

MASAKARI A Warhawk

10

1A 1M

Mass: 85 tons
Main Armament:
2 Lg Lasers,
AC/10, 15 LRMs



'Mech • Clan • Omni

A diversity of weapons allows this 'Mech to perform varied roles.

3 10

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8

C075

MASAKARI B Warhawk

11

3A 3L

Mass: 85 tons
Main Armament:
Gauss Rifle,
3 Med Lasers,
12 SRMs



'Mech • Clan • Omni

NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)
The Masakari B is known for its threatening silhouette.

3 10

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8

U054

MASAKARI C Warhawk

13

2L 3M

Mass: 85 tons
Main Armament:
2 PPCs,
2 Lg Lasers



'Mech • Clan • Omni

Overheat 1: +1 attack

Many MechWarriors consider this OmniMech the ultimate fighting machine.

3 10

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10

R029

MASAKARI PRIME Warhawk

13

3A 3L

5M

Mass: 85 tons
Main Armament:
4 PPCs



'Mech • Clan • Omni

Overheat 4: +3 attack

With its enhanced targeting, this 'Mech boasts unmatched long-range firepower.

3 9

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10

R031

MASKIROVKA OPERATIVES

2

4P



Command • Subterfuge • Inner Sphere • Liao

Scrap Maskirovka Operatives when it is revealed unless you reveal it during your Deploy phase.
☞: Tap a 'Mech opponent controls. Use this ability only during your Missions phase but not during a mission.

"If Romano Liao could have forgotten her paranoia long enough to set her intelligence operatives against the Clans, we might have fared better in this war."
—Archon Melissa Steiner, New Avalon, 10 June 3052

3 1

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R089

MASTER SPY

1

2L

2P



Command • Subterfuge

☞, ☞: Search your Stockpile and retrieve a card of your choice instead of drawing a card. Any other player may ask to see this card. If that card is revealed in this way and it is a Subterfuge card, that player scraps two cards from his or her Stockpile. If it is not a Subterfuge card, scrap the card and five additional cards from your Stockpile. Shuffle your Stockpile afterwards. Use this ability only during your Draw phase.

1 4

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C087

MAULER MAL-IR

4

1A 1M

Mass: 90 tons
Main Armament:
2 Lg Lasers,
30 LRMs, 4 AC/2



'Mech • Inner Sphere • Kurita

Missile 1
Overheat 2: +1 attack

Its long-range weapons make this an ideal fire-support 'Mech.

2 7

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3

R022

MAVERICK MECHJOCK

0

3T



Command

Pilot: +1 initiative, +2 attack
'Mech piloted by Maverick Mechjock cannot attack or block in a group.

"Follow orders? No chance. Orders are for those who don't know what to do, and that isn't my problem."

—MechWarrior Eric Colby, The Outlaws, Rodigo, 19 May 3050

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+2

U065

MELISSA STEINER DAVION

2

2P



Command • Unique • Inner Sphere • Steiner

☞: Scrap a card from your hand to return one card from your Scrapheap to your hand. Use this ability only during your Deploy phase.

"Without her, the FedCom would be mine!"
—Ryan Steiner, Tharkad, 15 Nov 3050

• Archon of the Lyran Commonwealth

4 1

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R034

MERCURY MCY-97



0
1A

Mass: 20 tons
Main Armament:
2 Med Lasers

'Mech • Inner Sphere

Clan technicians used the Mercury as the basis for the OmniMech.

0 3

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U002

MISLABELED DROP BOXES



0
2P

Command • Subterfuge

Scrap Misabeled Drop Boxes when it is revealed. Reveal the top card from a player's Stockpile until next 'Mech is revealed. Replace one of that player's cards under construction with that 'Mech. Replaced card and all other cards revealed in this way are shuffled into that player's Stockpile. If you do not reveal a 'Mech in this way, all cards revealed are shuffled into that player's Stockpile. Playing Misabeled Drop Boxes does not count as a deployment if revealed the turn you play it.

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U090

MISROUTED COMMAND



3
6P

Command • Subterfuge

Scrap Misrouted Command when it is revealed. Tap one 'Mech and put three diversion counters on it. If there are any diversion counters on that 'Mech, that 'Mech does not untap. Instead, remove a diversion counter any time that 'Mech would normally untap.

"Deep-six that last order, soldier, and fold up the victory flag—we've been ordered to retreat!"
—Sho-sa Murray Cohen, 2nd Alshain Regulars

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C078

MISSILE SPOTTER



Mission • Inner Sphere

You may subtract 1 from any of your missile die rolls until end of mission. Use this ability immediately after rolling the die roll.

"Their greatest strength, the Clan love for individual battle, blinds them to tactics such as these. Watch and see!"

—Precentor Martial Anastasius Focht, Terra, 25 Feb 3052

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U110

MOBILE HQ



0
2L

Command • Resource

Ⓢ: Ⓢ Mobile HQ cannot be attacked by slow 'Mechs.

Tactics (If you have Tactics in play, add +1 to your initiative)

T

4 1

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1

C104

MONGOOSE MON-66



1
3A

Mass: 25 tons
Main Armament:
3 Med Lasers

'Mech • Inner Sphere

This quick, agile BattleMech is popular with light 'Mech pilots.

1 3

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2

U006

MORGAN HASEK-DAVION



4
4T

Command • Unique • Inner Sphere • Davion

Ⓢ: +1 initiative and each attacking 'Mech gets +1 attack. Use this ability only during a mission.

"Twenty years ago he saved my realm from Liao treachery. Now I need him to break the Clans. His failure will be our death."

—Prince Hanse Davion

• Marshall of the Armies,
Federated Commonwealth

1 3

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R052

MORGAN KELL



4
5T

Command • Unique • Mercenary • Inner Sphere

Pilot: +2 initiative

If 'Mech piloted by Morgan Kell attacks alone, it cannot be blocked and at end of mission put Morgan Kell into your hand.

"The secret to survival in war is to hit without being hit. Morgan is a survivor—for him, that secret is high art."

—Colonel Jaime Wolf, Wolf's Dragoons

• Retired Commander, Kell Hounds

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R046

MOVE TO PARTIAL COVER



Mission

Choose one of your 'Mechs. Prevent up to 2 damage to that 'Mech.

"So there I was, between a rock and a hard place, when suddenly I thought, 'What am I doing on this side of the rock?'"

—Star Commander Karra, Clan Ghost Bear, Constance, Apr 3050

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C116

MASC

0

3A



Command • Enhancement

Play MASC (Myomer Acceleration Signal Circuitry) only on a 'Mech.

-1 attack: Prevent up to 2 damage. Use this ability only during a mission.

Playing Myomer Acceleration Signal Circuitry does not count as a deployment if revealed the turn you play it.

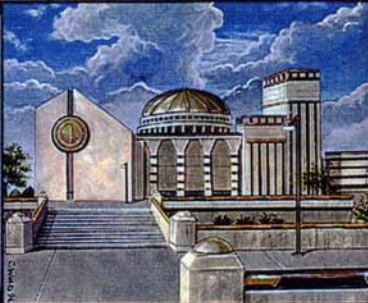
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U078

NAIS

3



Command • Resource • Inner Sphere • Davion

Ⓢ: Ⓡ

Ⓢ: Add +1 to one of your die rolls. Use this ability immediately after rolling the die roll.

Tactics (If you have Tactics in play, add +1 to your initiative)

T

4 1

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V078

NATASHA KERENSKY

5

5T



Command • Unique • Clan • Wolf

Pilot: +3 initiative, +3 attack

If 'Mech piloted by Natasha Kerensky is scrapped, roll a die: 1-4, no effect; 5-6, return Natasha Kerensky to your hand.

"The Black Widow sucks courage from her foes' hearts and discards the husks of their souls."

—Jerome Blake, Future Visions

• Commander, Alpha Galaxy

Illus. Liz Danforth

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+3

R048

NAVIGATION COMPUTER

0

3A



Command • Enhancement

Play Navigation Computer only on a 'Mech.

That 'Mech cannot be blocked by patrolling 'Mechs that are the same speed.

Playing Navigation Computer does not count as a deployment if revealed the turn you play it.

"If you want to get someplace, it helps to know where you are going."

—Star Commander Pytor, Clan Jade Falcon, Apollo

Illus. Craig Hooper

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U079

OPEN SUPPLY LINES

0

4P



Command • Operation

Put three operation counters on Open Supply Lines when it is revealed.

Remove an operation counter at the beginning of your turn. When the last operation counter has been removed, scrap Open Supply Lines and draw an additional card at the beginning of your Draw phase until end of game.

2 6

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R072

OPERATION ADVISORY COUNCIL

2

2L



Command • Resource

Ⓢ, Ⓢ: Gain as many resources as you have different assets in play.

"Kael Pershaw is an expert strategist, for all his physical disability—heed his words!"

—Star Colonel Marthe Pryde, Tukayyid, 19 May 3052

1 5

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U092

ORION ONI-M

6

2A 1T



'Mech • Inner Sphere • Marik

Missile 1
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

Aleksandr Kerensky piloted an ONI-M.

2 9

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3

R026

ORION ONI-K

4

1A



'Mech • Inner Sphere • Marik

Alpha Strike: +2 attack

Created as the "ultimate 'Mech," it has since been overshadowed.

2 9

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2

U043

OVERWHELM



Mission • Inner Sphere

Choose an engaged 'Mech opponent controls. All of your 'Mechs deal damage only to that 'Mech. Each of your 'Mechs gets +2 attack.

"The old ways of war are dead, Father, and we must adapt, or die!"

—Kanrei Theodore Kurita, Luthien, 26 Dec 3051

Illus. Douglas Shuler

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U112

PANTHER PNT-9R

①

1A

Mass: 35 tons
Main Armament:
PPC, 4 SRMs



'Mech • Inner Sphere • Kurita

Jump (-1 attack; +1 initiative)

The Panther's heavy armament makes it a favorite of Kurita MechWarriors.

① 4

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2

C046

PERIMETER ALARM

②

2A

4L



Command • Enhancement

Play Perimeter Alarm only on a site.
Patrolling 'Mechs may block attacks against the site.
Perimeter Alarm enhances, regardless of their speed.
Playing Perimeter Alarm does not count as a deployment if revealed the turn you play it.

"Sure those sensors helped. We had lots of warning before they creamed us!"

—Hauptmann Galen Cox, 12th Donegal Guards,
Trell 1, 17 Apr 3050

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R081

PHANTOM SIGNAL

①

3A

2L



Command

☉ Roll a die: 1-2, current attack is redirected to Phantom Signal; 3-6, no effect. Use this ability only before assigning blockers.

"Our blip should show up on their radar any minute now, sir."

—Unidentified intercepted transmission

① 6

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U058

PHELAN

③

4P



Command • Unique • Clan • Wolf

☉: +1 initiative. Use this ability only during a mission.
☉: Restock a card you have just drawn and draw another card. Use this ability only during your Draw phase.
Scrap Phelan from play to restock three cards, in any order, from the top of your Scrapheap.

"The only thing I want from him is his warm blood on my hands."

—Vlad, Clan Wolf, WarShip Dire Wolf

• Bondsman

4 2

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R049

POINT DEFENSE SYSTEM

①

2A

2L



Command • Enhancement

Play Point Defense System only on a site. Point Defense System cannot be attacked.

Point Defense System prevents all missile damage to that site. When that site is damaged, attacker may choose to redirect 4 of that damage to Point Defense System, scrapping it.

Playing Point Defense System does not count as a deployment if revealed the turn you play it.

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C095

PRYDE'S PRIDE



Mission • Clan • Jade Falcon

Choose a 'Mech. If that 'Mech is scrapped, roll a die: 1, no effect; 2, draw a card after mission; 3-6, each 'Mech that dealt damage to that 'Mech receives 2 structure damage.

"Aidan Pryde fought like a man possessed, destroying more than two lances of Com Guards and ensuring himself legendary status among the Clans and the Successor States."

—Precursor Martial Anastasius Focht

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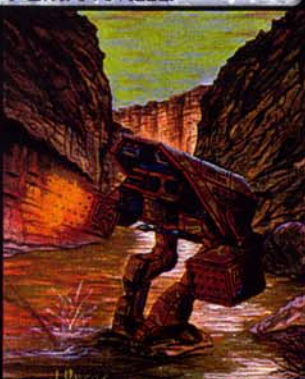
R120

PUMA A Adder

③

1A 1M

Mass: 35 tons
Main Armament:
40 LRMs



'Mech • Clan • Omni

Missile 3

Speed and long-range weapons make this a potent 'Mech.

① 5

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1

C030

PUMA C Adder

④

2A 2T

Mass: 35 tons
Main Armament:
30 LRMs



'Mech • Clan • Omni

Missile 2

NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

With missiles, this 'Mech can muster a withering fusillade.

① 5

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2

U032

PUMA PRIME Adder

⑤

2A 1M

Mass: 35 tons
Main Armament:
2 PPCs



'Mech • Clan • Omni

Overheat 2: +2 attack

If Puma Prime attacks and is blocked, it may deal up to 3 of its damage to the target.

This light 'Mech was code-named Puma for its ferocity.

① 5

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4

C035

PUSHING THE ENVELOPE



Mission

One of your 'Mechs gets +3 attack and receives 3 damage.

"Screw second efforts. Give me everything now, because we ain't likely to get a chance at a second effort."

—Lieutenant Kenton Parker, 12th Donegal Guards, Derf, 21 May 3050

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U105

QUICKDRAW QKD-4G



'Mech • Inner Sphere

Mass: 60 tons
Main Armament:
10 LRMs, 4 Med
Lasers, 4 SRMs

Overheat 4: +2 attack
Jump (-1 attack: +1 initiative)

The disappointing QKD-4G was built to replace older 'Mechs.

2 4

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C023

QUICKDRAW QKD-SM



'Mech • Inner Sphere

Mass: 60 tons
Main Armament:
4 Med Lasers,
10 LRMs

Jump (-1 attack: +1 initiative)

Double heat sinks have overcome this 'Mech's main problem: heat.

2 5

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C021

RAMPAGE!



Mission

Play only if unblocked.

Scrap one card from your Stockpile and roll a die: 1-6, one of your attacking 'Mechs gets +1(-6) attack.

"The rampaging Quickdraw emerged from the roiling smoke, discharging a full weapons barrage at the first Clan 'Mech it saw."

—General Craigie, 1st Lyran Guards RCT

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R104

RAPID COOL-DOWN



Mission

Roll a die: 1-3, 'Mechs do not receive Overheat damage; 4-6, 'Mechs do not receive Overheat damage and return Rapid Cool-Down to your hand after mission.

"I don't care what or where this water is. It's cold and my 'Mech's not, and reversing that situation is my goal."

—Sergeant Kenton Parker, 12th Donegal Guards, Trel 1, 14 Apr 3050

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U104

RAVEN RVN-3L



'Mech • Inner Sphere • Liao

Mass: 35 tons
Main Armament:
2 Med Lasers,
6 SRMs

NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

ECM (Each 'Mech in a group that includes at least one 'Mech with ECM gets +1 armor)

0 3

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U020

REASSIGNED PILOT



Mission

Roll a die: 1-3, reassign a pilot from one of your untapped 'Mechs to another one of your 'Mechs; 4-6, reassign a pilot from one of your untapped 'Mechs to another one of your 'Mechs and return Reassigned Pilot to your hand after mission.

"What the hell good is it to be the son of the Prince of the Federated Suns and the Archon of the Lyran Commonwealth if I can't get a friend a 'Mech?"

—Victor Steiner-Davion to Kai Allard-Liao

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R103

REPORT FROM THE WATCH



Command • Subterfuge • Clan • Wolf

Scrap Report from the Watch when it is revealed. Look at the top five cards of any Stockpile. Either return those cards in any order or shuffle those cards into that Stockpile.

"Ulric's use of Phelan Kell's knowledge of the House militaries to advance the Wolf campaign served as the earliest precursor to the Clan military intelligence unit, the Watch."

—Precursor Martial Anastasius Focht, The Gallant Defense of Mankind

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R098

RETRIEVE LOST 'MECH



Command • Operation

Put three operation counters on Retrieve Lost 'Mech when it is revealed.

Remove an operation counter at the beginning of your turn. When the last operation counter has been removed, scrap Retrieve Lost 'Mech and return a 'Mech from your Scrapheap to play under your control with damage counters equal to one less than that 'Mech's structure.

2 6

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U100

RETROFITTED LASER SYSTEM

①
4M



Command • Enhancement

Play Retrofitted Laser System only on a 'Mech with a base attack of at least 1.
That 'Mech has -1 attack and Overheat 2: +3 attack. Playing Retrofitted Laser System does not count as a deployment if revealed the turn you play it.

"I usually don't like after-factory add-ons, but in the current situation I'm not going to be picky."
—Hauptmann Lyle Brunwald, 10th Donegal Guards, Chateau, 28 Mar 3050

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U080

RETROFITTED MISSILE RACK

②
3M



Command • Enhancement

Play Retrofitted Missile Rack only on a 'Mech with a base attack of at least 1.
That 'Mech has -1 attack and Missile 2. Playing Retrofitted Missile Rack does not count as a deployment if revealed the turn you play it.

"Most retrofitted missile racks include the Artemis IV fire control system, greatly increasing the accuracy of these ranged-weapon attacks."
—Star League Field Library Facility, Helm

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U077

ROMANO LIAO

①
2P



Command • Unique • Inner Sphere • Liao

☞: Reveal the top card of opponent's Stockpile. If it is a Resource card, your opponent deploys it immediately. If it is not a Resource card, scrap it. Use this ability only during your Missions phase but not during a mission.

• Chancellor of the Capellan Confederation

P

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4 2

1

R040

ROOKIE PILOT

②
6P



Command

Pilot: -3 attack
Play Rookie Pilot only on a 'Mech opponent controls that does not currently have a pilot.
Rookie Pilot cannot be reassigned.

"No, no, don't tell me. I remember the training holo. It's this button, right? No, wait, sorry, I'll get it really."
—Hank "Friendly Fire" Cooper, 2nd Mechanized Militia, Balsta, 7 Apr 3050

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3

R063

RUNNING BATTLE



Mission

Play only when blocked or blocking.
For each slow 'Mech, roll a die: 1-3, no effect; 4-6, that slow 'Mech neither deals nor receives damage.

"Their commander robs them of a chance for an honorable death in combat! We must take the battle to them..."
—Star Colonel Kristen Redmond, Clan Jade Falcon, Dustball, 27 July 3050

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U113

RYOKEN A Stormcrow

⑪
3A 1M



Mass: 55 tons
Main Armament:
4 Med Lasers,
12 SRMs,
20 LRMs

'Mech • Clan • Omni • Smoke Jaguar

Missile 1
Overheat 2: +2 attack

Accurate weapons and speed combine to make this 'Mech exceedingly lethal.

2 7

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7

U037

RYOKEN D Stormcrow

⑥
3A



Mass: 55 tons
Main Armament:
40 LRMs, 4 SRMs

'Mech • Clan • Omni • Smoke Jaguar

M

Missile 3
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

Speed plus fire support makes this 'Mech quite versatile.

2 7

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1

U031

RYOKEN PRIME Stormcrow

⑦
1A



Mass: 55 tons
Main Armament:
2 Lg Lasers,
3 Med Lasers

'Mech • Clan • Omni

M

Smoke Jaguar MechWarriors value the Ryoken for its speed and firepower.

2 7

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6

C039

SAFE REPORT

①



Command • Subterfuge • Inner Sphere • Marik

Scrap SAFE Report when it is revealed. Look at opponent's hand. Draw a card.

"I guess we could be losing more battles—but only if we were relying on SAFE for our intelligence."

—Gen. Karl Halburg, LIC, Tharkad, Oct 3050

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R092

SABOTAGE 'MECH

①
5P



Command • Subterfuge

Scrap Sabotage 'Mech when it is revealed. Deal 1 damage to one 'Mech for each 2 construction above the cost of Sabotage.

"The nature of sabotage almost requires the existence of a traitor."

—Intelligence Secretary Justin Xiang Allard

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C080

SABOTAGED HEAT SINKS

①
5P



Command • Subterfuge • Inner Sphere

Scrap Sabotaged Heat Sinks when it is revealed. Reveal Sabotaged Heat Sinks when a 'Mech overheats. Deal triple Overheat damage to that 'Mech. Draw a card when you reveal Sabotaged Heat Sinks.

"The next thing I knew, I was red-lining! Whatever it was, the circuitry will never be the same."

—Hauptmann Galen Cox, 10th Lyran Guards, DropShip Barbarossa, 6 Jan 3052

Illus. Jock
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R070

SABOTAGED MISSILES

①
5P



Command • Subterfuge • Inner Sphere

Scrap Sabotaged Missiles when it is revealed. Reveal Sabotaged Missiles when a 'Mech assigns missiles. Those missiles deal double damage to that 'Mech instead of dealing damage to their targets. Draw a card when you reveal Sabotaged Missiles.

"What do you mean those missiles have faulty arming switches?"

—Korporal Lars Hanssen, Svelvik Mechanized Militia, Svelvik, 14 Apr 3050

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R069

SACRIFICE FOR THE DRAGON!



Mission • Inner Sphere • Kurita

Choose one of your 'Mechs. Roll a die: 1-2, draw a card after mission; 3-5, that 'Mech gets +2 attack and receives 1 damage; 6, that 'Mech gets +6 attack and receives 2 damage.

"There are many ways to die, but few ways to die well."

—Traditional Draconis credo

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R117

SALVAGE STRIKE CREW

②
2L



Command

Scrap Salvage Strike Crew when it is revealed. Return a card from your Scrapheap to your hand.

"I don't want to know where you got it, or how you got it to work. I'm just glad to have it."

—Hauptmann Kenton Parker, 12th Donegal Guards RCT, Derf, 23 May 3050

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U064

SATCHEL CHARGES



Mission

Play only when unblocked.

Choose an attacking 'Mech. Roll a die: 1-2, draw a card after mission; 3-6, that 'Mech gets +2 attack for each card you scrap from your hand. You cannot scrap more than three cards in this way.

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R108

SATURATION BOMBING

②
7P



Command

Scrap Saturation Bombing when it is revealed. Deal 1 damage to one site for each 2 construction above the cost of Saturation Bombing.

"If brute force doesn't solve your problem, you're not using enough."

—Marshal Daniel Bishop, aide to commander of the Wyatt Theater, Federated Commonwealth

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C084

SCROUNGER CREW

①



Command • Resource

☞: Scrap a card from your Stockpile to gain ☞☞.

"One man's trash is another man's treasure."
—Joseph MacDonald, Astech, Rhonda's Irregulars

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V024

SENTINEL STN-3M

①
2A 1M



Mass: 40 tons
Main Armament:
AC/19, Med Laser,
2 SRMs

'Mech • Inner Sphere • Kurita

The Sentinel was designed specifically to support infantry.

Illus. Mike Jackson
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U014

SHADY BUSINESS

(5)
(2L)
(5P)



Command • Subterfuge

Scrap Shady Business when it is revealed. Hide up to nine counters. If opponent guesses how many counters you have hidden, scrap that many cards from your Stockpile. Otherwise, opponent scraps that many cards from his or her Stockpile. Scrap a card from your Stockpile at the beginning of each of your turns until end of game.

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U097

SHOGUN SHG-2F

(5)
(2A) (2T)

Mass: 85 tons
Main Armament:
PPC, 30 LRMs,
12 SRMs



'Mech • Inner Sphere • Wolf's Dragons

Missile 1
Overheat 3: +1 attack
Jump (-1 attack: +1 initiative)
This extremely rare BattleMech is found only with Wolf's Dragons.

(3) (8)

Illus. John Coulthart
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R024

SILVER SUNBURST PILOT

(0)
(2T)



Command • Inner Sphere • Davion

Pilot: +1 initiative
Roll a die: 1-3, 'Mech piloted by Silver Sunburst Pilot gets +(1-3) attack; 4-6, no effect. Use this ability only during a mission.

"Is the Sunburst for bravery? Sure, though I got mine cuz I was dumb enough to act and too mean to die."
—Hauptmann Lisa Quiona, 2nd Vulcan Armored Brigade, Vulcan, 9 Sept 3050

Illus. Randy Gallegos
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R087

SPECIAL FORCES OP



Mission

Roll a die: 1-3, draw a card after mission; 4-6, triple all damage dealt to a card under construction.

"He who breaks his opponent's weapon may strike with impunity."
—ISF Director Subhash Indrahah, Wisdom of the Dragon's Senses

Illus. Kevin McCann
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U114

SPECIALIZED PROJECT TEAM



Command • Resource

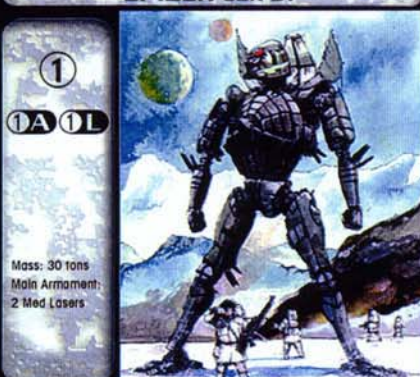
Scrap Specialized Project Team to draw a card. Use this ability only during your Deploy phase.
"Send in the Junior Officers Group for a little creative requisitioning."
—Lieutenant-General Andrew Redburn

(1) (7)

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C076

SPIDER SDR-SV



Mass: 30 tons
Main Armament:
2 Med Lasers

'Mech • Inner Sphere

Jump (-1 attack: +1 initiative)
You may deploy Spider revealed to make an additional deployment this turn.

A triumph of 'Mech design, the Spider boasts unmatched maneuverability.

(0) (3)

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U007

STALKER STK-3F



Mass: 85 tons
Main Armament:
2 Lg Lasers,
4 Med Lasers,
20 LRMs

'Mech • Inner Sphere

Missile 1
Overheat 3: +4 attack

Produced during the Reunification War, it's the most common assault 'Mech.

(3) (7)

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C068

STALKER STK-5M



Mass: 85 tons
Main Armament:
Lg Laser,
4 Med Lasers,
20 LRMs

'Mech • Inner Sphere • Marik

Missile 1
Overheat 1: +1 attack
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

(3) (8)

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U050

STEAL 'MECH



Command • Subterfuge • Inner Sphere

Scrap Steal 'Mech when it is revealed. Choose a 'Mech opponent controls. You and that opponent each hide a number of counters. Reveal those counters. If you reveal more counters, you gain control of that 'Mech and scrap cards from your Stockpile equal to twice your number of counters. If your opponent has more counters, opponent scraps cards from his or her Stockpile equal to his or her number of counters and controls that 'Mech.

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R074

STRENGTH OF THE PILLAR OF STEEL



Mission • Inner Sphere • Kurita

Play only when blocking.

+1 initiative

Prevent 1 damage to each blocking 'Mech.

"The proper business of the warrior is death. His only concern must be to destroy the enemy, or else to die fighting."

—Dictum Honorium Volume II,
On Proper Behavior of the Warrior

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C101

STUDIED MOVE



Mission

Return a Mission card from your Scrapheap to your hand.

"You can turn any battle into a chess game. Just move the pieces the right way and you'll win."

—Captain Valten Ryder,
1st Somerset Strikers

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U120

SUBHASH INDRAHAR



Command • Unique • Inner Sphere • Kurita

☉: You may claim a card you have just drawn is a Subterfuge card and draw an additional card. If opponent challenges this claim, reveal the first card. If that card is a Subterfuge card, opponent scraps five cards from his or her Stockpile. If it is not a Subterfuge card, you scrap both drawn cards. Use this ability only during your Draw phase.

• Director, Internal Security Force

4 2

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1

R038

SUN ZHANG MECHWARRIOR ACADEMY



Command • Resource • Inner Sphere • Kurita

☉: ☉: +1 initiative. Use this ability only during a mission. Tactics (If you have Tactics in play, add +1 to your initiative.)

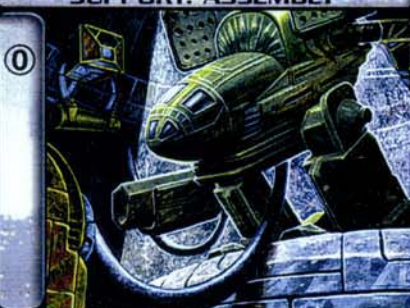
We are the best and brightest of the warriors who serve the Dragon.

1

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V090

SUPPORT: ASSEMBLY



Command • Resource

☉: ☉: Assembly (During your Repair/Reload phase, you may pay ☉ once to repair 1 point of damage to one 'Mech if you have Assembly in play)

Their job is to make 'em faster than we can break 'em.

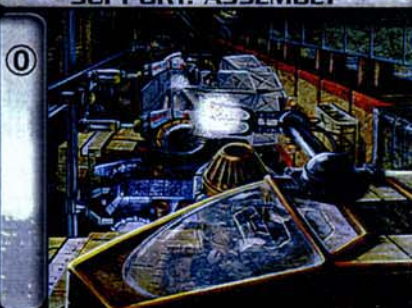
—Anonymous MechWarrior

A

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V005

SUPPORT: ASSEMBLY



Command • Resource

☉: ☉: Assembly (During your Repair/Reload phase, you may pay ☉ once to repair 1 point of damage to one 'Mech if you have Assembly in play)

Their job is to make 'em faster than we can break 'em.

—Anonymous MechWarrior

A

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V011

SUPPORT: ASSEMBLY



Command • Resource

☉: ☉: Assembly (During your Repair/Reload phase, you may pay ☉ once to repair 1 point of damage to one 'Mech if you have Assembly in play)

Their job is to make 'em faster than we can break 'em.

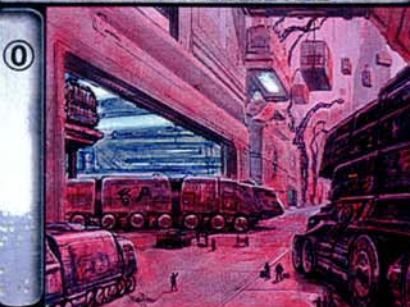
—Anonymous MechWarrior

A

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V017

SUPPORT: LOGISTICS



Command • Resource

☉: ☉: Logistics (If you have Logistics in play, you may restock a card from your hand at end of your turn)

"A military force is nothing without merchants willing to risk their assets for the good of the war effort."

—Prince Hanse Davion, Outreach, 20 Jan 3051

L

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V003

SUPPORT: LOGISTICS



Command • Resource

☉: ☉: Logistics (If you have Logistics in play, you may restock a card from your hand at end of your turn)

"A military force is nothing without merchants willing to risk their assets for the good of the war effort."

—Prince Hanse Davion, Outreach, 20 Jan 3051

L

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V009

SUPPORT: LOGISTICS

0



Command • Resource

Logistics (If you have Logistics in play, you may restock a card from your hand at end of your turn)

"A military force is nothing without merchants willing to risk their assets for the good of the war effort."
—Prince Hanse Davion, Outreach, 20 Jan 3051

L

4 3

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V015

SUPPORT: MUNITIONS

0



Command • Resource

Munitions (If you have Munitions in play and you roll a 3 on a missile roll, that missile volley deals 3 damage)

"The hell with information—ammunition is ammunition!"
—Patch McGuire, tech, 1st Somerset Strikers

M

4 3

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V002

SUPPORT: MUNITIONS

0



Command • Resource

Munitions (If you have Munitions in play and you roll a 3 on a missile roll, that missile volley deals 3 damage)

"The hell with information—ammunition is ammunition!"
—Patch McGuire, tech, 1st Somerset Strikers

M

4 3

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V008

SUPPORT: MUNITIONS

0



Command • Resource

Munitions (If you have Munitions in play and you roll a 3 on a missile roll, that missile volley deals 3 damage)

"The hell with information—ammunition is ammunition!"
—Patch McGuire, tech, 1st Somerset Strikers

M

4 3

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V014

SUPPORT: POLITICS

0



Command • Resource

Communication is inarguably the lifeblood of the army."
—General Morgan Hasek-Davion

P

4 3

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V004

SUPPORT: POLITICS

0



Command • Resource

Communication is inarguably the lifeblood of the army."
—General Morgan Hasek-Davion

P

4 3

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V010

SUPPORT: POLITICS

0



Command • Resource

Communication is inarguably the lifeblood of the army."
—General Morgan Hasek-Davion

P

4 3

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V016

SUPPORT: TACTICS

0



Command • Resource

Tactics (If you have Tactics in play, add +1 to your initiative)
"I was awarded my bloodname before your parents left their sibko."
—Natasha Kerensky, Clan Wolf

T

4 3

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V001

SUPPORT: TACTICS

0



Command • Resource

Tactics (If you have Tactics in play, add +1 to your initiative)
"I was awarded my bloodname before your parents left their sibko."
—Natasha Kerensky, Clan Wolf

T

4 3

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V007

SUPPORT: TACTICS

0



Command • Resource

Tactics (If you have Tactics in play, add +1 to your initiative)

"I was awarded my bloodname before your parents left their sibko."

—Natascha Kerensky, Clan Wolf

T

4 3

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V013

TAKASHI KURITA

5

6P

3T



Command • Unique • Inner Sphere • Kurita

+1 initiative
Opponents cannot attack more than once per turn. Attacks that target Takashi Kurita do not count toward this limit.

• Coordinator of the Draconis Combine

P

4 2

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1

R037

TEACHINGS OF THE UNFINISHED BOOK

0



Command • Inner Sphere • Davion

Scrap Teachings of the Unfinished Book when it is revealed.

+2 initiative until beginning of your next turn.

"This book has it all. It's a chronicle of all the mistakes you never want to repeat."

—Prince Hanse Davion, New Avalon, 5 May 3050

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R088

TEMPORARY CEASE-FIRE



Mission

Play only when blocked or blocking.
Roll a die: 1, your 'Mechs deal no damage and draw a card after mission; 2-6, all 'Mechs deal no damage.

"The Clans stopped advancing after suffering defeat on two worlds, but not because the Inner Sphere forces had proved themselves superior."

—Colonel Jaime Wolf, Wolf's Dragoons, Outreach, 15 Jan 3051

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U108

THEODORE KURITA

3

5T



Command • Unique • Inner Sphere • Kurita

T: You may make one additional deployment this turn. Use this ability only during your Deploy phase.

Tactics (If you have Tactics in play, add +1 to your initiative)

• Sunji-no-Kanrei
(Deputy for Military Affairs)

T

4 2

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1

R036

THINK TANK

0



Command • Resource

Scrap Think Tank to gain A, L, M, P, or T until end of game.

"Lock 'em in a room and slip a couple of pizzas under the door, and they'll work wonders."

—General Morgan Hasek-Davion, Sudeten, 12 July 3050

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V018

THOMAS MARIK

4

6P



Command • Unique • Inner Sphere • Marik

+1 initiative
T: Draw a card. Use this ability only during your Draw phase.

"He calls himself a conciliator—which just means the knife he'll shove into your back isn't sharp enough yet."

—Prince Hanse Davion, Outreach, 12 Jan 3051
• Captain-General, Free Worlds League

P

4 2

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1

R039

THOR A Summoner

6

3A



Mass: 70 tons
Main Armament:
Gauss Rifle,
Lg Laser,
6 SRMs

'Mech • Clan • Omni

M

Overheat 4: +1 attack
Jump (-1 attack: +1 initiative)

Extremely heat efficient, this 'Mech is a renowned close-in fighter.

2 6

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5

C038

THOR B Summoner

12

1L 1T



Mass: 70 tons
Main Armament:
40 LRMs, 8 SRMs

'Mech • Clan • Omni • Jade Falcon

M

Missile 2
Jump (-1 attack: +1 initiative)
Anti-missile (Each missile assigned to a 'Mech in a group that includes Thor B deals -1 damage)
NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

2 6

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3

R012

THOR C Summoner

8

1A 1M

Mass: 70 tons
Main Armament:
AC/20, Lg Laser,
6 SRMs



'Mech • Clan • Omni • Jade Falcon

M

Alpha Strike: +2 attack

Jump (-1 attack: +1 initiative)

Its massive AC and missiles give this configuration advantages in battle.

2 6

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6

C042

THOR D Summoner

6

1A 2M

1T

Mass: 70 tons
Main Armament:
2 Lg Lasers,
2 Med Lasers



'Mech • Clan • Omni • Jade Falcon

M

Jump (-1 attack: +1 initiative)

Anti-missile (Each missile assigned to a 'Mech in a group that includes Thor D deals -1 damage)
If Thor D attacks and is blocked, it may deal up to 2 of its damage to the target.

2 6

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6

U034

THOR PRIME Summoner

6

Mass: 70 tons
Main Armament:
PPC, AC/10,
15 LRMs



'Mech • Clan • Omni

M

Jump (-1 attack: +1 initiative)

This quick-striking 'Mech is used primarily by the Jade Falcons.

2 6

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5

C037

THUG THG-11E

6

1A

Mass: 80 tons
Main Armament:
2 PPCs, 12 SRMs



'Mech • Inner Sphere

5

Alpha Strike: +1 attack

Designed as a heavy assault 'Mech, it failed in that regard.

3 8

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4

U047

TOPPLE



Mission • Inner Sphere

Choose an engaged 'Mech opponent controls. Roll a die: 1-4, deal 1 damage to that 'Mech and draw a card after mission; 5-6, prevent all damage dealt by that 'Mech.

"The 'Mech's legs kept pumping, pulverizing the edge of the bluff into gravel, and both 'Mechs toppled off the cliff and disappeared."
-Hauptmann Galen Cox, 10th Lyran Guards, Alyria, 5 Jan 3052

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C105

TREACHERY!

1

6P



Command • Subterfuge

Scrap Treachery! when it is revealed. Next turn, each 'Mech opponent controls able to attack your Stockpile must do so.

"Actually, I half expected the Liao to stick it to Kai in this trial, so it came as no surprise when he started a free-for-all and punched out."
-Colonel Mackenzie Wolf, Wolf's Dragoons, Outreach, 22 July 3051

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C081

TREBUCHET TBT-5N

1

1A 1M

Mass: 50 tons
Main Armament:
30 LRMs,
3 Med Lasers



'Mech • Inner Sphere

M

Missile 1
Overheat 2: +2 attack

An adequate 'Mech for both long- and short-range fire support.

1 5

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0

C017

TREBUCHET TBT-7M

4

1A 2T

Mass: 50 tons
Main Armament:
3 Med Lasers,
30 LRMs



'Mech • Inner Sphere • Mark

M

Missile 1
Jump (-1 attack: +1 initiative)

NARC (You may subtract 1 from each of your missile rolls if the missiles are assigned by a 'Mech in a group that includes at least one NARC 'Mech)

1 5

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2

U028

TSEN SHANG

0

3P



Command • Unique • Inner Sphere • Liao

☉: Restock a card from your hand and draw a card. Use this ability only during your Draw phase.

"Even though I outsmarted him and his entire organization, Shang knew how to cut his losses and deal himself a new hand."
-Intelligence Secretary Justin Xiang Allard
• Director, Maskirovka

1 3

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R054

ULLER B Kit Fox

②
1A 1M

Mass: 30 tons
Main Armament:
AC/10, 6 SRMs,
Med Laser



'Mech • Clan • Omni

M

Alpha Strike: +2 attack

Similar to the Uller Prime, most of its differences are subtle.

0 4

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3

C025

ULLER C Kit Fox

①
2A 1M
1D

Mass: 30 tons
Main Armament:
Lg Laser,
Sm Laser



'Mech • Clan • Omni • Jade Falcon

M

Anti-missile (Each missile assigned to a 'Mech in a group that includes Uller C deals -1 damage)
ECM (Each 'Mech in a group that includes at least one 'Mech with ECM gets +1 armor)
AP (Uller C deals +1 damage to any target other than a 'Mech)

1 3

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2

R007

ULLER D Kit Fox

②
1A

Mass: 30
Main Armament:
35 LRMs



'Mech • Clan • Omni • Jade Falcon

M

Missile 3

Its reliance on ammunition is one reason this 'Mech is uncommon.

1 3

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0

U024

ULLER PRIME Kit Fox

②
1A 1M

Mass: 30 tons
Main Armament:
Lg Laser, AC/5,
4 SRMs



'Mech • Clan • Omni

M

This light 'Mech is named for the Norse god of archery.

0 4

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4

C020

URBANMECH UM-R60

①
2A 1M

Mass: 30 tons
Main Armament:
AC/10



'Mech • Inner Sphere • Liao

S

Jump (-1 attack: +1 initiative)
UrbanMech cannot block unless guarding.
This light 'Mech's AC/10 makes it a formidable city fighter.

1 4

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2

C047

VETERAN MECHWARRIOR

①
2T



Command

Pilot: +1 initiative
Untap 'Mech piloted by Veteran MechWarrior at end of your turn.

"Fourth Skye Rangers, War of '39. Twenty-seven missions, four field commendations."
—Zachary "Hawk" Hawkins, 1st Somerset Strikers, July 3050

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C098

VICTOR VTR-9B

④
3A

Mass: 80 tons
Main Armament:
AC/20, 4 SRMs,
2 Med Lasers



'Mech • Inner Sphere

S

Alpha Strike: +2 attack

Jump (-1 attack: +1 initiative)

Jump jets and AC/20 enable the Victor to best most opponents.

2 7

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3

C065

VICTOR VTR-9K

④
3A

Mass: 80 tons
Main Armament:
Gauss Rifle,
2 Med Lasers,
4 SRMs



'Mech • Inner Sphere • Davion • Kurita

S

Jump (-1 attack: +1 initiative)

Victor Ian Steiner-Davion pilots a VTR-9K.

2 7

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4

C064

VICTOR STEINER-DAVION

⑤
6T



Command • Unique • Inner Sphere • Davion • Steiner

Pilot
'Mech piloted by Victor Steiner-Davion cannot attack or block alone. Each 'Mech in a group that includes 'Mech piloted by Victor Steiner-Davion gets +2 attack.

• Archon-Prince Designate of the Federated Commonwealth

5 2

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R056

VINDICATOR VND-1R

①
1A 1M

Mass: 45 tons
Main Armament:
PPC, 5 LRMs,
Med Laser



'Mech • Inner Sphere • Liao

Jump (-1 attack: +1 initiative)

The Smasher PPC allows the Vindicator to inflict heavy damage.

① 6

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C050

2

VULCAN VT-5M

①
2A 2M

Mass: 40 tons
Main Armament:
Lg Laser,
Med Laser



'Mech • Inner Sphere • Marik

Jump (-1 attack: +1 initiative)

With increased weaponry and heat sinks, the new Vulcan is impressive.

① 4

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C016

2

VULTURE A Mad Dog

⑫
1A 2L
3M

Mass: 60 tons
Main Armament:
AC/s, PPC,
36 SRMs



'Mech • Clan • Omni

Overheat 3: +5 attack

This configuration can fire a devastating volley of missile fire.

① 7

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C043

6

VULTURE B Mad Dog

⑬
1A 1M

Mass: 60 tons
Main Armament:
2 Lg Laser, 3 Med
Lasers, 12 SRMs



'Mech • Clan • Omni

Missile 1
Overheat 5: +5 attack

This design is a hybrid of the Prime and A configurations.

① 7

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R017

7

VULTURE C Mad Dog

④
1A 1T

Mass: 60 tons
Main Armament:
2 Gauss Rifles



'Mech • Clan • Omni

If Vulture C attacks and is blocked, it may deal 1 of its damage to the target.

With a silhouette unlike any other Vulture, this 'Mech is deadly.

① 7

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C032

4

VULTURE PRIME Mad Dog

⑨
1A 1T

Mass: 60 tons
Main Armament:
2 Lg Lasers,
2 Med Lasers,
40 LRMs



'Mech • Clan • Omni

Missile 3
Overheat 3: +2 attack

With its distinctive look, Kuritan MechWarriors labeled it hagetaga, or Vulture.

① 7

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C041

4

WHITWORTH WTH-1

①
1A 1T

Mass: 40 tons
Main Armament:
20 LRMs,
3 Med Lasers



'Mech • Inner Sphere • Davion • Kurita

Overheat 2: +2 attack

Jump (-1 attack: +1 initiative)

The WTH-1 is an ideal light to medium fire-support unit.

① 5

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C049

1

WHITWORTH WTH-2

①
2A

Mass: 40 tons
Main Armament:
20 LRMs,
Med Laser



'Mech • Inner Sphere • Davion • Kurita

Missile 1
Jump (-1 attack: +1 initiative)

The WTH-2 features highly accurate long-range missile fire.

① 5

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C054

1

WOLF'S DRAGOONS PILOT

①
4T

Command • Mercenary • Inner Sphere

Pilot: +2 initiative, +1 attack

"Dragoon pilots are so good because we prefer spending money on training instead of death benefits."

—Colonel Jaime Wolf, Wolf's Dragoons, Outreach, 19 Dec 3049

① 5

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U071

+1

WOLF TRAP WFT-1

②

3A

Mass: 45 tons
Main Armament:
AC/10, 10 LRMs,
2 Med Lasers



'Mech • Inner Sphere • Kurita

M

Alpha Strike: +2 attack

The Wolf Trap was House Kurita's answer to the Wolfhound.

① 5

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②

C026

WOLFHOUD WLF-2

③

Mass: 35 tons
Main Armament:
Lg Laser,
3 Med Lasers



'Mech • Inner Sphere • Davion • Steiner

M

Overheat 2: +1 attack

The Wolfhound passed extensive field tests with flying colors.

① 5

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③

C027

WYVERN WVE-5N

②

1A 1M

Mass: 45 tons
Main Armament:
10 LRMs, Lg
Laser, 6 SRMs



'Mech • Inner Sphere

S

Overheat 1: +1 attack
Jump (-1 attack: +1 initiative)

Although designed for crowd control, the Wyvern was poorly suited to the task.

① 7

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②

R020

ZEUS ZEU-6S

④

Mass: 80 tons
Main Armament:
Lg Laser,
15 LRMs, AC/5



'Mech • Inner Sphere • Steiner

S

Overheat 1: +1 attack

The ZEU-6S is the Lyran Commonwealth's pride and joy.

② 7

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③

C062

ZEUS ZEU-9S

④

3A

Mass: 80 tons
Main Armament:
PPC, Lg Laser,
15 LRMs



'Mech • Inner Sphere • Davion • Steiner

S

Overheat 2: +2 attack

Davion-style tactics dictated the upgrades to this Steiner favorite.

② 7

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C060

BATTLETECH

BATTLETECH