

BATTLETECH

RANDOM ASSIGNMENT & RARITY TABLES

3028-3050

INTRODUCTION

The Random Assignment Tables (RATs) beginning on page 5 can be used to generate random mech and vehicle assignments for the late Star League (2750), late Third Succession War era (3028), the War of 3039, and the start of the Clan Invasion (3050). The assignment tables use three ten-sided dice (aka D1000) to generate a result from 1 to 1000. Designate the first die as the "100" digit, the next as the "10" digit, and the last as the single digit before rolling the dice. For example, if the first die comes up a "0", the second a "0", and the third a "9", then your result is 9 (009). A result of "000" is 1000.

Units are ranked in the tables in ascending order using Battle Value 2.0: for example, a low roll gets you a low-BV model. As such, rolling high won't necessarily get you the heaviest machine, but it should get you a better one.

Salvage

If a "Salvage" entry is rolled, you immediately switch to the random deployment table of the faction indicated and roll again, in the same weight class and applying the same modifiers (if any). Always use the same era as well, unless the salvage table specifies otherwise. For example, rolling 004 for 3028 Liao Medium Mechs gives a result of "Salvage: Davion". You would then reroll on the 3028 Davion Medium Mechs table, apply any equipment rating modifiers (see below), and take whatever machine results. It's possible that you roll salvage several times for a single machine, in which case it has one hell of a story to tell.

*Second-Line ***

While good-quality units will generally roll up good-quality machines, even in the mech-strapped Mad Max-era of 3028 there were certain models delegated almost entirely to second-line positions. For example, the Capellans have consistently consigned their Blackjacks to militia units. "***" denotes these sorts of machines, those that should rarely be in the ranks of A-rated units, and may be uncommon in even B-rated units. If such a machine is rolled for an A-rated unit you may wish to reroll. Bear in mind though that the hereditary Battlemech philosophy – the passing down of increasingly rare mechs from one generation of a family to the next – does result in elite pilots equipped with colossally worthless machines. In addition, poorer and newly-born nations are often not in a position to be picky. As vehicles are generally thought of as an inherently second-line force to begin with (and because there are fewer to play with), there are no special second-line indicators for them – Bad Reputation Quirks and unit equipment rating modifiers will have to suffice.

Equipment Rating Modifiers

As described in the Field Manual series, each unit has a letter code representing its equipment rating: how favoured the unit is in terms of machine assignments, as well as its access to supplies and spare parts. "A" is normally the highest rating (elite units) and "F" is the worst (backwater militias, political unreliaables). When rolling on the mech assignment tables, "A" units add 100 to their rolls. "B" units add 50 to their rolls, while "D" units subtract 50. "F" units subtract 100 from their rolls. Do not add a unit rating modifier to the roll if by doing so it would create a result over 1000 (e.g. if you roll 900 for an A-rated unit, add the usual 100; if you roll 901 for an A-rated unit add nothing). Unless otherwise noted, these modifiers only apply for tables up through 3050 – the other eras will have custom tables already altered to take unit quality into account.

Notes on Availability

If a machine is not listed with a faction it's not to say that that machine cannot be found there at all, but rather that there is no significant amount and no native supply. Belonging to this category are one-offs and extremely rare experimental variants (Victor 9S), as well as machines acquired solely due to Succession Wars salvage (Capellan Sturmfeurs). In the chaos of the Succession Wars it's perfectly feasible to see at least one of any given machine in the ranks of any faction: these tables merely try to depict typical native deployments while attempting to maintain a sense of uniqueness for each faction.

Finally, specialist units with known oddball compositions can throw off attempts at random generation, and so such units will be ignored with regards to overall mech amounts. For example, Cochrane's Goliaths (a battalion entirely made up of otherwise extremely rare Goliaths) likely contained more Goliaths than did the rest of the CCAF combined. Any attempt to take this unit into account while assigning a percentage chance to roll up a Goliath in the Liao ranks would either assign too many Goliaths to every individual CCAF unit, or not enough to the CCAF as a whole, failing either way.

The Mercenary / Periphery General list is for any old generic force of that type. However, if you're rolling up such a unit, and it is tied specifically to one area, it may be more accurate to use the House/Periphery state list closest in proximity to the unit in question. For example, a highly-localized band of pirate mechs might be better off using the Taurian Concordat table, while a mercenary unit so static as to be essentially a House unit, like McCarron's Armoured Cavalry, might be better off using the lists of the House they have been serving for so long.

See Strategic Operations, pp. 328-335, for many more force generation tables.

NOTE: though these tables have been produced by a member of the MUL team, this is a wholly unofficial fan product, with no canon standing whatsoever.

INNER SPHERE GENERAL INFORMATION

With regards to weight distributions, there are some regional variations. House Liao's CCAF and House Davion's AFFS generally obey the average distribution ratios. However, House Kurita's DCMS places a great deal of emphasis on operational mobility and as such favours the use of light mechs, while believing that medium mechs represent a useless compromise. House Steiner's LCAF has reached the opposite conclusion: thinking the general answer to any problem is to throw more weight at it, the Lyrans are perhaps the only force that employs the Charger as a scout mech with a straight face. Lastly, in the pre-Clan era House Marik's FWLM (as well as its various provincial forces) strayed from the standard ratios, but due to supply shortages rather than a difference in doctrine; the Free Worlds League was chronically short of assault mechs, and in an attempt to compensate increased production of heavy mechs as much as possible.

REGIONAL WEIGHT DISTRIBUTION: 3028

Military (House)	Light	Medium	Heavy	Assault
Average distribution	30	40	20	10
Capellan Confederation Armed Forces (Liao)	30	40	20	10
Draconis Combine Mustered Soldiery (Kurita)	40	20	30	10
Armed Forces of the Federated Suns (Davion)	30	40	20	10
Free Worlds League Military (Marik)	30	40	22.5	7.5
Lyran Commonwealth Armed Forces (Steiner)	20	30	35	15

NUMBER OF HOUSE REGIMENTS PER ERA

Military (House)	Number of House Regiments							
	3028	3039	3050	Interim	3067	3075	3085	3145
Capellan Confederation Armed Forces (Liao)	40.66	16 (estimate)	16.33	44 (3063)	42	22.33	29.66	51.33
Draconis Combine Mustered Soldiery (Kurita)	66	94 (19 A*)	98.33	76 (3059)	62	22.66	25	39
Armed Forces of the Federated Suns (Davion)	78	87.33	93.33**	86.66 (3062)	66.66	30.33	32.66	31
Free Worlds League Military (Marik)	56	55	55	73.66 (3059)	66	29.66	NA	24.33 + 6 Clusters
Lyran Commonwealth Armed Forces (Steiner)	52.66	67.33	93**	77.66 (3062)	73	22.33	33.33	33.33

** The figures here as compared to *20 Year Update* are different because mercenaries and St. Ives units were removed from the totals entirely, while pre-unification Lyran and Davion units were counted as belonging to their original Houses (regardless of their garrison location within the Federated Commonwealth).

The average distribution percentages are canon, as are the number of House regiments unless otherwise noted, but the varying regional distribution percentages are unofficial conjecture. However, I based any attempt to make the assignment tables reflect canon mech amounts (e.g. "there are less than 200 of these mechs left in service amongst the Great Houses") on these figures.

THE STAR LEAGUE 2750

Information on Star League mech allocation is extremely spotty, scattered, and subject to frequent retcons and clarifications, but fortunately the MUL helps a lot by providing canon deployment dates for all Star League-era machines (insert further shameless team promotion here). Still, as with many other eras, availability ratings are often so much guesswork – I'd welcome any corrections or clarifications drawn from the source material that I missed.

As the Star League spans such a large period of time there's room for numerous tables, depending on which point in time you choose to focus on. I've chosen 2750, the same date of the classic Technical Readout that introduced us to Star League equipment in the first place, and ten years before Richard Cameron's murder. There are two different types of Star League tables – Regular Army and Royal. Regular Army is for your typical Star League force. Royal is for those Terran Hegemony-staffed units equipped with the latest and greatest the Star League had to offer (see TR 3075 pp. 168-169 for more info).

Operation Klondike tells us that the Star League finished a major overhaul to remove many of their centuries-old designs from service just prior to Kerenky's Periphery campaigns. I've done what I can to show this, but the medium tables in particular really suffer from a lack of advanced designs, forcing me to stick with what would become Succession War staples. Note that several of the mechs, though listed as available for the date in question, were fielded in an extremely limited fashion (either by numbers or by deployment) and so have been left out. Lastly, several Star League mechs did not appear until after the 2750 date (such as many of the Operation Klondike machines).

The proportion of Royal to Regular mech units in 2750 was about 1 in 6.

These tables will also be the basis for future ComStar 3052 and Clan Second Line tables, seeing as each draws on a pool of Star League equipment.

Mechs – Star League Regular Army

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-085	THE-N Thorn [20]	001-023	CDA-2A Cicada [40]	001-021	OSR-2C Ostroc [60]**	001-005	CP-10-HQ Cyclops [90]
086-128	MCY-99 Mercury [20]	024-080	STN-3L Sentinel [40]**	022-057	CHP-1N Champion [60]**	006-010	VTR-9A Victor [80]
129-171	OTT-7J Ostscout [35]	081-137	WTH-1 Whitworth [40]	058-073	CHP-1N2 Champion [60]**	011-015	VTR-9A1 Victor [80]
172-235	FLC-4N Falcon [30]	138-223	PXH-1 Phoenix Hawk [45]	074-094	OTL-4D Ostsol [60]	016-030	CP-10-Z Cyclops [90]
236-278	SDR-5V Spider [30]	224-280	HBK-4G Hunchback [50]	095-110	CPLT-A1 Catapult [65]**	031-106	LGB-0W Longbow [85]
279-321	HSR-200-D Hussar [30]	281-366	SHD-2H Shadow Hawk [55]	111-162	WHM-6R Warhammer [70]	107-157	VTR-9B Victor [80]
322-351	FS9-H Firestarter [35]	367-423	WVE-5N Wyvern [45]	163-214	TDR-5S Thunderbolt [65]	158-208	BNC-3E Banshee [90]**
352-368	HER-1S Hermes [30]	424-509	WVR-6R Wolverine [55]	215-219	CPLT-C4 Catapult [65]**	209-259	STC-2C Striker [80]**
369-582	MON-66 Mongoose [25]	510-532	PXH-2 Phoenix Hawk [45]	220-240	LNC25-05 Lancelot [60]	260-310	BLR-1G Battlemaster [85]
583-599	FS9-K Firestarter [35]	533-646	DV-6M Dervish [55]	241-261	HEP-3H Helepolis [75]	311-462	STK-3F Stalker [85]
600-616	FS9-A Firestarter [35]	647-760	KTO-19 Kintaro [55]	262-277	EXT-4D Exterminator [65]	463-564	AWS-8Q Awesome [80]
617-701	FFL-4B Firefly [30]	761-766	CRB-27 Crab [50]	278-282	CPLT-C1 Catapult [65]**	565-584	LGB-7Q Longbow [85]
702-786	NTK-2Q Night Hawk [35]	767-823	HOP-4C Hoplite [55]**	283-385	GLT-3N Guillotine [70]	585-620	STK-3H Stalker [85]
787-000	TLN-5V Talon [35]	824-846	GRF-1N Griffin [55]**	386-463	MAD-1R Marauder [75]	621-722	THG-11E Thug [80]
		847-886	KY2-D-02 Kyudo [45]	464-541	LNC25-01 Lancelot [60]	723-732	KGC-000 King Crab [100]
		887-000	GRF-2N Griffin [55]	542-593	ON1-K Orion [75]	733-768	CRK-5003-1 Crockett [85]
				594-645	ARC-2R Archer [70]	769-773	MSK-9H Mackie [100]**
				646-650	BMB-12D Bombardier [65]	774-925	HGN-732 Highlander [90]
				651-700	ST-8A Shootist [70]	926-000	PLG-3Z Pillager [100]
				701-803	CRD-2R Crusader [65]		
				804-839	EXC-B2 Excalibur [70]		
				840-917	BL-6-KNT Black Knight [75]		
				918-995	GLH-2D Galahad [60]		
				996-000	FLS-8K Flashman [75]		

Mechs – Star League Royal

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	OTT-7Jb Ostscout [35]	001-091	WVE-5Nb Wyvern [45]	001-008	LNC25-05 Lancelot [60]	001-008	CP-10-HQ Cyclops [90]
051-100	LCT-1Vb Locust [20]	092-183	PXH-2 Phoenix Hawk [45]	009-045	HEP-3H Helepolis [75]	009-032	CP-10-Z Cyclops [90]
101-199	STG-3Gb Stinger [20]	184-366	STN-3Lb Sentinel [40]	046-081	GLT-3N Guillotine [70]	033-067	RFL-3N-2 Rifleman II [80]
200-298	THE-Nb Thorn [20]	367-671	KTO-19b Kintaro [55]	082-157	LNC25-01 Lancelot [60]	068-167	THG-11E Thug [80]
299-547	MON-66b Mongoose [25]	672-683	CRB-27b Crab [50]	158-233	WHM-6Rb Warhammer [70]	168-317	EMP-6A Emperor [90]
548-597	HSR-200-Db Hussar [30]	684-695	OSP-15 Osprey [55]	234-269	OSR-2Cb Ostroc [60]	318-467	STK-3Fb Stalker [85]
598-696	NTK-2Q Night Hawk [35]	696-000	GRF-2N Griffin [55]	270-279	BMB-12D Bombardier [65]	468-487	KGC-000b King Crab [100]
697-945	TLN-5V Talon [35]			280-299	CPLT-C1b Catapult [65]	488-492	KGC-010 King Crab [100]
946-965	HER-1Sb Hermes [30]			300-375	CRD-2R Crusader [65]	493-542	CRK-5003-1b Crockett [85]
966-000	SPR-4F Spector [35]			376-477	TDR-5Sb Thunderbolt [65]	543-771	HGN-732b Highlander [90]
				478-629	BL-6-KNT Black Knight [75]	772-000	PLG-3Z Pillager [100]
				630-781	MAD-2R Marauder [75]		
				782-817	CHP-1Nb Champion [60]		
				818-919	GLH-2D Galahad [60]		
				920-939	EXT-4Db Exterminator [65]		
				940-990	EXC-B2b Excalibur [70]		
				991-000	FLS-8K Flashman [75]		

INNER SPHERE MECHS 3028

The following tables show the typical distribution of experience amongst regiments in service with the Successor Lords in 3028:

REGIMENT EXPERIENCE DISTRIBUTION

Regiment Class	% of Regiments	<i>Experience Level Breakdown Within Regiment</i>			
		Green	Regular	Veteran	Elite
Light	30	45	25	20	10
Medium	60	30	30	20	20
Heavy & Assault	10	5	20	35	40

MECHWARRIOR EXPERIENCE DISTRIBUTION

Level	% of Mechwarriors
Green	25
Regular	40
Veteran	25
Elite	10

For example, 60% of all regiments belong to the Medium weight class. Of those Medium regiments, 30% can be classified as Green, 30% as Regular, 20% as Veteran, and 20% as Elite. If you're just examining individual Mechwarriors, 25% of all Inner Sphere Mechwarriors are Veterans. These two tables are from BattleForce, 1st edition.

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028	026-050	Salvage: Liao 3028
051-131	STG-3R Stinger [20]	051-053	CLNT-2-4T Clint [40]	051-137	JM6-S Jagermech [65]	051-063	VTR-9A Victor [80]
132-252	WSP-1A Wasp [20]	054-066	VL-2T Vulcan [40]	138-267	RFL-3N Rifleman [60]**	064-076	VTR-9A1 Victor [80]
253-333	WSP-1D Wasp [20]	067-079	CDA-2A Cicada [40]	268-271	RFL-3C Rifleman [60]	077-122	CP-10-Z Cyclops [90]
334-393	LCT-1M Locust [20]	080-082	CLNT-1-2R Clint [40]	272-280	CHP-2N Champion [60]	123-254	LGB-0W Longbow [85]
394-474	LCT-1V Locust [20]	083-095	ASN-21 Assassin [40]	281-289	JM6-A Jagermech [65]	255-451	VTR-9B Victor [80]
475-478	HNT-152 Hornet [20]**	096-098	ASN-101 Assassin [40]	290-293	RFL-4D Rifleman [60]	452-550	BNC-3E Banshee [95]**
479-482	HNT-151 Hornet [20]**	099-105	CLNT-2-3T Clint [40]	294-306	QKD-4G Quickdraw [60]	551-557	GOL-1H Goliath [80]
483-490	LCT-3V Locust [20]	106-108	HCT-3F Hatchetman [45]	307-310	QKD-5A Quickdraw [60]	558-564	AWS-8R Awesome [80]
491-530	STG-3G Stinger [20]	109-174	SHD-2D Shadow Hawk [55]	311-319	MLN-1A Merlin [60]	565-590	STC-2C Striker [80]
531-590	UM-R60 Urbanmech [30]**	175-177	BJ-1DC Blackjack [45]	320-349	OSR-2C Ostroc [60]	591-597	AWS-8V Awesome [80]
591-594	SDR-5D Spider [30]	178-187	VL-5T Vulcan [40]	350-353	OSR-2L Ostroc [60]	598-623	BLR-1D Battlemaster [85]
595-606	LCT-1E Locust [20]	188-286	CN9-A Centurion [50]	354-357	QKD-4H Quickdraw [60]	624-630	STK-4N Stalker [85]
607-687	JVN-10N Javelin [30]	287-296	CN9-AH Centurion [50]	358-361	OTL-4F Ostsol [60]	631-729	STK-3F Stalker [85]
688-703	OTT-7J Ostscout [30]	297-346	BJ-1 Blackjack [45]	362-426	OTL-4D Ostsol [60]	730-742	CP-10-Q Cyclops [90]
704-711	HER-1A Hermes [30]	347-369	WTH-1 Whitworth [40]	427-430	OSR-3C Ostroc [60]	743-749	AWS-8T Awesome [80]
712-715	FLC-4N Falcon [30]	370-372	TBT-5S Trebuchet [50]	431-434	ON1-V Orion [75]	750-848	AWS-8Q Awesome [80]
716-743	VLK-QF Valkyrie [30]	373-379	WVE-6N Wyvern [45]	435-499	WHM-6R Warhammer [70]	849-914	LGB-7Q Longbow [85]
744-771	SDR-5V Spider [30]	380-382	BJ-1DB Blackjack [45]	500-512	WHM-6K Warhammer [70]	915-921	STK-3H Stalker [85]
772-775	HER-1B Hermes [30]	383-395	SCP-1N Scorpion [55]**	513-599	CRD-3R Crusader [65]	922-934	KGC-0000 King Crab [100]
776-835	FS9-H Firestarter [35]	396-561	ENF-4R Enforcer [50]	600-603	ON1-VA Orion [75]	935-947	AS7-RS Atlas [100]
836-956	VLK-QA Valkyrie [30]	562-611	PXH-1 Phoenix Hawk [45]	604-668	TDR-5S Thunderbolt [65]	948-993	AS7-D Atlas [100]
957-968	MON-67 Mongoose [25]	612-635	HBK-4G Hunchback [50]	669-698	CRD-3D Crusader [65]	994-000	CP-10-HQ Cyclops [90]
969-972	FS9-K Firestarter [35]	636-645	CN9-AL Centurion [50]	699-707	BMB-10D Bombardier [65]**		
973-000	JVN-10F Javelin [30]	646-678	SHD-2H Shadow Hawk [55]	708-737	MAD-3R Marauder [75]		
		679-681	HBK-4H Hunchback [50]	738-741	GLT-4P Guillotine [70]		
		682-714	PXH-1D Phoenix Hawk [45]	742-745	CPLT-C1 Catapult [65]		
		715-717	HBK-4N Hunchback [50]	746-762	GLT-4L Guillotine [70]		
		718-767	WVR-6R Wolverine [55]	763-805	GHR-5H Grasshopper [70]		
		768-770	HBK-4P Hunchback [50]	806-835	ON1-K Orion [75]		
		771-780	CRB-20 Crab [50]	836-844	BL-7-KNT Black Knight [75]		
		781-783	HBK-4J Hunchback [50]	845-853	STK-4P Stalker [75]		
		784-849	DV-6M Dervish [55]	854-896	MAD-3D Marauder [75]		
		850-882	KTO-18 Kintaro [55]	897-913	WHM-6D Warhammer [70]		
		883-895	TBT-5N Trebuchet [50]	914-000	ARC-2R Archer [70]		
		896-994	GRF-1N Griffin [55]				
		995-997	GLD-3R Gladiator [55]**				
		998-000	GLD-4R Gladiator [55]**				

Mechs – Lyran Commonwealth (House Steiner)

Table with 8 columns: D1000, LIGHT MECHS, D1000, MEDIUM MECHS, D1000, HEAVY MECHS, D1000, ASSAULT MECHS. Rows list mech models like Salvage: Kurita 3028, STG-3R Stinger, WSP-1A Wasp, etc., with their respective D1000 numbers and weights in brackets.

Vehicles – Capellan Confederation (House Liao)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion
026-050	Salvage: Marik	026-050	Salvage: Marik	026-050	Salvage: Marik	026-050	Salvage: Marik
051-066	Karnov (Gunship) [30]	051-081	Vedette (AC2) [50]	051-078	AC2 Carrier [60]	051-061	Partisan (AC2) [80]
067-085	Packrat (SRM2) [20]	082-461	Vedette [50]	079-124	Bulldog (AC2) [60]	062-165	Partisan [80]
086-101	Warrior H-7A [21]	462-563	Vedette (Liao) [50]	125-161	Laser Carrier [60]	166-176	Schrek AC Carrier [80]
102-133	Warrior H-7 [21]	564-583	Hetzer (Laser) [40]	162-346	Bulldog [60]	177-237	Schrek PPC Carrier [80]
134-291	Scorpion [25]	584-589	Goblin (MG) [45]	347-377	Pike [60]	238-326	Ontos [95]
292-323	Skulker [20]	590-597	Goblin [45]	378-383	Pike (AC/5) [60]	327-505	Demolisher [80]
324-339	Scorpion (ML) [25]	598-740	Hetzer [40]	384-429	Bulldog (LRM) [60]	506-516	Partisan (LRM) [80]
340-352	Harasser (Laser) [25]	741-760	Hetzer (SRM) [40]	430-613	SRM Carrier [60]	517-570	Devastator [80]
353-388	Packrat [20]	761-780	Condor [50]	614-797	LRM Carrier [60]	571-606	Ontos (LRM) [95]
389-436	Scorpion (SRM) [25]	781-786	Goblin (LRM) [45]	798-804	Brutus (PPC 2) [75]	607-731	Behemoth [100]
437-447	Harasser (LRM) [25]	787-806	Hetzer (LRM) [40]	805-942	Manticore [60]	732-785	Rhino (Flamer) [80]
448-479	Harasser [25]	807-816	Maxim (SRM4) [50]	943-970	Brutus [75]	786-839	Rhino (MG) [80]
480-495	Scorpion (LRM) [25]	817-857	Prowler (Succession Wars) [55]	971-985	Brutus (PPC) [75]	840-982	Rhino [80]
496-501	J. Edgar (ICE) [25]	858-867	Maxim (SRM2) [50]	986-000	Brutus (LRM) [75]	983-000	Rhino (SL) [80]
502-504	J. Edgar (Flamer) [25]	868-949	Maxim [50]				
505-512	Warrior H-7C [21]	950-000	Condor (Liao) [50]				
513-515	J. Edgar (MG) [25]						
516-570	Peregrine [30]						
571-625	Scimitar [35]						
626-644	J. Edgar [25]						
645-666	Striker [35]						
667-671	Striker (SRM) [35]						
672-726	Saladin [35]						
727-734	Hunter (LRM15) [35]						
735-739	Striker (LRM) [35]						
740-897	Pegasus [35]						
898-905	Hunter (LRM10) [35]						
906-945	Hunter [35]						
946-000	Saracen [35]						

Vehicles – Draconis Combine (House Kurita)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion
026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner
051-106	Galleon GAL-100 [30]	051-114	Vedette (AC2) [50]	051-078	AC2 Carrier [60]	051-061	Partisan (AC2) [80]
107-110	Galleon GAL-200 [30]	115-691	Vedette [50]	079-125	Bulldog (AC2) [60]	062-163	Partisan [80]
111-122	Karnov (Gunship) [30]	692-699	Hetzer (Laser) [40]	126-163	Laser Carrier [60]	164-174	Schrek AC Carrier [80]
123-128	Skulker (MG) [20]	700-732	Goblin [45]	164-351	Bulldog [60]	175-234	Schrek PPC Carrier [80]
129-140	Warrior H-7A [21]	733-799	Hetzer [40]	352-383	Pike [60]	235-409	Demolisher [80]
141-164	Warrior H-7 [21]	800-807	Hetzer (SRM) [40]	384-392	Tokugawa TKG-151 [60]	410-420	Partisan (LRM) [80]
165-284	Scorpion [25]	808-812	Goblin (SRM) [45]	393-398	Pike (AC/5) [60]	421-473	Devastator [80]
285-332	Skulker [20]	813-820	Hetzer (LRM) [40]	399-455	Tokugawa TKG-150 [60]	474-736	Behemoth [100]
333-338	Skulker (SRM) [20]	821-833	Maxim (SRM4) [50]	456-502	Bulldog (LRM) [60]	737-789	Rhino (Flamer) [80]
339-350	Scorpion (ML) [25]	834-884	Prowler (Succession Wars) [55]	503-643	SRM Carrier [60]	790-842	Rhino (MG) [80]
351-360	Harasser (Laser) [25]	885-897	Maxim (SRM2) [50]	644-784	LRM Carrier [60]	843-982	Rhino [80]
361-402	Packrat [20]	898-000	Maxim [50]	785-972	Manticore [60]	983-000	Rhino (SL) [80]
403-438	Scorpion (SRM) [25]			973-976	Von Luckner VNL-K70 [75]		
439-446	Harasser (LRM) [25]			977-000	Von Luckner VNL-K65N [75]		
447-470	Harasser [25]						
471-482	Scorpion (LRM) [25]						
483-494	J. Edgar (ICE) [25]						
495-500	J. Edgar (Flamer) [25]						
501-506	Warrior H-7C [21]						
507-512	J. Edgar (MG) [25]						
513-536	Peregrine [30]						
537-626	Scimitar [35]						
627-662	J. Edgar [25]						
663-679	Striker [35]						
680-683	Striker (SRM) [35]						
684-764	Saladin [35]						
765-774	Saladin (Armour) [35]						
775-780	Hunter (LRM15) [35]						
781-784	Striker (LRM) [35]						
785-904	Pegasus [35]						
905-910	Hunter (LRM10) [35]						
911-940	Hunter [35]						
941-000	Saracen [35]						

Vehicles – Free Worlds League (House Marik)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Liao	001-025	Salvage: Liao	001-025	Salvage: Liao	001-025	Salvage: Liao
026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner	026-050	Salvage: Steiner
051-081	Ferret [5]	051-120	Vedette (AC2) [50]	051-082	AC2 Carrier [60]	051-058	Partisan (AC2) [80]
082-089	Ferret (Armour) [5]	121-749	Vedette [50]	083-135	Bulldog (AC2) [60]	059-182	Partisan [80]
090-256	Galleon GAL-100 [30]	750-757	Hetzer (Laser) [40]	136-178	Laser Carrier [60]	183-190	Schrek AC Carrier [80]
257-267	Karnov (Gunship) [30]	758-830	Hetzer [40]	179-393	Bulldog [60]	191-237	Schrek PPC Carrier [80]
268-278	Warrior H-7A [21]	831-838	Hetzer (SRM) [40]	394-429	Pike [60]	238-471	Ontos [95]
279-300	Warrior H-7 [21]	839-846	Hetzer (LRM) [40]	430-435	Pike (AC/5) [60]	472-609	Demolisher [80]
301-411	Scorpion [25]	847-857	Maxim (SRM4) [50]	436-488	Bulldog (LRM) [60]	610-615	Partisan (LRM) [80]
412-433	Skulker [20]	858-913	Prowler (Succession Wars) [55]	489-648	SRM Carrier [60]	616-656	Devastator [80]
434-444	Scorpion (ML) [25]	914-924	Maxim (SRM2) [50]	649-808	LRM Carrier [60]	657-697	Ontos (LRM) [95]
445-466	Harasser (Laser) [25]	925-000	Maxim [50]	809-968	Manticore [60]	698-794	Behemoth [100]
467-497	Packrat [20]			969-000	Von Luckner VNL-K65N [75]	795-835	Rhino (Flamer) [80]
498-530	Scorpion (SRM) [25]					836-876	Rhino (MG) [80]
531-552	Harasser (LRM) [25]					877-986	Rhino [80]
553-618	Harasser [25]					987-000	Rhino (SL) [80]
619-629	Scorpion (LRM) [25]						
630-633	J. Edgar (ICE) [25]						
634-635	J. Edgar (Flamer) [25]						
636-640	Warrior H-7C [21]						
641-642	J. Edgar (MG) [25]						
643-650	Packrat (ML) [20]						
651-672	Peregrine [30]						
673-710	Scimitar [35]						
711-723	J. Edgar [25]						
724-738	Striker [35]						
739-741	Striker (SRM) [35]						
742-796	Saladin [35]						
797-801	Hunter (LRM15) [35]						
802-804	Striker (LRM) [35]						
805-886	Pegasus [35]						
887-891	Hunter (LRM10) [35]						
892-918	Hunter [35]						
919-000	Saracen [35]						

Vehicles – Lyran Commonwealth (House Steiner)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Kurita	001-025	Salvage: Kurita	001-025	Salvage: Kurita	001-025	Salvage: Kurita
026-050	Salvage: Marik	026-050	Salvage: Marik	026-050	Salvage: Marik	026-050	Salvage: Marik
051-084	Ferret [5]	051-101	Vedette (AC2) [50]	051-079	AC2 Carrier [60]	051-061	Partisan (AC2) [80]
085-093	Ferret (Armour) [5]	102-556	Vedette [50]	080-127	Bulldog (AC2) [60]	062-171	Partisan [80]
094-117	Galleon GAL-100 [30]	557-562	Hetzer (Laser) [40]	128-165	Laser Carrier [60]	172-182	Schrek AC Carrier [80]
118-135	Savannah Master [5]	563-615	Hetzer [40]	166-354	Bulldog [60]	183-247	Schrek PPC Carrier [80]
136-147	Karnov (Gunship) [30]	616-621	Hetzer (SRM) [40]	355-386	Pike [60]	248-438	Demolisher [80]
148-159	Warrior H-7A [21]	622-773	Condor [50]	387-392	Pike (AC/5) [60]	439-449	Partisan (LRM) [80]
160-232	Warrior H-7 [21]	774-779	Hetzer (LRM) [40]	393-440	Bulldog (LRM) [60]	450-506	Devastator [80]
233-354	Scorpion [25]	780-789	Maxim (SRM4) [50]	441-582	SRM Carrier [60]	507-639	Behemoth [100]
355-378	Skulker [20]	790-829	Prowler (Succession Wars) [55]	583-724	LRM Carrier [60]	640-654	Sturmfeuer (SRM) [85]
379-390	Scorpion (ML) [25]	830-839	Maxim (SRM2) [50]	725-753	Rommel [65]	655-715	Sturmfeuer [85]
391-400	Harasser (Laser) [25]	840-970	Maxim [50]	754-782	Patton [65]	716-772	Rhino (Flamer) [80]
401-491	Packrat [20]	971-000	Drillson [50]	783-971	Manticore [60]	773-829	Rhino (MG) [80]
492-528	Scorpion (SRM) [25]			972-000	Von Luckner VNL-K65N [75]	830-981	Rhino [80]
529-537	Harasser (LRM) [25]					982-000	Rhino (SL) [80]
538-561	Harasser [25]						
562-573	Scorpion (LRM) [25]						
574-579	J. Edgar (ICE) [25]						
580-583	J. Edgar (Flamer) [25]						
584-589	Warrior H-7C [21]						
590-591	J. Edgar (MG) [25]						
592-603	Peregrine [30]						
604-646	Scimitar [35]						
647-676	J. Edgar [25]						
677-693	Striker [35]						
694-697	Striker (SRM) [35]						
698-740	Saladin [35]						
741-746	Hunter (LRM15) [35]						
747-750	Striker (LRM) [35]						
751-872	Pegasus [35]						
873-878	Hunter (LRM10) [35]						
879-957	Hunter [35]						
958-000	Saracen [35]						

Vehicles – Mercenary / Periphery General

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-020	Salvage: Davion	001-020	Salvage: Davion	001-020	Salvage: Davion	001-020	Salvage: Davion
021-040	Salvage: Kurita	021-040	Salvage: Kurita	021-040	Salvage: Kurita	021-040	Salvage: Kurita
041-060	Salvage: Liao	041-060	Salvage: Liao	041-060	Salvage: Liao	041-060	Salvage: Liao
061-080	Salvage: Marik	061-080	Salvage: Marik	061-080	Salvage: Marik	061-080	Salvage: Marik
081-100	Salvage: Steiner	081-100	Salvage: Steiner	081-100	Salvage: Steiner	081-100	Salvage: Steiner
101-126	Ferret [5]	101-156	Vedette (AC2) [50]	101-126	AC2 Carrier [60]	101-116	Partisan (AC2) [80]
127-135	Ferret (Armour) [5]	157-662	Vedette [50]	127-169	Bulldog (AC2) [60]	117-269	Partisan [80]
136-170	Galleon GAL-100 [30]	663-673	Hetzer (Laser) [40]	170-204	Laser Carrier [60]	270-285	Schrek AC Carrier [80]
171-187	Karnov (Gunship) [30]	674-707	Goblin [45]	205-378	Bulldog [60]	286-375	Schrek PPC Carrier [80]
188-204	Warrior H-7A [21]	708-842	Hetzer [40]	379-407	Pike [60]	376-560	Demolisher [80]
205-239	Warrior H-7 [21]	843-853	Hetzer (SRM) [40]	408-412	Pike (AC/5) [60]	561-576	Partisan (LRM) [80]
240-412	Scorpion [25]	854-887	Condor [50]	413-455	Bulldog (LRM) [60]	577-629	Devastator [80]
413-429	Skulker [20]	888-898	Hetzer (LRM) [40]	456-628	SRM Carrier [60]	630-894	Behemoth [100]
430-446	Scorpion (ML) [25]	899-907	Maxim (SRM4) [50]	629-801	LRM Carrier [60]	895-905	Rhino (Flamer) [80]
447-460	Harasser (Laser) [25]	908-930	Prowler (Succession Wars) [55]	802-974	Manticore [60]	906-916	Rhino (MG) [80]
461-486	Packrat [20]	931-939	Maxim (SRM2) [50]	975-000	Von Luckner VNL-K65N [75]	917-995	Rhino [80]
487-538	Scorpion (SRM) [25]	940-000	Maxim [50]			996-000	Rhino (SL) [80]
539-550	Harasser (LRM) [25]						
551-585	Harasser [25]						
586-602	Scorpion (LRM) [25]						
603-609	J. Edgar (ICE) [25]						
610-612	J. Edgar (Flamer) [25]						
613-621	Warrior H-7C [21]						
622-624	J. Edgar (MG) [25]						
625-659	Peregrine [30]						
660-694	Scimitar [35]						
695-715	J. Edgar [25]						
716-734	Striker [35]						
735-737	Striker (SRM) [35]						
738-798	Saladin [35]						
799-801	Hunter (LRM15) [35]						
802-804	Striker (LRM) [35]						
805-934	Pegasus [35]						
935-937	Hunter (LRM10) [35]						
938-965	Hunter [35]						
966-000	Saracen [35]						

Vehicles – Magistracy Of Canopus

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Marik	001-050	Salvage: Marik	001-050	Salvage: Marik	001-050	Salvage: Marik
051-077	Ferret [5]	051-109	Vedette (AC2) [50]	051-075	AC2 Carrier [60]	051-067	Partisan (AC2) [80]
078-086	Ferret (Armour) [5]	110-641	Vedette [50]	076-116	Bulldog (AC2) [60]	068-229	Partisan [80]
087-121	Galleon GAL-100 [30]	642-653	Hetzer (Laser) [40]	117-149	Laser Carrier [60]	230-246	Schrek AC Carrier [80]
122-139	Karnov (Gunship) [30]	654-689	Goblin [45]	150-315	Bulldog [60]	247-341	Schrek PPC Carrier [80]
140-157	Warrior H-7A [21]	690-832	Hetzer [40]	316-431	Pike [60]	342-620	Demolisher [80]
158-192	Warrior H-7 [21]	833-844	Hetzer (SRM) [40]	432-439	Pike (AC/5) [60]	621-637	Partisan (LRM) [80]
193-369	Scorpion [25]	845-880	Condor [50]	440-480	Bulldog (LRM) [60]	638-693	Devastator [80]
370-387	Skulker [20]	881-892	Hetzer (LRM) [40]	481-645	SRM Carrier [60]	694-888	Behemoth [100]
388-405	Scorpion (ML) [25]	893-902	Maxim (SRM4) [50]	646-810	LRM Carrier [60]	889-899	Rhino (Flamer) [80]
406-419	Harasser (Laser) [25]	903-926	Prowler (Succession Wars) [55]	811-975	Manticore [60]	900-910	Rhino (MG) [80]
420-446	Packrat [20]	927-936	Maxim (SRM2) [50]	976-000	Von Luckner VNL-K65N [75]	911-994	Rhino [80]
447-499	Scorpion (SRM) [25]	937-000	Maxim [50]			995-000	Rhino (SL) [80]
500-511	Harasser (LRM) [25]						
512-546	Harasser [25]						
547-564	Scorpion (LRM) [25]						
565-571	J. Edgar (ICE) [25]						
572-575	J. Edgar (Flamer) [25]						
576-584	Warrior H-7C [21]						
585-588	J. Edgar (MG) [25]						
589-623	Peregrine [30]						
624-658	Scimitar [35]						
659-679	J. Edgar [25]						
680-699	Striker [35]						
700-703	Striker (SRM) [35]						
704-792	Saladin [35]						
793-796	Hunter (LRM15) [35]						
797-800	Striker (LRM) [35]						
801-933	Pegasus [35]						
934-937	Hunter (LRM10) [35]						
938-965	Hunter [35]						
966-000	Saracen [35]						

Vehicles – Outworlds Alliance

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion	001-025	Salvage: Davion
026-050	Salvage: Kurita	026-050	Salvage: Kurita	026-050	Salvage: Kurita	026-050	Salvage: Kurita
051-077	Ferret [5]	051-109	Vedette (AC2) [50]	051-077	AC2 Carrier [60]	051-115	Partisan [80]
078-086	Ferret (Armour) [5]	110-641	Vedette [50]	078-123	Bulldog (AC2) [60]	116-135	Schrek AC Carrier [80]
087-121	Galleon GAL-100 [30]	642-653	Hetzer (Laser) [40]	124-160	Laser Carrier [60]	136-246	Schrek PPC Carrier [80]
122-139	Karnov (Gunship) [30]	654-689	Goblin [45]	161-343	Bulldog [60]	247-574	Demolisher [80]
140-157	Warrior H-7A [21]	690-832	Hetzer [40]	344-374	Pike [60]	575-640	Devastator [80]
158-192	Warrior H-7 [21]	833-844	Hetzer (SRM) [40]	375-379	Pike (AC/5) [60]	641-869	Behemoth [100]
193-369	Scorpion [25]	845-880	Condor [50]	380-425	Bulldog (LRM) [60]	870-882	Rhino (Flamer) [80]
370-387	Skulker [20]	881-892	Hetzer (LRM) [40]	426-608	SRM Carrier [60]	883-895	Rhino (MG) [80]
388-405	Scorpion (ML) [25]	893-902	Maxim (SRM4) [50]	609-791	LRM Carrier [60]	896-993	Rhino [80]
406-419	Harasser (Laser) [25]	903-926	Prowler (Succession Wars) [55]	792-973	Manticore [60]	994-000	Rhino (SL) [80]
420-446	Packrat [20]	927-936	Maxim (SRM2) [50]	974-000	Von Luckner VNL-K65N [75]		
447-499	Scorpion (SRM) [25]	937-000	Maxim [50]				
500-511	Harasser (LRM) [25]						
512-546	Harasser [25]						
547-564	Scorpion (LRM) [25]						
565-571	J. Edgar (ICE) [25]						
572-575	J. Edgar (Flamer) [25]						
576-584	Warrior H-7C [21]						
585-588	J. Edgar (MG) [25]						
589-623	Peregrine [30]						
624-658	Scimitar [35]						
659-679	J. Edgar [25]						
680-699	Striker [35]						
700-703	Striker (SRM) [35]						
704-792	Saladin [35]						
793-796	Hunter (LRM15) [35]						
797-800	Striker (LRM) [35]						
801-933	Pegasus [35]						
934-937	Hunter (LRM10) [35]						
938-965	Hunter [35]						
966-000	Saracen [35]						

Vehicles – Taurian Concordat

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Davion	001-050	Salvage: Davion	001-050	Salvage: Davion	001-050	Salvage: Davion
051-076	Ferret [5]	051-109	Vedette (AC2) [50]	051-077	AC2 Carrier [60]	051-067	Partisan (AC2) [80]
077-085	Ferret (Armour) [5]	110-641	Vedette [50]	078-123	Bulldog (AC2) [60]	068-229	Partisan [80]
086-119	Galleon GAL-100 [30]	642-653	Hetzer (Laser) [40]	124-160	Laser Carrier [60]	230-246	Schrek AC Carrier [80]
120-153	Maultier [15]	654-689	Goblin [45]	161-343	Bulldog [60]	247-341	Schrek PPC Carrier [80]
154-170	Karnov (Gunship) [30]	690-832	Hetzer [40]	344-374	Pike [60]	342-620	Demolisher [80]
171-187	Warrior H-7A [21]	833-844	Hetzer (SRM) [40]	375-379	Pike (AC/5) [60]	621-637	Partisan (LRM) [80]
188-221	Warrior H-7 [21]	845-880	Condor [50]	380-425	Bulldog (LRM) [60]	638-693	Devastator [80]
222-393	Scorpion [25]	881-892	Hetzer (LRM) [40]	426-608	SRM Carrier [60]	694-888	Behemoth [100]
394-410	Skulker [20]	893-902	Maxim (SRM4) [50]	609-791	LRM Carrier [60]	889-899	Rhino (Flamer) [80]
411-427	Scorpion (ML) [25]	903-926	Prowler (Succession Wars) [55]	792-973	Manticore [60]	900-910	Rhino (MG) [80]
428-441	Harasser (Laser) [25]	927-936	Maxim (SRM2) [50]	974-000	Von Luckner VNL-K65N [75]	911-994	Rhino [80]
442-467	Packrat [20]	937-000	Maxim [50]			995-000	Rhino (SL) [80]
468-519	Scorpion (SRM) [25]						
520-531	Harasser (LRM) [25]						
532-565	Harasser [25]						
566-582	Scorpion (LRM) [25]						
583-589	J. Edgar (ICE) [25]						
590-592	J. Edgar (Flamer) [25]						
593-601	Warrior H-7C [21]						
602-604	J. Edgar (MG) [25]						
605-638	Peregrine [30]						
639-672	Scimitar [35]						
673-693	J. Edgar [25]						
694-712	Striker [35]						
713-715	Striker (SRM) [35]						
716-801	Saladin [35]						
802-804	Hunter (LRM15) [35]						
805-807	Striker (LRM) [35]						
808-936	Pegasus [35]						
937-939	Hunter (LRM10) [35]						
940-966	Hunter [35]						
967-000	Saracen [35]						

INNER SPHERE MECHS 3039

By 3039 the Inner Sphere had changed significantly:

Battle Casualties: the 4th Succession War (3028-3030) inflicted massive and widespread casualties to every House except Marik, which is made up for by the heavy losses incurred by the League in the various Andurien Wars of 3030 to 3035. In addition, the Ronin War of 3034 and its political fallout caused substantial Kuritan mech losses through battle or defection to the newly-formed Free Rasalhague Republic. That having been said, we know nothing about specific models being hit harder than others, with the exception of TR3039 mentions of Liao Thunderbolt and Battlemaster losses and the known extinction of the Exterminator in the 4th War. As such I've assumed that losses were applied effectively even across the board and so overall mech ratios (Availability numbers) stayed the same. Salvage has been increased and the ratios altered for most factions however.

Conquests: the 4th Succession War gave, and the 4th Succession War took away. The Capellan Confederation lost several of their best factories, either to the Federated Suns or to their breakaway province, the St. Ives Compact. The Federated Suns also lost in that war, their facilities on Marduk captured by the Combine. Lastly, the Kuritans lost several factories to the breakaway Free Rasalhague Republic. Each of these facilities began producing their usual designs for their new masters. However, as they were old, occasionally damaged in the fighting, and working with debased Succession Wars technology, their output compared to the number of mechs already in service was small. Thus, the tables do not change too much due to new production, except where relatively new designs are concerned (e.g. Hornet, Wolfhound, Raven, Merlin).

New Nations: the St. Ives Compact and the Free Rasalhague Republic were created in this period.

Tech Transfers: In 3033 Theodore Kurita signed an agreement with ComStar that would provide them with many regiments of new mechs. Several of these designs were previously quite rare (the Crab), or had been extinct altogether (the Thorn). In addition, a cemented alliance and an enlarged Terran Corridor facilitated mass transfers of new machines from one half of the newly-formed Federated Commonwealth to another, meaning that designs such as the Enforcer, Commando, and Zeus appear where they had never been seen before.

Three new factions appear at this time: St. Ives Compact, Free Rasalhague Republic, and Draconis Combine A*. The Kurita A* table is only for mechs, and represents the best of the best, those units with access to the pick of the Star League treasure chest. There are no modifiers applied when rolling on it, though you may reroll the lowest result per lance if you wish (the result of the second roll must be kept).

Though proto-Star League technologies make their first appearances in this time period, for the most part they are extremely rare and expensive prototypes, not yet ready for production. Assigned only to super-elite units or specialist testing cadres, it is suggested that such technologies be deliberately employed, rather than randomly assigned, and machines utilizing them perhaps be assigned the "Prototype" Quirk. The sole exception are the Star League-era machines provided in very limited numbers to the DCMS by ComStar, which are found in the Kuritan A* assignment table and are not prototypes. The Tyr regiment of the Free Rasalhague Republic is also officially listed as A*, but as it's just one unit I've decided not to give them their own table—the Star League machines they use are the same as those the Kuritans have access to listed on page 64, and the appropriate tables on p. 139 of Historical: Brush Wars serve just fine for them.

REGIONAL WEIGHT DISTRIBUTION: 3039

Military (House)	Light	Medium	Heavy	Assault	Number of House Regiments
Average distribution	30	40	20	10	
Capellan Confederation Armed Forces (Liao)	30	40	20	10	16 (estimate)
Draconis Combine Mustered Soldiery (Kurita)	40	20	30	10	94 (19 A*)
Armed Forces of the Federated Suns (Davion)	30	40	20	10	87.33
Free Worlds League Military (Marik)	30	40	22.5	7.5	55
Lyran Commonwealth Armed Forces (Steiner)	20	30	35	15	67.33

Mechs – Capellan Confederation (House Liao)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028
026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028
061-156	WSP-1L Wasp [20]	061-065	CLNT-2-4T Clint [40]	061-099	JM6-S Jagermech [65]	061-105	CGR-1L Charger [80]**
157-300	STG-3R Stinger [20]	066-070	CDA-2B Cicada [40]**	100-216	RFL-3N Rifleman [60]**	106-118	VTR-9A Victor [80]
301-444	WSP-1A Wasp [20]	071-089	VL-2T Vulcan [40]	217-275	CHP-2N Champion [60]	119-131	VTR-9A1 Victor [80]
445-588	LCT-1V Locust [20]	090-108	CDA-2A Cicada [40]	276-287	QKD-4G Quickdraw [60]	132-176	CP-10-Z Cyclops [90]
589-598	UM-R60L Urbanmech [30]**	109-113	CLNT-1-2R Clint [40]	288-291	QKD-5A Quickdraw [60]	177-241	LGB-0W Longbow [85]
599-608	LCT-3V Locust [20]	114-122	CLNT-2-3T Clint [40]	292-295	MLN-1A Merlin [60]	242-435	VTR-9B Victor [80]
609-656	STG-3G Stinger [20]	123-127	CDA-3C Cicada [40]**	296-322	OSR-2C Ostroc [60]	436-532	BNC-3E Banshee [95]**
657-752	UM-R60 Urbanmech [30]**	128-132	VL-5T Vulcan [40]	323-326	OSR-2L Ostroc [60]	533-538	CGR-1A5 Charger [80]
753-766	LCT-1E Locust [20]	133-137	CN9-A Centurion [50]	327-330	QKD-4H Quickdraw [60]	539-544	AWS-8R Awesome [80]
767-785	JVN-10N Javelin [30]	138-207	BJ-1 Blackjack [45]**	331-389	OTL-4D Ostsol [60]	545-609	STC-2C Striker [80]
786-804	OTT-7J Ostscout [30]	208-216	VND-1AA Vindicator [45]	390-393	CPLT-A1 Catapult [65]	610-615	AWS-8V Awesome [80]
805-814	HER-1A Hermes [30]	217-230	WTH-1 Whitworth [40]	394-397	OSR-3C Ostroc [60]	616-660	BLR-1G Battlemaster [85]
815-819	FLC-4N Falcon [30]	231-235	TBT-5S Trebuchet [50]	398-514	CRD-3L Crusader [65]	661-666	STK-4N Stalker [85]
820-853	SDR-5V Spider [30]	236-244	WVE-6N Wyvern [45]	515-518	ON1-V Orion [75]	667-763	STK-3F Stalker [85]
854-888	RVN-1X Raven [35]	245-249	VND-1X Vindicator [45]	519-577	WHM-6R Warhammer [70]	764-776	CP-10-Q Cyclops [90]
889-893	HER-1B Hermes [30]	250-268	SCP-1N Scorpion [55]**	578-593	WHM-6L Warhammer [70]	777-782	AWS-8T Awesome [80]
894-898	RVN-3X Raven [35]	269-502	VND-1R Vindicator [45]	594-652	CTF-1X Cataphract [70]	783-879	AWS-8Q Awesome [80]
899-970	FS9-H Firestarter [35]	503-642	PXH-1 Phoenix Hawk [45]	653-679	CRD-3R Crusader [65]	880-898	LGB-7Q Longbow [85]
971-980	MON-67 Mongoose [25]	643-689	HBK-4G Hunchback [50]	680-683	ON1-VA Orion [75]	899-904	STK-3H Stalker [85]
981-985	FS9-K Firestarter [35]	690-694	HBK-4SP Hunchback [50]	684-742	TDR-5S Thunderbolt [65]	905-949	HGN-733 Highlander [90]
986-995	RVN-4X Raven [35]	695-764	SHD-2H Shadow Hawk [55]	743-750	BMB-10D Bombardier [65]**	950-962	KGC-0000 King Crab [100]
996-000	JVN-10F Javelin [30]	765-769	HBK-4H Hunchback [50]	751-777	CTF-2X Cataphract [70]	963-969	HGN-733C Highlander [90]
		770-774	HBK-4N Hunchback [50]	778-781	CPLT-C4 Catapult [65]	970-975	HGN-733P Highlander [90]
		775-844	WVR-6R Wolverine [55]	782-797	MAD-3R Marauder [75]	976-994	AS7-D Atlas [100]
		845-849	HBK-4P Hunchback [50]	798-809	MAD-3L Marauder [75]	995-000	CP-10-HQ Cyclops [90]
		850-858	CRB-20 Crab [50]	810-813	GLT-4P Guillotine [70]		
		859-863	HBK-4J Hunchback [50]	814-852	CPLT-C1 Catapult [65]		
		864-882	DV-6M Dervish [55]	853-868	GLT-4L Guillotine [70]		
		883-915	TBT-5N Trebuchet [50]	869-907	GHR-5H Grasshopper [70]		
		916-985	GRF-1N Griffin [55]	908-934	ON1-K Orion [75]		
		986-990	GLD-3R Gladiator [55]**	935-942	STK-4P Stalker [75]		
		991-995	GLD-4R Gladiator [55]**	943-000	ARC-2R Archer [70]		
		996-000	CNS-3M Cronus [55]				

Mechs – Draconis Combine (House Kurita)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-102	STG-3R Stinger [20]	061-099	VL-2T Vulcan [40]	061-116	RFL-3N Rifleman [60]**	061-168	CGR-1A1 Charger [80]**
103-144	WSP-1K Wasp [20]	100-116	STN-3K Sentinel [40]**	117-120	CHP-2N Champion [60]	169-221	DCMS-MX90-D Daboku [90]
145-269	WSP-1A Wasp [20]	117-138	CDA-2A Cicada [40]	121-259	DRG-1N Dragon [60]	222-272	CP-10-Z Cyclops [90]
270-394	LCT-1V Locust [20]	139-160	ASN-21 Assassin [40]	260-301	QKD-4G Quickdraw [60]	273-323	LGB-0W Longbow [85]
395-402	LCT-3V Locust [20]	161-166	CLNT-2-3T Clint [40]	302-320	QKD-5A Quickdraw [60]	324-374	VTR-9B Victor [80]
403-415	STG-3G Stinger [20]	167-172	WTH-1S Whitworth [40]	321-328	DRG-1C Dragon [60]	375-388	CGR-1A9 Charger [80]
416-419	THE-T Thorn [20]	173-178	VL-5T Vulcan [40]	329-334	MLN-1A Merlin [60]	389-496	BNC-3E Banshee [95]**
420-423	SDR-5K Spider [30]	179-189	CN9-A Centurion [50]	335-362	OSR-2C Ostroc [60]	497-503	GOL-1H Goliath [80]
424-486	UM-R60 Urbanmech [30]**	190-228	BJ-1 Blackjack [45]**	363-365	OSR-2L Ostroc [60]	504-510	AWS-8R Awesome [80]
487-499	HSR-300-D Hussar [30]	229-239	HER-4K Hermes II [40]	366-448	LNC25-02 Lancelot [60]	511-539	STC-2C Striker [80]
500-512	LCT-1E Locust [20]	240-294	WTH-1 Whitworth [40]	449-456	QKD-4H Quickdraw [60]	540-568	THG-10E Thug [80]
513-516	MCY-98 Mercury [20]	295-300	TBT-5S Trebuchet [50]	457-498	OTL-4D Ostsol [60]	569-575	AWS-8V Awesome [80]
517-533	JVN-10N Javelin [30]	301-306	TBT-7K Trebuchet [50]	499-501	OSR-3C Ostroc [60]	576-604	BLR-1G Battlemaster [85]
534-550	OTT-7J Ostscout [30]	307-345	WVE-6N Wyvern [45]	502-520	CRD-3K Crusader [65]	605-611	HTM-26T Hatamoto-Chi [80]
551-558	HER-1A Hermes [30]	346-367	SCP-1N Scorpion [55]**	521-523	ON1-V Orion [75]	612-618	STK-4N Stalker [85]
559-566	FLC-4N Falcon [30]	368-478	PXH-1 Phoenix Hawk [45]	524-565	WHM-6R Warhammer [70]	619-726	STK-3F Stalker [85]
567-608	SDR-5V Spider [30]	479-533	HBK-4G Hunchback [50]	566-593	DRG-1G Dragon (Grand) [60]	727-740	CP-10-Q Cyclops [90]
609-612	HER-1B Hermes [30]	534-539	HBK-4SP Hunchback [50]	594-604	WHM-6K Warhammer [70]	741-747	AWS-8T Awesome [80]
613-675	FS9-H Firestarter [35]	540-578	SHD-2H Shadow Hawk [55]	605-660	CRD-3R Crusader [65]	748-855	AWS-8Q Awesome [80]
676-679	HSR-350-D Hussar [30]	579-584	HBK-4H Hunchback [50]	661-688	CPLT-K2 Catapult [65]	856-877	LGB-7Q Longbow [85]
680-683	MON-68 Mongoose [25]	585-639	PXH-1K Phoenix Hawk [45]	689-691	ON1-VA Orion [75]	878-884	STK-3H Stalker [85]
684-696	MON-67 Mongoose [25]	640-645	HBK-4N Hunchback [50]	692-747	TDR-5S Thunderbolt [65]	885-906	CRK-5003-0 Crockett [85]
697-700	FS9-K Firestarter [35]	646-700	WVR-6R Wolverine [55]	748-758	BMB-10D Bombardier [65]**	907-928	HGN-733 Highlander [90]
701-908	PNT-9R Panther [35]	701-706	HBK-4P Hunchback [50]	759-841	ARC-2K Archer [70]	929-942	KGC-0000 King Crab [100]
909-912	JVN-10F Javelin [30]	707-745	CRB-20 Crab [50]	842-860	MAD-3R Marauder [75]	943-993	AS7-D Atlas [100]
913-995	JR7-D Jenner [35]	746-751	HBK-4J Hunchback [50]	861-863	GLT-4P Guillotine [70]	994-000	CP-10-HQ Cyclops [90]
996-000	JR7-F Jenner [35]	752-773	DV-6M Dervish [55]	864-869	CPLT-C1 Catapult [65]		
		774-828	SHD-2K Shadow Hawk [55]	870-888	GLT-4L Guillotine [70]		
		829-867	TBT-5N Trebuchet [50]	889-916	GHR-5H Grasshopper [70]		
		868-889	WVR-6K Wolverine [55]	917-935	ON1-K Orion [75]		
		890-000	GRF-1N Griffin [55]	936-938	BL-7-KNT Black Knight [75]		
				939-944	STK-4P Stalker [75]		
				945-000	ARC-2R Archer [70]		

Mechs – Draconis Combine (House Kurita): A-Rated Units

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-028	STG-3R Stinger [20]	001-035	VL-2T Vulcan [40]	001-025	RFL-3N Rifleman [60]	001-088	DCMS-MX90-D Daboku [90]
029-044	WSP-1K Wasp [20]	036-070	STN-3K Sentinel [40]	026-030	CHP-2N Champion [60]	089-147	CP-10-Z Cyclops [90]
045-105	WSP-1A Wasp [20]	071-090	CDA-2A Cicada [40]	031-084	DRG-1N Dragon [60]	148-235	LGB-0W Longbow [85]
106-166	LCT-1V Locust [20]	091-109	ASN-21 Assassin [40]	085-121	QKD-4G Quickdraw [60]	236-259	VTR-9B Victor [80]
167-174	LCT-3V Locust [20]	110-144	STN-3M Sentinel [40]	122-138	QKD-5A Quickdraw [60]	260-300	CGR-1A9 Charger [80]
175-186	STG-3G Stinger [20]	145-149	VL-5T Vulcan [40]	139-145	DRG-1C Dragon [60]	301-306	GOL-1H Goliath [80]
187-190	THE-T Thorn [20]	150-159	HER-4K Hermes II [40]	146-195	DRG-5N Dragon [60]	307-312	AWS-8R Awesome [80]
191-194	SDR-5K Spider [30]	160-208	WTH-1 Whitworth [40]	196-220	OSR-2C Ostroc [60]	313-330	STC-2C Striker [80]
195-235	THE-S Thorn [20]	209-213	TBT-5S Trebuchet [50]	221-294	CHP-1N Champion [60]	331-371	THG-10E Thug [80]
236-296	HSR-300-D Hussar [30]	214-218	TBT-7K Trebuchet [50]	295-296	OSR-2L Ostroc [60]	372-377	AWS-8V Awesome [80]
297-377	THE-N Thorn [20]	219-253	WVE-6N Wyvern [45]	297-313	LNC25-02 Lancelot [60]	378-401	BLR-1G Battlemaster [85]
378-389	LCT-1E Locust [20]	254-352	PXH-1 Phoenix Hawk [45]	314-320	QKD-4H Quickdraw [60]	402-413	HTM-26T Hatamoto-Chi [80]
390-397	MCY-98 Mercury [20]	353-401	HBK-4G Hunchback [50]	321-357	OTL-4D Ostsol [60]	414-419	STK-4N Stalker [85]
398-413	JVN-10N Javelin [30]	402-406	HBK-4SP Hunchback [50]	358-359	OSR-3C Ostroc [60]	420-596	STK-3F Stalker [85]
414-429	OTT-7J Ostscout [30]	407-455	SHD-2H Shadow Hawk [55]	360-376	CRD-3K Crusader [65]	597-608	CP-10-Q Cyclops [90]
430-437	HER-1A Hermes [30]	456-460	HBK-4H Hunchback [50]	377-378	ON1-V Orion [75]	609-614	AWS-8T Awesome [80]
438-445	FLC-4N Falcon [30]	461-509	PXH-1K Phoenix Hawk [45]	379-415	WHM-6R Warhammer [70]	615-732	AWS-8Q Awesome [80]
446-486	SDR-5V Spider [30]	510-514	HBK-4N Hunchback [50]	416-465	DRG-1G Grand Dragon [60]	733-756	LGB-7Q Longbow [85]
487-527	HSR-200-D Hussar [30]	515-662	WVE-5N Wyvern [45]	466-475	WHM-6K Warhammer [70]	757-762	STK-3H Stalker [85]
528-531	HER-1B Hermes [30]	663-711	WVR-6R Wolverine [55]	476-525	CRD-3R Crusader [65]	763-786	CRK-5003-2 Crockett [85]
532-592	FS9-H Firestarter [35]	712-716	HBK-4P Hunchback [50]	526-550	CPLT-K2 Catapult [65]	787-827	THG-11E Thug [80]
593-619	HER-1S Hermes [30]	717-751	CRB-20 Crab [50]	551-552	ON1-VA Orion [75]	828-845	CRK-5003-0 Crockett [85]
620-627	HSR-350-D Hussar [30]	752-756	HBK-4J Hunchback [50]	553-602	TDR-5S Thunderbolt [65]	846-869	HGN-733 Highlander [90]
628-635	MON-68 Mongoose [25]	757-776	DV-6M Dervish [55]	603-676	ARC-2K Archer [70]	870-881	KGC-0000 King Crab [100]
636-676	MON-67 Mongoose [25]	777-811	SHD-2K Shadow Hawk [55]	677-713	MAD-3R Marauder [75]	882-940	AS7-D Atlas [100]
677-704	MON-66 Mongoose [25]	812-846	TBT-5N Trebuchet [50]	714-715	GLT-4P Guillotine [70]	941-958	KGC-000 King Crab [100]
705-708	FS9-K Firestarter [35]	847-866	WVR-6K Wolverine [55]	716-722	EXT-4D Exterminator [65]	959-982	HGN-732 Highlander [90]
709-911	PNT-9R Panther [35]	867-965	GRF-1N Griffin [55]	723-727	CPLT-C1 Catapult [65]	983-000	CP-10-HQ Cyclops [90]
912-915	JVN-10F Javelin [30]	966-000	KTO-20 Kintaro [55]	728-777	GLT-4L Guillotine [70]		
916-996	JR7-D Jenner [35]			778-802	GLT-3N Guillotine [70]		
997-000	JR7-F Jenner [35]			803-876	LNC25-01 Lancelot [60]		
				877-901	GHR-5H Grasshopper [70]		
				902-918	ON1-K Orion [75]		
				919-920	BL-7-KNT Black Knight [75]		
				921-970	ARC-2R Archer [70]		
				971-975	BL-6-KNT Black Knight [75]		
				976-000	FLS-8K Flashman [75]		

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-143	STG-3R Stinger [20]	071-073	CLNT-2-4T Clint [40]	071-152	JM6-S Jagermech [65]	071-083	VTR-9A Victor [80]
144-252	WSP-1A Wasp [20]	074-086	VL-2T Vulcan [40]	153-274	RFL-3N Rifleman [60]**	084-096	VTR-9A1 Victor [80]
253-325	WSP-1D Wasp [20]	087-099	CDA-2A Cicada [40]	275-278	RFL-3C Rifleman [60]	097-143	CP-10-Z Cyclops [90]
326-380	LCT-1M Locust [20]	100-102	CLNT-1-2R Clint [40]	279-286	CHP-2N Champion [60]	144-243	LGB-0W Longbow [85]
381-453	LCT-1V Locust [20]	103-115	ASN-21 Assassin [40]	287-294	JM6-A Jagermech [65]	244-443	VTR-9B Victor [80]
454-457	HNT-152 Hornet [20]**	116-118	ASN-101 Assassin [40]	295-298	RFL-4D Rifleman [60]	444-543	BNC-3E Banshee [95]**
458-483	HNT-151 Hornet [20]**	119-125	CLNT-2-3T Clint [40]	299-310	QKD-4G Quickdraw [60]	544-563	ZEU-6T Zeus [80]**
484-490	LCT-3V Locust [20]	126-138	HCT-3F Hatchetman [45]	311-314	QKD-5A Quickdraw [60]	564-570	GOL-1H Goliath [80]
491-526	STG-3G Stinger [20]	139-204	SHD-2D Shadow Hawk [55]	315-322	MLN-1A Merlin [60]	571-577	AWS-8R Awesome [80]
527-580	UM-R60 Urbanmech [30]**	205-207	BJ-1DC Blackjack [45]	323-351	OSR-2C Ostroc [60]	578-604	STC-2C Striker [80]
581-584	SDR-5D Spider [30]	208-217	VL-5T Vulcan [40]	352-355	OSR-2L Ostroc [60]	605-611	AWS-8V Awesome [80]
585-595	COM-2D Commando [25]	218-315	CN9-A Centurion [50]	356-359	QKD-4H Quickdraw [60]	612-638	BLR-1D Battlemaster [85]
596-606	LCT-1E Locust [20]	316-325	CN9-AH Centurion [50]	360-363	OTL-4F Ostsol [60]	639-645	STK-4N Stalker [85]
607-679	JVN-10N Javelin [30]	326-375	BJ-1 Blackjack [45]	364-424	OTL-4D Ostsol [60]	646-745	STK-3F Stalker [85]
680-694	OTT-7J Ostscout [30]	376-398	WTH-1 Whitworth [40]	425-428	OSR-3C Ostroc [60]	746-758	CP-10-Q Cyclops [90]
695-701	HER-1A Hermes [30]	399-401	TBT-5S Trebuchet [50]	429-432	ON1-V Orion [75]	759-765	AWS-8T Awesome [80]
702-705	FLC-4N Falcon [30]	402-408	WVE-6N Wyvern [45]	433-493	WHM-6R Warhammer [70]	766-865	AWS-8Q Awesome [80]
706-731	SDR-5V Spider [30]	409-411	BJ-1DB Blackjack [45]	494-505	WHM-6K Warhammer [70]	866-912	LGB-7Q Longbow [85]
732-742	RVN-1X Raven [35]	412-418	SCP-1N Scorpion [55]**	506-534	CTF-1X Cataphract [70]	913-919	STK-3H Stalker [85]
743-768	VLK-QF Valkyrie [30]	419-582	ENF-4R Enforcer [50]	535-616	CRD-3R Crusader [65]	920-932	KGC-0000 King Crab [100]
769-772	HER-1B Hermes [30]	583-631	PXH-1 Phoenix Hawk [45]	617-620	ON1-VA Orion [75]	933-939	AS7-RS Atlas [100]
773-827	FS9-H Firestarter [35]	632-654	HBK-4G Hunchback [50]	621-681	TDR-5S Thunderbolt [65]	940-946	DVS-1D Devastator [100]
828-936	VLK-QA Valkyrie [30]	655-657	HBK-4SP Hunchback [50]	682-710	CRD-3D Crusader [65]	947-993	AS7-D Atlas [100]
937-947	MON-67 Mongoose [25]	658-667	CN9-AL Centurion [50]	711-718	BMB-10D Bombardier [65]**	994-000	CP-10-HQ Cyclops [90]
948-951	FS9-K Firestarter [35]	668-700	SHD-2H Shadow Hawk [55]	719-722	CTF-2X Cataphract [70]		
952-977	JVN-10F Javelin [30]	701-703	HBK-4H Hunchback [50]	723-751	MAD-3R Marauder [75]		
978-981	RVN-2X Raven [35]	704-736	PXH-1D Phoenix Hawk [45]	752-755	GLT-4P Guillotine [70]		
982-992	WLF-1 Wolfhound [35]	737-739	HBK-4N Hunchback [50]	756-759	CPLT-C1 Catapult [65]		
993-996	WLF-1 A Wolfhound [35]	740-788	WVR-6R Wolverine [55]	760-775	GLT-4L Guillotine [70]		
997-000	WLF-1 B Wolfhound [35]	789-791	HBK-4P Hunchback [50]	776-816	GHR-5H Grasshopper [70]		
		792-801	CRB-20 Crab [50]	817-845	ON1-K Orion [75]		
		802-804	HBK-4J Hunchback [50]	846-853	BL-7-KNT Black Knight [75]		
		805-870	DV-6M Dervish [55]	854-861	STK-4P Stalker [75]		
		871-883	KTO-18 Kintaro [55]	862-902	MAD-3D Marauder [75]		
		884-896	TBT-5N Trebuchet [50]	903-918	WHM-6D Warhammer [70]		
		897-994	GRF-1N Griffin [55]	919-000	ARC-2R Archer [70]		
		995-997	GLD-3R Gladiator [55]**				
		998-000	GLD-4R Gladiator [55]**				

Mechs – Free Rasalhague Republic

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028
006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028
051-093	STG-3R Stinger [20]	051-092	VL-2T Vulcan [40]	051-109	RFL-3N Rifleman [60]**	051-175	CGR-1A1 Charger [80]**
094-136	WSP-1K Wasp [20]	093-116	CDA-2A Cicada [40]	110-115	CHP-2N Champion [60]	176-234	CP-10-Z Cyclops [90]
137-266	WSP-1A Wasp [20]	117-140	ASN-21 Assassin [40]	116-263	DRG-1N Dragon [60]	235-293	LGB-0W Longbow [85]
267-396	LCT-1V Locust [20]	141-146	CLNT-2-3T Clint [40]	264-307	QKD-4G Quickdraw [60]	294-326	ZEU-6S Zeus [80]
397-405	LCT-3V Locust [20]	147-152	WTH-1S Whitworth [40]	308-328	QKD-5A Quickdraw [60]	327-385	VTR-9B Victor [80]
406-418	STG-3G Stinger [20]	153-158	VL-5T Vulcan [40]	329-337	DRG-1C Dragon [60]	386-510	BNC-3E Banshee [95]**
419-422	SDR-5K Spider [30]	159-170	CN9-A Centurion [50]	338-343	MLN-1A Merlin [60]	511-518	GOL-1H Goliath [80]
423-487	UM-R60 Urbanmech [30]**	171-212	BJ-1 Blackjack [45]**	344-373	OSR-2C Ostroc [60]	519-526	AWS-8R Awesome [80]
488-504	COM-2D Commando [25]	213-218	VND-1AA Vindicator [45]	374-376	OSR-2L Ostroc [60]	527-559	STC-2C Striker [80]
505-517	LCT-1E Locust [20]	219-230	HER-4K Hermes II [40]	377-465	LNC25-02 Lancelot [60]	560-567	AWS-8V Awesome [80]
518-534	JVN-10N Javelin [30]	231-291	WTH-1 Whitworth [40]	466-474	QKD-4H Quickdraw [60]	568-600	BLR-1G Battlemaster [85]
535-551	OTT-7J Ostscout [30]	292-297	TBT-5S Trebuchet [50]	475-518	OTL-4D Ostsol [60]	601-608	STK-4N Stalker [85]
552-560	HER-1A Hermes [30]	298-303	TBT-7K Trebuchet [50]	519-521	OSR-3C Ostroc [60]	609-733	STK-3F Stalker [85]
561-564	FLC-4N Falcon [30]	304-315	WVE-6N Wyvern [45]	522-542	CRD-3K Crusader [65]	734-750	CP-10-Q Cyclops [90]
565-607	SDR-5V Spider [30]	316-339	SCP-1N Scorpion [55]**	543-545	ON1-V Orion [75]	751-758	AWS-8T Awesome [80]
608-611	HER-1B Hermes [30]	340-460	PXH-1 Phoenix Hawk [45]	546-589	WHM-6R Warhammer [70]	759-883	AWS-8Q Awesome [80]
612-676	FS9-H Firestarter [35]	461-521	HBK-4G Hunchback [50]	590-595	DRG-1G Dragon (Grand) [60]	884-908	LGB-7Q Longbow [85]
677-685	MON-67 Mongoose [25]	522-527	HBK-4SP Hunchback [50]	596-607	WHM-6K Warhammer [70]	909-916	STK-3H Stalker [85]
686-689	FS9-K Firestarter [35]	528-569	SHD-2H Shadow Hawk [55]	608-666	CRD-3R Crusader [65]	917-924	BNC-3S Banshee [95]
690-905	PNT-9R Panther [35]	570-575	HBK-4H Hunchback [50]	667-675	CPLT-K2 Catapult [65]	925-941	KGC-0000 King Crab [100]
906-909	JVN-10F Javelin [30]	576-636	PXH-1K Phoenix Hawk [45]	676-678	ON1-VA Orion [75]	942-000	AS7-D Atlas [100]
910-996	JR7-D Jenner [35]	637-642	HBK-4N Hunchback [50]	679-737	TDR-5S Thunderbolt [65]		
997-000	JR7-F Jenner [35]	643-703	WVR-6R Wolverine [55]	738-749	BMB-10D Bombardier [65]**		
		704-709	HBK-4P Hunchback [50]	750-838	ARC-2K Archer [70]		
		710-721	CRB-20 Crab [50]	839-859	MAD-3R Marauder [75]		
		722-727	HBK-4J Hunchback [50]	860-862	GLT-4P Guillotine [70]		
		728-751	DV-6M Dervish [55]	863-868	CPLT-C1 Catapult [65]		
		752-813	SHD-2K Shadow Hawk [55]	869-880	GLT-4L Guillotine [70]		
		814-855	TBT-5N Trebuchet [50]	881-910	GHR-5H Grasshopper [70]		
		856-879	WVR-6K Wolverine [55]	911-931	ON1-K Orion [75]		
		880-000	GRF-1N Griffin [55]	932-934	BL-7-KNT Black Knight [75]		
				935-941	STK-4P Stalker [75]		
				942-000	ARC-2R Archer [70]		

Mechs – Free Worlds League (House Marik)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-069	FLE-14 Flea [15]	051-092	VL-2T Vulcan [40]	051-111	RFL-3N Rifleman [60]**	051-066	CP-10-Z Cyclops [90]
070-213	STG-3R Stinger [20]	093-120	CDA-2A Cicada [40]	112-117	CHP-2N Champion [60]	067-184	LGB-0W Longbow [85]
214-452	WSP-1A Wasp [20]	121-131	ASN-21 Assassin [40]	118-178	QKD-4G Quickdraw [60]	185-200	VTR-9B Victor [80]
453-457	FLE-15 Flea [20]	132-134	CLNT-2-3T Clint [40]	179-187	QKD-5A Quickdraw [60]	201-212	BNC-3Q Banshee [95]
458-490	FLE-4 Flea [20]	135-276	HER-2S Hermes II [40]	188-190	MLN-1A Merlin [60]	213-240	BNC-3E Banshee [95]**
491-634	LCT-1V Locust [20]	277-279	ICR-1S Icarus II [40]**	191-211	OSR-2C Ostroc [60]	241-268	GOL-1H Goliath [80]
635-644	LCT-3V Locust [20]	280-287	HER-2M Hermes II [40]	212-214	OSR-2L Ostroc [60]	269-296	AWS-8R Awesome [80]
645-692	STG-3G Stinger [20]	288-293	VL-5T Vulcan [40]	215-223	OSR-2M Ostroc [60]	297-312	STC-2C Striker [80]
693-764	UM-R60 Urbanmech [30]**	294-303	CN9-A Centurion [50]	224-232	QKD-4H Quickdraw [60]	313-351	THG-10E Thug [80]
765-778	LCT-1E Locust [20]	304-323	BJ-1 Blackjack [45]**	233-278	OTL-4D Ostsol [60]	352-379	AWS-8V Awesome [80]
779-797	JVN-10N Javelin [30]	324-331	WTH-1 Whitworth [40]	279-281	OSR-3C Ostroc [60]	380-458	BLR-1G Battlemaster [85]
798-816	OTT-7J Ostscout [30]	332-339	TBT-5S Trebuchet [50]	282-293	ON1-V Orion [75]	459-486	STK-4N Stalker [85]
817-826	HER-1A Hermes [30]	340-345	WVE-6N Wyvern [45]	294-385	WHM-6R Warhammer [70]	487-683	STK-3F Stalker [85]
827-831	FLC-4N Falcon [30]	346-356	SCP-1N Scorpion [55]**	386-538	CRD-3R Crusader [65]	684-691	CP-10-Q Cyclops [90]
832-903	SDR-5V Spider [30]	357-498	PXH-1 Phoenix Hawk [45]	539-544	ON1-VA Orion [75]	692-719	AWS-8T Awesome [80]
904-908	HER-1B Hermes [30]	499-583	HBK-4G Hunchback [50]	545-565	MAD-3M Marauder [75]	720-727	BNC-3M Banshee [95]
909-980	FS9-H Firestarter [35]	584-591	HBK-4SP Hunchback [50]	566-657	TDR-5S Thunderbolt [65]	728-924	AWS-8Q Awesome [80]
981-990	MON-67 Mongoose [25]	592-633	SHD-2H Shadow Hawk [55]	658-669	BMB-10D Bombardier [65]**	925-952	LGB-7Q Longbow [85]
991-995	FS9-K Firestarter [35]	634-639	HBK-4H Hunchback [50]	670-678	MAD-3R Marauder [75]	953-980	STK-3H Stalker [85]
996-000	JVN-10F Javelin [30]	640-645	HBK-4N Hunchback [50]	679-681	GLT-4P Guillotine [70]	981-984	KGC-0000 King Crab [100]
		646-673	WVR-6R Wolverine [55]	682-684	CPLT-C1 Catapult [65]	985-996	AS7-D Atlas [100]
		674-681	HBK-4P Hunchback [50]	685-715	GLT-4L Guillotine [70]	997-000	CP-10-HQ Cyclops [90]
		682-687	CRB-20 Crab [50]	716-718	BL-7-KNT-L Black Knight [75]		
		688-693	HBK-4J Hunchback [50]	719-749	GHR-5H Grasshopper [70]		
		694-704	DV-6M Dervish [55]	750-902	ON1-K Orion [75]		
		705-761	TBT-5N Trebuchet [50]	903-905	BL-7-KNT Black Knight [75]		
		762-789	TBT-5J Trebuchet [50]	906-911	STK-4P Stalker [75]		
		790-846	GRF-1N Griffin [55]	912-000	ARC-2R Archer [70]		
		847-849	GLD-3R Gladiator [55]**				
		850-852	GLD-4R Gladiator [55]**				
		853-994	WVR-6M Wolverine [55]				
		995-000	CNS-3M Cronus [55]				

Mechs – Lyran Commonwealth (House Steiner)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028
051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028
071-185	STG-3R Stinger [20]	071-138	VL-2T Vulcan [40]	071-146	RFL-3N Rifleman [60]**	071-085	CGR-1A1 Charger [80]**
186-376	WSP-1A Wasp [20]	139-147	STN-3K Sentinel [40]**	147-153	CHP-2N Champion [60]	086-110	CP-10-Z Cyclops [90]
377-403	LCT-1V Locust [20]	148-165	CDA-2A Cicada [40]	154-180	QKD-4G Quickdraw [60]	111-165	LGB-0W Longbow [85]
404-518	LCT-1S Locust [20]	166-183	ASN-21 Assassin [40]	181-184	QKD-5A Quickdraw [60]	166-347	ZEU-6S Zeus [80]
519-526	LCT-3V Locust [20]	184-188	CLNT-2-3T Clint [40]	185-188	MLN-1A Merlin [60]	348-372	VTR-9B Victor [80]
527-564	STG-3G Stinger [20]	189-193	STN-3KB Sentinel [40]**	189-215	OSR-2C Ostroc [60]	373-427	BNC-3E Banshee [95]**
565-621	UM-R60 Urbanmech [30]**	194-198	STN-3KA Sentinel [40]**	216-219	OSR-2L Ostroc [60]	428-500	ZEU-6T Zeus [80]
622-659	COM-3A Commando [25]	199-230	HCT-3F Hatchetman [45]	220-223	QKD-4H Quickdraw [60]	501-515	GOL-1H Goliath [80]
660-774	COM-2D Commando [25]	231-239	VL-5T Vulcan [40]	224-280	OTL-4D Ostsol [60]	516-528	STC-2S Striker [80]
775-785	LCT-1E Locust [20]	240-253	CN9-A Centurion [50]	281-284	OSR-3C Ostroc [60]	529-532	AWS-8R Awesome [80]
786-789	COM-1D Commando [25]	254-285	BJ-1 Blackjack [45]**	285-288	ON1-V Orion [75]	533-568	STC-2C Striker [80]
790-804	JVN-10N Javelin [30]	286-299	WTH-1 Whitworth [40]	289-403	WHM-6R Warhammer [70]	569-593	BLR-1S Battlemaster [85]
805-819	OTT-7J Ostscout [30]	300-308	TBT-5S Trebuchet [50]	404-518	CRD-3R Crusader [65]	594-597	AWS-8V Awesome [80]
820-827	HER-1A Hermes [30]	309-317	WVE-6N Wyvern [45]	519-522	ON1-VA Orion [75]	598-652	BLR-1G Battlemaster [85]
828-831	FLC-4N Falcon [30]	318-349	ENF-4R Enforcer [50]	523-549	TDR-5S Thunderbolt [65]	653-667	STK-4N Stalker [85]
832-846	SDR-5V Spider [30]	350-485	PXH-1 Phoenix Hawk [45]	550-625	TDR-5SS Thunderbolt [65]	668-776	STK-3F Stalker [85]
847-850	HER-1B Hermes [30]	486-517	HBK-4G Hunchback [50]	626-633	BMB-10D Bombardier [65]**	777-783	CP-10-Q Cyclops [90]
851-926	FS9-H Firestarter [35]	518-526	HBK-4SP Hunchback [50]	634-660	MAD-3R Marauder [75]	784-787	AWS-8T Awesome [80]
927-953	VLK-QA Valkyrie [30]	527-544	CN9-AL Centurion [50]	661-664	GLT-4P Guillotine [70]	788-842	AWS-8Q Awesome [80]
954-961	MON-67 Mongoose [25]	545-612	SHD-2H Shadow Hawk [55]	665-740	ARC-2S Archer [70]	843-867	LGB-7Q Longbow [85]
962-965	FS9-K Firestarter [35]	613-617	HBK-4H Hunchback [50]	741-744	CPLT-C1 Catapult [65]	868-882	STK-3H Stalker [85]
966-973	FS9-M Firestarter [35]	618-622	HBK-4N Hunchback [50]	745-759	GLT-4L Guillotine [70]	883-937	BNC-3S Banshee [95]
974-977	JVN-10F Javelin [30]	623-690	WVR-6R Wolverine [55]	760-797	GHR-5H Grasshopper [70]	938-962	HGN-733 Highlander [90]
978-992	WLF-1 Wolfhound [35]	691-695	HBK-4P Hunchback [50]	798-835	ON1-K Orion [75]	963-969	KGC-0000 King Crab [100]
993-996	WLF-1A Wolfhound [35]	696-704	CRB-20 Crab [50]	836-839	BL-7-KNT Black Knight [75]	970-973	HGN-733C Highlander [90]
997-000	WLF-1B Wolfhound [35]	705-709	HBK-4J Hunchback [50]	840-847	STK-4P Stalker [75]	974-977	DVS-1D Devastator [100]
		710-754	DV-6M Dervish [55]	848-962	ARC-2R Archer [70]	978-981	HGN-733P Highlander [90]
		755-786	TBT-5N Trebuchet [50]	963-000	FLS-7K Flashman [75]	982-996	AS7-D Atlas [100]
		787-854	GRF-1S Griffin [55]			997-000	CP-10-HQ Cyclops [90]
		855-990	GRF-1N Griffin [55]				
		991-995	GLD-3R Gladiator [55]**				
		996-000	GLD-4R Gladiator [55]**				

Vehicles – Capellan Confederation (House Liao)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028
026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028	026-060	Salvage: Marik 3028
061-075	Karnov (Gunship) [30]	061-089	Vedette (AC2) [50]	061-138	Po [60]	061-071	Partisan (AC2) [80]
076-094	Packrat (SRM2) [20]	090-447	Vedette [50]	139-161	AC2 Carrier [60]	072-174	Partisan [80]
095-109	Warrior H-7A [21]	448-544	Vedette (Liao) [50]	162-216	Zhukov [75]	175-185	Schrek AC Carrier [80]
110-140	Warrior H-7 [21]	545-563	Hetzer (Laser) [40]	217-255	Bulldog (AC2) [60]	186-245	Schrek PPC Carrier [80]
141-294	Scorpion [25]	564-569	Goblin (MG) [45]	256-286	Laser Carrier [60]	246-334	Ontos [95]
295-348	Skulker [20]	570-577	Goblin [45]	287-443	Bulldog [60]	335-511	Demolisher [80]
349-363	Scorpion (ML) [25]	578-713	Hetzer [40]	444-470	Pike [60]	512-522	Partisan (LRM) [80]
364-375	Harasser (Laser) [25]	714-732	Hetzer (SRM) [40]	471-475	Pike (AC/5) [60]	523-575	Devastator [80]
376-410	Packrat [20]	733-751	Condor [50]	476-514	Bulldog (LRM) [60]	576-610	Ontos (LRM) [95]
411-456	Scorpion (SRM) [25]	752-757	Goblin (LRM) [45]	515-671	SRM Carrier [60]	611-734	Behemoth [100]
457-467	Harasser (LRM) [25]	758-776	Hetzer (LRM) [40]	672-828	LRM Carrier [60]	735-787	Rhino (Flamer) [80]
468-498	Harasser [25]	777-786	Maxim (SRM4) [50]	829-834	Brutus (PPC 2) [75]	788-840	Rhino (MG) [80]
499-513	Scorpion (LRM) [25]	787-825	Prowler (Succession Wars) [55]	835-951	Manticore [60]	841-982	Rhino [80]
514-519	J. Edgar (ICE) [25]	826-835	Maxim (SRM2) [50]	952-974	Brutus [75]	983-000	Rhino (SL) [80]
520-522	J. Edgar (Flamer) [25]	836-913	Maxim [50]	975-987	Brutus (PPC) [75]		
523-530	Warrior H-7C [21]	914-961	Condor (Liao) [50]	988-000	Brutus (LRM) [75]		
531-533	J. Edgar (MG) [25]	962-990	Drillson (SRM) [50]				
534-587	Peregrine [30]	991-000	Drillson [50]				
588-641	Scimitar [35]						
642-660	J. Edgar [25]						
661-677	Striker [35]						
678-680	Striker (SRM) [35]						
681-734	Saladin [35]						
735-742	Hunter (LRM15) [35]						
743-745	Striker (LRM) [35]						
746-899	Pegasus [35]						
900-907	Hunter (LRM10) [35]						
908-946	Hunter [35]						
947-000	Saracen [35]						

Vehicles – Draconis Combine (House Kurita)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-110	Galleon GAL-100 [30]	061-120	Vedette (AC2) [50]	061-069	Po [60]	061-070	Partisan (AC2) [80]
111-113	Galleon GAL-200 [30]	121-663	Vedette [50]	070-097	AC2 Carrier [60]	071-171	Partisan [80]
114-124	Karnov (Gunship) [30]	664-670	Hetzer (Laser) [40]	098-143	Bulldog (AC2) [60]	172-181	Schrek AC Carrier [80]
125-129	Skulker (MG) [20]	671-701	Goblin [45]	144-180	Laser Carrier [60]	182-240	Schrek PPC Carrier [80]
130-140	Warrior H-7A [21]	702-764	Hetzer [40]	181-364	Bulldog [60]	241-415	Demolisher [80]
141-161	Warrior H-7 [21]	765-771	Hetzer (SRM) [40]	365-395	Pike [60]	416-425	Partisan (LRM) [80]
162-268	Scorpion [25]	772-776	Goblin (SRM) [45]	396-404	Tokugawa TKG-151 [60]	426-477	Devastator [80]
269-311	Skulker [20]	777-783	Hetzer (LRM) [40]	405-411	Pike (AC/5) [60]	478-739	Behemoth [100]
312-316	Skulker (SRM) [20]	784-795	Maxim (SRM4) [50]	412-466	Tokugawa TKG-150 [60]	740-791	Rhino (Flamer) [80]
317-327	Scorpion (ML) [25]	796-843	Prowler (Succession Wars) [55]	467-512	Bulldog (LRM) [60]	792-843	Rhino (MG) [80]
328-336	Harasser (Laser) [25]	844-855	Maxim (SRM2) [50]	513-650	SRM Carrier [60]	844-983	Rhino [80]
337-374	Packrat [20]	856-951	Maxim [50]	651-788	LRM Carrier [60]	984-000	Rhino (SL) [80]
375-406	Scorpion (SRM) [25]	952-961	Drillson (SRM) [50]	789-972	Manticore [60]		
407-414	Harasser (LRM) [25]	962-000	Drillson [50]	973-976	Von Luckner VNL-K70 [75]		
415-435	Harasser [25]			977-000	Von Luckner VNL-K65N [75]		
436-456	Plainsman [35]						
457-467	Scorpion (LRM) [25]						
468-478	J. Edgar (ICE) [25]						
479-483	J. Edgar (Flamer) [25]						
484-488	Warrior H-7C [21]						
489-493	J. Edgar (MG) [25]						
494-514	Peregrine [30]						
515-621	Scimitar [35]						
622-653	J. Edgar [25]						
654-665	Striker [35]						
666-667	Striker (SRM) [35]						
668-763	Saladin [35]						
764-774	Saladin (Armour) [35]						
775-779	Hunter (LRM15) [35]						
780-781	Striker (LRM) [35]						
782-888	Pegasus [35]						
889-893	Hunter (LRM10) [35]						
894-920	Hunter [35]						
921-000	Saracen [35]						

Vehicles – Federated Suns (House Davion)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-138	Ferret [5]	071-114	Vedette (AC2) [50]	071-079	Po [60]	071-079	Partisan (AC2) [80]
139-155	Ferret (Armour) [5]	115-511	Vedette [50]	080-107	AC2 Carrier [60]	080-210	Partisan [80]
156-195	Darter [15]	512-516	Hetzer (Laser) [40]	108-126	Bulldog (AC2) [60]	211-219	Schrek AC Carrier [80]
196-218	Galleon GAL-100 [30]	517-552	Goblin (MG) [45]	127-164	Laser Carrier [60]	220-268	Schrek PPC Carrier [80]
219-258	Savannah Master [5]	553-659	Goblin [45]	165-267	Bulldog [60]	269-326	Ontos [95]
259-269	Karnov (Gunship) [30]	660-705	Hetzer [40]	268-299	Pike [60]	327-471	Demolisher [80]
270-280	Warrior H-7A [21]	706-749	Condor (Davion) [50]	300-305	Pike (AC/5) [60]	472-477	Partisan (LRM) [80]
281-303	Warrior H-7 [21]	750-754	Hetzer (SRM) [40]	306-314	Brutus (PPC) [75]	478-521	Devastator [80]
304-417	Scorpion [25]	755-772	Condor [50]	315-333	Bulldog (LRM) [60]	522-739	Behemoth [100]
418-440	Skulker [20]	773-808	Goblin (LRM) [45]	334-408	Brutus [75]	740-748	Sturmfeuer (SRM) [85]
441-451	Scorpion (ML) [25]	809-813	Hetzer (LRM) [40]	409-549	SRM Carrier [60]	749-783	Sturmfeuer [85]
452-460	Harasser (Laser) [25]	814-820	Maxim (SRM4) [50]	550-690	LRM Carrier [60]	784-827	Rhino (Flamer) [80]
461-517	Packrat [20]	821-856	Prowler (Succession Wars) [55]	691-699	Brutus (LRM) [75]	828-871	Rhino (MG) [80]
518-551	Scorpion (SRM) [25]	857-863	Maxim (SRM2) [50]	700-765	Rommel [65]	872-985	Rhino [80]
552-559	Harasser (LRM) [25]	864-911	Maxim [50]	766-831	Patton [65]	986-000	Rhino (SL) [80]
560-582	Harasser [25]	912-929	Drillson (SRM) [50]	832-972	Manticore [60]		
583-605	Plainsman [35]	930-000	Drillson [50]	973-976	Von Luckner VNL-K100 [75]		
606-616	Scorpion (LRM) [25]			977-000	Von Luckner VNL-K65N [75]		
617-621	J. Edgar (ICE) [25]						
622-623	J. Edgar (Flamer) [25]						
624-629	Warrior H-7C [21]						
630-631	J. Edgar (MG) [25]						
632-654	Peregrine [30]						
655-694	Scimitar [35]						
695-708	J. Edgar [25]						
709-775	Striker [35]						
776-784	Striker (SRM) [35]						
785-824	Saladin [35]						
825-830	Hunter (LRM15) [35]						
831-839	Striker (LRM) [35]						
840-925	Pegasus [35]						
926-931	Hunter (LRM10) [35]						
932-960	Hunter [35]						
961-000	Saracen [35]						

Vehicles – Free Rasalhague Republic

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028	001-005	Salvage: Davion 3028
006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028	006-050	Salvage: Steiner 3028
051-102	Galleon GAL-100 [30]	051-109	Vedette (AC2) [50]	051-058	Po [60]	051-060	Partisan (AC2) [80]
103-105	Galleon GAL-200 [30]	110-636	Vedette [50]	059-081	AC2 Carrier [60]	061-160	Partisan [80]
106-116	Karnov (Gunship) [30]	637-643	Hetzer (Laser) [40]	082-119	Bulldog (AC2) [60]	161-170	Schrek AC Carrier [80]
117-122	Skulker (MG) [20]	644-673	Goblin [45]	120-150	Laser Carrier [60]	171-229	Schrek PPC Carrier [80]
123-133	Warrior H-7A [21]	674-769	Hetzer [40]	151-303	Bulldog [60]	230-402	Demolisher [80]
134-155	Warrior H-7 [21]	770-776	Hetzer (SRM) [40]	304-329	Pike [60]	403-412	Partisan (LRM) [80]
156-264	Scorpion [25]	777-781	Goblin (SRM) [45]	330-337	Tokugawa TKG-151 [60]	413-464	Devastator [80]
265-308	Skulker [20]	782-788	Hetzer (LRM) [40]	338-342	Pike (AC/5) [60]	465-724	Behemoth [100]
309-314	Skulker (SRM) [20]	789-800	Maxim (SRM4) [50]	343-388	Tokugawa TKG-150 [60]	725-741	Sturmfeuer [85]
315-325	Scorpion (ML) [25]	801-847	Prowler (Succession Wars) [55]	389-426	Bulldog (LRM) [60]	742-793	Rhino (Flamer) [80]
326-334	Harasser (Laser) [25]	848-859	Maxim (SRM2) [50]	427-541	SRM Carrier [60]	794-845	Rhino (MG) [80]
335-373	Packrat [20]	860-953	Maxim [50]	542-656	LRM Carrier [60]	846-983	Rhino [80]
374-406	Scorpion (SRM) [25]	954-962	Drillson (SRM) [50]	657-709	Axel Mk. 2 [65]	984-000	Rhino (SL) [80]
407-414	Harasser (LRM) [25]	963-000	Drillson [50]	710-762	Axel Mk. 1 [65]		
415-436	Harasser [25]			763-793	Rommel [65]		
437-447	Scorpion (LRM) [25]			794-824	Patton [65]		
448-458	J. Edgar (ICE) [25]			825-977	Manticore [60]		
459-464	J. Edgar (Flamer) [25]			978-980	Von Luckner VNL-K70 [75]		
465-470	Warrior H-7C [21]			981-000	Von Luckner VNL-K65N [75]		
471-476	J. Edgar (MG) [25]						
477-498	Peregrine [30]						
499-608	Scimitar [35]						
609-641	J. Edgar [25]						
642-653	Striker [35]						
654-655	Striker (SRM) [35]						
656-754	Saladin [35]						
755-765	Saladin (Armour) [35]						
766-771	Hunter (LRM15) [35]						
772-773	Striker (LRM) [35]						
774-883	Pegasus [35]						
884-889	Hunter (LRM10) [35]						
890-917	Hunter [35]						
918-000	Saracen [35]						

Vehicles – Free Worlds League (House Marik)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-077	Ferret [5]	051-116	Vedette (AC2) [50]	051-069	Po [60]	051-058	Partisan (AC2) [80]
078-084	Ferret (Armour) [5]	117-709	Vedette [50]	070-098	AC2 Carrier [60]	059-182	Partisan [80]
085-230	Galleon GAL-100 [30]	710-717	Hetzer (Laser) [40]	099-166	Zhukov [75]	183-190	Schrek AC Carrier [80]
231-240	Karnov (Gunship) [30]	718-785	Hetzer [40]	167-214	Bulldog (AC2) [60]	191-237	Schrek PPC Carrier [80]
241-250	Warrior H-7A [21]	786-793	Hetzer (SRM) [40]	215-253	Laser Carrier [60]	238-471	Ontos [95]
251-270	Warrior H-7 [21]	794-801	Hetzer (LRM) [40]	254-449	Bulldog [60]	472-609	Demolisher [80]
271-367	Scorpion [25]	802-812	Maxim (SRM4) [50]	450-482	Pike [60]	610-615	Partisan (LRM) [80]
368-401	Skulker [20]	813-865	Prowler (Succession Wars) [55]	483-488	Pike (AC/5) [60]	616-656	Devastator [80]
402-411	Scorpion (ML) [25]	866-876	Maxim (SRM2) [50]	489-536	Bulldog (LRM) [60]	657-697	Ontos (LRM) [95]
412-431	Harasser (Laser) [25]	877-947	Maxim [50]	537-681	SRM Carrier [60]	698-794	Behemoth [100]
432-458	Packrat [20]	948-958	Drillson (SRM) [50]	682-826	LRM Carrier [60]	795-835	Rhino (Flamer) [80]
459-487	Scorpion (SRM) [25]	959-000	Drillson [50]	827-971	Manticore [60]	836-876	Rhino (MG) [80]
488-507	Harasser (LRM) [25]			972-000	Von Luckner VNL-K65N [75]	877-986	Rhino [80]
508-566	Harasser [25]					987-000	Rhino (SL) [80]
567-586	Plainsman [35]						
587-596	Scorpion (LRM) [25]						
597-600	J. Edgar (ICE) [25]						
601-602	J. Edgar (Flamer) [25]						
603-607	Warrior H-7C [21]						
608-609	J. Edgar (MG) [25]						
610-616	Packrat (ML) [20]						
617-636	Peregrine [30]						
637-670	Scimitar [35]						
671-682	J. Edgar [25]						
683-693	Striker [35]						
694-695	Striker (SRM) [35]						
696-768	Saladin [35]						
769-773	Hunter (LRM15) [35]						
774-775	Striker (LRM) [35]						
776-873	Pegasus [35]						
874-878	Hunter (LRM10) [35]						
879-902	Hunter [35]						
903-000	Saracen [35]						

Vehicles – Lyran Commonwealth (House Steiner)

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028
051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028
071-101	Ferret [5]	071-114	Vedette (AC2) [50]	071-077	Po [60]	071-080	Partisan (AC2) [80]
102-109	Ferret (Armour) [5]	115-508	Vedette [50]	078-099	AC2 Carrier [60]	081-175	Partisan [80]
110-131	Galleon GAL-100 [30]	509-513	Hetzer (Laser) [40]	100-136	Bulldog (AC2) [60]	176-185	Schrek AC Carrier [80]
132-171	Savannah Master [5]	514-559	Hetzer [40]	137-166	Laser Carrier [60]	186-240	Schrek PPC Carrier [80]
172-182	Karnov (Gunship) [30]	560-564	Hetzer (SRM) [40]	167-315	Bulldog [60]	241-305	Ontos [95]
183-193	Warrior H-7A [21]	565-696	Condor [50]	316-340	Pike [60]	306-468	Demolisher [80]
194-260	Warrior H-7 [21]	697-701	Hetzer (LRM) [40]	341-344	Pike (AC/5) [60]	469-478	Partisan (LRM) [80]
261-371	Scorpion [25]	702-710	Maxim (SRM4) [50]	345-381	Bulldog (LRM) [60]	479-527	Devastator [80]
372-393	Skulker [20]	711-745	Prowler (Succession Wars) [55]	382-493	SRM Carrier [60]	528-641	Behemoth [100]
394-404	Scorpion (ML) [25]	746-754	Maxim (SRM2) [50]	494-605	LRM Carrier [60]	642-657	Sturmfeuer (SRM) [85]
405-413	Harasser (Laser) [25]	755-868	Maxim [50]	606-717	Rommel [65]	658-755	Sturmfeuer [85]
414-497	Packrat [20]	869-886	Drillson (SRM) [50]	718-829	Patton [65]	756-804	Rhino (Flamer) [80]
498-530	Scorpion (SRM) [25]	887-000	Drillson [50]	830-978	Manticore [60]	805-853	Rhino (MG) [80]
531-538	Harasser (LRM) [25]			979-000	Von Luckner VNL-K65N [75]	854-984	Rhino [80]
539-560	Harasser [25]					985-000	Rhino (SL) [80]
561-582	Plainsman [35]						
583-593	Scorpion (LRM) [25]						
594-599	J. Edgar (ICE) [25]						
600-602	J. Edgar (Flamer) [25]						
603-608	Warrior H-7C [21]						
609-610	J. Edgar (MG) [25]						
611-621	Peregrine [30]						
622-660	Scimitar [35]						
661-688	J. Edgar [25]						
689-711	Striker [35]						
712-719	Striker (SRM) [35]						
720-758	Saladin [35]						
759-764	Hunter (LRM15) [35]						
765-772	Striker (LRM) [35]						
773-883	Pegasus [35]						
884-889	Hunter (LRM10) [35]						
890-961	Hunter [35]						
962-000	Saracen [35]						

Vehicles – St. Ives Compact

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028
051-065	Karnov (Gunship) [30]	051-079	Vedette (AC2) [50]	051-059	Po [60]	051-061	Partisan (AC2) [80]
066-083	Packrat (SRM2) [20]	080-440	Vedette [50]	060-086	AC2 Carrier [60]	062-169	Partisan [80]
084-098	Warrior H-7A [21]	441-538	Vedette (Liao) [50]	087-132	Bulldog (AC2) [60]	170-180	Schrek AC Carrier [80]
099-128	Warrior H-7 [21]	539-558	Hetzer (Laser) [40]	133-169	Laser Carrier [60]	181-243	Schrek PPC Carrier [80]
129-276	Scorpion [25]	559-564	Goblin (MG) [45]	170-352	Bulldog [60]	244-336	Ontos [95]
277-329	Skulker [20]	565-572	Goblin [45]	353-383	Pike [60]	337-466	Demolisher [80]
330-344	Scorpion (ML) [25]	573-709	Hetzer [40]	384-388	Pike (AC/5) [60]	467-477	Partisan (LRM) [80]
345-356	Harasser (Laser) [25]	710-729	Condor (Davion) [50]	389-406	Brutus (PPC) [75]	478-533	Devastator [80]
357-391	Packrat [20]	730-749	Hetzer (SRM) [40]	407-452	Bulldog (LRM) [60]	534-570	Ontos (LRM) [95]
392-436	Scorpion (SRM) [25]	750-759	Condor [50]	453-479	Brutus [75]	571-700	Behemoth [100]
437-447	Harasser (LRM) [25]	760-765	Goblin (LRM) [45]	480-662	SRM Carrier [60]	701-719	Sturmfeuer [85]
448-477	Harasser [25]	766-785	Hetzer (LRM) [40]	663-845	LRM Carrier [60]	720-775	Rhino (Flamer) [80]
478-492	Scorpion (LRM) [25]	786-795	Maxim (SRM4) [50]	846-863	Brutus (LRM) [75]	776-831	Rhino (MG) [80]
493-498	J. Edgar (ICE) [25]	796-834	Prowler (Succession Wars) [55]	864-000	Manticore [60]	832-981	Rhino [80]
499-501	J. Edgar (Flamer) [25]	835-844	Maxim (SRM2) [50]			982-000	Rhino (SL) [80]
502-509	Warrior H-7C [21]	845-922	Maxim [50]				
510-512	J. Edgar (MG) [25]	923-961	Condor (Liao) [50]				
513-565	Peregrine [30]	962-990	Drillson (SRM) [50]				
566-618	Scimitar [35]	991-000	Drillson [50]				
619-636	J. Edgar [25]						
637-668	Striker [35]						
669-679	Striker (SRM) [35]						
680-732	Saladin [35]						
733-740	Hunter (LRM15) [35]						
741-751	Striker (LRM) [35]						
752-901	Pegasus [35]						
902-909	Hunter (LRM10) [35]						
910-947	Hunter [35]						
948-000	Saracen [35]						

Vehicles – Outworlds Alliance

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028
026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028
051-090	Ferret [5]	051-105	Vedette (AC2) [50]	051-077	AC2 Carrier [60]	051-120	Partisan [80]
091-106	Ferret (Armour) [5]	106-602	Vedette [50]	078-123	Bulldog (AC2) [60]	121-141	Schrek AC Carrier [80]
107-138	Galleon GAL-100 [30]	603-613	Hetzer (Laser) [40]	124-160	Laser Carrier [60]	142-261	Schrek PPC Carrier [80]
139-154	Karnov (Gunship) [30]	614-646	Goblin [45]	161-343	Bulldog [60]	262-507	Demolisher [80]
155-170	Warrior H-7A [21]	647-779	Hetzer [40]	344-374	Pike [60]	508-613	Devastator [80]
171-202	Warrior H-7 [21]	780-790	Hetzer (SRM) [40]	375-379	Pike (AC/5) [60]	614-859	Behemoth [100]
203-361	Scorpion [25]	791-823	Condor [50]	380-425	Bulldog (LRM) [60]	860-873	Rhino (Flamer) [80]
362-377	Skulker [20]	824-834	Hetzer (LRM) [40]	426-608	SRM Carrier [60]	874-887	Rhino (MG) [80]
378-393	Scorpion (ML) [25]	835-843	Maxim (SRM4) [50]	609-791	LRM Carrier [60]	888-993	Rhino [80]
394-406	Harasser (Laser) [25]	844-887	Prowler (Succession Wars) [55]	792-973	Manticore [60]	994-000	Rhino (SL) [80]
407-430	Packrat [20]	888-896	Maxim (SRM2) [50]	974-000	Von Luckner VNL-K65N [75]		
431-478	Scorpion (SRM) [25]	897-956	Maxim [50]				
479-489	Harasser (LRM) [25]	957-965	Drillson (SRM) [50]				
490-521	Harasser [25]	966-000	Drillson [50]				
522-537	Scorpion (LRM) [25]						
538-543	J. Edgar (ICE) [25]						
544-546	J. Edgar (Flamer) [25]						
547-554	Warrior H-7C [21]						
555-557	J. Edgar (MG) [25]						
558-589	Peregrine [30]						
590-645	Scimitar [35]						
646-664	J. Edgar [25]						
665-682	Striker [35]						
683-685	Striker (SRM) [35]						
686-765	Saladin [35]						
766-773	Hunter (LRM15) [35]						
774-776	Striker (LRM) [35]						
777-896	Pegasus [35]						
897-904	Hunter (LRM10) [35]						
905-944	Hunter [35]						
945-000	Saracen [35]						

Vehicles – Taurian Concordat

D1000	LIGHT VEHICLES	D1000	MEDIUM VEHICLES	D1000	HEAVY VEHICLES	D1000	ASSAULT VEHICLES
001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028
051-085	Ferret [5]	051-105	Vedette (AC2) [50]	051-077	AC2 Carrier [60]	051-067	Partisan (AC2) [80]
086-099	Ferret (Armour) [5]	106-602	Vedette [50]	078-123	Bulldog (AC2) [60]	068-229	Partisan [80]
100-127	Galleon GAL-100 [30]	603-613	Hetzer (Laser) [40]	124-160	Laser Carrier [60]	230-246	Schrek AC Carrier [80]
128-177	Maultier [15]	614-646	Goblin [45]	161-343	Bulldog [60]	247-341	Schrek PPC Carrier [80]
178-191	Karnov (Gunship) [30]	647-779	Hetzer [40]	344-374	Pike [60]	342-620	Demolisher [80]
192-205	Warrior H-7A [21]	780-790	Hetzer (SRM) [40]	375-379	Pike (AC/5) [60]	621-637	Partisan (LRM) [80]
206-233	Warrior H-7 [21]	791-823	Condor [50]	380-425	Bulldog (LRM) [60]	638-693	Devastator [80]
234-372	Scorpion [25]	824-834	Hetzer (LRM) [40]	426-608	SRM Carrier [60]	694-888	Behemoth [100]
373-386	Skulker [20]	835-843	Maxim (SRM4) [50]	609-791	LRM Carrier [60]	889-899	Rhino (Flamer) [80]
387-400	Scorpion (ML) [25]	844-887	Prowler (Succession Wars) [55]	792-973	Manticore [60]	900-910	Rhino (MG) [80]
401-411	Harasser (Laser) [25]	888-896	Maxim (SRM2) [50]	974-000	Von Luckner VNL-K65N [75]	911-994	Rhino [80]
412-432	Packrat [20]	897-956	Maxim [50]			995-000	Rhino (SL) [80]
433-474	Scorpion (SRM) [25]	957-965	Drillson (SRM) [50]				
475-484	Harasser (LRM) [25]	966-000	Drillson [50]				
485-512	Harasser [25]						
513-581	Plainsman [35]						
582-595	Scorpion (LRM) [25]						
596-601	J. Edgar (ICE) [25]						
602-604	J. Edgar (Flamer) [25]						
605-611	Warrior H-7C [21]						
612-614	J. Edgar (MG) [25]						
615-642	Peregrine [30]						
643-691	Scimitar [35]						
692-708	J. Edgar [25]						
709-723	Striker [35]						
724-726	Striker (SRM) [35]						
727-795	Saladin [35]						
796-802	Hunter (LRM15) [35]						
803-805	Striker (LRM) [35]						
806-909	Pegasus [35]						
910-916	Hunter (LRM10) [35]						
917-951	Hunter [35]						
952-000	Saracen [35]						

Mechs – Magistracy Of Canopus

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	Salvage: Marik 3028†	001-050	Salvage: Marik 3028†	001-050	Salvage: Marik 3028†	001-050	Salvage: Marik 3028†
051-221	STG-3R Stinger [20]	051-146	VL-2T Vulcan [40]	051-167	RFL-3N Rifleman [60]	051-062	CP-10-Z Cyclops [90]
222-507	WSP-1A Wasp [20]	147-159	CDA-2A Cicada [40]	168-173	CHP-2N Champion [60]	063-155	LGB-0W Longbow [85]
508-678	LCT-1V Locust [20]	160-165	ASN-21 Assassin [40]	174-214	QKD-4G Quickdraw [60]	156-167	VTR-9B Victor [80]
679-689	LCT-3V Locust [20]	166-171	CLNT-2-3T Clint [40]	215-220	QKD-5A Quickdraw [60]	168-352	BNC-3E Banshee [95]††
690-730	STG-3G Stinger [20]	172-184	VL-5T Vulcan [40]	221-261	OSR-2C Ostroc [60]	353-358	GOL-1H Goliath [80]
731-816	UM-R60 Urbanmech [30]	185-229	BJ-1 Blackjack [45]	262-267	OSR-2L Ostroc [60]	359-364	AWS-8R Awesome [80]
817-833	LCT-1E Locust [20]	230-235	WTH-1 Whitworth [40]	268-273	QKD-4H Quickdraw [60]	365-389	STC-2C Striker [80]
834-856	JVN-10N Javelin [30]	236-241	TBT-5S Trebuchet [50]	274-361	OTL-4D Otsol [60]	390-395	AWS-8V Awesome [80]
857-867	OTT-7J Ostscout [30]	242-247	WVE-6N Wyvern [45]	362-367	OSR-3C Ostroc [60]	396-420	BLR-1G Battlemaster [85]
868-873	HER-1A Hermes [30]	248-260	SCP-1N Scorpion [55]	368-373	ON1-V Orion [75]	421-463	STK-4N Stalker [85]
874-879	FLC-4N Falcon [30]	261-451	PXH-1 Phoenix Hawk [45]	374-490	WHM-6R Warhammer [70]	464-772	STK-3F Stalker [85]
880-890	SDR-5V Spider [30]	452-496	HBK-4G Hunchback [50]	491-607	CRD-3R Crusader [65]	773-778	CP-10-Q Cyclops [90]
891-896	HER-1B Hermes [30]	497-688	SHD-2H Shadow Hawk [55]	608-613	ON1-VA Orion [75]	779-784	AWS-8T Awesome [80]
897-982	FS9-H Firestarter [35]	689-694	HBK-4H Hunchback [50]	614-730	TDR-5S Thunderbolt [65]	785-908	AWS-8Q Awesome [80]
983-988	MON-67 Mongoose [25]	695-700	HBK-4N Hunchback [50]	731-736	BMB-10D Bombardier [65]	909-951	LGB-7Q Longbow [85]
989-994	FS9-K Firestarter [35]	701-796	WVR-6R Wolverine [55]	737-748	MAD-3R Marauder [75]	952-994	STK-3H Stalker [85]
995-000	JVN-10F Javelin [30]	797-802	HBK-4P Hunchback [50]	749-754	GLT-4P Guillotine [70]	995-000	AS7-D Atlas [100]
		803-808	CRB-20 Crab [50]	755-766	GLT-4L Guillotine [70]		
		809-814	HBK-4J Hunchback [50]	767-824	GHR-5H Grasshopper [70]		
		815-859	DV-6M Dervish [55]	825-865	ON1-K Orion [75]		
		860-904	TBT-5N Trebuchet [50]	866-883	STK-4P Stalker [75]		
		905-000	GRF-1N Griffin [55]	884-000	ARC-2R Archer [70]		

† = change to Liao 3028 after 3034

†† = change to BNC-3MC after 3034

Mechs – Outworlds Alliance

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028	001-025	Salvage: Davion 3028
026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028	026-050	Salvage: Kurita 3028
051-221	STG-3R Stinger [20]	051-156	VL-2T Vulcan [40]	051-160	RFL-3N Rifleman [60]	051-062	CP-10-Z Cyclops [90]
222-507	WSP-1A Wasp [20]	157-170	CDA-2A Cicada [40]	161-166	CHP-2N Champion [60]	063-155	LGB-0W Longbow [85]
508-678	LCT-1V Locust [20]	171-177	ASN-21 Assassin [40]	167-205	QKD-4G Quickdraw [60]	156-167	VTR-9B Victor [80]
679-689	LCT-3V Locust [20]	178-184	CLNT-2-3T Clint [40]	206-211	QKD-5A Quickdraw [60]	168-352	BNC-3E Banshee [95]
690-730	STG-3G Stinger [20]	185-198	VL-5T Vulcan [40]	212-266	MLN-1A Merlin [60]	353-358	GOL-1H Goliath [80]
731-816	UM-R60 Urbanmech [30]	199-248	BJ-1 Blackjack [45]	267-305	OSR-2C Ostroc [60]	359-364	AWS-8R Awesome [80]
817-833	LCT-1E Locust [20]	249-255	WTH-1 Whitworth [40]	306-311	OSR-2L Ostroc [60]	365-389	STC-2C Striker [80]
834-856	JVN-10N Javelin [30]	256-262	TBT-5S Trebuchet [50]	312-317	QKD-4H Quickdraw [60]	390-395	AWS-8V Awesome [80]
857-867	OTT-7J Ostscout [30]	263-269	WVE-6N Wyvern [45]	318-400	OTL-4D Ostsol [60]	396-420	BLR-1G Battlemaster [85]
868-873	HER-1A Hermes [30]	270-283	SCP-1N Scorpion [55]	401-406	OSR-3C Ostroc [60]	421-463	STK-4N Stalker [85]
874-879	FLC-4N Falcon [30]	284-497	PXH-1 Phoenix Hawk [45]	407-412	ON1-V Orion [75]	464-772	STK-3F Stalker [85]
880-890	SDR-5V Spider [30]	498-547	HBK-4G Hunchback [50]	413-522	WHM-6R Warhammer [70]	773-778	CP-10-Q Cyclops [90]
891-896	HER-1B Hermes [30]	548-653	SHD-2H Shadow Hawk [55]	523-632	CRD-3R Crusader [65]	779-784	AWS-8T Awesome [80]
897-982	FS9-H Firestarter [35]	654-660	HBK-4H Hunchback [50]	633-638	ON1-VA Orion [75]	785-908	AWS-8Q Awesome [80]
983-988	MON-67 Mongoose [25]	661-667	HBK-4N Hunchback [50]	639-748	TDR-5S Thunderbolt [65]	909-951	LGB-7Q Longbow [85]
989-994	FS9-K Firestarter [35]	668-773	WVR-6R Wolverine [55]	749-754	BMB-10D Bombardier [65]	952-994	STK-3H Stalker [85]
995-000	JVN-10F Javelin [30]	774-780	HBK-4P Hunchback [50]	755-765	MAD-3R Marauder [75]	995-000	AS7-D Atlas [100]
		781-787	CRB-20 Crab [50]	766-771	GLT-4P Guillotine [70]		
		788-794	HBK-4J Hunchback [50]	772-782	GLT-4L Guillotine [70]		
		795-844	DV-6M Dervish [55]	783-837	GHR-5H Grasshopper [70]		
		845-894	TBT-5N Trebuchet [50]	838-876	ON1-K Orion [75]		
		895-000	GRF-1N Griffin [55]	877-893	STK-4P Stalker [75]		
				894-000	ARC-2R Archer [70]		

Mechs – Taurian Concordat

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028	001-050	Salvage: Davion 3028
051-211	STG-3R Stinger [20]	051-152	VL-2T Vulcan [40]	051-153	RFL-3N Rifleman [60]	051-062	CP-10-Z Cyclops [90]
212-480	WSP-1A Wasp [20]	153-166	CDA-2A Cicada [40]	154-158	CHP-2N Champion [60]	063-155	LGB-0W Longbow [85]
481-641	LCT-1V Locust [20]	167-173	ASN-21 Assassin [40]	159-194	QKD-4G Quickdraw [60]	156-167	VTR-9B Victor [80]
642-652	LCT-3V Locust [20]	174-180	CLNT-2-3T Clint [40]	195-199	QKD-5A Quickdraw [60]	168-352	BNC-3E Banshee [95]
653-690	STG-3G Stinger [20]	181-194	VL-5T Vulcan [40]	200-235	OSR-2C Ostroc [60]	353-358	GOL-1H Goliath [80]
691-771	UM-R60 Urbanmech [30]	195-242	BJ-1 Blackjack [45]	236-240	OSR-2L Ostroc [60]	359-364	AWS-8R Awesome [80]
772-825	COM-2D Commando [25]	243-249	WTH-1 Whitworth [40]	241-245	QKD-4H Quickdraw [60]	365-389	STC-2C Striker [80]
826-841	LCT-1E Locust [20]	250-256	TBT-5S Trebuchet [50]	246-323	OTL-4D Otsol [60]	390-395	AWS-8V Awesome [80]
842-846	COM-1D Commando [25]	257-263	WVE-6N Wyvern [45]	324-328	OSR-3C Ostroc [60]	396-420	BLR-1G Battlemaster [85]
847-867	JVN-10N Javelin [30]	264-277	SCP-1N Scorpion [55]	329-333	ON1-V Orion [75]	421-463	STK-4N Stalker [85]
868-878	OTT-7J Ostscout [30]	278-481	PXH-1 Phoenix Hawk [45]	334-488	WHM-6R Warhammer [70]	464-772	STK-3F Stalker [85]
879-883	HER-1A Hermes [30]	482-529	HBK-4G Hunchback [50]	489-591	CRD-3R Crusader [65]	773-778	CP-10-Q Cyclops [90]
884-888	FLC-4N Falcon [30]	530-631	SHD-2H Shadow Hawk [55]	592-596	ON1-VA Orion [75]	779-784	AWS-8T Awesome [80]
889-899	SDR-5V Spider [30]	632-638	HBK-4H Hunchback [50]	597-751	TDR-5S Thunderbolt [65]	785-908	AWS-8Q Awesome [80]
900-904	FS9-H Firestarter [35]	639-645	HBK-4N Hunchback [50]	752-756	BMB-10D Bombardier [65]	909-951	LGB-7Q Longbow [85]
905-985	HER-1B Hermes [30]	646-747	WVR-6R Wolverine [55]	757-777	MAD-3R Marauder [75]	952-994	STK-3H Stalker [85]
986-990	MON-67 Mongoose [25]	748-754	HBK-4P Hunchback [50]	778-782	GLT-4P Guillotine [70]	995-000	AS7-D Atlas [100]
991-995	FS9-K Firestarter [35]	755-761	CRB-20 Crab [50]	783-792	GLT-4L Guillotine [70]		
996-000	JVN-10F Javelin [30]	762-768	HBK-4J Hunchback [50]	793-844	GHR-5H Grasshopper [70]		
		769-816	DV-6M Dervish [55]	845-880	ON1-K Orion [75]		
		817-864	TBT-5N Trebuchet [50]	881-897	STK-4P Stalker [75]		
		865-000	GRF-1N Griffin [55]	898-000	ARC-2R Archer [70]		

CLAN MECHS 3050

The 3050 tables include all front-line Clan machines appearing up to and including the battles of Luthien and Tukayyid (3052). Realistically there should be separate Smoke Jaguar and Nova Cat tables for the initial invasion, Luthien, and Tukayyid too, as well as two separate Steel Viper tables. However, that requires far more space than it's worth (and it seems unlikely that the mechs of TR3058, fluffed as appearing for the first time at Luthien or Tukayyid, are also very common, as the Smoke Jaguar's Hankyu deployment describes—not appearing in the first wave or even at Luthien, until Tukayyid, where it's suddenly 1-in-5 of that Clan's light mechs). So, I've decided to treat as first-wave mechs anything that was in production before the Clan Invasion AND appeared through to Tukayyid in significant numbers. This rules out the Grendel, Pouncer etc, which will appear later.

In theory, the strength of the Omnimech, and the founding concept behind it, is versatility: the power to mix and match weapon loadouts as the situation demands. Any one pilot could hypothetically equip their Omnimech however they wish. However, if you desire to model a Clan's forces as you would likely encounter them, Omnimech variants must be taken into account, as each Clan has very distinct preferences. TR3050 Upgrade was the primary source for the Av rating decisions made. I've used the original TR3050, as well as the Tukayyid scenario pack and the Clan sourcebooks, to fill in a few blanks when their information did not conflict with 3050U. Tukayyid in particular was heavily relied on, primarily in regards to the availability of alternate configurations on a per-Clan basis.

As befitting the known fighting tactics of the Clans in this era, when lacking any canon info I've given priority to configurations heavy on ammunition over those emphasizing energy weapons. This known preference caused me to ignore much of the Tukayyid sourcebook's information on the Wolf Clan deployment; we know that Ulric for that campaign reconfiguring his Clan's mechs from their typical loadouts in order to be less reliant on ammunition, producing an energy-heavy deployment that does not reflect the usual Wolf preferences of the initial invasion. For the First through Fifth Waves Wolf seems to have used their normal loadouts, but dealt with the problem of supply through exceptionally large supply caches and their unique Logistical Augmentation Program (LAP). As there's no evidence that the Wolf focus on energy weapons was anything more than a strategic move made for the Tukayyid campaign alone, I suggest using energy-heavy loadouts just for Tukayyid and then returning to the regular Wolf charts for the post-truce raids that follow.

Lacking both large enough dedicated caches and an elaborate salvage and scavenge network, the Ghost Bears dealt with their supply troubles by issuing orders in January 3052 to reconfigure their mechs to less ammo-reliant configurations. On Tukayyid they would be second only to the Wolves in number of energy-heavy configurations employed. As such, use the initial Ghost Bear charts for battles up to and including Alshain; the remaining battles of the Fifth Wave (Tinaca through Rubigen, as well as Tukayyid itself) use the second set of charts.

On Clan tables, "Isorla" results replace the normal Salvage entries. Isorla (either Isorla: Major Rival, or Isorla: Other Clan) generally works the same as Salvage: if you roll one, switch to the random front-line deployment table of an appropriate Clan and roll on that instead. However, if I haven't worked up tables for an appropriate Clan, then you'll have to use an official table from a published source.

I've decided to cover just front-line Clan units at this time; a future release will provide charts for second-line units.

Note: for space considerations, on these tables the Prime configuration is the one unmarked (e.g. Stooping Hawk Prime will be listed as "Stooping Hawk").

Mechs – Diamond Shark

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-046	Koshi (Myst Lynx) A [25]	001-024	Fenris (Ice Ferret) C [45]	001-054	Loki (Hellbringer) B [65]	001-213	Man-o'-War (Gargoyle) [80]
047-069	Dasher (Fire Moth) A [20]	025-061	Fenris (Ice Ferret) A [45]	055-129	Vulture (Mad Dog) C [60]	214-217	Naga C [80]
070-104	Dasher (Fire Moth) C [20]	062-085	Dragonfly (Viper) C [40]	130-203	Vulture (Mad Dog) A [60]	218-248	Naga [80]
105-127	Koshi (Myst Lynx) D [25]	086-146	Dragonfly (Viper) [40]	204-277	Loki (Hellbringer) A [65]	249-252	Naga D [80]
128-242	Koshi (Myst Lynx) [25]	147-183	Fenris (Ice Ferret) B [45]	278-330	Thor (Summoner) A [70]	253-256	Naga A [80]
243-277	Dasher (Fire Moth) B [20]	184-220	Fenris (Ice Ferret) D [45]	331-373	Mad Cat (Timber Wolf) B [75]	257-267	Naga B [80]
278-346	Uller (Kit Fox) [30]	221-269	Fenris (Ice Ferret) [45]	374-447	Vulture (Mad Dog) B [60]	268-409	Man-o'-War (Gargoyle) B [80]
347-399	Uller (Kit Fox) B [30]	270-342	Hunchback IIC [50]	448-532	Thor (Summoner) [70]	410-427	Masakari (Warhawk) B [85]
400-411	Uller (Kit Fox) D [30]	343-379	Dragonfly (Viper) D [40]	533-628	Vulture (Mad Dog) [60]	428-445	Masakari (Warhawk) A [85]
412-423	Uller (Kit Fox) C [30]	380-403	Dragonfly (Viper) B [40]	629-649	Thor (Summoner) C [70]	446-587	Man-o'-War (Gargoyle) C [80]
424-458	Koshi (Myst Lynx) B [25]	404-500	Ryoken (Stormcrow) D [55]	650-670	Mad Cat (Timber Wolf) C [75]	588-605	Daishi (Dire Wolf) B [100]
459-527	Dasher (Fire Moth) [20]	501-537	Dragonfly (Viper) A [40]	671-691	Thor (Summoner) D [70]	606-641	Man-o'-War (Gargoyle) A [80]
528-608	Puma (Adder) D [35]	538-574	Ryoken (Stormcrow) [55]	692-776	Loki (Hellbringer) [65]	642-659	Gladiator (Executioner) D [95]
609-631	Uller (Kit Fox) A [30]	575-671	Ryoken (Stormcrow) B [55]	777-787	Mad Cat (Timber Wolf) D [75]	660-712	Daishi (Dire Wolf) [100]
632-643	Koshi (Myst Lynx) C [25]	672-803	Ryoken (Stormcrow) A [55]	788-872	Mad Cat (Timber Wolf) [75]	713-783	Gladiator (Executioner) [95]
644-648	Uller (Kit Fox) S [30]	804-852	Black Hawk (Nova) A [50]	873-925	Mad Cat (Timber Wolf) A [75]	784-836	Daishi (Dire Wolf) A [100]
649-729	Puma (Adder) C [35]	853-925	Black Hawk (Nova) [50]	926-975	Isorla: Major Rival	837-872	Gladiator (Executioner) B [95]
730-775	Puma (Adder) B [35]	926-975	Isorla: Major Rival	976-000	Isorla: Other Clan	873-879	Masakari (Warhawk) C [85]
776-867	Puma (Adder) A [35]	976-000	Isorla: Other Clan			880-897	Gladiator (Executioner) A [95]
868-913	Puma (Adder) [35]					898-925	Masakari (Warhawk) [85]
914-925	Dasher (Fire Moth) D [20]					926-975	Isorla: Major Rival
926-975	Isorla: Major Rival					976-000	Isorla: Other Clan
976-000	Isorla: Other Clan						

Mechs – Ghost Bear: Initial invasion through Alshain

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-030	Koshi (Myst Lynx) A [25]	001-028	Fenris (Ice Ferret) A [45]	001-015	Loki (Hellbringer) B [65]	001-100	Man-o'-War (Gargoyle) [80]
031-045	Dasher (Fire Moth) A [20]	029-083	Dragonfly (Viper) C [40]	016-069	Vulture (Mad Dog) C [60]	101-102	Naga C [80]
046-075	Dasher (Fire Moth) C [20]	084-248	Dragonfly (Viper) [40]	070-161	Vulture (Mad Dog) A [60]	103-117	Naga [80]
076-082	Koshi (Myst Lynx) D [25]	249-257	Black Hawk (Nova) D [50]	162-215	Loki (Hellbringer) A [65]	118-119	Naga D [80]
083-156	Koshi (Myst Lynx) [25]	258-285	Fenris (Ice Ferret) B [45]	216-261	Thor (Summoner) A [70]	120-121	Naga A [80]
157-215	Dasher (Fire Moth) B [20]	286-303	Black Hawk (Nova) B [50]	262-292	Mad Cat (Timber Wolf) B [75]	122-126	Naga B [80]
216-259	Uller (Kit Fox) [30]	304-331	Fenris (Ice Ferret) D [45]	293-384	Vulture (Mad Dog) B [60]	127-143	Man-o'-War (Gargoyle) B [80]
260-293	Uller (Kit Fox) B [30]	332-386	Fenris (Ice Ferret) [45]	385-461	Thor (Summoner) [70]	144-168	Kingfisher A [90]
294-300	Uller (Kit Fox) D [30]	387-441	Hunchback IIC [50]	462-686	Vulture (Mad Dog) [60]	169-193	Masakari (Warhawk) B [85]
301-307	Uller (Kit Fox) C [30]	442-505	Dragonfly (Viper) D [40]	687-701	Thor (Summoner) C [70]	194-210	Kingfisher D [90]
308-329	Koshi (Myst Lynx) B [25]	506-523	Dragonfly (Viper) B [40]	702-716	Mad Cat (Timber Wolf) C [75]	211-235	Masakari (Warhawk) A [85]
330-537	Dasher (Fire Moth) [20]	524-541	Ryoken (Stormcrow) D [55]	717-731	Thor (Summoner) D [70]	236-285	Kingfisher [90]
538-552	Puma (Adder) D [35]	542-605	Ryoken (Stormcrow) C [55]	732-816	Loki (Hellbringer) [65]	286-335	Man-o'-War (Gargoyle) C [80]
553-567	Uller (Kit Fox) A [30]	606-669	Dragonfly (Viper) A [40]	817-824	Mad Cat (Timber Wolf) D [75]	336-360	Kingfisher B [90]
568-582	Koshi (Myst Lynx) C [25]	670-805	Ryoken (Stormcrow) [55]	825-886	Mad Cat (Timber Wolf) [75]	361-368	Daishi (Dire Wolf) B [100]
583-585	Uller (Kit Fox) S [30]	806-823	Ryoken (Stormcrow) B [55]	887-925	Mad Cat (Timber Wolf) A [75]	369-376	Kingfisher C [90]
586-600	Puma (Adder) C [35]	824-860	Ryoken (Stormcrow) A [55]	926-975	Isorla: Major Rival	377-459	Man-o'-War (Gargoyle) A [80]
601-659	Puma (Adder) B [35]	861-888	Black Hawk (Nova) A [50]	976-000	Isorla: Other Clan	460-509	Gladiator (Executioner) D [95]
660-696	Puma (Adder) A [35]	889-925	Black Hawk (Nova) [50]			510-542	Daishi (Dire Wolf) [100]
697-792	Puma (Adder) [35]	926-975	Isorla: Major Rival			543-700	Gladiator (Executioner) [95]
793-925	Dasher (Fire Moth) D [20]	976-000	Isorla: Other Clan			701-725	Daishi (Dire Wolf) A [100]
926-975	Isorla: Major Rival					726-800	Gladiator (Executioner) B [95]
976-000	Isorla: Other Clan					801-817	Masakari (Warhawk) C [85]
						818-867	Gladiator (Executioner) A [95]
						868-925	Masakari (Warhawk) [85]
						926-975	Isorla: Major Rival
						976-000	Isorla: Other Clan

Mechs – Ghost Bear: Tinaca through Tukayyid

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-015	Koshi (Myst Lynx) A [25]	001-028	Fenris (Ice Ferret) A [45]	001-015	Loki (Hellbringer) B [65]	001-042	Man-o'-War (Gargoyle) [80]
016-030	Dasher (Fire Moth) A [20]	029-101	Dragonfly (Viper) C [40]	016-046	Vulture (Mad Dog) C [60]	043-044	Naga C [80]
031-060	Dasher (Fire Moth) C [20]	102-147	Dragonfly (Viper) [40]	047-100	Vulture (Mad Dog) A [60]	045-058	Naga [80]
061-067	Koshi (Myst Lynx) D [25]	148-156	Black Hawk (Nova) D [50]	101-131	Loki (Hellbringer) A [65]	059-060	Naga D [80]
068-104	Koshi (Myst Lynx) [25]	157-184	Fenris (Ice Ferret) B [45]	132-146	Thor (Summoner) A [70]	061-062	Naga A [80]
105-230	Dasher (Fire Moth) B [20]	185-193	Black Hawk (Nova) B [50]	147-161	Mad Cat (Timber Wolf) B [75]	063-067	Naga B [80]
231-289	Uller (Kit Fox) [30]	194-221	Fenris (Ice Ferret) D [45]	162-300	Vulture (Mad Dog) B [60]	068-084	Man-o'-War (Gargoyle) B [80]
290-308	Uller (Kit Fox) B [30]	222-276	Fenris (Ice Ferret) [45]	301-339	Thor (Summoner) [70]	085-101	Kingfisher A [90]
309-315	Uller (Kit Fox) D [30]	277-331	Hunchback IIC [50]	340-578	Vulture (Mad Dog) [60]	102-118	Masakari (Warhawk) B [85]
316-322	Uller (Kit Fox) C [30]	332-423	Dragonfly (Viper) D [40]	579-617	Thor (Summoner) C [70]	119-135	Kingfisher D [90]
323-344	Koshi (Myst Lynx) B [25]	424-469	Dragonfly (Viper) B [40]	618-625	Mad Cat (Timber Wolf) C [75]	136-152	Masakari (Warhawk) A [85]
345-492	Dasher (Fire Moth) [20]	470-487	Ryoken (Stormcrow) D [55]	626-687	Thor (Summoner) D [70]	153-219	Kingfisher [90]
493-507	Puma (Adder) D [35]	488-570	Ryoken (Stormcrow) C [55]	688-795	Loki (Hellbringer) [65]	220-286	Man-o'-War (Gargoyle) C [80]
508-522	Uller (Kit Fox) A [30]	571-680	Dragonfly (Viper) A [40]	796-810	Mad Cat (Timber Wolf) D [75]	287-303	Kingfisher B [90]
523-589	Koshi (Myst Lynx) C [25]	681-815	Ryoken (Stormcrow) [55]	811-856	Mad Cat (Timber Wolf) [75]	304-311	Daishi (Dire Wolf) B [100]
590-592	Uller (Kit Fox) S [30]	816-833	Ryoken (Stormcrow) B [55]	857-925	Mad Cat (Timber Wolf) A [75]	312-319	Kingfisher C [90]
593-607	Puma (Adder) C [35]	834-851	Ryoken (Stormcrow) A [55]	926-975	Isorla: Major Rival	320-444	Man-o'-War (Gargoyle) A [80]
608-688	Puma (Adder) B [35]	852-879	Black Hawk (Nova) A [50]	976-000	Isorla: Other Clan	445-535	Gladiator (Executioner) D [95]
689-703	Puma (Adder) A [35]	880-925	Black Hawk (Nova) [50]			536-568	Daishi (Dire Wolf) [100]
704-799	Puma (Adder) [35]	926-975	Isorla: Major Rival			569-693	Gladiator (Executioner) [95]
800-925	Dasher (Fire Moth) D [20]	976-000	Isorla: Other Clan			694-718	Daishi (Dire Wolf) A [100]
926-975	Isorla: Major Rival					719-743	Gladiator (Executioner) B [95]
976-000	Isorla: Other Clan					744-776	Masakari (Warhawk) C [85]
						777-867	Gladiator (Executioner) A [95]
						868-925	Masakari (Warhawk) [85]
						926-975	Isorla: Major Rival
						976-000	Isorla: Other Clan

Mechs – Nova Cat

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-042	Koshi (Myst Lynx) A [25]	001-016	Fenris (Ice Ferret) C [45]	001-031	Loki (Hellbringer) B [65]	001-168	Man-o'-War (Gargoyle) [80]
043-053	Dasher (Fire Moth) A [20]	017-024	Fenris (Ice Ferret) A [45]	032-103	Vulture (Mad Dog) C [60]	169-171	Naga C [80]
054-074	Dasher (Fire Moth) C [20]	025-040	Dragonfly (Viper) C [40]	104-175	Vulture (Mad Dog) A [60]	172-200	Naga [80]
075-085	Koshi (Myst Lynx) D [25]	041-080	Dragonfly (Viper) [40]	176-247	Loki (Hellbringer) A [65]	201-203	Naga D [80]
086-189	Koshi (Myst Lynx) [25]	081-088	Black Hawk (Nova) D [50]	248-298	Thor (Summoner) A [70]	204-206	Naga A [80]
190-210	Dasher (Fire Moth) B [20]	089-096	Fenris (Ice Ferret) B [45]	299-329	Thor (Summoner) B [70]	207-216	Naga B [80]
211-231	Hankyu (Arctic Cheetah) B [30]	097-104	Black Hawk (Nova) C [50]	330-370	Mad Cat (Timber Wolf) B [75]	217-300	Man-o'-War (Gargoyle) B [80]
232-294	Uller (Kit Fox) [30]	105-120	Black Hawk (Nova) B [50]	371-421	Vulture (Mad Dog) B [60]	301-313	Masakari (Warhawk) B [85]
295-341	Uller (Kit Fox) B [30]	121-128	Fenris (Ice Ferret) D [45]	422-503	Thor (Summoner) [70]	314-326	Masakari (Warhawk) A [85]
342-352	Hankyu (Arctic Cheetah) A [30]	129-168	Fenris (Ice Ferret) [45]	504-617	Vulture (Mad Dog) [60]	327-444	Man-o'-War (Gargoyle) C [80]
353-363	Uller (Kit Fox) D [30]	169-216	Hunchback IIC [50]	618-648	Thor (Summoner) C [70]	445-461	Daishi (Dire Wolf) B [100]
364-374	Uller (Kit Fox) C [30]	217-240	Dragonfly (Viper) D [40]	649-679	Mad Cat (Timber Wolf) C [75]	462-596	Man-o'-War (Gargoyle) A [80]
375-406	Koshi (Myst Lynx) B [25]	241-256	Dragonfly (Viper) B [40]	680-689	Thor (Summoner) D [70]	597-630	Gladiator (Executioner) D [95]
407-479	Dasher (Fire Moth) [20]	257-304	Ryoken (Stormcrow) D [55]	690-792	Loki (Hellbringer) [65]	631-697	Daishi (Dire Wolf) [100]
480-531	Puma (Adder) D [35]	305-328	Dragonfly (Viper) A [40]	793-802	Mad Cat (Timber Wolf) D [75]	698-731	Gladiator (Executioner) C [95]
532-542	Hankyu (Arctic Cheetah) D [30]	329-352	Nobori-Nin (Huntsman) A [50]	803-874	Mad Cat (Timber Wolf) [75]	732-782	Gladiator (Executioner) [95]
543-563	Uller (Kit Fox) A [30]	353-449	Ryoken (Stormcrow) [55]	875-925	Mad Cat (Timber Wolf) A [75]	783-833	Daishi (Dire Wolf) A [100]
564-584	Koshi (Myst Lynx) C [25]	450-497	Nobori-Nin (Huntsman) [50]	926-975	Isorla: Major Rival	834-867	Gladiator (Executioner) B [95]
585-616	Hankyu (Arctic Cheetah) [30]	498-521	Nobori-Nin (Huntsman) B [50]	976-000	Isorla: Other Clan	868-874	Masakari (Warhawk) C [85]
617-620	Uller (Kit Fox) S [30]	522-635	Shadow Cat [55]			875-891	Gladiator (Executioner) A [95]
621-652	Puma (Adder) C [35]	636-659	Nobori-Nin (Huntsman) C [50]			892-925	Masakari (Warhawk) [85]
653-673	Puma (Adder) B [35]	660-724	Shadow Cat A [55]			926-975	Isorla: Major Rival
674-798	Puma (Adder) A [35]	725-772	Ryoken (Stormcrow) B [55]			976-000	Isorla: Other Clan
799-809	Hankyu (Arctic Cheetah) C [30]	773-820	Ryoken (Stormcrow) A [55]				
810-893	Puma (Adder) [35]	821-885	Shadow Cat B [55]				
894-925	Dasher (Fire Moth) D [20]	886-901	Black Hawk (Nova) A [50]				
926-975	Isorla: Major Rival	902-925	Black Hawk (Nova) [50]				
976-000	Isorla: Other Clan	926-975	Isorla: Major Rival				
		976-000	Isorla: Other Clan				

Mechs – Smoke Jaguar

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-066	Koshi (Myst Lynx) A [25]	001-007	Fenris (Ice Ferret) C [45]	001-026	Loki (Hellbringer) B [65]	001-081	Man-o'-War (Gargoyle) [80]
067-073	Dasher (Fire Moth) A [20]	008-022	Fenris (Ice Ferret) A [45]	027-035	Cauldron Born (Ebon Jaguar) C [65]	082	Naga C [80]
074-086	Dasher (Fire Moth) C [20]	023-037	Dragonfly (Viper) C [40]	036-112	Vulture (Mad Dog) C [60]	083-094	Naga [80]
087-126	Koshi (Myst Lynx) D [25]	038-081	Dragonfly (Viper) [40]	113-189	Vulture (Mad Dog) A [60]	095	Naga D [80]
127-324	Koshi (Myst Lynx) [25]	082-088	Black Hawk (Nova) D [50]	190-249	Loki (Hellbringer) A [65]	096	Naga A [80]
325-337	Dasher (Fire Moth) B [20]	089-103	Fenris (Ice Ferret) B [45]	250-266	Cauldron Born (Ebon Jaguar) [65]	097-100	Naga B [80]
338-363	Hankyu (Arctic Cheetah) B [30]	104-110	Black Hawk (Nova) C [50]	267-300	Thor (Summoner) A [70]	101-120	Kingfisher A [90]
364-403	Uller (Kit Fox) [30]	111-125	Black Hawk (Nova) B [50]	301-334	Thor (Summoner) B [70]	121-140	Man-o'-War (Gargoyle) B [80]
404-433	Uller (Kit Fox) B [30]	126-147	Fenris (Ice Ferret) D [45]	335-368	Mad Cat (Timber Wolf) B [75]	141-207	Masakari (Warhawk) B [85]
434-453	Hankyu (Arctic Cheetah) A [30]	148-198	Fenris (Ice Ferret) [45]	369-377	Cauldron Born (Ebon Jaguar) D [65]	208-227	Kingfisher D [90]
454-460	Uller (Kit Fox) D [30]	199-242	Hunchback IIC [50]	378-437	Vulture (Mad Dog) B [60]	228-294	Masakari (Warhawk) A [85]
461-467	Uller (Kit Fox) C [30]	243-264	Dragonfly (Viper) D [40]	438-514	Thor (Summoner) [70]	295-321	Kingfisher [90]
468-513	Koshi (Myst Lynx) B [25]	265-271	Dragonfly (Viper) B [40]	515-641	Vulture (Mad Dog) [60]	322-361	Man-o'-War (Gargoyle) C [80]
514-559	Dasher (Fire Moth) [20]	272-352	Ryoken (Stormcrow) D [55]	642-667	Thor (Summoner) C [70]	362-381	Kingfisher B [90]
560-579	Puma (Adder) D [35]	353-374	Dragonfly (Viper) A [40]	668-693	Cauldron Born (Ebon Jaguar) A [65]	382-428	Daishi (Dire Wolf) B [100]
580-586	Hankyu (Arctic Cheetah) D [30]	375-543	Ryoken (Stormcrow) [55]	694-719	Mad Cat (Timber Wolf) C [75]	429-441	Kingfisher C [90]
587-599	Uller (Kit Fox) A [30]	544-616	Shadow Cat [55]	720-728	Cauldron Born (Ebon Jaguar) B [65]	442-502	Man-o'-War (Gargoyle) A [80]
600-645	Koshi (Myst Lynx) C [25]	617-653	Shadow Cat A [55]	729-813	Loki (Hellbringer) [65]	503-509	Gladiator (Executioner) D [95]
646-711	Hankyu (Arctic Cheetah) [30]	654-734	Ryoken (Stormcrow) B [55]	814-822	Mad Cat (Timber Wolf) D [75]	510-643	Daishi (Dire Wolf) [100]
712-714	Uller (Kit Fox) S [30]	735-844	Ryoken (Stormcrow) A [55]	823-882	Mad Cat (Timber Wolf) [75]	644-656	Gladiator (Executioner) C [95]
715-740	Puma (Adder) C [35]	845-881	Shadow Cat B [55]	883-925	Mad Cat (Timber Wolf) A [75]	657-683	Gladiator (Executioner) [95]
741-773	Puma (Adder) B [35]	882-896	Black Hawk (Nova) A [50]	926-975	Isorla: Major Rival	684-770	Daishi (Dire Wolf) A [100]
774-846	Puma (Adder) A [35]	897-925	Black Hawk (Nova) [50]	976-000	Isorla: Other Clan	771-783	Gladiator (Executioner) B [95]
847-859	Hankyu (Arctic Cheetah) C [30]	926-975	Isorla: Major Rival			784-810	Masakari (Warhawk) C [85]
860-905	Puma (Adder) [35]	976-000	Isorla: Other Clan			811-817	Gladiator (Executioner) A [95]
906-925	Dasher (Fire Moth) D [20]					818-925	Masakari (Warhawk) [85]
926-975	Isorla: Major Rival					926-975	Isorla: Major Rival
976-000	Isorla: Other Clan					976-000	Isorla: Other Clan

Mechs – Wolf

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-041	Koshi (Myst Lynx) A [25]	001-019	Fenris (Ice Ferret) C [45]	001-010	Loki (Hellbringer) B [65]	001-215	Man-o'-War (Gargoyle) [80]
042-051	Dasher (Fire Moth) A [20]	020-077	Fenris (Ice Ferret) A [45]	011-046	Vulture (Mad Dog) C [60]	216-225	Naga C [80]
052-072	Dasher (Fire Moth) C [20]	078-096	Dragonfly (Viper) C [40]	047-082	Vulture (Mad Dog) A [60]	226-268	Naga [80]
073-082	Koshi (Myst Lynx) D [25]	097-144	Dragonfly (Viper) [40]	083-118	Loki (Hellbringer) A [65]	269-278	Naga D [80]
083-185	Koshi (Myst Lynx) [25]	145-154	Black Hawk (Nova) D [50]	119-144	Thor (Summoner) A [70]	279-288	Naga A [80]
186-206	Dasher (Fire Moth) B [20]	155-212	Fenris (Ice Ferret) B [45]	145-165	Thor (Summoner) B [70]	289-312	Naga B [80]
207-268	Uller (Kit Fox) [30]	213-222	Black Hawk (Nova) C [50]	166-242	Mad Cat (Timber Wolf) B [75]	313-322	Masakari (Warhawk) B [85]
269-315	Uller (Kit Fox) B [30]	223-241	Black Hawk (Nova) B [50]	243-263	Vulture (Mad Dog) B [60]	323-332	Masakari (Warhawk) A [85]
316-321	Uller (Kit Fox) D [30]	242-280	Fenris (Ice Ferret) D [45]	264-299	Thor (Summoner) [70]	333-404	Man-o'-War (Gargoyle) C [80]
322-331	Uller (Kit Fox) C [30]	281-396	Fenris (Ice Ferret) [45]	300-361	Vulture (Mad Dog) [60]	405-428	Daishi (Dire Wolf) B [100]
332-362	Koshi (Myst Lynx) B [25]	397-454	Hunchback IIC [50]	362-371	Thor (Summoner) C [70]	429-620	Man-o'-War (Gargoyle) A [80]
363-424	Dasher (Fire Moth) [20]	455-483	Dragonfly (Viper) D [40]	372-422	Mad Cat (Timber Wolf) C [75]	621-644	Gladiator (Executioner) D [95]
425-486	Puma (Adder) D [35]	484-502	Dragonfly (Viper) B [40]	423-432	Thor (Summoner) D [70]	645-740	Daishi (Dire Wolf) [100]
487-507	Uller (Kit Fox) A [30]	503-531	Ryoken (Stormcrow) D [55]	433-488	Loki (Hellbringer) [65]	741-752	Gladiator (Executioner) C [95]
508-528	Koshi (Myst Lynx) C [25]	532-560	Dragonfly (Viper) A [40]	489-514	Mad Cat (Timber Wolf) D [75]	753-788	Gladiator (Executioner) [95]
529-532	Uller (Kit Fox) S [30]	561-732	Ryoken (Stormcrow) [55]	515-771	Mad Cat (Timber Wolf) [75]	789-848	Daishi (Dire Wolf) A [100]
533-594	Puma (Adder) C [35]	733-761	Ryoken (Stormcrow) B [55]	772-925	Mad Cat (Timber Wolf) A [75]	849-872	Gladiator (Executioner) B [95]
595-645	Puma (Adder) B [35]	762-819	Ryoken (Stormcrow) A [55]	926-975	Isorla: Major Rival	873-877	Masakari (Warhawk) C [85]
646-649	Uller (Kit Fox) W [30]	820-858	Black Hawk (Nova) A [50]	976-000	Isorla: Other Clan	878-901	Gladiator (Executioner) A [95]
650-752	Puma (Adder) A [35]	859-925	Black Hawk (Nova) [50]			902-925	Masakari (Warhawk) [85]
753-884	Puma (Adder) [35]	926-975	Isorla: Major Rival			926-975	Isorla: Major Rival
885-925	Dasher (Fire Moth) D [20]	976-000	Isorla: Other Clan			976-000	Isorla: Other Clan
926-975	Isorla: Major Rival						
976-000	Isorla: Other Clan						

INNER SPHERE MECHS 3050

Between 3039 and 3050, two of the Houses undergo heavy expansion of their militaries. The CCAF was reduced to about 12 mech regiments in size by 3031, but rebuilt by 3050 to about 16 regiments, with most of this coming post-3036. This doesn't sound like much, but means that by 3050 25% of it is new-built. The Steiner military, meanwhile, undergoes phenomenal growth, going from 67 to 93 regiments, an increase of 26 regiments (28%). It's with these two Houses that you see the first older machines begin to disappear off the tables—the Capellans through attrition and the Lyrans through being flooded out by new construction.

There is also the matter of new technology. The original Technical Readout 3050 detailed the first Inner Sphere mechs in the modern era built using Star League technologies. The book has an in-universe publishing date of February 3052, which would make most of its machines (described as just entering service at that time) not available for service in the Clan Invasion. However, during work by the MUL team to iron out factory placement it was realized that TR3050 describes Inner Sphere mechs about to roll off the assembly lines of planets that, assuming the book's Feb 3052 date was correct, had already been captured by Clan forces months or years earlier. The intro to that book does state that it was originally compiled by ComStar staffers in 3050, but was supposedly held back and revised for later so that it wouldn't already be obsolete upon release. It's obvious that the introduction was added as an afterthought, after the rest of the book had already been written, and that the book's contents do not reflect this supposed revision.

As a result, we've decided to officially errata the TR3050 introduction by striking it altogether: the book's mech production details are now set in 3050, rather than 3052. In addition, as the MUL team has been required to create canon deployment dates for every unit in the Battletech universe, I can now state with absolute certainty what would be available at the dawn of the Clan Invasion. As always, the Av numbers and table percentages I come up with are pure bits of unofficial guesswork, with no canon standing whatsoever.

It's important to note that, in 3050, Star League technology would still be trickling onto the scene: the simple fact of the matter is that, excepting the most elite units, the Inner Sphere fought the Clan Invasion using largely the same machines it possessed in 3039 (which of course is much of the reason why they did so badly). Even in these elite units, not all the machines of TR3050 are available: some are described as still on the drawing board, up to three years away from even *starting* production. The real difference in A-rated units at this time would be in the *quality* of their machines (that is, their overall age), not their type, as well as the unit's access to parts and skilled techs and the high levels of experience possessed by its pilots.

There is no official list of the units that were fielding Star League recovered technology in 3050, but generally any Elite unit with a Loyalty rating of Reliable or Fanatical, or any Veteran unit with a Loyalty rating of Fanatical, would likely qualify. A potential list of candidates for A-rated status is as follows:

Capellan Confederation:

Capellan Hussars: 1st (Red Lancers), 3rd (Blandford's Grenadiers)

Death Commandos

1st McCarron's Armored Cavalry

Warrior Houses: Dai Da Chi, Fujita, Hiritsu, Ijori, Kamata, Lu Sann, Ma Tsu-Kai

Draconis Combine:

Dieron Regulars: 18th

Otomo

Proserpina Hussars: 1st, 3rd

Sword of Light: 1st, 2nd, 7th

Federated Suns:

Avalon Hussars: 20th, 33rd

Crucis Lancers: 1st, 3rd, 7th

Davion Brigade of Guards: Assault Guards, Heavy Guards, Light Guards, 1st Davion Guards, 2nd Davion Guards, 4th Davion Guards, 5th Davion Guards

1st Federated Suns Armored Cavalry

New Ivaarsen Chasseurs: 1st

Team Banzai

Free Worlds League:

Free Worlds Guards: 1st, 2nd

Fusiliers of Oriente: 1st Brigade, Ducal Guard

Marik Militia: 1st, 6th

Lyrans Commonwealth:

Arcturan Guards: 17th, 19th

Donegal Guards: 3rd

Lyrans Guards: 3rd, 6th, 11th, 15th

Royal Guards: 1st, 2nd, 3rd

Syrtis Fusiliers: 6th

NOTE: For the two Steiner tables, do not apply the usual roll modifiers.

Mechs – Draconis Combine (House Kurita)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028	001-030	Salvage: Davion 3028
031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028	031-060	Salvage: Steiner 3028
061-101	STG-3R Stinger [20]	061-096	VL-2T Vulcan [40]	061-065	JM6-DD Jagermech [65]	061-156	CGR-1A1 Charger [80]**
102-142	WSP-1K Wasp [20]	097-116	STN-3K Sentinel [40]**	066-117	RFL-3N Rifleman [60]**	157-201	CP-10-Z Cyclops [90]
143-266	WSP-1A Wasp [20]	117-136	CDA-2A Cicada [40]	118-122	CHP-2N Champion [60]	202-246	LGB-0W Longbow [85]
267-390	LCT-1V Locust [20]	137-156	ASN-21 Assassin [40]	123-201	DRG-1N Dragon [60]	247-291	VTR-9B Victor [80]
391-394	MCY-97 Mercury [20]	157-161	STN-3M Sentinel [40]	202-240	QKD-4G Quickdraw [60]	292-316	CGR-1A9 Charger [80]
395-402	LCT-3V Locust [20]	162-166	CLNT-2-3T Clint [40]	241-258	QKD-5A Quickdraw [60]	317-412	BNC-3E Banshee [95]**
403-414	STG-3G Stinger [20]	167-171	WTH-1S Whitworth [40]	259-263	DRG-1C Dragon [60]	413-418	GOL-1H Goliath [80]
415-418	THE-T Thorn [20]	172-176	VL-5T Vulcan [40]	264-268	MLN-1A Merlin [60]	419-431	MAL-1R Mauler [90]
419-422	SDR-5K Spider [30]	177-186	CN9-A Centurion [50]	269-294	DRG-5N Dragon [60]	432-437	AWS-8R Awesome [80]
423-463	UM-R60 Urbanmech [30]**	187-222	BJ-1 Blackjack [45]**	295-320	OSR-2C Ostroc [60]	438-462	STC-2C Striker [80]
464-471	THE-S Thorn [20]	223-232	HER-4K Hermes II [40]	321-330	CHP-1N Champion [60]	463-487	THG-10E Thug [80]
472-487	HSR-300-D Hussar [30]	233-283	WTH-1 Whitworth [40]	331-409	LNC25-02 Lancelot [60]	488-493	AWS-8V Awesome [80]
488-495	THE-N Thorn [20]	284-288	TBT-5S Trebuchet [50]	410-417	QKD-4H Quickdraw [60]	494-518	BLR-1G Battlemaster [85]
496-507	LCT-1E Locust [20]	289-293	TBT-7K Trebuchet [50]	418-422	QKD-5K Quickdraw [60]	519-531	HTM-26T Hatamoto-Chi [80]
508-511	MCY-98 Mercury [20]	294-329	WVE-6N Wyvern [45]	423-461	OTL-4D Ostsol [60]	532-537	CP-11-A Cyclops [90]
512-527	JVN-10N Javelin [30]	330-349	SCP-1N Scorpion [55]**	462-464	OSR-3C Ostroc [60]	538-543	CP-11-C Cyclops [90]
528-543	OTT-7J Ostscout [30]	350-451	PXH-1 Phoenix Hawk [45]	465-482	CRD-3K Crusader [65]	544-549	STK-4N Stalker [85]
544-551	HER-1A Hermes [30]	452-502	HBK-4G Hunchback [50]	483-485	ON1-V Orion [75]	550-645	STK-3F Stalker [85]
552-559	FLC-4N Falcon [30]	503-538	SHD-2H Shadow Hawk [55]	486-524	WHM-6R Warhammer [70]	646-651	HTM-27W Hatamoto-Ku [80]
560-600	SDR-5V Spider [30]	539-543	HBK-4H Hunchback [50]	525-576	DRG-1G Dragon (Grand) [60]	652-664	CP-10-Q Cyclops [90]
601-608	HSR-200-D Hussar [30]	544-594	PXH-1K Phoenix Hawk [45]	577-586	WHM-6K Warhammer [70]	665-670	AWS-8T Awesome [80]
609-612	HER-1B Hermes [30]	595-599	HBK-4N Hunchback [50]	587-638	CRD-3R Crusader [65]	671-676	HTM-27V Hatamoto-Kaze [80]
613-674	FS9-H Firestarter [35]	600-635	WVE-5N Wyvern [45]	639-664	CPLT-K2 Catapult [65]	677-772	AWS-8Q Awesome [80]
675-678	HER-1S Hermes [30]	636-686	WVR-6R Wolverine [55]	665-716	TDR-5S Thunderbolt [65]	773-817	HTM-27T Hatamoto-Chi [80]
679-682	HSR-350-D Hussar [30]	687-691	HBK-4P Hunchback [50]	717-724	BMB-10D Bombardier [65]**	818-836	LGB-7Q Longbow [85]
683-686	MON-68 Mongoose [25]	692-742	CRB-20 Crab [50]	725-803	ARC-2K Archer [70]	837-842	STK-3H Stalker [85]
687-702	MON-67 Mongoose [25]	743-747	HBK-4J Hunchback [50]	804-821	MAD-3R Marauder [75]	843-848	HTM-27U Hatamoto-Hi [80]
703-706	MON-66 Mongoose [25]	748-767	DV-6M Dervish [55]	822-824	GLT-4P Guillotine [70]	849-854	CRK-5003-2 Katana [85]
707-710	FS9-K Firestarter [35]	768-818	SHD-2K Shadow Hawk [55]	825-829	CPLT-C1 Catapult [65]	855-860	THG-11E Thug [80]
711-916	PNT-9R Panther [35]	819-854	TBT-5N Trebuchet [50]	830-855	GLT-4L Guillotine [70]	861-885	CRK-5003-0 Crockett [85]
917-920	JVN-10F Javelin [30]	855-874	WVR-6K Wolverine [55]	856-860	GLT-3N Guillotine [70]	886-898	CGR-3K Charger [80]
921-982	JR7-D Jenner [35]	875-976	GRF-1N Griffin [55]	861-870	LNC25-01 Lancelot [60]	899-917	HGN-733 Highlander [90]
983-996	JR7-K Jenner [35]	977-986	GRF-1DS Griffin [55]	871-896	GHR-5H Grasshopper [70]	918-930	KGC-0000 King Crab [100]
997-000	JR7-F Jenner [35]	987-000	KTO-20 Kintaro [55]	897-914	ON1-K Orion [75]	931-975	AS7-D Atlas [100]
				915-924	CPLT-K3 Catapult [65]	976-981	KGC-000 King Crab [100]
				925-929	STK-4P Stalker [75]	982-987	AS7-K Atlas [100]
				930-981	ARC-2R Archer [70]	988-993	HGN-732 Highlander [90]
				982-986	GHR-5N Grasshopper [70]	994-000	CP-10-HQ Cyclops [90]
				987-991	BL-6-KNT Black Knight [75]		
				992-000	MAD-5D Marauder [75]		

Mechs – Federated Suns (House Davion)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028	001-025	Salvage: Kurita 3028
026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028	026-070	Salvage: Liao 3028
071-137	STG-3R Stinger [20]	071-073	CLNT-2-4T Clint [40]	071-147	JM6-S Jagermech [65]	071-083	VTR-9A Victor [80]
138-238	WSP-1A Wasp [20]	074-085	VL-2T Vulcan [40]	148-155	JM6-DD Jagermech [65]	084-096	VTR-9A1 Victor [80]
239-305	WSP-1D Wasp [20]	086-097	CDA-2A Cicada [40]	156-270	RFL-3N Rifleman [60]**	097-141	CP-10-Z Cyclops [90]
306-318	WSP-1S Wasp [20]	098-100	CLNT-1-2R Clint [40]	271-274	RFL-3C Rifleman [60]	142-237	LGB-0W Longbow [85]
319-368	LCT-1M Locust [20]	101-112	ASN-21 Assassin [40]	275-282	CHP-2N Champion [60]	238-428	VTR-9B Victor [80]
369-375	LCT-3D Locust [20]	113-115	ASN-101 Assassin [40]	283-290	JM6-A Jagermech [65]	429-524	BNC-3E Banshee [95]**
376-442	LCT-1V Locust [20]	116-121	CLNT-2-3T Clint [40]	291-294	RFL-4D Rifleman [60]	525-543	ZEU-6T Zeus [80]**
443-445	HNT-152 Hornet [20]**	122-133	HCT-3F Hatchetman [45]	295-305	QKD-4G Quickdraw [60]	544-549	GOL-1H Goliath [80]
446-479	HNT-151 Hornet [20]**	134-195	SHD-2D Shadow Hawk [55]	306-309	QKD-5A Quickdraw [60]	550-555	AWS-8R Awesome [80]
480-486	LCT-3V Locust [20]	196-198	BJ-1DC Blackjack [45]	310-317	MLN-1A Merlin [60]	556-580	STC-2C Striker [80]
487-520	STG-3G Stinger [20]	199-207	VL-5T Vulcan [40]	318-344	OSR-2C Ostroc [60]	581-586	AWS-8V Awesome [80]
521-570	UM-R60 Urbanmech [30]**	208-300	CN9-A Centurion [50]	345-348	OSR-2L Ostroc [60]	587-611	BLR-1D Battlemaster [85]
571-573	SDR-5D Spider [30]	301-309	CN9-AH Centurion [50]	349-352	QKD-4H Quickdraw [60]	612-617	CP-11-A Cyclops [90]
574-576	COM-3A Commando [25]	310-356	BJ-1 Blackjack [45]	353-356	OTL-4F Ostsol [60]	618-623	CP-11-C Cyclops [90]
577-599	COM-2D Commando [25]	357-378	WTH-1 Whitworth [40]	357-413	OTL-4D Ostsol [60]	624-629	STK-4N Stalker [85]
600-609	LCT-1E Locust [20]	379-381	TBT-5S Trebuchet [50]	414-417	OSR-3C Ostroc [60]	630-725	STK-3F Stalker [85]
610-616	JVN-10P Javelin [30]	382-387	WVE-6N Wuyvern [45]	418-421	ON1-V Orion [75]	726-738	CP-10-Q Cyclops [90]
617-683	JVN-10N Javelin [30]	388-390	BJ-1DB Blackjack [45]	422-478	WHM-6R Warhammer [70]	739-744	AWS-8T Awesome [80]
684-696	OTT-7J Ostscout [30]	391-545	ENF-4R Enforcer [50]	479-489	WHM-6K Warhammer [70]	745-840	AWS-8Q Awesome [80]
697-703	HER-1A Hermes [30]	546-592	PXH-1 Phoenix Hawk [45]	490-516	CTF-1X Cataphract [70]	841-885	LGB-7Q Longbow [85]
704-706	FLC-4N Falcon [30]	593-614	HBK-4G Hunchback [50]	517-593	CRD-3R Crusader [65]	886-891	STK-3H Stalker [85]
707-729	SDR-5V Spider [30]	615-620	SHD-2D2 Shadow Hawk [55]	594-597	ON1-VA Orion [75]	892-916	ZEU-9S Zeus [80]**
730-739	RVN-1X Raven [35]	621-629	CN9-AL Centurion [50]	598-653	TDR-5S Thunderbolt [65]	917-929	KGC-0000 King Crab [100]
740-762	VLK-QF Valkyrie [30]	630-660	SHD-2H Shadow Hawk [55]	654-680	CRD-3D Crusader [65]	930-935	AS7-RS Atlas [100]
763-765	HER-1B Hermes [30]	661-663	HBK-4H Hunchback [50]	681-688	BMB-10D Bombardier [65]**	936-941	DVS-1D Devastator [100]
766-815	FS9-H Firestarter [35]	664-694	PXH-1D Phoenix Hawk [45]	689-692	CTF-2X Cataphract [70]	942-986	AS7-D Atlas [100]
816-916	VLK-QA Valkyrie [30]	695-697	HBK-4N Hunchback [50]	693-719	MAD-3R Marauder [75]	987-994	DVS-2 Devastator [100]
917-926	MON-67 Mongoose [25]	698-744	WVR-6R Wuyverine [55]	720-730	AXM-1N Axman [65]	995-000	CP-10-HQ Cyclops [90]
927-929	FS9-S Firestarter [35]	745-747	HBK-4P Hunchback [50]	731-734	GLT-4P Guillotine [70]		
930-932	FS9-K Firestarter [35]	748-756	CRB-20 Crab [50]	735-738	CPLT-C1 Catapult [65]		
933-942	VLK-QD Valkyrie [30]	757-759	HBK-4J Hunchback [50]	739-753	GLT-4L Guillotine [70]		
943-945	FS9-S1 Firestarter [35]	760-821	DV-6M Dervish [55]	754-791	GHR-5H Grasshopper [70]		
946-968	JVN-10F Javelin [30]	822-833	KTO-18 Kintaro [55]	792-818	ON1-K Orion [75]		
969-971	RVN-2X Raven [35]	834-845	TBT-5N Trebuchet [50]	819-826	BL-7-KNT Black Knight [75]		
972-994	WLF-1 Wolfhound [35]	846-867	PXH-3S Phoenix Hawk [45]	827-834	CRD-5S Crusader [65]		
995-997	WLF-1A Wolfhound [35]	868-873	BJ-3 Blackjack [45]	835-838	AXM-2N Axman [65]		
998-000	WLF-1B Wolfhound [35]	874-967	GRF-1N Griffin [55]	839-846	STK-4P Stalker [75]		
		968-970	GLD-3R Gladiator [55]**	847-884	MAD-3D Marauder [75]		
		971-976	GRF-1DS Griffin [55]	885-899	WHM-6D Warhammer [70]		
		977-979	GLD-4R Gladiator [55]**	900-976	ARC-2R Archer [70]		
		980-988	PXH-3D Phoenix Hawk [45]	977-984	GHR-5N Grasshopper [70]		
		989-000	DV-7D Dervish [55]	985-992	CES-3R Caesar [70]		
				993-000	MAD-5D Marauder [75]		

Mechs – Free Worlds League (House Marik)

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028	001-025	Salvage: Liao 3028
026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028	026-050	Salvage: Steiner 3028
051-064	FLE-14 Flea [15]	051-090	VL-2T Vulcan [40]	051-108	RFL-3N Rifleman [60]**	051-065	CP-10-Z Cyclops [90]
065-206	STG-3R Stinger [20]	091-116	CDA-2A Cicada [40]	109-114	CHP-2N Champion [60]	066-180	LGB-0W Longbow [85]
207-442	WSP-1A Wasp [20]	117-127	ASN-21 Assassin [40]	115-157	QKD-4G Quickdraw [60]	181-195	VTR-9B Victor [80]
443-447	FLE-15 Flea [20]	128-130	CLNT-2-3T Clint [40]	158-166	QKD-5A Quickdraw [60]	196-207	BNC-3Q Banshee [95]
448-480	FLE-4 Flea [20]	131-262	HER-2S Hermes II [40]	167-169	MLN-1A Merlin [60]	208-234	BNC-3E Banshee [95]**
481-622	LCT-1V Locust [20]	263-265	ICR-1S Icarus II [40]**	170-178	RFL-5M Rifleman [60]	235-261	GOL-1H Goliath [80]
623-631	LCT-3V Locust [20]	266-273	HER-2M Hermes II [40]	179-198	OSR-2C Ostroc [60]	262-288	AWS-8R Awesome [80]
632-678	STG-3G Stinger [20]	274-278	VL-5T Vulcan [40]	199-201	OSR-2L Ostroc [60]	289-303	STC-2C Striker [80]
679-749	UM-R60 Urbanmech [30]**	279-289	CN9-A Centurion [50]	202-210	OSR-2M Ostroc [60]	304-341	THG-10E Thug [80]
750-763	LCT-1E Locust [20]	290-307	BJ-1 Blackjack [45]**	211-219	QKD-4H Quickdraw [60]	342-368	AWS-8V Awesome [80]
764-782	JVN-10N Javelin [30]	308-315	WTH-1 Whitworth [40]	220-262	OTL-4D Ostsol [60]	369-445	BLR-1G Battlemaster [85]
783-801	OTT-7J Ostscout [30]	316-323	TBT-5S Trebuchet [50]	263-265	OSR-3C Ostroc [60]	446-460	GOL-3M Goliath [80]
802-806	HER-3S2 Hermes [30]	324-328	WVE-6N Wyvern [45]	266-277	ON1-V Orion [75]	461-464	CP-11-A Cyclops [90]
807-815	HER-1A Hermes [30]	329-339	SCP-1N Scorpion [55]**	278-364	WHM-6R Warhammer [70]	465-468	CP-11-C Cyclops [90]
816-820	FLC-4N Falcon [30]	340-471	PXH-1 Phoenix Hawk [45]	365-509	CRD-3R Crusader [65]	469-495	STK-4N Stalker [85]
821-891	SDR-5V Spider [30]	472-550	HBK-4G Hunchback [50]	510-515	ON1-VA Orion [75]	496-687	STK-3F Stalker [85]
892-900	HER-3S Hermes [30]	551-561	HBK-5M Hunchback [50]	516-535	MAD-3M Marauder [75]	688-695	CP-10-Q Cyclops [90]
901-905	HER-1B Hermes [30]	562-601	SHD-2H Shadow Hawk [55]	536-622	TDR-5S Thunderbolt [65]	696-722	AWS-8T Awesome [80]
906-976	FS9-H Firestarter [35]	602-606	HBK-4H Hunchback [50]	623-634	BMB-10D Bombardier [65]**	723-730	BNC-3M Banshee [95]
977-981	HER-3S1 Hermes [30]	607-611	HBK-4N Hunchback [50]	635-643	MAD-3R Marauder [75]	731-922	AWS-8Q Awesome [80]
982-990	MON-67 Mongoose [25]	612-614	SCP-1O Scorpion [55]	644-646	GLT-4P Guillotine [70]	923-949	LGB-7Q Longbow [85]
991-995	FS9-K Firestarter [35]	615-640	WVR-6R Wolverine [55]	647-649	CPLT-C1 Catapult [65]	950-976	STK-3H Stalker [85]
996-000	JVN-10F Javelin [30]	641-645	HBK-4P Hunchback [50]	650-678	GLT-4L Guillotine [70]	977-980	BLR-3M Battlemaster [85]
		646-650	CRB-20 Crab [50]	679-681	BL-7-KNT-L Black Knight [75]	981-984	KGC-0000 King Crab [100]
		651-655	HBK-4J Hunchback [50]	682-694	ON1-M Orion [75]	985-996	AS7-D Atlas [100]
		656-666	DV-6M Dervish [55]	695-723	GHR-5H Grasshopper [70]	997-000	CP-10-HQ Cyclops [90]
		667-719	TBT-5N Trebuchet [50]	724-868	ON1-K Orion [75]		
		720-745	TBT-5J Trebuchet [50]	869-871	BL-7-KNT Black Knight [75]		
		746-798	GRF-1N Griffin [55]	872-877	STK-4P Stalker [75]		
		799-801	GLD-3R Gladiator [55]**	878-883	GLT-5M Guillotine [70]		
		802-804	GLD-4R Gladiator [55]**	884-970	ARC-2R Archer [70]		
		805-936	WVR-6M Wolverine [55]	971-982	WHM-7M Warhammer [70]		
		937-954	PXH-3M Phoenix Hawk [45]	983-988	TDR-7M Thunderbolt [65]		
		955-959	CNS-3M Cronus [55]	989-994	GHR-5N Grasshopper [70]		
		960-977	TBT-7M Trebuchet [50]	995-000	ARC-4M Archer [70]		
		978-995	SHD-5M Shadow Hawk [55]				
		996-000	GRF-3M Griffin [55]				

Mechs – Lyran Commonwealth (House Steiner): A / B-Rated Units

D1000	LIGHT MECHS	D1000	MEDIUM MECHS	D1000	HEAVY MECHS	D1000	ASSAULT MECHS
001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028	001-050	Salvage: Kurita 3028
051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028	051-070	Salvage: Marik 3028
071-138	STG-3R Stinger [20]	071-132	VL-2T Vulcan [40]	071-082	JM6-DD Jagermech [65]	071-085	CGR-1A1 Charger [80]**
139-228	WSP-1A Wasp [20]	133-136	STN-3K Sentinel [40]**	083-122	RFL-3N Rifleman [60]**	086-093	CP-10-Z Cyclops [90]
229-273	WSP-1S Wasp [20]	137-144	CDA-2A Cicada [40]	123-130	CHP-2N Champion [60]	094-150	LGB-0W Longbow [85]
274-305	LCT-1V Locust [20]	145-152	ASN-21 Assassin [40]	131-146	QKD-4G Quickdraw [60]	151-225	ZEU-6S Zeus [80]
306-373	LCT-1S Locust [20]	153-156	STN-3KB Sentinel [40]**	147-150	MLN-1A Merlin [60]	226-251	VTR-9B Victor [80]
374-382	LCT-3V Locust [20]	157-160	STN-3KA Sentinel [40]**	151-162	OSR-2C Ostroc [60]	252-277	BNC-3E Banshee [95]**
383-427	STG-3G Stinger [20]	161-222	HCT-3F Hatchetman [45]	163-190	OTL-4D Otsol [60]	278-466	ZEU-6T Zeus [80]
428-459	UM-R60 Urbanmech [30]**	223-230	VL-5T Vulcan [40]	191-310	WHM-6R Warhammer [70]	467-481	GOL-1H Goliath [80]
460-504	COM-3A Commando [25]	231-242	CN9-A Centurion [50]	311-430	CRD-3R Crusader [65]	482-485	AWS-8R Awesome [80]
505-639	COM-2D Commando [25]	243-254	BJ-1 Blackjack [45]**	431-458	TDR-5S Thunderbolt [65]	486-489	STC-2C Striker [80]
640-653	LCT-1E Locust [20]	255-262	WTH-1 Whitworth [40]	459-538	TDR-5SS Thunderbolt [65]	490-515	BLR-1S Battlemaster [85]
654-658	COM-1D Commando [25]	263-270	TBT-5S Trebuchet [50]	539-566	MAD-3R Marauder [75]	516-519	AWS-8V Awesome [80]
659-676	JVN-10N Javelin [30]	271-274	WVE-6N Wyvern [45]	567-594	AXM-1N Axman [65]	520-576	BLR-1G Battlemaster [85]
677-694	OTT-7J Ostscout [30]	275-303	ENF-4R Enforcer [50]	595-598	GLT-4P Guillotine [70]	577-580	CP-11-A Cyclops [90]
695-699	HER-1A Hermes [30]	304-428	PXH-1 Phoenix Hawk [45]	599-678	ARC-2S Archer [70]	581-584	CP-11-C Cyclops [90]
700-713	SDR-5V Spider [30]	429-457	HBK-4G Hunchback [50]	679-694	GLT-4L Guillotine [70]	585-599	STK-4N Stalker [85]
714-803	FS9-H Firestarter [35]	458-474	CN9-AL Centurion [50]	695-734	GHR-5H Grasshopper [70]	600-712	STK-3F Stalker [85]
804-848	VLK-QA Valkyrie [30]	475-536	SHD-2H Shadow Hawk [55]	735-762	ON1-K Orion [75]	713-716	CP-10-Q Cyclops [90]
849-857	MON-67 Mongoose [25]	537-540	HBK-4H Hunchback [50]	763-766	BL-7-KNT Black Knight [75]	717-720	AWS-8T Awesome [80]
858-875	FS9-S Firestarter [35]	541-544	HBK-4N Hunchback [50]	767-778	CRD-5S Crusader [65]	721-777	AWS-8Q Awesome [80]
876-880	FS9-K Firestarter [35]	545-606	WVR-6R Wolverine [55]	779-786	AXM-2N Axman [65]	778-803	LGB-7Q Longbow [85]
881-889	FS9-M Firestarter [35]	607-610	HBK-4P Hunchback [50]	787-906	ARC-2R Archer [70]	804-818	STK-3H Stalker [85]
890-921	VLK-QD Valkyrie [30]	611-618	CRB-20 Crab [50]	907-966	FLS-7K Flashman [75]	819-856	ZEU-9S Zeus [80]
922-939	FS9-S1 Firestarter [35]	619-622	HBK-4J Hunchback [50]	967-974	GHR-5N Grasshopper [70]	857-931	BNC-3S Banshee [95]
940-944	JVN-10F Javelin [30]	623-664	DV-6M Dervish [55]	975-986	CES-3R Caesar [70]	932-957	HGN-733 Highlander [90]
945-990	WLF-1 Wolfhound [35]	665-693	TBT-5N Trebuchet [50]	987-000	MAD-5D Marauder [75]	958-965	KGCC-0000 King Crab [100]
991-995	WLF-1A Wolfhound [35]	694-755	PXH-3S Phoenix Hawk [45]			966-969	DVS-1D Devastator [100]
996-000	WLF-1B Wolfhound [35]	756-817	GRF-1S Griffin [55]			970-984	AS7-D Atlas [100]
		818-942	GRF-1N Griffin [55]			985-992	DVS-2 Devastator [100]
		943-971	GRF-1DS Griffin [55]			993-000	CP-10-HQ Cyclops [90]
		972-988	PXH-3D Phoenix Hawk [45]				
		989-000	DV-7D Dervish [55]				

FACTION LISTS INTRODUCTION

A few notes regarding the following:

- Faction tables are laid out one per faction, and contain only the machines that are available on that faction's random assignment tables.

On Availability ("Av" for short): I rated each unit's Availability on a ten-point scale. The scale is *only* meant to represent how often that particular machine appears *within both its weight class and the force(s) it serves with*. It is not meant to give an accurate picture of exact numbers of the machine currently in service. Besides the fact that hard production numbers are almost nonexistent, different weight classes have different deployment ratios. For example, assault mechs are usually about a mere 10% of a mech force, while mediums are the most common, so that a common but Steiner-only assault mech like the Zeus may have fewer examples in existence than a widespread but rare for its class medium like the Scorpion.

Av 10 machines are those where at least one example should be found in every appropriate lance or star (Wasp, Zeus, Hermes II), while Av 1 is incredibly rare (a handful of examples in the entire faction, like the original variants of the Clint and Cicada – roughly 1 in every 200 mechs of that weight class). Availability is just meant to be just a basic guideline—don't bother trying to derive hard numbers from it or embrace it as in any way canon, but instead use it as a comparative guide. In general:

0: Extinct	1-2: Very Rare	3-4: Rare
5-6: Uncommon	7-8: Common	9-10: Very Common

If a machine is very rare (Av 1 or 2) in a faction, that faction will usually not have any variants of it listed unless a Technical Readout specifically states that one is in service with that faction. Again, this is not to say examples don't exist there, but that the numbers are so small as to be not worth including.

In addition, in the Kuritan 3039 column you'll come across an A* rating—this denotes mechs only found in Kuritan A*-rated units. The A* rating is only used for Kurita, and only for the 3039 era.

- For the Availability Changes sections, a plus or minus to a unit's Av means that existing amounts of the unit have been altered. A value with no plus or minus means the unit is new to that time period.

Mechs – Star League 2750

Mech	Av (Regular)	Av (Royal)
Archer ARC-2R [70]	6	
Awesome AWS-8Q [80]	8	
Banshee BNC-3E [90]	6	
Battlemaster BLR-1G [85]	6	
Black Knight BL-6-KNT [75]	7	9
Bombardier BMB-12D [65]	1	2
Catapult CPLT-A1 [65]	3	
Catapult CPLT-C1 [65]	1	
Catapult CPLT-C1b [65]		4
Catapult CPLT-C4 [65]	1	
Champion CHP-1N [60]	5	
Champion CHP-1Nb [60]		5
Champion CHP-1N2 [60]	3	
Cicada CDA-2A [40]	4	
Crab CRB-27 [50]	1	
Crab CRB-27b [50]		2
Crockett CRK-5003-1 [85]	5	
Crockett CRK-5003-1b [85]		6
Crusader CRD-2R [65]	8	7
Cyclops CP-10-HQ [90]	1	2
Cyclops CP-10-Z [90]	3	5
Dervish DV-6M [55]	8	
Emperor EMP-6A [90]		9
Excalibur EXC-B2 [70]	5	
Excalibur EXC-B2b [70]		6
Exterminator EXT-4D [65]	3	
Exterminator EXT-4Db [65]		4
Falcon FLC-4N [30]	7	
Firefly FFL-4B [30]	8	
Firestarter FS9-A [35]	4	
Firestarter FS9-H [35]	5	
Firestarter FS9-K [35]	4	
Flashman FLS-8K [75]	1	2
Galahad GLH-2D [60]	7	8
Griffin GRF-1N [55]	4	
Griffin GRF-2N [55]	8	10
Guillotine GLT-3N [70]	8	5
Helepolis HEP-3H [75]	4	5
Hermes HER-1S [30]	4	
Hermes HER-1Sb [30]		4

Mech	Av (Regular)	Av (Royal)
Highlander HGN-732 [90]	9	
Highlander HGN-732b [90]		10
Hoplite HOP-4C [55]	6	
Hunchback HBK-4G [50]	6	
Hussar HSR-200-D [30]	6	
Hussar HSR-200-Db [30]		6
King Crab KGC-000 [100]	2	
King Crab KGC-000b [100]		4
King Crab KGC-010 [100]		1
Kintaro KTO-19 [55]	8	
Kintaro KTO-19b [55]		10
Kyudo KY2-D-02 [45]	5	
Lancelot LNC25-01 [60]	7	7
Lancelot LNC25-05 [60]	4	4
Locust LCT-1Vb [20]		6
Longbow LGB-0W [85]	7	
Longbow LGB-7Q [85]	4	
Mackie MSK-9H [100]	1	
Marauder MAD-1R [75]	7	
Marauder MAD-2R [75]		9
Mercury MCY-99 [20]	6	
Mongoose MON-66 [25]	10	
Mongoose MON-66b [25]		10
Night Hawk NTK-2Q [35]	8	8
Orion ON1-K [75]	6	
Osprey OSP-15 [55]		2
Ostroc OSR-2C [60]	4	
Ostroc OSR-2Cb [60]		5
Ostscout OTT-7J [35]	6	
Ostscout OTT-7Jb [35]		6
Ostsol OTL-4D [60]	4	
Phoenix Hawk PXH-1 [45]	7	
Phoenix Hawk PXH-2 [45]	4	7
Pillager PLG-3Z [100]	7	10
Rifleman II RFL-3N-2 [80]		5
Sentinel STN-3L [40]	6	
Sentinel STN-3Lb [40]		9
Shadow Hawk SHD-2H [55]	7	
Shootist ST-8A [70]	6	
Spectator SPR-4F [35]		5

Mech	Av (Regular)	Av (Royal)
Spider SDR-5V [30]	6	
Stalker STK-3F [85]	9	
Stalker STK-3Hb [85]		9
Stalker STK-3H [85]	4	
Stinger STG-3Gb [20]		8
Striker STC-2C [80]	6	
Talon TLN-5V [35]	10	10
Thorn THE-N [20]	8	
Thorn THE-Nb [20]		8
Thug THG-11E [80]	8	8
Thunderbolt TDR-5S [65]	6	
Thunderbolt TDR-5Sb [65]		8
Victor VTR-9A [80]	1	
Victor VTR-9A1 [80]	1	
Victor VTR-9B [80]	6	
Warhammer WHM-6R [70]	6	
Warhammer WHM-6Rb [70]		7
Whitworth WTH-1 [40]	6	
Wolverine WVR-6R [55]	7	
Wyvern WVE-5N [45]	6	
Wyvern WVE-5Nb [45]		7

Availability Changes: 3028-3039

Capellan Confederation

Battlemaster -1
Cataphract -1X +4, -2X +4
Centurion -1
Cronus CNS-3M 1
Hunchback HBK-4SP 1
Raven +2, RVN-3X 1, RVN-4X 2
Thunderbolt -2

Drillson 4
Po 7
Skulker +1
Zhukov 5

Draconis Combine

Charger CGR-1A9 2
Crab +3
Catapult CPLT-K2 +3
Crockett CRK-5003-0 3
Daboku DCMS-MX90-D 5
Dragon -1G +4
Falcon +1
Guillotine +1
Hatamoto-Chi HTM-26T 1
Highlander HGN-733 3
Hunchback HBK-4SP 1
Hussar HSR-300-D 3, 350-D 1
Mercury MCY-98 1
Mongoose +1, MON-68 1
Sentinel STN-3K 3
Thorn THE-S 3, -T 1
Thug THG-10E 4
Wyvern +3

Drillson 4
Po 4
Scimitar +1

Federated Suns

Cataphract CTF-1X 5, -2X 1
Commando COM-2D 3
Devastator DVS-1D 1
Hatchetman +3
Hornet +4
Hunchback HBK-4SP 1
Raven RVN-1X 3, -2X 1
Scorpion -2
Wolfhound WLF-1 3
Wolfhound WLF-1A 1
Wolfhound WLF-1B 1
Zeus ZEU-6T 3**

Brutus 6
Drillson 6
Ontos 4
Patton 5
Plainsman 4
Po 4
Rommel 5
Savannah Master 5
Sturmfeur 3

Free Worlds League

Cronus CNS-3M 2
Exterminator 0 (now extinct)
Hunchback HBK-4SP 3

Drillson 4
Plainsman 4
Po 7
Saracen +1
Skulker +1
Zhukov 5

Lyran Commonwealth

Banshee -3E -1
Banshee -3S +4
Centurion -A +2, -AL +1
Dervish +1
Devastator DVS-1D 1

Enforcer +2
Hatchetman +1
Hunchback HBK-4SP 2
Valkyrie +2 (-QA only)
Wolfhound WLF-1 4
Wolfhound WLF-1A 1
Wolfhound WLF-1B 1
Zeus -6T +5

Drillson +4
Ontos 4
Patton +4
Po 4
Rommel +4
Savannah Master +2

Other Changes

Salvage increase: Davion & Steiner 7%, Kurita & Liao 6%
(Marik remains at 5%)

Star League mechs employed by A* Kuritan forces

(Ryuken, Genyosha, and Ghost Regiments ONLY – not even Sword of Light regiments or the Otomo have access. Tyr units also use these mechs.)

Champion CHP-1N
Dragon DRG-5N
Exterminator EXT-4D
Flashman FLS-8K
Guillotine GLT-3N
Hermes HER-1S
Highlander HGN-732
Hussar HSR-200-D
Katana CRK-5003-2
King Crab KGC-000
Kintaro KTO-20
Lancelot LNC25-01
Mongoose MON-66
Sentinel STN-3M
Thorn THE-N
Thug THG-11E
Wyvern WVE-5N

Mechs – Capellan Confederation (House Liao): 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	7	7
Atlas AS7-D	3	3
Awesome AWS-8Q	7	7
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	7	7
Battlemaster BLR-1G	6	5
Blackjack BJ-1	7	7
Bombardier BMB-10D	2	2
Cataphract CTF-1X	3	7
Cataphract CTF-2X	1	5
Catapult CPLT-A1	1	1
Catapult CPLT-C1	6	6
Catapult CPLT-C4	1	1
Centurion CN9-A	2	1
Champion CHP-2N	4	4
Charger CGR-1A5	1	1
Charger CGR-1L	5	5
Cicada CDA-2A	4	4
Cicada CDA-2B	1	1
Cicada CDA-3C	1	1
Clint CLNT-1-2R	1	1
Clint CLNT-2-3T	2	2
Clint CLNT-2-4T	1	1
Crab CRB-20	2	2
Cronus CNS-3M		1
Crusader CRD-3L	9	9
Crusader CRD-3R	5	5
Cyclops CP-10-HQ	1	1
Cyclops CP-10-Q	2	2
Cyclops CP-10-Z	5	5
Dervish DV-6M	4	4
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Gladiator GLD-3R	1	1
Gladiator GLD-4R	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	7	7

Mech	Av (3028)	Av (3039)
Guillotine GLT-4L	4	4
Guillotine GLT-4P	1	1
Hermes HER-1A	2	2
Hermes HER-1B	1	1
Highlander HGN-733	5	5
Highlander HGN-733C	1	1
Highlander HGN-733P	1	1
Hunchback HBK-4G	6	6
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Hunchback HBK-4SP		1
Jagermech JM6-S	6	6
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
King Crab KGC-0000	2	2
Locust LCT-1E	3	3
Locust LCT-1V	9	9
Locust LCT-3V	2	2
Longbow LGB-0W	6	6
Longbow LGB-7Q	3	3
Marauder MAD-3L	3	3
Marauder MAD-3R	4	4
Merlin MLN-1A	1	1
Mongoose MON-67	2	2
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	4	4
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	3	3
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Raven RVN-1X	3	5
Raven RVN-3X		1

Mech	Av (3028)	Av (3039)
Raven RVN-4X		2
Rifleman RFL-3N	9	9
Scorpion SCP-1N	4	4
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	5	5
Stalker STK-3F	7	7
Stalker STK-3H	1	1
Stalker STK-4N	1	1
Stalker STK-4P	2	2
Stinger STG-3G	6	6
Stinger STG-3R	9	9
Striker STC-2C	6	6
Thunderbolt TDR-5S	9	7
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	8	8
Urbanmech UM-R60L	2	2
Victor VTR-9A	2	2
Victor VTR-9A1	2	2
Victor VTR-9B	9	9
Vindicator VND-1AA	2	2
Vindicator VND-1R	10	10
Vindicator VND-1X	1	1
Vulcan VL-2T	4	4
Vulcan VL-5T	1	1
Warhammer WHM-6L	4	4
Warhammer WHM-6R	7	7
Wasp WSP-1A	9	9
Wasp WSP-1L	8	8
Whitworth WTH-1	3	3
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2

Mechs – Capellan Confederation (House Liao): 3050

Mech	Av (3050)
Archer ARC-2R	5
Atlas AS7-D	2
Awesome AWS-8Q	5
Awesome AWS-8R	1
Awesome AWS-8T	1
Awesome AWS-8V	1
Banshee BNC-3E	5
Battlemaster BLR-1G	4
Blackjack BJ-1	3
Cataphract CTF-1X	9
Cataphract CTF-2X	7
Catapult CPLT-A1	1
Catapult CPLT-C1	3
Catapult CPLT-C4	1
Charger CGR-1A5	1
Charger CGR-1L	3
Cicada CDA-2A	1
Cronus CNS-3M	2
Crusader CRD-3L	10
Crusader CRD-3R	4
Cyclops CP-10-HQ	1
Cyclops CP-10-Q	2
Cyclops CP-10-Z	3
Cyclops CP-11-A	1
Cyclops CP-11-C	1
Firestarter FS9-H	5
Flea FLE-17	5
Grasshopper GHR-5H	4
Grasshopper GHR-5N	1
Griffin GRF-1N	4
Guillotine GLT-4L	2
Hermes HER-1A	1
Highlander HGN-733	7
Highlander HGN-733C	1
Highlander HGN-733P	1
Hunchback HBK-4G	2
Hunchback HBK-4H	1
Hunchback HBK-4J	1
Hunchback HBK-4N	1
Hunchback HBK-4P	1
Jagermech JM6-S	4
Javelin JVN-10N	2
King Crab KGC-0000	1
Locust LCT-1E	3

Mech	Av (3050)
Locust LCT-1V	9
Locust LCT-3V	2
Longbow LGB-0W	4
Longbow LGB-7Q	2
Marauder MAD-3L	2
Marauder MAD-3R	2
Merlin MLN-1A	3
Orion ON1-K	4
Orion ON1-V	1
Orion ON1-VA	1
Ostroc OSR-2C	2
Ostroc OSR-2L	1
Ostroc OSR-3C	1
Ostscout OTT-7J	2
Ostsol OTL-4D	5
Phoenix Hawk PXH-1	5
Quickdraw QKD-4G	1
Quickdraw QKD-4H	1
Quickdraw QKD-5A	1
Raven RVN-1X	7
Raven RVN-3L	2
Raven RVN-3X	2
Raven RVN-4X	7
Rifleman RFL-3N	6
Scorpion SCP-1N	1
Shadow Hawk SHD-2H	4
Spider SDR-5V	3
Stalker STK-3F	5
Stalker STK-3H	1
Stalker STK-4N	1
Stalker STK-4P	2
Stinger STG-3G	6
Stinger STG-3R	9
Striker STC-2C	4
Thunderbolt TDR-5S	6
Trebuchet TBT-5N	2
Trebuchet TBT-5S	1
Urbanmech UM-R60	5
Urbanmech UM-R60L	1
Victor VTR-9A	2
Victor VTR-9A1	2
Victor VTR-9B	6
Vindicator VND-1AA	2
Vindicator VND-1R	10

Mech	Av (3050)
Vulcan VL-2T	1
Warhammer WHM-6L	3
Warhammer WHM-6R	5
Wasp WSP-1A	9
Wasp WSP-1L	9
Whitworth WTH-1	1
Wolverine WVR-6R	4

Mechs – Draconis Combine (House Kurita): 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2K	9	9
Archer ARC-2R	8	8
Assassin ASN-21	4	4
Atlas AS7-D	5	5
Awesome AWS-8Q	7	7
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	7	7
Battlemaster BLR-1G	4	4
Black Knight BL-7-KNT	1	1
Blackjack BJ-1	5	5
Bombardier BMB-10D	4	4
Catapult CPLT-C1	2	2
Catapult CPLT-K2	3	3
Centurion CN9-A	2	2
Champion CHP-1N		A*
Champion CHP-2N	2	2
Charger CGR-1A1	7	7
Charger CGR-1A9		A*
Cicada CDA-2A	4	4
Clint CLNT-2-3T	1	1
Crab CRB-20	2	2
Crockett CRK-5003-0		A*
Crusader CRD-3K	5	5
Crusader CRD-3R	8	8
Cyclops CP-10-HQ	1	1
Cyclops CP-10-Q	2	2
Cyclops CP-10-Z	5	5
Daboku DCMS-MX90-D		A*
Dervish DV-6M	4	4
Dragon DRG-1C	3	3
Dragon (Grand) DRG-1G	2	2
Dragon DRG-1N	10	10
Dragon DRG-5N		A*
Exterminator EXT-4D		A*
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Flashman FLS-8K		A*
Goliath GOL-1H	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	8	8
Guillotine GLT-3N		A*
Guillotine GLT-4L	4	4

Mech	Av (3028)	Av (3039)
Guillotine GLT-4P	1	1
Hatamoto-Chi HTM-26T		A*
Hermes HER-1A	2	2
Hermes HER-1B	1	1
Hermes HER-1S		A*
Hermes II HER-4K	2	2
Highlander HGN-732		A*
Highlander HGN-733		A*
Hunchback HBK-4G	6	6
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Hunchback HBK-4SP		A*
Hussar HSR-200-D		A*
Hussar HSR-300-D		A*
Hussar HSR-350-D		A*
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
Jenner JR7-D	8	8
Jenner JR7-F	1	1
Katana CRK-5003-2		A*
King Crab KGC-000		A*
King Crab KGC-0000	2	2
Kintaro KTO-20		A*
Lancelot LNC25-01		A*
Lancelot LNC25-02	9	9
Locust LCT-1E	3	3
Locust LCT-1V	9	9
Locust LCT-3V	2	2
Longbow LGB-0W	5	5
Longbow LGB-7Q	3	3
Marauder MAD-3R	5	5
Mercury MCY-98		A*
Merlin MLN-1A	2	2
Mongoose MON-66		A*
Mongoose MON-67	2	2
Mongoose MON-68		A*
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	6	6
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	4	4

Mech	Av (3028)	Av (3039)
Ostsol OTL-4D	7	7
Panther PNT-9R	10	10
Phoenix Hawk PXH-1	8	8
Phoenix Hawk PXH-1K	6	6
Quickdraw QKD-4G	7	7
Quickdraw QKD-4H	3	3
Quickdraw QKD-5A	5	5
Rifleman RFL-3N	8	8
Scorpion SCP-1N	4	4
Sentinel STN-3K		A*
Sentinel STN-3M		A*
Shadow Hawk SHD-2H	5	5
Shadow Hawk SHD-2K	6	6
Spider SDR-5K	1	1
Spider SDR-5V	6	6
Stalker STK-3F	7	7
Stalker STK-3H	1	1
Stalker STK-4N	1	1
Stalker STK-4P	2	2
Stinger STG-3G	3	3
Stinger STG-3R	6	6
Striker STC-2C	4	4
Thorn THE-N		A*
Thorn THE-S		A*
Thorn THE-T		A*
Thug THG-10E		A*
Thug THG-11E		A*
Thunderbolt TDR-5S	8	8
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Trebuchet TBT-7K	1	1
Urbanmech UM-R60	7	7
Victor VTR-9B	5	5
Vulcan VL-2T	5	5
Vulcan VL-5T	1	1
Warhammer WHM-6K	4	4
Warhammer WHM-6R	7	7
Wasp WSP-1A	9	9
Wasp WSP-1K	6	6
Whitworth WTH-1	6	6
Whitworth WTH-1S	1	1
Wolverine WVR-6K	4	4
Wolverine WVR-6R	6	6
Wyvern WVE-5N		A*
Wyvern WVE-6N	2	2

Mechs – Draconis Combine (House Kurita): 3050

Mech	Av (3050)
Archer ARC-2K	9
Archer ARC-2R	8
Assassin ASN-21	4
Atlas AS7-D	5
Atlas AS7-K	1
Awesome AWS-8Q	7
Awesome AWS-8R	1
Awesome AWS-8T	1
Awesome AWS-8V	1
Banshee BNC-3E	7
Battlemaster BLR-1G	4
Black Knight BL-6-KNT	2
Blackjack BJ-1	5
Bombardier BMB-10D	3
Catapult CPLT-C1	2
Catapult CPLT-K2	6
Catapult CPLT-K3	4
Centurion CN9-A	2
Champion CHP-1N	4
Champion CHP-2N	2
Charger CGR-1A1	7
Charger CGR-1A9	4
Charger CGR-3K	2
Cicada CDA-2A	4
Clint CLNT-2-3T	1
Crab CRB-20	6
Crockett CRK-5003-0	4
Crusader CRD-3K	5
Crusader CRD-3R	8
Cyclops CP-10-HQ	1
Cyclops CP-10-Q	2
Cyclops CP-10-Z	5
Cyclops CP-11-A	1
Cyclops CP-11-C	1
Dervish DV-6M	4
Dragon (Grand) DRG-1G	8
Dragon DRG-1C	2
Dragon DRG-1N	9
Dragon DRG-5N	6
Falcon FLC-4N	2
Firestarter FS9-H	7
Firestarter FS9-K	1
Goliath GOL-1H	1
Grasshopper GHR-5H	6
Grasshopper GHR-5N	2
Griffin GRF-1DS	2
Griffin GRF-1N	8
Guillotine GLT-3N	2
Guillotine GLT-4L	6

Mech	Av (3050)
Guillotine GLT-4P	1
Hatamoto-Chi HTM-26T	2
Hatamoto-Chi HTM-27T	5
Hatamoto-Hi HTM-27U	1
Hatamoto-Kaze HTM-27V	1
Hatamoto-Ku HTM-27W	1
Hermes HER-1A	2
Hermes HER-1B	1
Hermes HER-1S	1
Hermes II HER-4K	2
Highlander HGN-732	1
Highlander HGN-733	3
Hunchback HBK-4G	6
Hunchback HBK-4H	1
Hunchback HBK-4J	1
Hunchback HBK-4N	1
Hunchback HBK-4P	1
Hussar HSR-200-D	2
Hussar HSR-300-D	4
Hussar HSR-350-D	1
Jagermech JM6-DD	2
Javelin JVN-10F	1
Javelin JVN-10N	4
Jenner JR7-D	7
Jenner JR7-F	1
Jenner JR7-K	3
Katana CRK-5003-2	1
King Crab KGC-000	1
King Crab KGC-0000	2
Kintaro KTO-20	2
Lancelot LNC25-01	4
Lancelot LNC25-02	9
Locust LCT-1E	3
Locust LCT-1V	9
Locust LCT-3V	2
Longbow LGB-0W	5
Longbow LGB-7Q	3
Marauder MAD-3R	5
Marauder MAD-5D	2
Mauler MAL-1R	2
Mercury MCY-97	1
Mercury MCY-98	1
Merlin MLN-1A	2
Mongoose MON-66	1
Mongoose MON-67	4
Mongoose MON-68	1
Orion ON1-K	5
Orion ON1-V	1
Ostroc OSR-2C	6

Mech	Av (3050)
Ostroc OSR-3C	1
Ostscout OTT-7J	4
Ostsol OTL-4D	7
Panther PNT-9R	10
Phoenix Hawk PXH-1	8
Phoenix Hawk PXH-1K	6
Quickdraw QKD-4G	7
Quickdraw QKD-4H	3
Quickdraw QKD-5A	5
Quickdraw QKD-5K	2
Rifleman RFL-3N	8
Scorpion SCP-1N	4
Sentinel STN-3K	4
Sentinel STN-3M	1
Shadow Hawk SHD-2H	5
Shadow Hawk SHD-2K	6
Spider SDR-5K	1
Spider SDR-5V	6
Stalker STK-3F	7
Stalker STK-3H	1
Stalker STK-4N	1
Stalker STK-4P	2
Stinger STG-3G	3
Stinger STG-3R	6
Striker STC-2C	4
Thorn THE-N	2
Thorn THE-S	2
Thorn THE-T	1
Thug THG-10E	4
Thug THG-11E	1
Thunderbolt TDR-5S	8
Trebuchet TBT-5N	5
Trebuchet TBT-5S	1
Trebuchet TBT-7K	1
Urbanmech UM-R60	6
Victor VTR-9B	5
Vulcan VL-2T	5
Vulcan VL-5T	1
Warhammer WHM-6K	4
Warhammer WHM-6R	7
Wasp WSP-1A	9
Wasp WSP-1K	6
Whitworth WTH-1	6
Whitworth WTH-1S	1
Wolverine WVR-6K	4
Wolverine WVR-6R	6
Wyvern WVE-5N	5
Wyvern WVE-6N	5

Mechs – Federated Suns (House Davion): 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	8	8
Assassin ASN-21	4	4
Assassin ASN-101	1	1
Atlas AS7-D	5	5
Atlas AS7-RS	2	1
Awesome AWS-8Q	7	7
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	7	7
Battlemaster BLR-1D	4	4
Black Knight BL-7-KNT	2	2
Blackjack BJ-1	7	7
Blackjack BJ-1DB	1	1
Blackjack BJ-1DC	1	1
Bombardier BMB-10D	2	2
Cataphract CTF-1X		5
Cataphract CTF-2X		1
Catapult CPLT-C1	1	1
Centurion CN9-A	9	9
Centurion CN9-AH	3	3
Centurion CN9-AL	3	3
Champion CHP-2N	2	2
Cicada CDA-2A	4	4
Clint CLNT-1-2R	1	1
Clint CLNT-2-3T	2	2
Clint CLNT-2-4T	1	1
Commando COM-2D		3
Crab CRB-20	3	3
Crusader CRD-3D	5	5
Crusader CRD-3R	8	8
Cyclops CP-10-HQ	1	1
Cyclops CP-10-Q	2	2
Cyclops CP-10-Z	5	5
Dervish DV-6M	8	8
Devastator DVS-1D		1
Enforcer ENF-4R	10	10
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Gladiator GLD-3R	1	1
Gladiator GLD-4R	1	1
Goliath GOL-1H	1	1

Mech	Av (3028)	Av (3039)
Grasshopper GHR-5H	6	6
Griffin GRF-1N	9	9
Guillotine GLT-4L	4	4
Guillotine GLT-4P	1	1
Hatchetman HCT-3F	1	4
Hermes HER-1A	2	2
Hermes HER-1B	1	1
Hornet HNT-151	1	5
Hornet HNT-152	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Hunchback HBK-4SP		1
Jagermech JM6-A	2	2
Jagermech JM6-S	8	8
Javelin JVN-10F	5	5
Javelin JVN-10N	8	8
King Crab KGC-0000	2	2
Kintaro KTO-18	6	4
Locust LCT-1E	3	3
Locust LCT-1M	7	7
Locust LCT-1V	8	8
Locust LCT-3V	2	2
Longbow LGB-0W	8	7
Longbow LGB-7Q	6	5
Marauder MAD-3D	6	6
Marauder MAD-3R	5	5
Merlin MLN-1A	2	2
Mongoose MON-67	3	3
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	4	4
Ostsol OTL-4D	7	7
Ostsol OTL-4F	1	1
Phoenix Hawk PXH-1	7	7
Phoenix Hawk PXH-1D	6	6
Quickdraw QKD-4G	3	3

Mech	Av (3028)	Av (3039)
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Raven RVN-1X		3
Raven RVN-2X		1
Rifleman RFL-3C	1	1
Rifleman RFL-3N	9	9
Rifleman RFL-4D	1	1
Scorpion SCP-1N	4	2
Shadow Hawk SHD-2D	8	8
Shadow Hawk SHD-2H	6	6
Spider SDR-5D	1	1
Spider SDR-5V	5	5
Stalker STK-3F	7	7
Stalker STK-3H	1	1
Stalker STK-4N	1	1
Stalker STK-4P	2	2
Stinger STG-3G	6	6
Stinger STG-3R	8	8
Striker STC-2C	4	4
Thunderbolt TDR-5S	7	7
Trebuchet TBT-5N	4	4
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	7	7
Valkyrie VLK-QA	9	9
Valkyrie VLK-QF	5	5
Victor VTR-9A	2	2
Victor VTR-9A1	2	2
Victor VTR-9B	9	9
Vulcan VL-2T	4	4
Vulcan VL-5T	3	3
Warhammer WHM-6D	4	4
Warhammer WHM-6K	3	3
Warhammer WHM-6R	7	7
Wasp WSP-1A	9	9
Wasp WSP-1D	8	8
Whitworth WTH-1	5	5
Wolfhound WLF-1		3
Wolfhound WLF-1A		1
Wolfhound WLF-1B		1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2
Zeus ZEU-6T		3

Mechs – Federated Suns (House Davion): 3050

Mech	Av (3050)
Archer ARC-2R	8
Assassin ASN-101	1
Assassin ASN-21	4
Atlas AS7-D	5
Atlas AS7-RS	1
Awesome AWS-8Q	7
Awesome AWS-8R	1
Awesome AWS-8T	1
Awesome AWS-8V	1
Axman AXM-1N	3
Axman AXM-2N	1
Banshee BNC-3E	7
Battlemaster BLR-1D	4
Black Knight BL-7-KNT	2
Blackjack BJ-1	7
Blackjack BJ-1DB	1
Blackjack BJ-1DC	1
Blackjack BJ-3	2
Bombardier BMB-10D	2
Caesar CES-3R	2
Cataphract CTF-1X	5
Cataphract CTF-2X	1
Catapult CPLT-C1	1
Centurion CN9-A	9
Centurion CN9-AH	3
Centurion CN9-AL	3
Champion CHP-2N	2
Cicada CDA-2A	4
Clint CLNT-1-2R	1
Clint CLNT-2-3T	2
Clint CLNT-2-4T	1
Commando COM-2D	5
Commando COM-3A	1
Crab CRB-20	3
Crusader CRD-3D	5
Crusader CRD-3R	8
Crusader CRD-5S	2
Cyclops CP-10-HQ	1
Cyclops CP-10-Q	2
Cyclops CP-10-Z	5
Cyclops CP-11-A	1
Cyclops CP-11-C	1
Dervish DV-6M	8
Dervish DV-7D	4
Devastator DVS-1D	1
Devastator DVS-2	1
Enforcer ENF-4R	10
Falcon FLC-4N	1
Firestarter FS9-H	7
Firestarter FS9-K	1
Firestarter FS9-S	1
Firestarter FS9-S1	1
Gladiator GLD-3R	1

Mech	Av (3050)
Gladiator GLD-4R	1
Goliath GOL-1H	1
Grasshopper GHR-5H	6
Grasshopper GHR-5N	2
Griffin GRF-1DS	2
Griffin GRF-1N	9
Guillotine GLT-4L	4
Guillotine GLT-4P	1
Hatchetman HCT-3F	4
Hermes HER-1A	2
Hermes HER-1B	1
Hornet HNT-151	6
Hornet HNT-152	1
Hunchback HBK-4G	5
Hunchback HBK-4H	1
Hunchback HBK-4J	1
Hunchback HBK-4N	1
Hunchback HBK-4P	1
Jagermech JM6-A	2
Jagermech JM6-DD	2
Jagermech JM6-S	8
Javelin JVN-10F	5
Javelin JVN-10N	8
Javelin JVN-10P	2
King Crab KGC-0000	2
Kintaro KTO-18	4
Locust LCT-1E	3
Locust LCT-1M	7
Locust LCT-1V	8
Locust LCT-3D	2
Locust LCT-3V	2
Longbow LGB-0W	7
Longbow LGB-7Q	5
Marauder MAD-3D	6
Marauder MAD-3R	5
Marauder MAD-5D	2
Merlin MLN-1A	2
Mongoose MON-67	3
Orion ON1-K	5
Orion ON1-V	1
Orion ON1-VA	1
Ostroc OSR-2C	5
Ostroc OSR-2L	1
Ostroc OSR-3C	1
Ostscout OTT-7J	4
Otsol OTL-4D	7
Otsol OTL-4F	1
Phoenix Hawk PXH-1	7
Phoenix Hawk PXH-1D	6
Phoenix Hawk PXH-3D	3
Phoenix Hawk PXH-3S	5
Quickdraw QKD-4G	3
Quickdraw QKD-4H	1

Mech	Av (3050)
Quickdraw QKD-5A	1
Raven RVN-1X	3
Raven RVN-2X	1
Rifleman RFL-3C	1
Rifleman RFL-3N	9
Rifleman RFL-4D	1
Shadow Hawk SHD-2D	8
Shadow Hawk SHD-2D2	2
Shadow Hawk SHD-2H	6
Spider SDR-5D	1
Spider SDR-5V	5
Stalker STK-3F	7
Stalker STK-3H	1
Stalker STK-4N	1
Stalker STK-4P	2
Stinger STG-3G	6
Stinger STG-3R	8
Striker STC-2C	4
Thunderbolt TDR-5S	7
Trebuchet TBT-5N	4
Trebuchet TBT-5S	1
Urbanmech UM-R60	7
Valkyrie VLK-QA	9
Valkyrie VLK-QD	3
Valkyrie VLK-QF	5
Victor VTR-9A	2
Victor VTR-9A1	2
Victor VTR-9B	9
Vulcan VL-2T	4
Vulcan VL-5T	3
Warhammer WHM-6D	4
Warhammer WHM-6K	3
Warhammer WHM-6R	7
Wasp WSP-1A	9
Wasp WSP-1D	8
Wasp WSP-1S	4
Whitworth WTH-1	5
Wolfhound WLF-1	5
Wolfhound WLF-1A	1
Wolfhound WLF-1B	1
Wolverine WVR-6R	7
Wyvern WWE-6N	2
Zeus ZEU-6T	3
Zeus ZEU-9S	4

Mechs – Free Rasalhague Republic: 3039

Mech	Av (3028)	Av (3039)
Archer ARC-2K		9
Archer ARC-2R		8
Assassin ASN-21		4
Atlas AS7-D		5
Awesome AWS-8Q		7
Awesome AWS-8R		1
Awesome AWS-8T		1
Awesome AWS-8V		1
Banshee BNC-3E		7
Banshee BNC-3S		1
Battlemaster BLR-1G		4
Black Knight BL-7-KNT		1
Blackjack BJ-1		5
Bombardier BMB-10D		4
Catapult CPLT-C1		2
Catapult CPLT-K2		3
Centurion CN9-A		2
Champion CHP-2N		2
Charger CGR-1A1		7
Cicada CDA-2A		4
Clint CLNT-2-3T		1
Commando COM-2D		4
Crab CRB-20		2
Crusader CRD-3K		5
Crusader CRD-3R		8
Cyclops CP-10-Q		2
Cyclops CP-10-Z		5
Dervish DV-6M		4
Dragon DRG-1C		3
Dragon (Grand) DRG-1G		2
Dragon DRG-1N		10
Falcon FLC-4N		1
Firestarter FS9-H		7
Firestarter FS9-K		1
Goliath GOL-1H		1
Grasshopper GHR-5H		6
Griffin GRF-1N		8
Guillotine GLT-4L		4
Guillotine GLT-4P		1
Hermes HER-1A		2

Mech	Av (3028)	Av (3039)
Hermes HER-1B		1
Hermes II HER-4K		2
Hunchback HBK-4G		6
Hunchback HBK-4H		1
Hunchback HBK-4J		1
Hunchback HBK-4N		1
Hunchback HBK-4P		1
Hunchback HBK-4SP		1
Javelin JVN-10F		1
Javelin JVN-10N		4
Jenner JR7-D		8
Jenner JR7-F		1
King Crab KGC-0000		2
Lancelot LNC25-02		9
Locust LCT-1E		3
Locust LCT-1V		9
Locust LCT-3V		2
Longbow LGB-0W		5
Longbow LGB-7Q		3
Marauder MAD-3R		5
Merlin MLN-1A		2
Mongoose MON-67		2
Orion ON1-K		5
Orion ON1-V		1
Orion ON1-VA		1
Ostroc OSR-2C		6
Ostroc OSR-2L		1
Ostroc OSR-3C		1
Ostscout OTT-7J		4
Ostsol OTL-4D		7
Panther PNT-9R		10
Phoenix Hawk PXH-1		8
Phoenix Hawk PXH-1K		6
Quickdraw QKD-4G		7
Quickdraw QKD-4H		3
Quickdraw QKD-5A		5
Rifleman RFL-3N		8
Scorpion SCP-1N		4
Shadow Hawk SHD-2H		5
Shadow Hawk SHD-2K		6

Mech	Av (3028)	Av (3039)
Spider SDR-5K		1
Spider SDR-5V		6
Stalker STK-3F		7
Stalker STK-3H		1
Stalker STK-4N		1
Stalker STK-4P		2
Stinger STG-3G		3
Stinger STG-3R		6
Striker STC-2C		4
Thunderbolt TDR-5S		8
Trebuchet TBT-5N		5
Trebuchet TBT-5S		1
Trebuchet TBT-7K		1
Urbanmech UM-R60		7
Victor VTR-9B		5
Vindicator VND-1AA		1
Vulcan VL-2T		5
Vulcan VL-5T		1
Warhammer WHM-6K		4
Warhammer WHM-6R		7
Wasp WSP-1A		9
Wasp WSP-1K		6
Whitworth WTH-1		6
Wolverine WVR-6K		4
Wolverine WVR-6R		6
Wyvern WVE-6N		2
Zeus ZEU-6S		4

Mechs – Free Worlds League (House Marik): 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	9	9
Assassin ASN-21	4	4
Atlas AS7-D	3	3
Awesome AWS-8Q	10	10
Awesome AWS-8R	5	5
Awesome AWS-8T	5	5
Awesome AWS-8V	5	5
Banshee BNC-3E	5	5
Banshee BNC-3M	2	2
Banshee BNC-3Q	3	3
Battlemaster BLR-1G	8	8
Black Knight BL-7-KNT	1	1
Black Knight BL-7-KNT-L	1	1
Blackjack BJ-1	5	5
Bombardier BMB-10D	4	4
Catapult CPLT-C1	1	1
Centurion CN9-A	4	4
Champion CHP-2N	2	2
Cicada CDA-2A	6	6
Clint CLNT-2-3T	1	1
Crab CRB-20	2	2
Cronus CNS-3M		2
Crusader CRD-3R	10	10
Cyclops CP-10-HQ	1	1
Cyclops CP-10-Q	2	2
Cyclops CP-10-Z	4	4
Dervish DV-6M	4	4
Exterminator EXT-4A	4	
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Flea FLE-4	5	5
Flea FLE-14	4	4
Flea FLE-15	1	1
Gladiator GLD-3R	1	1
Gladiator GLD-4R	1	1
Goliath GOL-1H	5	5
Grasshopper GHR-5H	6	6
Griffin GRF-1N	8	8
Guillotine GLT-4L	6	6
Guillotine GLT-4P	1	1
Hermes HER-1A	2	2
Hermes HER-1B	1	1

Mech	Av (3028)	Av (3039)
Hermes II HER-2M	3	3
Hermes II HER-2S	10	10
Hunchback HBK-4G	9	9
Hunchback HBK-4H	2	2
Hunchback HBK-4J	2	2
Hunchback HBK-4N	2	2
Hunchback HBK-4P	3	3
Hunchback HBK-4SP		3
Icarus II ICR-1S	1	1
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
King Crab KGC-0000	1	1
Locust LCT-1E	3	3
Locust LCT-1V	9	9
Locust LCT-3V	2	2
Longbow LGB-0W	9	9
Longbow LGB-7Q	5	5
Marauder MAD-3M	5	5
Marauder MAD-3R	3	3
Merlin MLN-1A	1	1
Mongoose MON-67	2	2
Orion ON1-K	10	10
Orion ON1-V	4	4
Orion ON1-VA	2	2
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-2M	3	3
Ostroc OSR-3C	1	1
Ostscout OTT-7J	4	4
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	10	10
Quickdraw QKD-4G	8	8
Quickdraw QKD-4H	3	3
Quickdraw QKD-5A	3	3
Rifleman RFL-3N	8	8
Scorpion SCP-1N	4	4
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	7	7
Stalker STK-3F	10	10
Stalker STK-3H	5	5
Stalker STK-4N	5	5
Stalker STK-4P	2	2
Stinger STG-3G	6	6

Mech	Av (3028)	Av (3039)
Stinger STG-3R	9	9
Striker STC-2C	4	4
Thug THG-10E	6	6
Thunderbolt TDR-5S	9	9
Trebuchet TBT-5J	6	6
Trebuchet TBT-5N	8	8
Trebuchet TBT-5S	3	3
Urbanmech UM-R60	7	7
Victor VTR-9B	4	4
Vulcan VL-2T	7	7
Vulcan VL-5T	2	2
Warhammer WHM-6R	9	9
Wasp WSP-1A	10	10
Whitworth WTH-1	3	3
Wolverine WVR-6M	10	10
Wolverine WVR-6R	6	6
Wyvern WWE-6N	2	2

Mechs – Free Worlds League (House Marik): 3050

Mech	Av (3050)
Archer ARC-2R	9
Archer ARC-4M	2
Assassin ASN-21	4
Atlas AS7-D	3
Awesome AWS-8Q	10
Awesome AWS-8R	5
Awesome AWS-8T	5
Awesome AWS-8V	5
Banshee BNC-3E	5
Banshee BNC-3M	2
Banshee BNC-3Q	3
Battlemaster BLR-1G	8
Battlemaster BLR-3M	1
Black Knight BL-7-KNT	1
Black Knight BL-7-KNT-L	1
Blackjack BJ-1	5
Bombardier BMB-10D	4
Catapult CPLT-C1	1
Centurion CN9-A	4
Champion CHP-2N	2
Cicada CDA-2A	6
Clint CLNT-2-3T	1
Crab CRB-20	2
Cronus CNS-3M	2
Crusader CRD-3R	10
Cyclops CP-10-HQ	1
Cyclops CP-10-Q	2
Cyclops CP-10-Z	4
Cyclops CP-11-A	1
Cyclops CP-11-C	1
Dervish DV-6M	4
Falcon FLC-4N	1
Firestarter FS9-H	7
Firestarter FS9-K	1
Flea FLE-14	3
Flea FLE-15	1
Flea FLE-4	5
Gladiator GLD-3R	1
Gladiator GLD-4R	1
Goliath GOL-1H	5
Goliath GOL-3M	4
Grasshopper GHR-5H	6
Grasshopper GHR-5N	2
Griffin GRF-1N	8

Mech	Av (3050)
Griffin GRF-3M	2
Guillotine GLT-4L	6
Guillotine GLT-4P	1
Guillotine GLT-5M	2
Hermes HER-1A	2
Hermes HER-1B	1
Hermes HER-3S	2
Hermes HER-3S1	1
Hermes HER-3S2	1
Hermes II HER-2M	3
Hermes II HER-2S	10
Hunchback HBK-4G	9
Hunchback HBK-4H	2
Hunchback HBK-4J	2
Hunchback HBK-4N	2
Hunchback HBK-4P	2
Hunchback HBK-5M	4
Icarus II ICR-1S	1
Javelin JVN-10F	1
Javelin JVN-10N	4
King Crab KGC-0000	1
Locust LCT-1E	3
Locust LCT-1V	9
Locust LCT-3V	2
Longbow LGB-0W	9
Longbow LGB-7Q	5
Marauder MAD-3M	5
Marauder MAD-3R	3
Merlin MLN-1A	1
Mongoose MON-67	2
Orion ON1-K	10
Orion ON1-M	4
Orion ON1-V	4
Orion ON1-VA	2
Ostroc OSR-2C	5
Ostroc OSR-2L	1
Ostroc OSR-2M	3
Ostroc OSR-3C	1
Ostscout OTT-7J	4
Ostsol OTL-4D	7
Phoenix Hawk PXH-1	10
Phoenix Hawk PXH-3M	5
Quickdraw QKD-4G	7
Quickdraw QKD-4H	3

Mech	Av (3050)
Quickdraw QKD-5A	3
Rifleman RFL-3N	8
Rifleman RFL-5M	3
Scorpion SCP-1N	4
Scorpion SCP-1O	1
Shadow Hawk SHD-2H	7
Shadow Hawk SHD-5M	5
Spider SDR-5V	7
Stalker STK-3F	10
Stalker STK-3H	5
Stalker STK-4N	5
Stalker STK-4P	2
Stinger STG-3G	6
Stinger STG-3R	9
Striker STC-2C	4
Thug THG-10E	6
Thunderbolt TDR-5S	9
Thunderbolt TDR-7M	2
Trebuchet TBT-5J	6
Trebuchet TBT-5N	8
Trebuchet TBT-5S	3
Trebuchet TBT-7M	5
Urbanmech UM-R60	7
Victor VTR-9B	4
Vulcan VL-2T	7
Vulcan VL-5T	2
Warhammer WHM-6R	9
Warhammer WHM-7M	4
Wasp WSP-1A	10
Whitworth WTH-1	3
Wolverine WVR-6M	10
Wolverine WVR-6R	6
Wyvern WVE-6N	2

Mechs – Lyran Commonwealth (House Steiner): 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	9	9
Archer ARC-2S	8	8
Assassin ASN-21	4	4
Atlas AS7-D	4	4
Awesome AWS-8Q	7	7
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	8	7
Banshee BNC-3S	3	7
Battlemaster BLR-1G	7	7
Battlemaster BLR-1S	3	5
Black Knight BL-7-KNT	1	1
Blackjack BJ-1	5	5
Bombardier BMB-10D	2	2
Catapult CPLT-C1	1	1
Centurion CN9-A	1	3
Centurion CN9-AL	3	4
Champion CHP-2N	2	2
Charger CGR-1A1	4	4
Cicada CDA-2A	4	4
Clint CLNT-2-3T	1	1
Commando COM-1D	1	1
Commando COM-2D	9	9
Commando COM-3A	6	6
Crab CRB-20	2	2
Crusader CRD-3R	8	9
Cyclops CP-10-HQ	1	1
Cyclops CP-10-Q	2	2
Cyclops CP-10-Z	5	5
Dervish DV-6M	5	6
Devastator DVS-1D		1
Enforcer ENF-4R	3	5
Falcon FLC-4N	1	1
Firestarter FS9-H	8	8
Firestarter FS9-K	1	1
Firestarter FS9-M	2	2
Flashman FLS-7K	6	6
Gladiator GLD-3R	1	1
Gladiator GLD-4R	1	1
Goliath GOL-1H	4	4
Grasshopper GHR-5H	6	6
Griffin GRF-1N	9	9

Mech	Av (3028)	Av (3039)
Griffin GRF-1S	7	7
Guillotine GLT-4L	4	4
Guillotine GLT-4P	1	1
Hatchetman HCT-3F	4	5
Hermes HER-1A	2	2
Hermes HER-1B	1	1
Highlander HGN-733	5	5
Highlander HGN-733C	1	1
Highlander HGN-733P	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Hunchback HBK-4SP		2
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
King Crab KGC-0000	2	2
Locust LCT-1E	3	3
Locust LCT-1S	9	9
Locust LCT-1V	5	5
Locust LCT-3V	2	2
Longbow LGB-0W	7	7
Longbow LGB-7Q	5	5
Marauder MAD-3R	5	5
Merlin MLN-1A	1	1
Mongoose MON-67	2	2
Orion ON1-K	6	6
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	4	4
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	5	5
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Rifleman RFL-3N	8	8
Sentinel STN-3K	2	2
Sentinel STN-3KA	1	1
Sentinel STN-3KB	1	1

Mech	Av (3028)	Av (3039)
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	4	4
Stalker STK-3F	9	9
Stalker STK-3H	4	4
Stalker STK-4N	4	4
Stalker STK-4P	2	2
Stinger STG-3G	6	6
Stinger STG-3R	9	9
Striker STC-2C	6	6
Striker STC-2S	3	3
Thunderbolt TDR-5S	5	5
Thunderbolt TDR-5SS	8	8
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	2	2
Urbanmech UM-R60	7	7
Valkyrie VLK-QA	3	5
Victor VTR-9B	5	5
Vulcan VL-2T	7	7
Vulcan VL-5T	2	2
Warhammer WHM-6R	9	9
Wasp WSP-1A	10	10
Whitworth WTH-1	3	3
Wolfhound WLF-1		4
Wolfhound WLF-1A		1
Wolfhound WLF-1B		1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2
Zeus ZEU-6S	10	10
Zeus ZEU-6T	3	8

Mechs – Lyran Commonwealth (House Steiner): 3050 A / B

Mech	Av (3050)
Archer ARC-2R	9
Archer ARC-2S	8
Assassin ASN-21	3
Atlas AS7-D	4
Awesome AWS-8Q	7
Awesome AWS-8R	1
Awesome AWS-8T	1
Awesome AWS-8V	1
Banshee BNC-3E	7
Banshee BNC-3S	7
Battlemaster BLR-1G	7
Battlemaster BLR-1S	5
Blackjack BJ-1	4
Bombardier BMB-10D	2
Catapult CPLT-C1	1
Centurion CN9-A	3
Centurion CN9-AL	4
Champion CHP-2N	1
Charger CGR-1A1	4
Cicada CDA-2A	3
Clint CLNT-2-3T	1
Commando COM-1D	1
Commando COM-2D	9
Commando COM-3A	6
Crusader CRD-3R	9
Cyclops CP-10-Q	1
Cyclops CP-10-Z	2
Dervish DV-6M	6
Enforcer ENF-4R	5
Falcon FLC-4N	1
Firestarter FS9-H	8
Firestarter FS9-K	1
Firestarter FS9-M	2
Flashman FLS-7K	6
Gladiator GLD-3R	1
Gladiator GLD-4R	1
Goliath GOL-1H	4
Grasshopper GHR-5H	3
Grasshopper GHR-5N	2
Griffin GRF-1N	9
Griffin GRF-1S	7
Guillotine GLT-4L	2
Hatchetman HCT-3F	7
Hermes HER-1A	1

Mech	Av (3050)
Hermes HER-1B	1
Highlander HGN-733	5
Highlander HGN-733C	1
Highlander HGN-733P	1
Hunchback HBK-4G	5
Hunchback HBK-4H	1
Hunchback HBK-4J	1
Hunchback HBK-4N	1
Hunchback HBK-4P	1
Javelin JVN-10N	1
Locust LCT-1E	3
Locust LCT-1S	9
Locust LCT-1V	5
Locust LCT-3V	2
Longbow LGB-0W	7
Longbow LGB-7Q	5
Marauder MAD-3R	5
Merlin MLN-1A	1
Mongoose MON-67	1
Orion ON1-K	4
Orion ON1-V	1
Orion ON1-VA	1
Ostroc OSR-2C	4
Ostroc OSR-2L	1
Ostroc OSR-3C	1
Ostsol OTL-4D	6
Phoenix Hawk PXH-1	9
Quickdraw QKD-4G	3
Quickdraw QKD-4H	1
Quickdraw QKD-5A	1
Rifleman RFL-3N	8
Sentinel STN-3K	1
Sentinel STN-3KA	1
Sentinel STN-3KB	1
Shadow Hawk SHD-2H	7
Spider SDR-5V	2
Stalker STK-3F	9
Stalker STK-3H	4
Stalker STK-4N	4
Stalker STK-4P	2
Stinger STG-3G	6
Stinger STG-3R	9
Striker STC-2C	4
Striker STC-2S	3

Mech	Av (3050)
Thunderbolt TDR-5S	5
Thunderbolt TDR-5SS	8
Trebuchet TBT-5N	3
Trebuchet TBT-5S	1
Urbanmech UM-R60	6
Valkyrie VLK-QA	5
Victor VTR-9B	5
Vulcan VL-2T	7
Vulcan VL-5T	2
Warhammer WHM-6R	9
Wasp WSP-1A	10
Whitworth WTH-1	2
Wolfhound WLF-1	4
Wolfhound WLF-1A	1
Wolfhound WLF-1B	1
Wolverine WVR-6R	7
Wyvern WVE-6N	1
Zeus ZEU-6S	10
Zeus ZEU-6T	8

Mechs – Lyran Commonwealth (House Steiner): 3050 C / D / F

Mech	Av (3050)
Archer ARC-2R	9
Archer ARC-2S	8
Assassin ASN-21	2
Atlas AS7-D	4
Awesome AWS-8Q	7
Awesome AWS-8R	1
Awesome AWS-8T	1
Awesome AWS-8V	1
Axman AXM-1N	5
Axman AXM-2N	2
Banshee BNC-3E	5
Banshee BNC-3S	8
Battlemaster BLR-1G	7
Battlemaster BLR-1S	5
Black Knight BL-7-KNT	1
Blackjack BJ-1	3
Caesar CES-3R	3
Centurion CN9-A	3
Centurion CN9-AL	4
Champion CHP-2N	2
Charger CGR-1A1	4
Cicada CDA-2A	2
Commando COM-1D	1
Commando COM-2D	9
Commando COM-3A	6
Crab CRB-20	2
Crusader CRD-3R	9
Crusader CRD-5S	3
Cyclops CP-10-HQ	2
Cyclops CP-10-Q	1
Cyclops CP-10-Z	2
Cyclops CP-11-A	1
Cyclops CP-11-C	1
Dervish DV-6M	6
Dervish DV-7D	3
Devastator DVS-1D	1
Devastator DVS-2	2
Enforcer ENF-4R	5
Firestarter FS9-H	8
Firestarter FS9-K	1
Firestarter FS9-M	2
Firestarter FS9-S	4
Firestarter FS9-S1	4
Flashman FLS-7K	7

Mech	Av (3050)
Goliath GOL-1H	4
Grasshopper GHR-5H	6
Grasshopper GHR-5N	2
Griffin GRF-1DS	5
Griffin GRF-1N	9
Griffin GRF-1S	7
Guillotine GLT-4L	4
Guillotine GLT-4P	1
Hatchetman HCT-3F	7
Hermes HER-1A	1
Highlander HGN-733	5
Hunchback HBK-4G	5
Hunchback HBK-4H	1
Hunchback HBK-4J	1
Hunchback HBK-4N	1
Hunchback HBK-4P	1
Jagermech JM6-DD	3
Javelin JVN-10F	1
Javelin JVN-10N	4
King Crab KGC-0000	2
Locust LCT-1E	3
Locust LCT-1S	7
Locust LCT-1V	5
Locust LCT-3V	2
Longbow LGB-0W	7
Longbow LGB-7Q	5
Marauder MAD-3R	5
Marauder MAD-5D	3
Merlin MLN-1A	1
Mongoose MON-67	2
Orion ON1-K	5
Ostroc OSR-2C	3
Ostscout OTT-7J	4
Ostsol OTL-4D	5
Phoenix Hawk PXH-1	9
Phoenix Hawk PXH-3D	4
Phoenix Hawk PXH-3S	7
Quickdraw QKD-4G	4
Rifleman RFL-3N	6
Sentinel STN-3K	1
Sentinel STN-3KA	1
Sentinel STN-3KB	1
Shadow Hawk SHD-2H	7
Spider SDR-5V	3

Mech	Av (3050)
Stalker STK-3F	9
Stalker STK-3H	4
Stalker STK-4N	4
Stinger STG-3G	6
Stinger STG-3R	7
Striker STC-2C	1
Thunderbolt TDR-5S	5
Thunderbolt TDR-5SS	8
Trebuchet TBT-5N	5
Trebuchet TBT-5S	2
Urbanmech UM-R60	5
Valkyrie VLK-QA	6
Valkyrie VLK-QD	5
Victor VTR-9B	5
Vulcan VL-2T	7
Vulcan VL-5T	2
Warhammer WHM-6R	9
Wasp WSP-1A	8
Wasp WSP-1S	6
Whitworth WTH-1	2
Wolfhound WLF-1	6
Wolfhound WLF-1A	1
Wolfhound WLF-1B	1
Wolverine WVR-6R	7
Wyvern WVE-6N	1
Zeus ZEU-6S	8
Zeus ZEU-6T	10
Zeus ZEU-9S	6

Mechs – St. Ives Compact: 3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R		7
Atlas AS7-D		3
Awesome AWS-8Q		7
Awesome AWS-8R		1
Awesome AWS-8T		1
Awesome AWS-8V		1
Banshee BNC-3E		7
Battlemaster BLR-1G		6
Blackjack BJ-1		7
Bombardier BMB-10D		2
Cataphract CTF-1X		3
Cataphract CTF-2X		2
Catapult CPLT-A1		1
Catapult CPLT-C1		6
Catapult CPLT-C4		1
Centurion CN9-A		2
Champion CHP-2N		4
Charger CGR-1A5		1
Charger CGR-1L		5
Cicada CDA-2A		4
Clint CLNT-1-2R		1
Clint CLNT-2-3T		2
Clint CLNT-2-4T		1
Crab CRB-20		2
Crusader CRD-3L		5
Crusader CRD-3R		8
Cyclops CP-10-Q		2
Cyclops CP-10-Z		5
Dervish DV-6M		4
Falcon FLC-4N		1
Firestarter FS9-H		7
Firestarter FS9-K		1
Gladiator GLD-3R		1
Gladiator GLD-4R		1
Grasshopper GHR-5H		6
Griffin GRF-1N		7
Guillotine GLT-4L		4
Guillotine GLT-4P		1
Hermes HER-1A		2
Hermes HER-1B		1

Mech	Av (3028)	Av (3039)
Highlander HGN-733		5
Highlander HGN-733C		1
Highlander HGN-733P		1
Hunchback HBK-4G		6
Hunchback HBK-4H		1
Hunchback HBK-4J		1
Hunchback HBK-4N		1
Hunchback HBK-4P		1
Hunchback HBK-4SP		1
Jagermech JM6-S		6
Javelin JVN-10F		1
Javelin JVN-10N		4
King Crab KGC-0000		2
Locust LCT-1E		3
Locust LCT-1V		9
Locust LCT-3V		2
Longbow LGB-0W		6
Longbow LGB-7Q		3
Marauder MAD-3L		3
Marauder MAD-3R		4
Merlin MLN-1A		1
Mongoose MON-67		2
Orion ON1-K		5
Orion ON1-V		1
Orion ON1-VA		1
Ostroc OSR-2C		5
Ostroc OSR-2L		1
Ostroc OSR-3C		1
Ostscout OTT-7J		4
Ostsol OTL-4D		7
Phoenix Hawk PXH-1		9
Quickdraw QKD-4G		3
Quickdraw QKD-4H		1
Quickdraw QKD-5A		1
Raven RVN-1X		3
Rifleman RFL-3N		9
Scorpion SCP-1N		4
Shadow Hawk SHD-2H		7
Spider SDR-5V		5
Stalker STK-3F		7

Mech	Av (3028)	Av (3039)
Stalker STK-3H		1
Stalker STK-4N		1
Stalker STK-4P		2
Stinger STG-3G		6
Stinger STG-3R		9
Striker STC-2C		6
Thunderbolt TDR-5S		9
Trebuchet TBT-5N		5
Trebuchet TBT-5S		1
Urbanmech UM-R60		8
Urbanmech UM-R60L		2
Victor VTR-9A		2
Victor VTR-9A1		2
Victor VTR-9B		9
Vindicator VND-1AA		2
Vindicator VND-1R		10
Vindicator VND-1X		1
Vulcan VL-2T		4
Vulcan VL-5T		1
Warhammer WHM-6L		4
Warhammer WHM-6R		7
Wasp WSP-1A		10
Wasp WSP-1L		6
Whitworth WTH-1		3
Wolverine WVR-6R		7
Wyvern WVE-6N		2

Mechs – Mercenary / Periphery General: 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	8	8
Assassin ASN-21	1	1
Atlas AS7-D	1	1
Awesome AWS-8Q	8	8
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	9	9
Battlemaster BLR-1G	4	4
Blackjack BJ-1	5	5
Bombardier BMB-10D	2	2
Centurion CN9-A	5	5
Champion CHP-2N	1	1
Cicada CDA-2A	2	2
Clint CLNT-2-3T	1	1
Crab CRB-20	1	1
Crusader CRD-3R	9	9
Cyclops CP-10-Q	1	1
Cyclops CP-10-Z	2	2
Dervish DV-6M	4	4
Dragon DRG-1C	2	2
Dragon DRG-1N	5	5
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Flea FLE-14	1	1
Gladiator GLD-3R	1	1
Gladiator GLD-4R	1	1
Goliath GOL-1H	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	7	7
Guillotine GLT-4L	2	2
Guillotine GLT-4P	1	1
Hermes HER-1A	1	1
Hermes HER-1B	1	1
Hermes II HER-2S	2	2
Hornet HNT-151	2	2
Hornet HNT-152	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1

Mech	Av (3028)	Av (3039)
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
Locust LCT-1E	3	3
Locust LCT-1V	9	9
Locust LCT-3V	2	2
Longbow LGB-0W	7	7
Longbow LGB-7Q	5	5
Marauder MAD-3R	2	2
Merlin MLN-1A	2	2
Mongoose MON-67	1	1
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	2	2
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	4	4
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Rifleman RFL-3N	8	8
Scorpion SCP-1N	2	2
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	2	2
Stalker STK-3F	10	10
Stalker STK-3H	5	5
Stalker STK-4N	5	5
Stalker STK-4P	3	3
Stinger STG-3G	5	5
Stinger STG-3R	9	9
Striker STC-2C	4	4
Thunderbolt TDR-5S	8	8
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	7	7

Mech	Av (3028)	Av (3039)
Valkyrie VLK-QA	3	3
Valkyrie VLK-QF	1	1
Victor VTR-9B	4	4
Vulcan VL-2T	5	5
Vulcan VL-5T	1	1
Warhammer WHM-6R	8	8
Wasp WSP-1A	10	10
Whitworth WTH-1	1	1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2
Zeus ZEU-6S	5	5

Mechs – Magistracy Of Canopus: 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	8	8
Assassin ASN-21	1	1
Atlas AS7-D	1	1
Awesome AWS-8Q	8	8
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	9	
Banshee BNC-3MC		9
Battlemaster BLR-1G	4	4
Blackjack BJ-1	5	5
Bombardier BMB-10D	2	2
Champion CHP-2N	1	1
Cicada CDA-2A	2	2
Clint CLNT-2-3T	1	1
Crab CRB-20	1	1
Crusader CRD-3R	9	9
Cyclops CP-10-Q	1	1
Cyclops CP-10-Z	2	2
Dervish DV-6M	4	4
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Goliath GOL-1H	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	7	7
Guillotine GLT-4L	2	2
Guillotine GLT-4P	1	1
Hermes HER-1A	1	1
Hermes HER-1B	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
Locust LCT-1E	3	3
Locust LCT-1V	9	9
Locust LCT-3V	2	2

Mech	Av (3028)	Av (3039)
Longbow LGB-0W	7	7
Longbow LGB-7Q	5	5
Marauder MAD-3R	2	2
Mongoose MON-67	1	1
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	2	2
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	5	5
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Rifleman RFL-3N	8	8
Scorpion SCP-1N	2	2
Shadow Hawk SHD-2H	9	9
Spider SDR-5V	2	2
Stalker STK-3F	10	10
Stalker STK-3H	5	5
Stalker STK-4N	5	5
Stalker STK-4P	3	3
Stinger STG-3G	5	5
Stinger STG-3R	9	9
Striker STC-2C	4	4
Thunderbolt TDR-5S	8	8
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	7	7
Victor VTR-9B	4	4
Vulcan VL-2T	5	5
Vulcan VL-5T	1	1
Warhammer WHM-6R	8	8
Wasp WSP-1A	10	10
Whitworth WTH-1	1	1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2

Mechs – Outworlds Alliance: 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	8	8
Assassin ASN-21	1	1
Atlas AS7-D	1	1
Awesome AWS-8Q	8	8
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	9	9
Battlemaster BLR-1G	4	4
Blackjack BJ-1	5	5
Bombardier BMB-10D	2	2
Champion CHP-2N	1	1
Cicada CDA-2A	2	2
Clint CLNT-2-3T	1	1
Crab CRB-20	1	1
Crusader CRD-3R	9	9
Cyclops CP-10-Q	1	1
Cyclops CP-10-Z	2	2
Dervish DV-6M	4	4
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Goliath GOL-1H	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	7	7
Guillotine GLT-4L	2	2
Guillotine GLT-4P	1	1
Hermes HER-1A	1	1
Hermes HER-1B	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
Locust LCT-1E	2	2
Locust LCT-1V	9	9
Locust LCT-3V	2	2
Longbow LGB-0W	7	7

Mech	Av (3028)	Av (3039)
Longbow LGB-7Q	5	5
Marauder MAD-3R	2	2
Merlin MLN-1A	6	6
Mongoose MON-67	1	1
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	2	2
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	5	5
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Rifleman RFL-3N	8	8
Scorpion SCP-1N	2	2
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	2	2
Stalker STK-3F	10	10
Stalker STK-3H	5	5
Stalker STK-4N	5	5
Stalker STK-4P	3	3
Stinger STG-3G	5	5
Stinger STG-3R	9	9
Striker STC-2C	4	4
Thunderbolt TDR-5S	8	8
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	7	7
Victor VTR-9B	4	4
Vulcan VL-2T	5	5
Vulcan VL-5T	1	1
Warhammer WHM-6R	8	8
Wasp WSP-1A	10	10
Whitworth WTH-1	1	1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2

Mechs – Taurian Concordat: 3028-3039

Mech	Av (3028)	Av (3039)
Archer ARC-2R	9	9
Assassin ASN-21	1	1
Atlas AS7-D	1	1
Awesome AWS-8Q	8	8
Awesome AWS-8R	1	1
Awesome AWS-8T	1	1
Awesome AWS-8V	1	1
Banshee BNC-3E	9	9
Battlemaster BLR-1G	4	4
Blackjack BJ-1	5	5
Bombardier BMB-10D	2	2
Champion CHP-2N	1	1
Cicada CDA-2A	2	2
Clint CLNT-2-3T	1	1
Commando COM-1D	1	1
Commando COM-2D	6	6
Crab CRB-20	1	1
Crusader CRD-3R	9	9
Cyclops CP-10-Q	1	1
Cyclops CP-10-Z	2	2
Dervish DV-6M	4	4
Falcon FLC-4N	1	1
Firestarter FS9-H	7	7
Firestarter FS9-K	1	1
Goliath GOL-1H	1	1
Grasshopper GHR-5H	6	6
Griffin GRF-1N	8	8
Guillotine GLT-4L	2	2
Guillotine GLT-4P	1	1
Hermes HER-1A	1	1
Hermes HER-1B	1	1
Hunchback HBK-4G	5	5
Hunchback HBK-4H	1	1
Hunchback HBK-4J	1	1
Hunchback HBK-4N	1	1
Hunchback HBK-4P	1	1
Javelin JVN-10F	1	1
Javelin JVN-10N	4	4
Locust LCT-1E	3	3
Locust LCT-1V	9	9

Mech	Av (3028)	Av (3039)
Locust LCT-3V	2	2
Longbow LGB-0W	7	7
Longbow LGB-7Q	5	5
Marauder MAD-3R	4	4
Mongoose MON-67	1	1
Orion ON1-K	5	5
Orion ON1-V	1	1
Orion ON1-VA	1	1
Ostroc OSR-2C	5	5
Ostroc OSR-2L	1	1
Ostroc OSR-3C	1	1
Ostscout OTT-7J	2	2
Ostsol OTL-4D	7	7
Phoenix Hawk PXH-1	9	9
Quickdraw QKD-4G	5	5
Quickdraw QKD-4H	1	1
Quickdraw QKD-5A	1	1
Rifleman RFL-3N	8	8
Scorpion SCP-1N	2	2
Shadow Hawk SHD-2H	7	7
Spider SDR-5V	2	2
Stalker STK-3F	10	10
Stalker STK-3H	5	5
Stalker STK-4N	5	5
Stalker STK-4P	3	3
Stinger STG-3G	5	5
Stinger STG-3R	9	9
Striker STC-2C	4	4
Thunderbolt TDR-5S	9	9
Trebuchet TBT-5N	5	5
Trebuchet TBT-5S	1	1
Urbanmech UM-R60	7	7
Victor VTR-9B	4	4
Vulcan VL-2T	5	5
Vulcan VL-5T	1	1
Warhammer WHM-6R	9	9
Wasp WSP-1A	10	10
Whitworth WTH-1	1	1
Wolverine WVR-6R	7	7
Wyvern WVE-6N	2	2

QUIRKS INTRODUCTION & NOTES

The Quirks system is an optional set of rules found on pages 193-199 of Strategic Operations, with new Quirks added in later books. I've made two sets of charts for this information. The first is sorted by model (so you can tell at a glance what set of Quirks your favourite machine has) and the second is sorted by Quirk (so you can quickly see every machine that is Easy to Maintain, for example). The first chart (by model) assumes the unit is factory-new. The second chart (by Quirk) provides details on how certain units commonly lack a "standard" feature. For example, a standard Ostscout has Improved Sensors, but in reality the mech is long out of production and many of the survivors have non-functioning sensor suites. A Quirk applies to every version of that unit unless specifically stated otherwise.

Other than some specific examples given in Strategic Operations, the Quirk assignments found here are entirely unofficial. Canon examples of Quirks (i.e. those specifically assigned to certain machines in StratOps or, in the case of No Ejection, Full-Head Ejection, Overhead Arms, and Rotor Arrangement, mentioned in the TR text) have been marked with a **; no matter how obvious a Quirk might appear to be, if it isn't official, it doesn't get this mark. Any of the official Quirks featured in modern books (units found in Era Digest Age of War and later) have been deliberately left out; I may include them at a later date, but for now if you want them you need to buy the books.

I feel that not every mention of a special feature needs to be taken as a Quirk. For example, the Spider has a nice entertainment system, but I think this hardly qualifies as Improved Life Support. Similarly, TR3025 provides the Atlas with a satellite uplink, but I don't feel this should grant the ECM-negating abilities of Improved Communications. Lastly, as we're dealing with official units, I've made no effort to balance the Quirk point totals as the rules suggest.

Unit Notes

Assassin: its Ammunition Feed Problem was corrected towards the end of its production run and a recall issued for pre-existing models. However, TR3039 says "a large number" of Assassins still mount the faulty system. You may wish to make from 1-in-3 to 1-in-5 3039-era Assassins still equipped with the flawed launcher.

Banshee: while this mech was intended to be imposing, the well-known ineffectiveness of the Succession War-era variants means that you may wish to remove Distracting from those models (other than the -3S).

Crab: those models with their Dalban Series K functional have Improved Communications, but reduce their Easy to Maintain x2 bonus to Easy to Maintain x1, due to the complexity of the equipment. The majority of Crabs no longer have a functional Series K.

Cyclops: only 10% of surviving Cyclops' have functional B-2000 Battle Computers. "Less than half" of those 10% are CP-10-HQ variants, which also have a working Collapsible Command Module (CCM – see Tactical Operations p. 302) in place of the autocannon.

Daimyo HQ, Mobile HQ: their Star League-era Battle Computers are the source of their maintenance difficulties; the many examples whose Battle Computers have failed over the years do not have Difficult To Maintain.

Grand Dragon: the Extended Torso Twist Quirk only applies to those Nykvarn-produced models with the Type 58-66SH chassis (all Grand Dragons produced 3071 and later).

Helepolis: this mech has no jump jets, and its legs were not actually strengthened for Death From Above attacks as the Quirk specifically mentions, but the Helepolis was built with "heavily reinforced leg actuators" so that it could bear the weight and recoil of its massive Sniper artillery piece. It may not be too far-fetched to assume the same reinforcement would serve a Helepolis variant with jump jets in a different manner...

Hussar: this mech cannot actually make a torso twist, but as its weapon is swivel-mounted this isn't an issue.

J. Edgar Hover Tank: though the original design features several pieces of extinct equipment, each has a modern-day, readily available replacement, and so I have not given it Non-Standard Parts.

Karhu: though this mech is said to be "plagued with intermittent electronics glitches" due to problems with its communication and targeting gear, no other detail is given. As there are several possible Quirks that could apply, depending how one interprets this statement, I've left it to the player to decide.

Locust: this mech cannot actually make a torso twist, but as all its weapons appear to be swivel-mounted this isn't an issue.

Mongoose: its Small Laser and CT Medium Laser are not so much accurate as they are exceptionally stabilized. To properly reflect their background, you may wish to have them only gain the Accurate Weapon to-hit bonus when running, effectively offsetting the Run penalty.

Orion: technically the Orion AC/10 has an Ammunition Feed Problem, but only if loaded with the full 20 rounds of ammo; as long as the mech starts a battle with 19 or fewer rounds there's no issue. As this is centuries-old common knowledge and a fix requiring no special mechanical skill, I've decided to ignore the Quirk.

Ostscout: treat its Improved Sensors x2 as having an Active Probe with +2 to the Probe's range. To further play on the mech's background, you might require that it not exceed an MP of 4 or 6 in order to receive the bonus. TR3039 states that "many" of these systems have failed due to damage; this seems to indicate that they aren't Difficult to Maintain.

Panther: though "No Cooling Jacket" is a rather binary choice, the fluff on the -8Z's Tronel Large Laser doesn't make much sense if the laser merely makes as much heat as the regular PPC which replaces it, damage-to-heat ratios notwithstanding. Applying this Quirk twice, on the other hand, brings the Tronel up to 12 Heat, making a PPC a logical, compelling replacement.

Phoenix Hawk: those models with their Tek Tru-Tak targeting computers functional have Accurate Weapon (All), but also gain Difficult to Maintain, due to its complexity. Most Phoenix Hawks were forced to replace their Tru-Taks with normal targeters (and new ones are unlikely to come off the line with them). By the time enough tech has been recovered to solve this issue it is likely the Houses have moved on to newer PXH models.

Spider: in the Tactical Operations rules forum on the previous BT boards (now lost), developer Joel "Welshman" Bancroft-Conners posted: "The Spider BattleMech has been long fluffed with having highly adjustable jump jets. If all players agree, you could use the Unit Quirks rules to allow a Spider to Evade while jumping." Evasion is an optional movement mode found on pp. 18-19 of Tactical Operations. Players would have to agree on a point value for such a Quirk.

Spirit: this mech's maintenance requirements are considered excessive "by some technicians", leaving its status as Difficult to Maintain open to question.

Wasp: TR3025 describes a Weak Legs issue, resolved in 2610. As that means it was addressed early in the Star League era, when maintenance was routine, and because Wasps have such a relatively low lifespan that even if some were not repaired they'd have likely been destroyed by now, I figured it was no longer an issue worth noting except on the Primitive model (which has this flaw canonically).

Wolverine: only Wolverines with functional Northrup 12000 jump jets have Difficult to Maintain. In theory, another brand could be used as a replacement, but it should be noted that the Combine instead chose to strip the jump capability from many of their Wolverines altogether – a fix might not be as simple as it seems.

Wolverine II: the original Wolverine was noted as having the exceptional TEK Battlecom communication system, but the Wolverine II's entry gives it the old Dalban Commline typical of early Age of War mechs. However, this has been confirmed as errata, which is why the II is listed here with the same Improved Comms as its ancestor.

Wyvern: its Ammunition Feed Problem is said to only kick in when high temps are combined with "protracted combat situations". That having been said, it's also reported as happening "often" in such conditions. Therefore, you may wish to alter this Quirk to only applying when the mech is at 5 or more Heat for three turns in a row, at which point it should kick in on a 7+, rather than the normal 10+, with an explosion occurring on an 11 or 12.

Quirk Notes

Accurate Weapon: if the unit is listed with (All), it means the accuracy is a function of its targeting gear, rather than any individual weapon or mounting.

Bad Reputation: designs that are second-line or merely somewhat unpopular (such as the Bombardier or Urbanmech) have not received this. In addition, I have not provided it to Clan machines, as the Clans usually don't sell their mechs on a secondary market, while any Inner Sphere purchaser will always pay full price for Clan tech no matter how bad the chassis.

Battlefists: the rules for this Quirk are found on p. 219 of Technical Readout: 3145.

Compact 'Mech: the rules for this Quirk are found on p. 219 of Technical Readout: 3145.

Distracting: the rules for this Quirk are found on p. 205 of Technical Readout: Prototypes and p. 220 of Technical Readout: 3145. The Quirk may apply to units in some periods but not others: for example, the Mackie would almost certainly have it on its debut, but would lose it once the novelty wore off and newer designs were introduced. The Banshee -3E would be a similar candidate.

Easy to Maintain: this is an innate quality to the unit, regardless of whether or not enough spare parts are available to actually fix it. As such, the Vindicator doesn't gain this just because its spare parts are plentiful (and the Assassin has it despite the fact that its custom spare parts are rare).

Full-Head Ejection System: this is an Advanced Rules item found in Tactical Operations (p. 310) rather than a Quirk, but I feel it belongs here with the other oddities.

Jettison-Capable Weapon: the rules for this Quirk are found on p. 205 of Technical Readout: Prototypes and p. 220 of Technical Readout: 3145.

Low-Mounted Arms: the rules for this Quirk are found on p. 221 of Technical Readout: 3145.

Obsolete: the rules for this Quirk are found on p. 21 of Era Digest: Age of War, p. 205 of Technical Readout: Prototypes, and p. 222 of Technical Readout: 3145.

Overhead Arms: the rules for this Quirk are found on p. 220 of Technical Readout: 3145.

Oversized: the rules for this Quirk are found on p. 222 of Technical Readout: 3145.

Poor Sealing: the rules for this Quirk are found on p. 205 of Technical Readout: Prototypes and p. 223 of Technical Readout: 3145.

Power Reverse: the rules for this Quirk are found on pp. 220-221 of Technical Readout: 3145.

Prototype: while extremely new, machines that have just entered service (like the 3028 Raven) have all passed the prototype stage and so likely do not qualify for this Quirk. Genuine prototypes almost never appear in a standard Technical Readout; variants featured in the Experimental line of Readouts, on the other hand, are excellent candidates, though I will not be bothering to note them here, as it should be a given.

Rumble Seat: the rules for this Quirk are found on pp. 204-205 of Technical Readout: Prototypes and p. 221 of Technical Readout: 3145.

Static Ammo Feed: the rules for this Quirk are found on p. 223 of Technical Readout: 3145.

QUIRKS: BY NAME

Mech Name	Quirks
Adder (Puma)	No Torso Twist
Alfar	Non-Standard Parts
Annihilator	Easy To Maintain
Anubis	Difficult To Maintain
Argus	Easy To Maintain
Assassin	Easy To Maintain; Ammunition Feed Problem (SRM 2), Cramped Cockpit, Non-Standard Parts, Poor Life Support
Atlas	Command Mech**, Distracting**, Inaccurate Weapon (AS7-RS Large Lasers)
Atlas II	Command Mech, Distracting
Axman	Full-Head Ejection System**
Awesome	Battlefists**
Balius	Easy To Maintain
Banshee	Distracting; Bad Reputation (-3 series only, except -3S)
Battleaxe	Difficult To Maintain (-7K and -7NC)
Battle Hawk	Full-Head Ejection System**, Bad Reputation (pre-Civil War)
Battlemaster	Command Mech**, Jettison-Capable Weapon (PPC) **
Bear Cub	Easy To Pilot; Cramped Cockpit
Berserker	Distracting
Black Hawk (Nova)	No Torso Twist
Black Knight	Command Mech**
Blackjack	Bad Reputation**
Blade	Modular Weapons; Exposed Weapon Linkage (RAC/5) **, Static Ammo Feed**
Bombard	Bad Reputation
Bushwacker	Narrow/Low Profile; No Torso Twist**
Catapult	No/Minimal Arms
Centurion	Ammunition Feed Problem (AC/10), Non-Standard Parts
Chameleon	Easy To Pilot**
Champion	No/Minimal Arms
Charger	Easy To Maintain; Bad Reputation (-1A1 and -1L only)
Cicada	No/Minimal Arms, No Torso Twist
Clint	Accurate Weapon (All); Difficult To Maintain, Non-Standard Parts** (x2)
Clint IIC	Accurate Weapon (All)
Commando	Exposed Actuators**
Commando IIC	Exposed Actuators
Corvis	Modular Weapons
Crab	Easy To Maintain (x2). PACKAGE: Improved

Mech Name	Quirks
	Comms, but only Easy To Maintain x1
Crockett	Easy To Pilot**
Crusader	Easy To Maintain
Cuirass	Easy To Maintain
Cyclops	Battle Computer**, Cowl**
Cygnus	Exposed Weapon Linkage**, Static Ammo Feed**
Dark Crow	Low-Mounted Arms**
Dasher (Fire Moth)	Overhead Arms**
Defiance	Searchlight
Dragon	Narrow/Low Profile, Stable**
Enforcer	Easy To Maintain, Fast Reload** (AC/10)
Eyleuka	Cramped Cockpit
Fafnir	No/Minimal Arms
Fennec	No/Minimal Arms
Firefly	No/Minimal Arms, No Torso Twist
Flashfire	Modular Weapons (fluid guns only)**
Flea	Easy To Maintain; No/Minimal Arms
Galahad	Difficult To Maintain
Grand Dragon	Extended Torso Twist**
Griffin	Jettison-Capable Weapon (PPC) **
Grizzly	Difficult To Maintain
Guillotine	Searchlight**
Guillotine IIC	Searchlight
Hatchetman	Anti-Aircraft Targeting, Fast Reload** (AC/10), Full-Head Ejection System (not -5K)**
Helepolis	Reinforced Legs
Hellfire	Difficult To Maintain
Hellspawn	Bad Reputation
Hermes	No Torso Twist
Hermes II	Easy To Maintain, Improved Comms; No Torso Twist
Highlander	Reinforced Legs**
Highlander IIC	Reinforced Legs
Hollander	Unbalanced
Hoplite	No/Minimal Arms, No Torso Twist
Hornet	No/Minimal Arms, No Torso Twist
Hussar	Improved Comms
Imp	Command Mech; Difficult To Maintain
Jackalope	Compact 'Mech**
Jackrabbit	Easy To Maintain
Jagermech	Anti-Aircraft Targeting; No Torso Twist

Mech Name	Quirks
Javelin	Unbalanced**
Jenner	No/Minimal Arms, No Torso Twist**
Karhu	<see notes p. 83>
King Crab	Command Mech**; No Torso Twist
Kintaro	Ammunition Feed Problem (LA SRM 6)
Kit Fox (Uller)	No Torso Twist
Kyudo	Exposed Actuators
Lancelot	Anti-Aircraft Targeting (not -02), Narrow/Low Profile**, Bad Reputation
Locust	Easy To Maintain; No/Minimal Arms**
Longbow	Anti-Aircraft Targeting, Searchlight
Mangonel	Difficult To Maintain, No/Minimal Arms
Marauder	Command Mech**, Narrow/Low Profile; Exposed Weapon Linkage (AC/5)
Marauder II	Command Mech
Mauler	No Torso Twist
Mercury	Easy To Maintain, Modular Weapons; No Torso Twist
Merlin	Easy To Maintain
Mongoose	Accurate Weapons (Small Laser & CT Medium Laser), Command Mech**
Mongoose II	Command Mech
Night Hawk	Easy To Maintain
Nightsky	Full-Head Ejection System**
Nightstar	Accurate Weapon (All), Command Mech, Improved Comms
Orion	Anti-Aircraft Targeting, Easy To Maintain
Orion IIC	Anti-Aircraft Targeting, Easy To Maintain
Orochi	No/Minimal Arms
Osprey	No/Minimal Arms
Ostroc	Narrow/Low Profile
Ostscout	Improved Comms, Improved Sensors (x2), Narrow/Low Profile
Ostsol	Improved Sensors, Narrow/Low Profile
Pack Hunter II	Full-Head Ejection System**
Panther	No Cooling Jacket (-8Z Large Laser only) (x2)
Phoenix Hawk	Improved Comms, Jettison-Capable Weapon (Large Laser) **. PACKAGE: Accurate Weapon (All) + Difficult To Maintain
Pillager	Battlefists**
Quickdraw	Hyper-Extending Actuators**, Exposed Actuators
Raptor II	No Ejection Mechanism**, No/Minimal Arms

QUIRKS: BY NAME

Mech Name	Quirks
Raven	No/Minimal Arms
Rifleman	Anti-Aircraft Targeting, Improved Comms, Searchlight**
Rifleman IIC	Anti-Aircraft Targeting, Improved Comms
Scorpion	Accurate Weapon (PPC), Bad Reputation, Hard To Pilot
Scylla	Oversized**
Sentinel	Improved Comms; Ammunition Feed Problem (SRM 2), No Torso Twist
Shadow Hawk	Improved Life Support**
Shadow Hawk LAM	Prototype
Shogun	Difficult To Maintain, Non-Standard Parts
Shootist	Command Mech
Sphinx	Easy To Maintain
Spider	Accurate Weapons (Medium Lasers), Easy To Maintain, SPECIAL**; No Ejection Mechanism (not -8 series)**
Spirit	Difficult To Maintain (optional)
Stalker	Combat Computer**; No/Minimal Arms**
Stiletto	Bad Reputation (post-Civil War FedCom)**
Stinger	Easy To Maintain; Cramped Cockpit**
Talos	Easy To Pilot
Tarantula	Bad Reputation (pre-3061)
Targe	No/Minimal Arms
Templar	Easy To Maintain
Thanatos	Stable
Thorn	Easy To Maintain**
Thug	No Torso Twist
Trebaruna	Command Mech
Urbanmech	Narrow/Low Profile**; No/Minimal Arms
Vindicator	Difficult Ejection, No Torso Twist
Viper (Dragonfly)	No Torso Twist
Vulcan	Narrow/Low Profile**
Wakizashi	Difficult To Maintain
Warhammer	Searchlight**
Wasp	Easy To Maintain; Weak Legs (-1** only)
Watchman	Easy To Maintain, Easy To Pilot
Whitworth	Weak Legs
Wolfhound	Full-Head Ejection System**
Wolverine	Command Mech**, Fast Reload (AC/5), Improved Comms, Jettison-Capable Weapon (AC/5) **; Cramped Cockpit**, Difficult To Maintain (-6M and -6R only)
Wolverine II	Command Mech, Improved Comms

Mech Name	Quirks
Wyvern	Ammunition Feed Problem
Zeus	Easy To Maintain

QUIRKS: BY NAME

Vehicle Name	Quirks
Axel Mk. 1	Narrow/Low Profile
Axel Mk. 2	Narrow/Low Profile
Balac	VTOL Rotor Arrangement: Co-Axial**
Cyrano	Easy To Maintain
Daimyo HQ	Battle Computer, Improved Comms; Difficult To Maintain
Darter	Easy To Maintain
Fulcrum	Easy To Maintain
Hetzer	Bad Reputation
Hi-Scout	Improved Comms, Improved Sensors
Hipparch	Poor Workmanship
Ignis	Difficult To Maintain
Karnov	VTOL Rotor Arrangement: Dual**
Mobile HQ	Battle Computer, Improved Comms; Difficult To Maintain
Packrat	Improved Comms
Partisan	Anti-Aircraft Targeting
Peregrine Attack VTOL	Difficult To Maintain
Plainsman	Easy To Maintain
Patton	Narrow/Low Profile
Rommel	Narrow/Low Profile
Sabaku Kaze	Easy To Maintain; Non-Standard Parts
Savannah Master	Easy To Maintain
Scorpion Light Tank	Poor Workmanship
Skulker	Improved Sensors
Sturmfeur	Narrow/Low Profile
Swift Wind	Improved Comms
Von Luckner	Ammunition Feed Problem (MG)
Warrior	VTOL Rotor Arrangement: Co-Axial**

***" this Quirk assignment is canon.

Quirks	Unit Names
Accurate Weapon	Clint (All), Clint IIC (All), Mongoose (Small Laser & CT Medium Laser †), Nightstar (All), Phoenix Hawk (All †), Scorpion (PPC), Spider (Medium Lasers)
Ammunition Feed Problem	Assassin (SRM 2) (†), Centurion (AC/10), Kintaro (LA SRM 6), Sentinel (SRM 2), Von Luckner (MG), Wyvern (LRM-10) (†)
Anti-Aircraft Targeting	Hatchetman, Jagermech, Lancelot (not -02), Longbow, Orion, Orion IIC, Partisan, Rifleman, Rifleman IIC
Bad Reputation	Banshee (-3 series only, except -3S), Battle Hawk (pre-Civil War), Blackjack**, Bombard, Charger (-1A1 and -1L only), Hellspawn, Lancelot (-02 only), Hetzer, Scorpion, Stiletto (post-Civil War FedCom), Tarantula (pre-3061)
Battle Computer	Cyclops (†**), Daimyo HQ (†), Mobile HQ (†)
Battlefists	Awesome**, Pillager**
Combat Computer	Stalker**
Command Battlemech	Atlas**, Atlas II, Battlemaster**, Black Knight**, Imp, King Crab**, Marauder**, Marauder II, Mongoose**, Mongoose II, Nightstar, Shootist, Trebaruna, Wolverine**
Cooling System Flaws	
Compact 'Mech	Jackalope**
Cowl	Cyclops**
Cramped Cockpit	Assassin, Bear Cub, Eyleuka, Stinger**, Wolverine**
Difficult Ejection	Vindicator
Difficult To Maintain	Anubis, Battleaxe (-7K and -7NC), Clint, Daimyo HQ (†), Galahad, Grizzly, Hellfire, Ignis, Imp, Mangonel, Mobile HQ (†), Peregrine Attack VTOL, Phoenix Hawk (†), Shogun, Spirit (†), Wakizashi, Wolverine (†)
Distracting	Arbiter**, Atlas**, Atlas II, Banshee (†), Berserker
Easy To Maintain	Annihilator, Argus, Assassin, Balias, Blade, Charger, Crab (×2 †), Crusader, Cyrano, Darter, Enforcer, Flea, Fulcrum, Hermes II, Jackrabbit, Locust, Mercury, Merlin, Night Hawk, Orion, Orion IIC, Plainsman, Sabaku Kaze, Savannah Master, Sphinx, Spider, Stinger, Templar, Thorn**, Wasp, Watchman, Zeus
Easy To Pilot	Bear Cub, Chameleon**, Crockett**, Katana, Talos, Watchman
EM Interference	
Exposed Actuators	Commando**, Commando IIC, Kyudo, Quickdraw
Exposed Weapon Linkage	Blade (RAC/5), Cygnus** (AC/10), Marauder (AC/5)
Extended Torso Twist	Grand Dragon(†**)
Fast Reload	Enforcer** (AC/10), Hatchetman** (AC/10), Wolverine (AC/5)
Full-Head Ejection System	Axman**, Battle Hawk**, Hatchetman** (not -5K), Nightsky**, Pack Hunter II**, Wolfhound**
Gas Hog	
Hard To Pilot	Scorpion
Hyper-Extending Actuators	Quickdraw**
Improved Cooling Jacket	

Quirks	Unit Names
Improved Communications	Crab (†), Daimyo HQ, Hermes II, Hi-Scout, Hussar, Mobile HQ, Nightstar, Ostscout (†), Packrat, Phoenix Hawk, Rifleman, Rifleman IIC, Sentinel, Swift Wind, Wolverine, Wolverine II
Improved Life Support	Shadow Hawk
Improved Sensors	Hi-Scout, Ostscout (×2 †), Ostsol, Skulker
Improved Targeting, Short	
Improved Targeting, Medium	
Improved Targeting, Long	
Inaccurate Weapon	Atlas (AS7-RS Large Lasers)
Jettison-Capable Weapon	Battlemaster (pre-Phoenix series only)**, Griffin (pre-Phoenix series only)**, Phoenix Hawk (pre-Phoenix series only)**, Wolverine (pre-Phoenix series only)**
Low-Mounted Arms	Dark Crow**
Modular Weapons	Blade, Corvis, Flashfire (fluid guns only) **, Mercury
Multi-Trac	
Narrow/Low Profile	Axel Mk. 1, Axel Mk. 2, Bushwacker, Dragon, Lancelot**, Marauder, Ostroc, Ostscout, Ostsol, Patton, Rommel, Sturmfeuer, Urbanmech**, Vulcan**
No/Minimal Arms	Catapult, Champion, Cicada, Dark Crow, Fafnir, Fennec, Firefly, Flea, Hoplite, Hornet, Jenner, Locust**, Mangonel, Orochi, Osprey, Raptor II, Raven, Stalker**, Targe, Urbanmech
No Cooling Jacket	Panther (-8Z Large Laser) (×2 †)
No Ejection Mechanism	Raptor II**, Spider (not -8 series)**
No Torso Twist	Adder (Puma), Black Hawk (Nova), Bushwacker**, Cicada, Firefly, Hermes, Hermes II, Hoplite, Hornet, Jagermech, Jenner**, King Crab, Kit Fox (Uller), Mauler, Mercury, Sentinel, Thug, Vindicator, Viper (Dragonfly)
Non-Standard Parts	Alfar, Centurion, Clint** (×2), Sabaku Kaze, Shogun
Obsolete	
Overhead Arms	Dasher (Fire Moth)**
Oversized	Scylla**
Poor Life Support	Assassin
Poor Performance	
Poor Sealing	
Poor Targeting, Short	
Poor Targeting, Medium	
Poor Targeting, Long	
Poor Workmanship	Hipparch, Scorpion Light Tank
Protected Actuators	
Prototype	Shadow Hawk LAM
Reinforced Legs	Helepolis (†), Highlander**, Highlander IIC
Rumble Seat	
Searchlight	Defiance, Guillotine**, Guillotine IIC, Longbow, Rifleman**, Wolverine

Quirks	Unit Names
	Warhammer**
Sensor Ghosts	
SPECIAL (†)	Spider (†)
Stable	Dragon**, Thanatos
Static Ammo Feed	Blade**, Cygnus**
Unbalanced	Hollander, Javelin**
Variable Range Targeting	
VTOL Rotor Arrangement: Co-Axial	Balac**, Warrior**
VTOL Rotor Arrangement: Dual	Karnov**
Weak Head Armour	
Weak Legs	Wasp (-1** only), Whitworth

“†” this Quirk is dependent on lostech or other troublesome machinery (and so not all examples of the machine possess it), or it has some other oddity worth noting. See the notes section starting on p. 83 for more details.

“**” this Quirk assignment is canon.