7	3	12	5	5	3	3	43	IF1, MHQ1, OMNI1, RCN	
Air Company (3039)	AF	2	5	—	5	2	8	2	2	1	3	19	BOMB1,FUEL20	
Air Company (3076)	AF	2	5	—	5	2	8	3	3	1	3	24	BOMB1,FUEL20	
Air Company (3144)	AF	1	5	—	5	2	9	2	2	1	3	22	BOMB1,FUEL16	



# CRESCENT HAWKS [3039]

## COMMAND LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**Jason Youngblood (Phoenix Hawk LAM) Special Pilot Abilities:** Prior to the beginning of play, assign two SPAs to Captain Jason Youngblood from among the following: Combat Intuition, Demoralizer, Speed Demon (affects jump Move)

**BV:** 3,141 (Not adjusted for Skill Ratings, Phoenix Hawk LAM not included)

**PV:** 119 (Adjusted for Skill Ratings)

<p>PHX-HK2 <b>PHOENIX HAWK LAM</b></p> <p>TP: BM SZ: 1 TMM: 2 MV: 10"j ROLE: <b>Striker</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: FUEL4, LAM(30"g/5a)</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>GRF-1N <b>GRIFFIN</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: <b>Sniper</b> SKILL: 4</p> <p>DAMAGE S (+0) 1 M (+2) 2 L (+4) 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</p>	<p>ALPHA STRIKE STATS</p>
<p>VLK-GA <b>VALKYRIE</b></p> <p>TP: BM SZ: 1 TMM: 2 MV: 10"j ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 1 M (+2) 2 L (+4) 1</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>DV-6M <b>DERVISH</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: <b>Missile Boat</b> SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 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</p>	<p>ALPHA STRIKE STATS</p>

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.*



# CRESCENT HAWKS [3039]

## PURSUIT LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** Pursuit Lance (CO p. 65, ACS p. 152)

**BV:** 2,814 (Not adjusted for Skill Ratings)

**PV:** 77 (Adjusted for Skill Ratings)

<p>COM-1D <b>COMMANDO</b></p> <p>PV: 18</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12" ROLE: <b>Striker</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>	<p>JR7-D <b>JENNER</b></p> <p>PV: 20</p> <p>TP: BM SZ: 1 TMM: 3 MV: 14"/10" ROLE: <b>Striker</b> SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●●</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>
<p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>	<p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>
<p>WLF-1 <b>WOLFHOUND</b></p> <p>PV: 26</p> <p>TP: BM SZ: 1 TMM: 2 MV: 12" ROLE: <b>Striker</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●</p> <p>SPECIAL: ENE, REAR1/1-</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>	<p>LCT-1V <b>LOCUST</b></p> <p>PV: 13</p> <p>TP: BM SZ: 1 TMM: 3 MV: 16" ROLE: <b>Scout</b> SKILL: 5</p> <p>DAMAGE S (+0) 1 M (+2) 1 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○ S: ●●</p> <p><b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p>
<p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>	<p>ALPHA STRIKE STATS</p> <p>BATTLETECH</p>

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.



# CRESCENT HAWKS [3039]

## STRIKER LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** Battle Lance (CO p. 62, ACS p. 150)

**BV:** 5,076 (Not adjusted for Skill Ratings)

**PV:** 153 (Adjusted for Skill Ratings)

<p><b>TDR-5S</b> <b>THUNDERBOLT</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 2</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 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</p>	<p><b>CRD-3R</b> <b>CRUSADER</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 2   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</p>
<p><b>DRG-1N</b> <b>DRAGON</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: <b>Skirmisher</b> SKILL: 5</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: IF1, REAR1/1-</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</p>	<p><b>WHM-6R</b> <b>WARHAMMER</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 2</p> <p>OV: 1   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</p>

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.



# CRESCENT HAWKS [3039]

## AIR COMPANY ["CRIMSON HAWKS"]

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Strike Squadron* (CO p. 68, ACS p. 155)

**BV:** 7,556 (Not adjusted for Skill Ratings)

**PV:** 190 (Adjusted for Skill Ratings)

**LCF-R15 LUCIFER** PV: 41

TP: **AF** SZ: 2 MV: 5a  
ROLE: **Attack** SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	3	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 2  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

**LCF-R15 LUCIFER** PV: 35

TP: **AF** SZ: 2 MV: 5a  
ROLE: **Attack** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	3	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 2  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, PNT2, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

**CSR-V12 CORSAIR** PV: 28

TP: **AF** SZ: 2 MV: 6a  
ROLE: **Dogfighter** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, ENE, FUEL20, PNT1, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

**CSR-V12 CORSAIR** PV: 25

TP: **AF** SZ: 2 MV: 6a  
ROLE: **Dogfighter** SKILL: 5

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, ENE, FUEL20, PNT1, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

**SL-15 SLAYER** PV: 34

TP: **AF** SZ: 3 MV: 6a  
ROLE: **Dogfighter** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	4	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB3, FUEL40, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

**SL-17 SHILONE** PV: 27

TP: **AF** SZ: 2 MV: 6a  
ROLE: **Fire-Support** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	3	3	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 2  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL

**ALPHA STRIKE STATS** BATTLETECH

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this squadron only.*



# CRESCENT HAWKS [3076]

## COMMAND LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**BV:** 6,706 (Not adjusted for Skill Ratings)

**PV:** 160 (Adjusted for Skill Ratings)

<p>PXH-7K <b>PHOENIX HAWK</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"/18"j ROLE: <b>Striker</b> SKILL: 3</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●</p> <p>SPECIAL: C3S, ENE, MHQ1</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>HSN-7D <b>HELLSPAWN</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○ S: ●●</p> <p>SPECIAL: ECM, IF1, LRM1/1/1</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</p>	<p>ALPHA STRIKE STATS</p>
<p>STY-3C <b>STARSLAYER</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 10"j ROLE: <b>Skirmisher</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 3 L (+4) 0</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, 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>Prime <b>MAD CAT (TIMBER WOLF)</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10"j ROLE: <b>Brawler</b> SKILL: 3</p> <p>DAMAGE S (+0) 5 M (+2) 5 L (+4) 4</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○○○ S: ●●●●</p> <p>SPECIAL: CASE, IF2, LRM1/1/2, 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</p>	<p>ALPHA STRIKE STATS</p>

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.*



# CRESCENT HAWKS [3076]

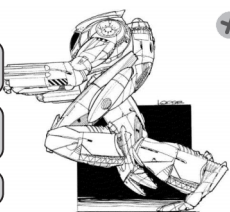
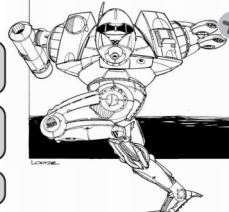
## PURSUIT LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)


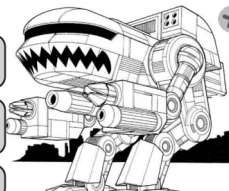
**Formation:** Sweep (Pursuit) Lance (CO p. 65, ACS p. 152)

**BV:** 4,826 (Not adjusted for Skill Ratings)

**PV:** 114 (Adjusted for Skill Ratings)

SPR-5F <b>SPECTOR</b>	PV: 31	TLN-5W <b>TALON</b>	PV: 33
<b>TP: BM SZ: 1 TMM: 3 MV: 14"</b> <b>ROLE: Striker SKILL: 3</b>		<b>TP: BM SZ: 1 TMM: 3 MV: 16"</b> <b>ROLE: Striker SKILL: 2</b>	
<b>DAMAGE</b> S (+0) 3 M (+2) 2 L (+4) 0		<b>DAMAGE</b> S (+0) 2 M (+2) 2 L (+4) 1	
OV: 0   HEAT SCALE 1 2 3 S		OV: 0   HEAT SCALE 1 2 3 S	
A: ○○○○ S: ●●	<b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	A: ○○○○ S: ●●	<b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each
SPECIAL: ECM, ENE		SPECIAL: ENE	
ALPHA STRIKE STATS	BATTLETECH	ALPHA STRIKE STATS	BATTLETECH

Prime <b>COUGAR</b>	PV: 28	AF1 <b>ARCTIC FOX</b>	PV: 22
<b>TP: BM SZ: 1 TMM: 2 MV: 10"</b> <b>ROLE: Sniper SKILL: 4</b>		<b>TP: BM SZ: 1 TMM: 2 MV: 12"</b> <b>ROLE: Striker SKILL: 4</b>	
<b>DAMAGE</b> S (+0) 3 M (+2) 3 L (+4) 3		<b>DAMAGE</b> S (+0) 3 M (+2) 3 L (+4) 1	
OV: 1   HEAT SCALE 1 2 3 S		OV: 1   HEAT SCALE 1 2 3 S	
A: ○○○○ S: ●●	<b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	A: ○○○○ S: ●●	<b>CRITICAL HITS</b> ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each
SPECIAL: CASE, IF1, LRM1/1/1, OMNI, OVL		SPECIAL: OMNI, SRM1/1	
ALPHA STRIKE STATS	BATTLETECH	ALPHA STRIKE STATS	BATTLETECH

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.



# CRESCENT HAWKS [3076]

## STRIKER LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** Battle Lance (CO p. 62, ACS p. 150)

**BV:** 7,238 (Not adjusted for Skill Ratings)

**PV:** 167 (Adjusted for Skill Ratings)

<p><b>AWS-9Q (Klatt)</b></p> <p><b>AWESOME</b></p> <p>TP: BM SZ: 4 TMM: 1 MV: 6" ROLE: <b>Sniper</b> SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 4</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: C3S, ENE, MHQ1</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</p>	<p><b>FLC-8R</b></p> <p><b>FALCONER</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: <b>Skirmisher</b> SKILL: 4</p> <p>DAMAGE S (+0) 3 M (+2) 4 L (+4) 3</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</p>
<p><b>WHM-7S</b></p> <p><b>WARHAMMER</b></p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: <b>Brawler</b> SKILL: 3</p> <p>DAMAGE S (+0) 5 M (+2) 4 L (+4) 2</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</p>	<p><b>LNX-9Q</b></p> <p><b>LYNX</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: <b>Skirmisher</b> SKILL: 5</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 1</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</p>

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.



# CRESCENT HAWKS [3076] AIR COMPANY ["CRIMSON HAWKS"]

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Strike Squadron* (CO p. 68, ACS p. 155)

**BV:** 10,760 (Not adjusted for Skill Ratings)

**PV:** 248 (Adjusted for Skill Ratings)

**LCF-R16  
LUCIFER** PV: 43

TP: AF SZ: 2 MV: 5a  
ROLE: **Attack** SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	4	4	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 2  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, REAR1/1-, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

**LCF-R16KR  
LUCIFER II** PV: 38

TP: AF SZ: 2 MV: 6a  
ROLE: **Dogfighter** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	5	5	3	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○ TH 2  
S: ●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB2, FUEL20, PNT1, REAR1/1-, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

**EST-R3  
EISENSTURM** PV: 62

TP: AF SZ: 3 MV: 6a  
ROLE: **Dogfighter** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	6	6	3	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○ TH 4  
S: ●●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB3, FUEL20, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

**CHP-W7  
CHIPPEWA** PV: 38

TP: AF SZ: 3 MV: 5a  
ROLE: **Attack** SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	6	7	2	0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○ TH 2  
S: ●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB3, FUEL20, REAR1/-, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

**DARO-1  
DAGGER** PV: 38

TP: AF SZ: 1 MV: 7a  
ROLE: **Fast Dogfighter** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	4	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ TH 3  
S: ●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB1, FUEL20, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

**DARO-1  
DAGGER** PV: 29

TP: AF SZ: 1 MV: 7a  
ROLE: **Fast Dogfighter** SKILL: 5

DAMAGE	S (+0)	M (+2)	L (+4)	E (+6)
	4	4	0	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ TH 3  
S: ●●●●

**CRITICAL HITS**  
ENGINE ○○ ¼ MV (Minimum 1)  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

SPECIAL: BOMB1, FUEL20, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this squadron only.*






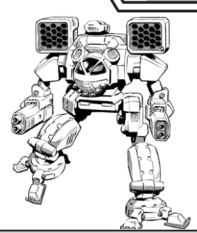
# CRESCENT HAWKS [3144] COMMAND LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Command Lance* (CO p. 63, ACS p. 153)

**BV:** 7,854 (Not adjusted for Skill Ratings)

**PV:** 167 (Adjusted for Skill Ratings)

<p>PXH-7K <b>PHOENIX HAWK</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"/18" ROLE: <b>Striker</b> SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 0</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●</p> <p>SPECIAL: C3S, ENE, MHQ1</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</p>	<p>PV: 37</p>  <p>© 2014 The Topps Company. All rights reserved.</p>
<p>(Standard) <b>GYRFALCON</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12"/14" ROLE: <b>Skirmisher</b> SKILL: 4</p> <p>DAMAGE S (+0) 2 M (+2) 2 L (+4) 2</p> <p>OV: 1   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●</p> <p>SPECIAL: CASE, FLK0°/0°/0°, LPRB, OVL, RCN, RFA</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</p>	<p>PV: 33</p>  <p>© 2014 The Topps Company. All rights reserved.</p>
<p>GTL-10 <b>GAUNTLET</b></p> <p>TP: BM SZ: 2 TMM: 3 MV: 16" ROLE: <b>Skirmisher</b> SKILL: 2</p> <p>DAMAGE S (+0) 2 M (+2) 3 L (+4) 3</p> <p>OV: 0   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●</p> <p>SPECIAL: CASE, IF1, 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</p>	<p>PV: 49</p>  <p>© 2014 The Topps Company. All rights reserved.</p>
<p>(Standard) <b>MAD CAT III</b></p> <p>TP: BM SZ: 2 TMM: 2 MV: 12" ROLE: <b>Missile Boat</b> SKILL: 3</p> <p>DAMAGE S (+0) 5 M (+2) 4 L (+4) 4</p> <p>OV: 3   HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○ S: ●●●</p> <p>SPECIAL: CASE, IF3</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</p>	<p>PV: 48</p>  <p>© 2014 The Topps Company. All rights reserved.</p>

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.*



# CRESCENT HAWKS [3144]

## PURSUIT LANCE


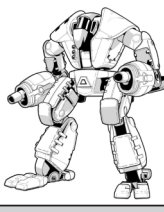


**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Pursuit Lance* (CO p. 65, ACS p. 152)

**Alise Gogol (Stiletto) Special Pilot Abilities:** Lucky (1)

**BV:** 4,994 (Not adjusted for Skill Ratings)

**PV:** 117 (Adjusted for Skill Ratings)

HVC-P6 <b>HAVOC</b>	PV: 31	GBT-1G <b>GAMBIT</b>	PV: 24
TP: BM SZ: 1 TMM: 3 MV: 16"/10" ROLE: <b>Striker</b> SKILL: 3 DAMAGE S (+0) 3 M (+2) 3 L (+4) 0 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○ S: ●● SPECIAL: CASEII CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		TP: BM SZ: 1 TMM: 3 MV: 14" ROLE: <b>Striker</b> SKILL: 3 DAMAGE S (+0) 2 M (+2) 2 L (+4) 2 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○ S: ●● SPECIAL: CASE, IF0* CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS	BATTLETECH	ALPHA STRIKE STATS	BATTLETECH
(Standard) <b>JAGUAR</b>	PV: 36	STO-6S <b>STILETTO</b>	PV: 26
TP: BM SZ: 1 TMM: 3 MV: 16" ROLE: <b>Striker</b> SKILL: 3 DAMAGE S (+0) 4 M (+2) 4 L (+4) 1 OV: 1   HEAT SCALE 1 2 3 S A: ○○○○ S: ●● SPECIAL: CASE, TUR(2/1/1) CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		TP: BM SZ: 1 TMM: 3 MV: 14" ROLE: <b>Striker</b> SKILL: 5 DAMAGE S (+0) 2 M (+2) 2 L (+4) 0 OV: 0   HEAT SCALE 1 2 3 S A: ○○○○ S: ●●● SPECIAL: BH, ECM, ENE, RCN, TUR(2/2/-) CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS	BATTLETECH	ALPHA STRIKE STATS	BATTLETECH

*Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.*





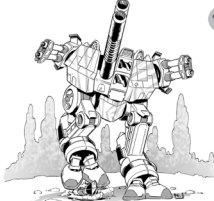

# CRESCENT HAWKS [3144] STRIKER LANCE

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** *Striker Lance* (CO p. 66, ACS p. 151)

**BV:** 7,362 (Not adjusted for Skill Ratings)

**PV:** 180 (Adjusted for Skill Ratings)

<p>SCG-WD1 <b>SCOURGE</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10"/8"j ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 2</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</p>	<p>PV: 48</p>  <p>© 2014 The Topps Company. All rights reserved.</p>	<p>Prime <b>VULTURE MK IV</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 2</p> <p>OV: 2   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</p>	<p>PV: 58</p>  <p>© 2014 The Topps Company. All rights reserved.</p>
<p>MNL-3L <b>MANGONEL</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) 3 M (+2) 4 L (+4) 2</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</p>	<p>PV: 40</p>  <p>© 2014 The Topps Company. All rights reserved.</p>	<p>VR5-R <b>VERFOLGER</b></p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 5</p> <p>DAMAGE S (+0) 4 M (+2) 4 L (+4) 2</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</p>	<p>PV: 34</p>  <p>© 2014 The Topps Company. All rights reserved.</p>

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this lance only.



# CRESCENT HAWKS [3144] AIR COMPANY ["CRIMSON HAWKS"]

**Special Command Abilities:** Off-Map Movement, Overrun Combat, Tactical Specialization (Attack)

**Formation:** None

**BV:** 9,404 (Not adjusted for Skill Ratings)

**PV:** 233 (Adjusted for Skill Ratings)

**LCR-3 LUCIFER III** PV: 55

TP: AF SZ: 2 MV: 5a  
ROLE: Attack SKILL: 2

DAMAGE S (+0) M (+2) L (+4) E (+6)  
2 3 2 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ TH 5  
S: ●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, FUEL20, REAR1/1/-, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**MR-1S MORGENSTERN** PV: 40

TP: AF SZ: 2 MV: 6a  
ROLE: Fire-Support SKILL: 4

DAMAGE S (+0) M (+2) L (+4) E (+6)  
4 4 3 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○ TH 4  
S: ●●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB2, FUEL16, REAR1/1/-, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**CSR-F100 PICAROO** PV: 32

TP: AF SZ: 1 MV: 8a  
ROLE: Fire-Support SKILL: 3

DAMAGE S (+0) M (+2) L (+4) E (+6)  
2 2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB1, ENE, FUEL20, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**CSR-F100 PICAROO** PV: 24

TP: AF SZ: 1 MV: 8a  
ROLE: Fire-Support SKILL: 5

DAMAGE S (+0) M (+2) L (+4) E (+6)  
2 2 2 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB1, ENE, FUEL20, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**STM-O STERNENSTURM** PV: 41

TP: AF SZ: 1 MV: 10a  
ROLE: Interceptor SKILL: 3

DAMAGE S (+0) M (+2) L (+4) E (+6)  
4 4 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB1, FUEL16, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

**STM-O STERNENSTURM** PV: 41

TP: AF SZ: 1 MV: 10a  
ROLE: Interceptor SKILL: 3

DAMAGE S (+0) M (+2) L (+4) E (+6)  
4 4 0 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○ TH 3  
S: ●●●●

CRITICAL HITS  
ENGINE ○○ ¼ MV (Minimum 1)

SPECIAL: BOMB1, FUEL16, SPC, VSTOL  
FIRE CONTROL ○○○○ +2 To-Hit Each  
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

Special Command Abilities apply to entire Crescent Hawks company.  
Formation Bonus Abilities apply to this squadron only.



# BATTLETECH

## LAND-AIR BATTLEMECH RECORD SHEET

### LAM DATA

Type: PHX-HK2 PHOENIX HAWK LAM

Tonnage: 50 Tech Base: Inner Sphere (Advanced)  
Star League  
Movement Points:  
BattleMech Mode AirMech Mode Fighter Mode  
Walking: 5 Cruising: 15 Safe Thrust: 5  
Running: 8 Flank: 23 Max Thrust: 8  
Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	Large Laser	RT	8	8 [DE]	—	5	10	15	8 (M)
1	Medium Laser	RA	3	5 [DE]	—	3	6	9	5 (S)
1	Machine Gun	RA	0	2	—	1	2	3	2 (S)
[DB, AI]									
1	Medium Laser	LA	3	5 [DE]	—	3	6	9	5 (S)
1	Machine Gun	LA	0	2	—	1	2	3	2 (S)
[DB, AI]									

Fuel: 80

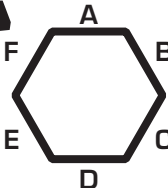
### WARRIOR DATA

Name: \_\_\_\_\_  
BattleMech Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Aerospace Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken \_\_\_\_\_  
Consciousness# 

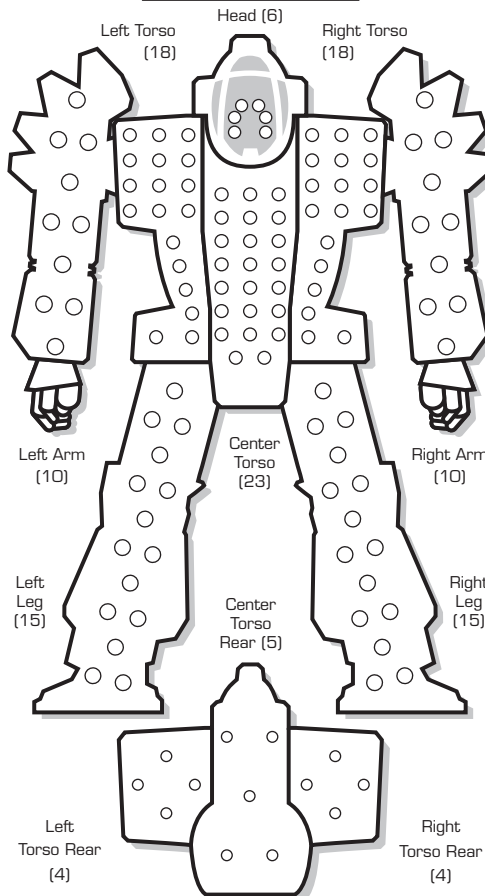
1	2	3	4	5	6
3	5	7	10	11	Dead



Advanced Movement Compass



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

#### Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Arm

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Ammo (MG) 200

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

#### Right Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Large Laser

Avionics ○○○  
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Landing Gear ○  
Life Support ○

Structural Integrity  
○○○○○○○○○○○○○○○○○○○○



Damage Transfer Diagram



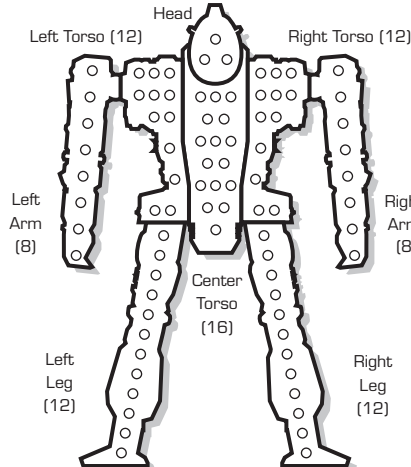
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	(AirMech +3)
25	-5 Movement Points	
24	/Rand. Movement 10+	
23	+4 Modifier to Fire	
22	Ammo Exp. avoid on 6+	
21	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	/Rand. Movement 8+	
18	Ammo Exp. avoid on 4+	
17	Shutdown, avoid on 6+	
16	+3 Modifier to Fire	
15	-3 Movement Points	
14	/Rand. Movement 7+	
13	Shutdown, avoid on 4+	
12	+2 Modifier to Fire	
11	-2 Movement Points	
10	/Rand. Movement 6+	
9	+1 Modifier to Fire	
8	-1 Movement Points	
7	/Rand. Movement 5+	

### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Awesome AWS-9Q Klatt

Movement Points: Tonnage: 80  
Walking: 3 Tech Base: Inner Sphere  
Running: 5 Era: Jihad  
Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P, AI]	—	1	2	3
1	C³ Slave	CT	—	[E]	—	—	—	—
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

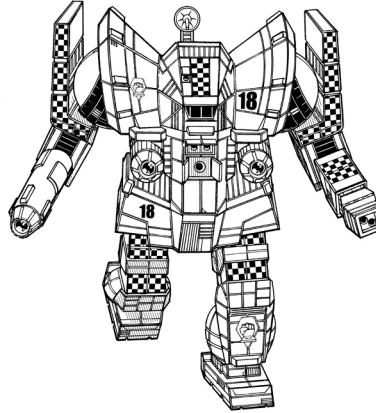
Cost: BV: 1,805

### WARRIOR DATA

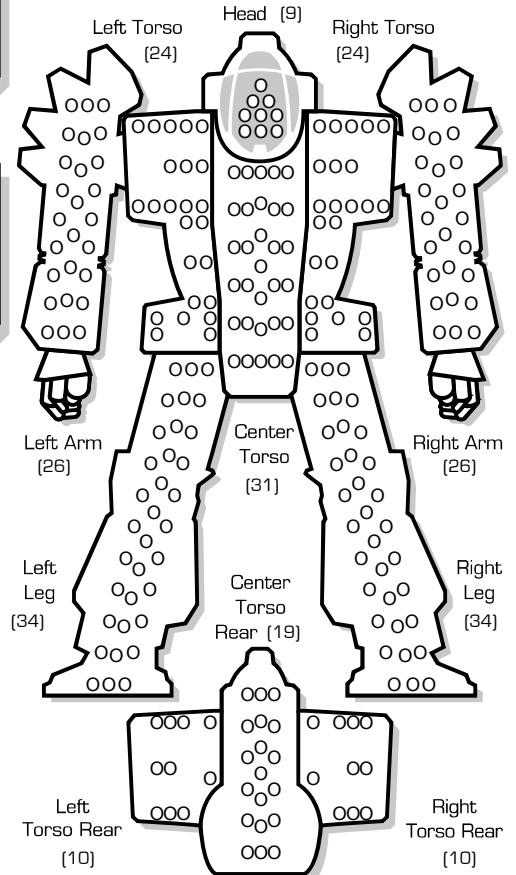
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- PPC
- PPC

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- PPC
- PPC

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

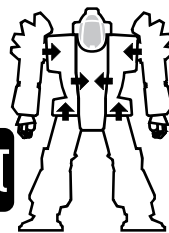
- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C³ Slave
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- PPC
- PPC

#### Right Torso

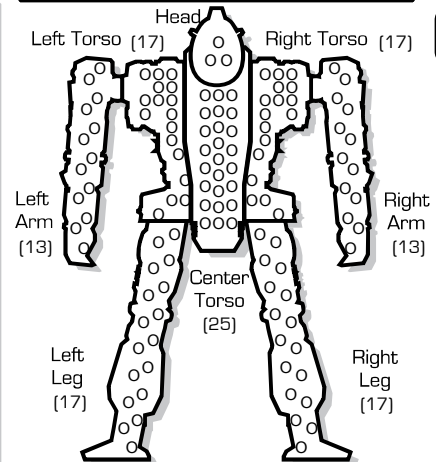
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- PPC
- PPC
- PPC

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0