

BattleTech - Diamond Shark

Troops	Arm	Move	Attacks	Att Note	Assault	Hits	Save	Cost	Limit	Notes
CO (CV10)	Command	--	--	--	--	--	--	+85	1	Added to normal mech
HQ Star Captain (CV9)	Command	--	--	--	--	--	--	+45	-/1	Added to normal mech
HQ Star commander (CV8)	Command	--	--	--	--	--	--	+30	-/2	Added to normal mech
HQ - Elemental star commander (CV8)	Command	40 F	2/30	AA	--	4	6	70	-/1	
FAO (CV8)	Command	40 F	--	--	--	4 L	5 T	45	[2]	
Harpy recon protomech	recce	15 F	1/20	--	3	3	6	20	-/[2]	
Siren recon protomech	recce	45 F	1/20	--	3	3	6	40	-/[2]	
Satyr recon protomech	recce	35 F	2/20	--	3	3	5	50	-/[1]	
Hephaestus Scout tank	recce	35 H	2/40	Hi-Im	2	3	4	90	-/[4]	Target Designator
Light Elemental Squad	Infantry	20 J	2/30	--	4	3 L	5 T	35	1/-[5]	Can ride on Omni-mechs for free
Medium Elemental Squad	Infantry	20 J	4/30	--	5	5 L	5 T	95	1/-[5]	Can ride on Omni-mechs for free
Heavy Elemental Squad	Infantry	20 J	5/30	--	6	6 L	4 T	170	-/[4]	Can ride on Omni-mechs for free
Arrow IV - Mech mounted	Artillery	--	4	--	--	6	4	130	-/-	
Arrow IV - Tank mounted	Artillery	--	4	--	--	4	6	60	-/-	
Elite pilot mech upgrade	upgrade	--	--	--	--	--	--	+5	-/4	Elite
Pranha Recon mech	Armour	45 F	6/20*	AP	6	3 B	5	115	-/[1]	S
Solitaire 3067 Recon Mech	Armour	45 F	4/50	--	4	3 B	5	105	-/[2]	S
Hellion Prime Light Omnimech 3067	Armour	45 F	6/30	--	5	4 B	5	155	[3]	S Target Designator
Hellion A Light Omnimech	Armour	45 F	3/80	A-Link	5	4 B	5	150	[3]	S
Hellion B Light Omnimech	Armour	45 F	4/40	Hi-Im	5	4 B	5	135	[3]	S
Urbanmech IIC 3060 Light Mech	Armour	10 J	3/40	--	2	4 B	5	35	[1]	R/S Support
Jenner IIC 3055 Light Mech	Armour	40 F	5/30	--	2	4 B	5	80	[1]	R/S Support
Cougar Prime Light Omnimech	Armour	25 F	2/80	A-Link	4	4 B	5 T	160	[2]	R/S
			3/60	Hi-Im						
Cougar A Light Omnimech	Armour	25 F	6/80	A-Link	4	4 B	5 T	180	[2]	R/S
Cougar B Light Omnimech	Armour	25 F	5/80#	Hy-Ve	4	4 B	5 T	150	[2]	R/S
Lobo 3067 Light Mech	Armour	30 F	3/80	--	4	4 B	4	130	[1]	S
Griffin IIC 4 Light Mech	Armour	20 J	4/80	--	4	4 B	4	140	[1]	S
Corvis 3060 Light Mech	Armour	20 F	5/40	--	4	4 B	4	105	[1]	R/S
Shadow Hawk IIC 3055 Light Mech	Armour	20 J	4/40	Hi-Im	6	4 B	4	145	[1]	S
Nova Prime Light Omnimech	Armour	25 F	6/40	--	6	4 B	4	155	[2]	S
Nova A Light Omnimech	Armour	25 F	5/80#	Hy-Ve	6	4 M	4	190	[2]	S
Rifleman IIC 3055 Medium AA Mech	Armour	10 J	6/60	Hi-Im	2	5 B	4 T	155	[2]	S Anti-Air 360 degree
Galahad 3055 Medium AA Mech	Armour	20 F	5/80#	Hy-Ve	2	5 B	4 T	155	[1]	Anti-Air 360 degree
Mad Dog Prime Medium Omnimech	Armour	25 F	4/60	Hi-Im	5	5 B	4	270	[2]	S
			4/80	A-Link						

Mad Dog A Medium Omnimech	Armour	25 F	5/80#	Hy-Ve	7	5 B	4	220	[2]	S	
Mad Dog C Medium Omnimech	Armour	25 F	5/80#	Hy-Ve	5	5 B	4	200	[2]	S	
Crimson Langur Prime Medium Omnimech	Armour	35 F	2/80	--	6	5 B	4	170	[1]	R/S	Target Designator
Crimson Langur A Medium Omnimech	Armour	35 F	4/80	A-Link	6	5 B	4	200	[1]	R/S	
Crimson Langur B Medium Omnimech	Armour	35 F	3/60	A-Link	6	5 B	4	165	[1]	R/S	
Thresher 3058 Medium Mech	Armour	30 F	5/50	--	6	5 B	5	135	[2]	R/S	
Predator 3060 Medium Mech	Armour	25 F	3/60	Hi-Im	5	5 B	4	145	[1]	R/S	
Cauldron-born Prime Medium Omnimech 3058	Armour	25 F	5/80#	Hy-Ve	5	5 B	5 T	245	[1]	R/S	
			3/80	A-Link							
Cauldron-Born A Medium Omnimech	Armour	25 F	7/40	--	8	5 B	5 T	180	[1]	R/S	
Cauldron-Born B Medium Omnimech	Armour	25 F	7/80#	Hy-Ve	8	5 B	5 T	235	[1]	R/S	
Fire Scorpion Heavy Mech	Armour	20 F	4/50	--	8	5 B	4	160	[1]	R/S	
Orion IIC 3060 Medium Mech	Armour	20 F	4/80	A-Link	6	6 M	4 T	285	[1]	R/S	
			3/80#	Hy-Ve							
NM Mad Dog Prime Heavy Omnimech	Armour	25 F	4/60	Hi-Im	6	6 M	4	260	[1]	S	
			4/80	A-Link							
NM Mad Dog Av Heavy Omnimech	Armour	25 F	5/80#	Hy-Ve	6	6 M	4	320	[1]	S	
			8/30	--							
Blood Kite 3067 Medium Mech	Armour	10 J	6/80	--	5	6 M	3	355	[1]	R/S	
			5/80	A-Link							
Novacat Prime Medium Omnimech 3060	Armour	20 F	5/80	--	5	6 M	4 T	315	[2]	S	
			5/80#	Hy-Ve							
Novacat A Medium Omnimech	Armour	20 F	4/80	--	5	6 M	4 T	270	[2]	S	
			4/80	--							
Supernova 3058 Heavy Mech	Armour	10 J	6/80	--	6	6 M	4 T	325	[1]	R/S	
			6/80	--							
Timber Wolf Prime Heavy Omnimech	Armour	25F	4/80	--	6	6 M	4	295	[2]	S	
			4/80	A-Link							
Timber Wolf 3050 Heavy Mech	Armour	25 F	5/80#	Hy-Ve	5	6 M	4	220	[1]	S	
Burrock 3067 Heavy Mech	Armour	25 F	6/40	--	8	6 M	4	275	[1]	R/S	
			6/40	--							
Blood Asp Prime Heavy Omnimech 3060	Armour	20 F	5/80#	Hy-Ve	6	6 M	4 T	285	[1]	R/S	
			6/30	--							
Blood Asp A Heavy Omnimech	Armour	20 F	5/80#	Hy-Ve	6	6 M	4 T	280	[1]	R/S	
			5/40	--							
Blood Asp C Heavy Omnimech	Armour	20 F	6/50	--	6	6 M	4 T	260	[1]	R/S	
			4/40	Hi-Im							
Gargoyle DS A Assault Omnimech	Armour	25 F	5/80#	Hy-Ve	7	7 M	4	250	[1]	R/S	
Gargoyle DS B Assault Omnimech	Armour	25 F	6/60	A-Link	7	7 M	4	340	[1]	R/S	

			4/80	--							
NM Hellbringer Omnimech	Armour	25 F	5/80#	Hy-Ve	8	7 M	5	295	[1]	S	Target Designator
			5/40	--							
Phoenix Hawk IIC 3055 Assault Mech	Armour	25 F	6/60	--	8	7 M	4	255	[1]	S	
Phoenix Hawk IIC 4 Assault Mech	Armour	25 F	5/60	A-Link	8	7 M	4	365	[1]	S	
			5/60	A-Link							
Canis 3060 Assault Mech	Armour	10 J	8/80	--	7	7 M	4	320	[1]	R/S	
			4/50	--							
Warhammer IIC 3055 Assault Mech	Armour	20 F	5/80#	Hy-Ve	7	7 M	4 T	310	[1]	R/S	
			6/40	--							
Marauder IIC 3055 Assault Mech	Armour	20F	7/80#	Hy-Ve	9	7 M	4	335	[3]	S	
			3/40	Hi-Im							
Marauder IIC 2 Assault Mech	Armour	20 F	2/80	--	7	7 M	4	265	[1]	R/S	
			6/50	--							
Thunder Stallion 3060 Assault Mech	Armour	15 F	6/80	A-Link	6	7 M	3 T	380	[1]	R/S	
			4/40	Hi-Im							
Turkina Prime Assault Omnimech	Armour	10J	6/60	Hi-Im	7	7 M	4 T	340	[1]	R/S	
			3/80	A-Link							
Turkina A Assault Omnimech	Armour	10 J	5/80#	Hy-Ve	7	7 M	4 T	345	[1]	R/S	
			4/80	A-Link							
Turkina C Assault Omnimech	Armour	10 J	6/30	Hi-Im	10	7 M	4 T	345	[1]	R/S	
			4/60	Hi-Im							
Savage Coyote Prime Assault Omnimech 3067	Armour	15 F	5/80#	Hy-Ve	8	7 M	4	370	[2]	R/S	
			6/60	A-Link							
Savage Coyote C Assault Omnimech	Armour	15 F	6/60	A-Link	8	7 M	4	355	[2]	R/S	
			5/80	--							
Highlander IIC 3060 Assault Mech	Armour	10 J	3/80#	Hy-Ve	7	7 M	4 T	350	[1]	R/S	
			4/40	Hi-Im							
			3/80	A-Link							
Direwolf Prime Assault Omnimech	Armour	15F	6/80	--	7	7 M	3 T	400	[1]	R/S	
			6/40	Hi-Im							
Direwolf DS-C Assault Omnimech	Armour	15 F	6/60	Hi-Im	7	7 M	3 T	435	[1]	R/S	
			6/60	A-Link							
Behemoth Heavy Assault Mech	Armour	10 J	6/80#	Hy-Ve	8	8 M	4 T	375	[1]	R/S	
			4/60	Hi-Im							
Scylla 3067 Heavy Assault Mech	Armour	15 J	4/80	A-Link	8	8 M	3	375	[1]	R	
			4/60	--							
Mad Cat 2 3067 Heavy Assault Mech	Armour	20 F	5/80#	Hy-Ve	8	8 M	4	370	[1]	R/S	
			4/80	A-Link							

Epona 3060 Pursuit Tank	Armour	45 H	4/40	Hi-Im	3	6	5	140	[2]	Support, S	
Enyo 3067 Strike Tank	Armour	30 T	2/60	Hi-Im	5	6	4	155	[2]	Support, S	
Ishtar 3060 Fire Support Tank	Armour	15 W	4/60	--	5	5	4	130	[2]	Support	
Morrigu 3067 Fire Support Tank	Armour	15 T	4/80	--	5	6	4 T	270	[1]	Support	
			4/80	A-Link							
Athena 3060 Combat Tank	Armour	15 T	5/80#	Hy-Ve	6	7	4	215	[2]	R, Support	
Mars 3060 Assault Tank	Armour	10 T	5/80	A-Link	6	7 M	4 T	325	[1]	S	
			3/80#	Hy-Ve							
Donar VTOL gunship	Aircraft	45 A	3/80	--							
Light Aerospace fighter	Aircraft	--	3	--	--	3	6	65	[9]		
Light Superiority fighter	Aircraft	--	3	--	--	3	4	80	[6]		
Medium Aerospace fighter	Aircraft	--	4	--	--	4	5	100	[9]		
Medium Superiority fighter	Aircraft	--	4	--	--	4	4	120	[6]		
Heavy Aerospace fighter	Aircraft	--	5	--	--	5	4	160	[9]		
Heavy Superiority fighter	Aircraft	--	6	--	--	6	3	240	[6]		

Special Rules

Flexible tactical doctrine

Advanced tech level

Air Superiority, +2 modifier to roll

Max of 1 CO per battlegroup, added to mech, operates as skirmish command

Minimum of 1 star commander per star captain, operate as skirmish commanders

CO and HQ units can call in Aerospace assets, as FACs, at -1 to their CV

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

Max of 2 FAO per battlegroup

Max of 2 Recce unit per 1000 points

Max of 3 Artillery unit per Battlegroup

Max of 9 Air units per Battlegroup

Minimum of 2 mechs per 1000 points

Minimum of 1 Omnimech per 1000 points

Assets

6 x Light Orbital strikes, 4 attacks (40 points each)

6 x Heavy Orbital strikes, 8 attacks (80 points each)

2 x Ambushes (50 points each)