

# BattleTech - Draconis Combine

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Notes	
CO (CV10)	Command	60 F	4/30	AA	--	6	6	170	1		
Cyclops Command Mech (CV10)	Command	20 F	2/80#	Hy-Ve	6	7 M	4 T	360	1	S	
			4/60	--							
HQ Company commander (CV9)	Command	--	--	--	--	--	--	+45	-/1	Added to normal mech	
HQ Lance commander (CV8)	Command	--	--	--	--	--	--	+30	-/2	Added to normal mech	
HQ Infantry/Armour (CV8)	Command	40F	2/30	AA	--	4	6	60	[2]		
FAO Savannah master (CV8)	Command	40 H	--	--	--	4	6	50	-/3		
FAC Savannah master (CV8)	Command	40 H	--	--	--	4	6	50	-/3		
Jenner Recon Mech	Recce	35 F	2/30	--	4	4 B	6	95	[2]		Target Designator
Standard Infantry	Infantry	10 F	3/30*	--	3	5 L	6	30	2/-		
Infantry upgrade - heavy weapons	Infantry	--	3/50#	--	--	--	--	+30	-/4		
Jump Infantry	Infantry	25 J	4/20*	--	4	5 L	6	55	-/4		
Special forces Infantry	Infantry	15 F	4/30	--	5	5 L	5	95	-/2	Adaptive Cammo	
Elite pilot upgrade	upgrade	--	--	--	--	--	--	+5	-/-	Elite	
Hellion - Liberated clan Light Mech	Armour	45 F	5/40	--	5	4 B	5	170	[1]	S	Target Designator
Gurkha 3067 Light Mech	Armour	35 F	2/60#	Hy-Ve	8	4 B	5	130	[2]	S	
Jackal 3055 Light Mech	Armour	35 F	2/60#	Hy-Ve	4	4 B	5	90	[1]	R/S	
Phoenix Hawk 3050 Light Mech	Armour	20 J	3/60	--	8	4 B	5	120	[1]	S	
Enforcer 3050 Light Mech	Armour	15 J	4/60	--	5	4 B	4	120	[1]	R/S	
Enfield 3058 Light Mech	Armour	25 F	3/50	Hi-Im	5	4 B	4	130	[1]	R/S	
Blitzkrieg 3060 Light Mech	Armour	35 F	6/30	--	2	4 B	5	125	[2]	S	360 degree fire
Griffin 3050 & Reborn Light Mech	Armour	15 J	2/60#	Hy-Ve	5	4 B	4	170	[2]	R/S	
			2/80	A-Link							
Wolverine 3050 Light Mech	Armour	30 F	2/50	--	6	4 B	4 T	120	[1]	S	
Shadow Hawk RB Light Mech	Armour	15 J	4/40	--	6	4 B	4	110	[2]	R/S	
Grand Dragon 3050 Medium Mech	Armour	30 F	2/60#	Hy-Ve	6	5 B	5	110	[H2]	R/S	
Rifleman IIC 3055 Medium AA Mech	Armour	10 J	6/60	Hi-Im	2	5 B	4 T	175	[1]	S	Anti-Air, 360 degree
Rifleman 3050 Medium AA Mech	Armour	20 F				5 B			[1]		Anti-Air, 360 degree
Warhammer 3050 Medium Mech	Armour	20 F	4/60#	Hy-Ve	6	5 B	5 T	180	[2]	R/S	
			4/20	--							
Archer 3050 Medium Mech	Armour	20 F	2/80	A-Link	6	5 B	3	185	[1]	R/S	
Hoplite 3050 Medium Mech	Armour	20 F	2/40	--	4	5 B	4	80	[1]	R/S	
Lancelot 2750 Medium Mech	Armour	30 F	4/50#	Hy-Ve	5	5 B	5	130	[1]	R/S	
Ostroc 3050 Medium Mech	Armour	25 F	4/60	--	6	5 B	5	115	[1]	R/S	
Caudron-born liberated clan Medium Mech	Armour	25 F	3/80#	Hy-Ve	5	5 B	5 T	230	[1]	R/S	
			3/80	A-Link							

Black Hawk-KU prime 3058 Medium Omnimech	Armour	15 J	6/30	--	6	5 B	4	150	[H4]	R/S	
Black Hawk-KU A 3058 Medium Omnimech	Armour	15 J	4/60#	Hy-Ve	6	5 B	4	175	[H4]	R/S	
Marauder 3050 Heavy Mech	Armour	20 F	4/60#	Hy-Ve	6	6 M	4	220	[1]	S	
			3/30	--							
Maelstrom 3058 Heavy Mech	Armour	25 F	4/60#	Hy-Ve	6	6 M	4	240	[1]	S	Target Designator
Dragonfire 3058 Heavy Mech	Armour	20 F	2/80#	Hy-Ve	4	6 M	4	200	[1]	R/S	
			4/60	--							
Cestus 3058 Heavy Mech	Armour	15 J	2/80#	Hy-Ve	6	6 M	4	170	[1]	R/S	
			3/40	--							
Hatamoto-Chi 3050 Heavy Mech	Armour	20 F	4/50#	Hy-Ve	8	6 M	3	250	[H2]	R/S	
			3/20	--							
No-Dachi 3060 Heavy Mech	Armour	25 F	2/60#	Hy-Ve	9	6 M	4	260	[H4]	R/S	
			6/40	--							
Battlemaster RB Heavy Mech	Armour	20 F	2/80#	Hy-Ve	8	6 M	3 T	285	[1]	S	
			4/40	--							
Flashman 2750 Heavy Mech	Armour	25 F	6/50	--	6	6 M	4	185	[1]	R/S	
Charger Heavy Mech	Armour	25 F	6/30	--	8	6 M	4 T	205	[1]	R/S	
Thug 2750 Heavy Mech	Armour	20 F	4/50#	Hy-Ve	8	6 M	4 T	220	[1]	R/S	
Victor 3050 Heavy mech	Armour	20 J	2/80#	Hy-Ve	8	6 M	4	200	[2]	S	
Zeus 3050 Heavy Mech	Armour	20 F	2/60#	Hy-Ve	6	6 M	4	220	[1]	R/S	
			2/80	A-Link							
Masakari Liberated clan Assault Mech	Armour	20 F	5/80#	Hy-Ve	6	7 M	4 T	375	[1]	R/S	
			5/80#	Hy-Ve							
Shogun 3050 Assault Mech	Armour	10 J	2/60#	Hy-Ve	7	7 M	4	270	[1]	R/S	
			3/80	A-Link							
Gunslinger 3055 Assault Mech	Armour	15 F	5/80#	Hy-Ve	7	7 M	4	240	[1]	R	
Highlander 2750 Assault Mech	Armour	10 J	2/80#	Hy-Ve	8	7 M	3 T	320	[1]	R/S	
			2/80	A-Link							
Mauler 3050 Assault Mech	Armour	15 F	3/80	--	6	7 M	5	215	[1]	R	
			3/80	A-Link							
Tai-Sho 3060 Assault Mech	Armour	15 F	4/60#	Hy-Ve	7	7 M	3	310	[H2]	R/S	
			4/40	--							
Akuma 3067 Assault Mech	Armour	15 F	2/60#	Hy-Ve	10	7 M	3 T	340	[H2]	R/S	
			6/40	--							
Ninja-To 3067 Assault Mech	Armour	30 F	4/60	--	7	7 M	4	220	[H2]	S	
King Crab 2750 Assault Mech	Armour	15 F	5/30	--	7	7 M	3 T	285	[1]	R/S	
			5/30	--							
Sagittaire 3067 Heavy Assault Mech	Armour	10 J	2/60#	Hy-Ve	8	8 M	3 T	400	[1]	R/S	
			6/30	Hi-Im							

Cobra gunship	Aircraft	35 A	4/40	--	3	4	5	110	[2]	S	
Apache gunship	Aircraft	30 A	4/60#	Hy-Ve	3	5	4	190	[1]	S	
Rommel Heavy Tank	Armour	20 T	4/30	--	6	6	3	190	[2]	S	
Shreck tank	Armour	15 T	6/50#	Hy-Ve	6	6	4	235	[4]	S	
Manticore tank	Armour	20 T	2/50#	Hy-Ve	6	5	3	165	[6]	S	
Ontos tank	Armour	15 T	6/30	--	6	7	4	185	[2]		
Maxim hover APC	Armour	30 H	3/40*	--	4	5	4	115	[2]	S	Transport 4
Sniper Artillery piece	Artillery	--	2	--	--	4	5	45	-/-		
Arrow IV	Artillery	--	4	--	--	6	4	135	-/-		
Long Tom Artillery piece	Artillery	--	6	--	--	4	4	125	-/-		
Light Superiority Fighter	Aircraft	--	2	--	--	3	5	50	-/2		
Medium Superiority Fighter	Aircraft	--	4	--	--	4	5	100	-/2		
Heavy Superiority Fighter	Aircraft	--	6	--	--	5	5	150	-/2		
Light Ground Attack Fighter	Aircraft	--	4	--	--	5	4	140	-/2		
Medium Ground Attack Fighter	Aircraft	--	5	--	--	6	4	180	-/2		
Heavy Ground Attack Fighter	Aircraft	--	6	--	--	6	3	240	-/2		

### Special Rules

Normal tactical doctrine

Contemporary Tech Level (Inner Sphere)

Air Superiority; +1 to roll

HQ lance/company commanders are added to walker units, treat as skirmish command units.

Armour/infantry HQ units are at -1CV when issuing orders to mech units

**BIG:** Big units are larger than normal but smaller than massive units. They block line of sight for units other than massive units, but can see over normal and low units.

Mech units out of command can act on initiative if outside of initiative range of the enemy, but only to move towards the nearest CO/HQ unit.

They may only fire on enemy units that are within initiative range before the mech moves.

### Battlegroup selection rules

Max of 2 total FAO and FAC per 1000 points

Max of 3 recon units per battlegroup

Max of 6 artillery units per 1000 points

Max of 3 air units per 1000 points

Minimum of 1 lance commander per company commander

Minimum of 1 [H] House mech per 1000 points

### Assets

1 x Preliminary Bombardment (20 points)

3 x Ambushes (50 points each)