

# BattleTech - Federation Commonwealth

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Notes	
CO (CV10)	Command	60F	5/30	AA	--	6	6	190	1		
HQ Company commander (CV9)	Command	--	--	--	--	--	--	+45	-/1	Added to normal mech	
HQ Lance commander (CV8)	Command	--	--	--	--	--	--	30	-/2	Added to normal mech	
Infantry/armour HQ (CV 8)	Command	40 W	2/30	AA	--	4	6	70	[4]		
FAO Savannah master (CV8)	Command	40 H	--	--	--	4	6	50	-/3		
FAC Savannah master (CV8)	Command	40 H	--	--	--	4	6	50	-/3		
Elite pilot upgrade	upgrade	--	--	--	--	--	--	+5	-/-	Elite	
Standard Infantry	Infantry	10 F	3/30*	--	3	4L	6	15	2/-[7]		
Heavy weapons upgrade	upgrade	--	5/30	--	--	--	--	+45	-/2[3]		
Jump Infantry	Infantry	25 J	4/20*	--	5	4L	6	60	-/2[4]		
Special forces Infantry	Infantry	15 F	4/30	--	5	4L	5	75	-/2	Adaptive Cammo	
Stinger Recon Mech	Recce	30 J	2/30	--	4	3 B	6	50	[1]		
Commando Recon Mech	Recce	30 F	3/30	--	4	4 B	5	70	[3H]		
Spider Recon Mech	Recce	35 J	2/30	--	4	3 B	6	55	[1]		
Valkarie Recon Mech	Recce	20 J	2/30	--	4	3 B	5	85	[1H]		Target Designator
Jenner Recon Mech	Recce	35 F	2/30	--	4	4 B	6	95	[1]		Target Designator
Assassin Recon Mech	Recce	30 J	3/30	--	4	4 B	5	75	[2]		
Hollander 3055 Light Mech	Armour	25 F	2/80#	Hy-Ve	4	4 B	6	50	[2H]	R	
Crab 3050 Light Mech	Armour	25 F	3/50	--	5	4 B	4	100	[1]	R/S	
Hatchetman 3050 Light Mech	Armour	20 J	2/50	Hi-Im	8	4 B	4	135	[1H]	R/S	
Phoenix Hawk 3050 Light Mech	Armour	20 J	3/60	--	8	4 B	5	120	[1]	S	
Trebuchet 3050 Light Mech	Armour	25 F	4/80	A-Link	6	4 B	5	210	[1]	R/S	Target Designator
Centurion 3050 Light Mech	Armour	30 F	2/50	Hi-Im	6	4 B	5	165	[1]	R/S	
			2/80	A-Link							
Enforcer 3050 Light Mech	Armour	15 J	4/60	--	5	4 B	4	120	[2H]	R/S	
Enfield 3058 Light Mech	Armour	25 F	3/50	Hi-Im	5	4 B	4	130	[1H]	R/S	
Hunchback 3050 Light Mech	Armour	20 F	4/30	--	6	4 B	4	100	[2]	R/S	
Blitzkrieg 3060 Light Mech	Armour	35 F	6/30	--	2	4 B	5	125	[2]	S	360 degree fire
Griffin 3050 Light Mech	Armour	15 J	2/60#	Hy-Ve	5	4 B	4	170	[1]	R/S	
			2/80	A-Link							
Wolverine 3050 Light Mech	Armour	30 F	2/50	--	6	4 B	4 T	120	[1]	S	
Bushwacker 3058 Light Mech	Armour	25 F	4/50	--	6	4 B	4	115	[1]	R/S	
Verfolger 3067 Medium Mech	Armour	25 F	3/60#	Hy-Ve	5	5 B	4	140	[1]	R	
Crusader 3050 Medium Mech	Armour	20 J	4/80	A-Link	8	5 B	4	230	[1]	S	
Grand Dragon 3050 Medium Mech	Armour	30 F	2/60#	Hy-Ve	6	5 B	5	110	[1]	R/S	

Jagermech 3050 Medium Mech	Armour	20 F	3/60	--	2	5 B	6	80	[1H]		360 degree fire
Jagermech III 3060 Medium Mech	Armour	25 F	4/50#	Hy-Ve	3	5 B	5	150	[1H]	S	360 degree fire
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	5/50	--	2	5 B	5	85	[1]		Anti-Air, 360 degree
Thunderbolt Custom Medium Mech	Armour	15 F	6/50	--	5	5 B	4 T	165	[1]	R/S	
Vulture liberated clan Medium Mech	Armour	25 F	4/60	Hi-Im	5	5 B	4	310	[1]	S	
			4/80	A-Link							
Warhammer 3050 Medium Mech	Armour	20 F	4/60#	Hy-Ve	6	5 B	5 T	180	[1]	R/S	
			4/20	--							
Archer 3050 Medium Mech	Armour	20 F	2/80	A-Link	6	5 B	3	185	[1]	R/S	
Penetrator 3055 Medium Mech	Armour	20 F	3/60	--	5	5 B	4	240	[1]	R/S	
			6/20	Hi-Im							
Orion 3050 Medium Mech	Armour	20 F	3/50	Hi-Im	5	5 B	4 T	285	[1]	R/S	Target Designator
			3/80	A-Link							
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	[2]	R/S	
			4/60	--							
Marauder Fox Heavy Mech	Armour	20 J	4/60#	Hy-Ve	6	6 M	4	275	[1H]	S	
			2/80	A-Link							
Falconer 3055 Heavy Mech	Armour	25 F	3/80#	Hy-Ve	5	6 M	4	225	[1H]	R/S	
			2/60#	Hy-Ve							
Vulture liberated clan Heavy Mech	Armour	25 F	4/60	Hi-Im	6	6 M	4	340	[1]	S	
			4/80	A-Link							
Barghest 3060 Heavy Mech	Armour	25 F	3/60	--	6	6 M	4	185	[1]	R/S	
			3/40	--							
Awesome 3050 Heavy Mech	Armour	20 F	6/60#	Hy-Ve	6	6 M	3 T	280	[1]	R	
Goliath RB Heavy Mech	Armour	20 F	4/60#	HIHV	6	6 M	4 T	260	[1]	R	
			2/60	--							
Salamander 3055 Heavy Mech	Armour	20 F	5/80	A-Link	7	6 M	4	350	[1]	R/S	
			3/80	A-Link							
Victor 3050 Heavy mech	Armour	20 J	2/80#	Hy-Ve	8	6 M	4	200	[1H]	S	
Katana 3050 Heavy Mech	Armour	10 J	5/40	--	6	6 M	4	160	[1]	R/S	
Hauptmann B Heavy Mech (3060)	Armour	15 F	4/60#	Hy-Ve	6	6 M	3 T	320	[1]	S	
			6/40	--							
Sirocco 3060 Heavy Mech	Armour	15 F	6/50	--	6	6 M	3 T	265	[2]	R/S	
			4/30	--							
Stalker 3050 Heavy Mech	Armour	15 F	6/50	--	4	6 M	4	255	[1]	R/S	

			3/80	A-Link							
Warhammer IIC 2 liberated clan Assault mech	Armour	20 F	5/80#	Hy-Ve	7	7 M	4 T	370	[2]	R/S	
			4/60	A-Link							
Marauder IIC liberated clan Assault Mech	Armour	20 F	7/80#	Hy-Ve	9	7 M	4	385	[1]	S	
			3/40	Hi-Im							
Nightstar 3058 Assault Mech	Armour	15 F	5/80#	Hy-Ve	7	7 M	3	295	[1]	S	
			3/60#	Hy-Ve							
Turkina 3058 liberated clan Assault Mech	Armour	10 J	6/60	Hi-Im	7	7 M	4 T	385	[1]	R/S	
			3/80	A-Link							
Longbow RB Assault Mech	Armour	15 F	5/80	A-Link	4	7 M	4	375	[3]	R	
			5/80	A-Link							
Albatross 3055 Assault Mech	Armour	20 F	4/60	Hi-Im	8	7 M	4	315	[1]	R/S	
			2/80	A-Link							
Viking 3060 Heavy Assault Mech	Armour	15 F	6/80	A-Link	8	8 M	4	365	[1]	R	
			6/80	A-Link							
Berserker 3055 Heavy Assault Mech	Armour	25 F	4/30	Hi-Im	15	8 M	3 T	430	[1]	R/S	
			2/60#	Hy-Ve							
Devestator 3058 Heavy Assault Mech	Armour	15 F	5/80#	Hy-Ve	8	8 M	3	330	[1]	R/S	
			4/50#	Hy-Ve							
Fafnir 3067 Heavy Assault Mech	Armour	15 F	4/60#	HIHV	9	8 M	3 T	485	-/1[4]	R	
			4/60#	HIHV							
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							
Vampire Heavy Assault Mech	Armour	20 F	7/80	A-Link	4	8 M	4	360	[1]	R	
			7/80	A-Link							
Sniper Artillery piece	Artillery	--	2	--	--	4	5	45	-/-		
Arrow IV	Artillery	--	4	--	--	6	4	135	-/-		
Long Tom Artillery piece	Artillery	--	6	--	--	4	4	125	-/-		
Alacorn Heavy Tank	Armour	15 T	7/80#	Hy-Ve	5	7	4	285	[4]	S	
Demolisher 2 Super heavy tank	Armour	15 T	6/30	--	6	8	3 T	365	[1]	S	
			4/40	Hi-Im							
Thunderhawk Gunship	Aircraft	25 A	2/50	Res	4	5	5	130	[1]	S	Transport 4 infantry
			4/10*	360							
Tilt Rotor Gunship (gyro-coptor)	Aircraft	30 A	2/50	--	4	4	4	110	[3]	S	
Hornet Gunship	Aircraft	45 A	2/60	Hi-Im	3	4	5	130	[2]	S	
Yellow Jacket Gunship	Aircraft	30 A	3/80#	Hy-Ve	2	4	5	135	[2]	S	
Cavalry Attack Gunship	Aircraft	35 A	3/30	--	3	3	5	75	[2]	S	
Warrior Gunship	Aircraft	35 A	1/80	--	3	3	5	90	[4]	S	

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**

Flexible 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 th nearest CO/HQ unit.

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

### **Battlegroup selection rules**

Maximum of 3 FAC & FAO (total) per battlegroup

Maximum of 1 recce unit per 1000 points

Maximum of 3 artillery units per 1000 points and nine per battlegroup

Maximum of 2 Gunships per 1000 points

Minimum of 1 lance commander per company commander

Maximum of 1 aerospace fighter per 1000 points

Minimum of 1 House mech [H] per 1000 points

### **Assets**

1 x Preliminary Bombardment (20 points)

3 x Ambushes (50 points each)