

# ***Armored Titan League***

## ***Quick Reference Tables***



## Pilot Abilities Table – Starting abilities

Pilot Ability	CE cost	C-bill cost	Game effects
Spin Out	7	-	Once per movement phase, may turn two hex-sides for 1 MP in the movement phase
Grace under pressure	10	2,000,000	Any turn this Mech is stationary or expends ½ walking MP, it receives a -2 modifier to all PSRs.
Can't hit what you can't see	5	300,000	+1 Attack Modifier when LOS to this unit is intervened by partial cover, woods or smoke. This modifier is not cumulative.
Maneuvering Ace	6	-	May perform lateral shift like a Quad Mech (2 MP for Bipedal, 1 MP for Quads).
Improved Gunnery Skills	20	2,000,000	-1 Gunnery Skill
Improved Piloting Skill	10	1,000,000	-1 to Pilot Skill
Melee Master	12	500,000	This unit can choose to kick into the side and rear hexes with an additional +1 Physical Attack Modifier.
Can't keep me down	12	1,500,000	· MechWarrior gets -1 Pilot Skill Modifier to Pilot Skill Roll caused by taking "20+ points of damage in a phase" or Melee attacks. · MechWarrior uses 1 MP and gains no additional heat when standing up.
Cool Hand	6	-	Manages heat well, add or subtract up to 2 from Heat total per Heat Phase
Marksman	8	300,000	-1 TH, Unit must remain stationary and make no physical attack that turn.
Melee Specialist	8	-	This unit gets either -1 Physical Attack Modifier or +1 to damage during Physical Attack phase.
Forest Ranger	4	100,000	Once per turn, may reduce the terrain cost of any legal move to enter woods by one (to minimum of 1 MP)
Beachcomber	4	100,000	Once per turn, may reduce the terrain cost of any legal move to enter water by one (to minimum of 1 MP)
Hillclimber	4	100,000	Once per turn, may reduce the terrain cost of any legal move to change elevation by one (to minimum of 1 MP)
Hot Runner	5		-2 Modifier for a Mech's Shutdown and Avoid Ammo Explosion target number.
Slugger	7	400,000	Use of an improvised club (tree, blown off limb, rebar, etc.) requires only one hand
Skull crusher	7	1,200,000	Use a non-improvised melee weapon with two hands for +1D6 damage. Add after any damage bonuses (TSM, Melee Specialist, etc.)

Toughness	8	100,000	<ul style="list-style-type: none"><li>· Mech Head hits are not Automatic Pilot Hits. Use 1D6 on a 1-3 no pilot hit occurs on a 4-6 apply a pilot hit as normal.</li><li>· Add +1 to all Consciousness rolls and to avoid taking Falling damage results</li></ul>
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# On-board Event table

Event	Fame	CE	C-Bills	Notes
<b>Kill Rewards</b>				
Destroying an Opponent's Mech or winning a match	10%	5	Varies	<b>Fame:</b> 10% of the Opponent MechWarrior's Fame (minimum of 1) <b>CE:</b> 5 (minimum of 1) <b>C-Bills:</b> 65% modified Book cost of Mech (round up to nearest 10k) Equally divide Fame, CE, and C-bill reward if multiple MechWarriors destroyed the Mech
David versus Goliath	0	+1	+200,000	Destroying a Mech 2+ Weight classes greater
Destroying a Turret (Solo or Assisted)	0	1	150,000	
Took down a Champion*	3	5		2,000,000 Champion gets -25% to Final Repair total or a new Mech
Killing a Mech of a Famous Pilot	+5	+5		3,000,000 Target has higher Fame total; For 20+ Fame Point difference
<b>Special Attack Types: For successful attacks only, (unless noted)</b>				
Critical Hit (engine, gyro, head*, hip)	1	3	500,000	* any in the Head location
Critical Hit (actuator, weapon, ammo)	1	2	300,000	Not including hip actuator
Critical Hit (all other)	0	1	200,000	
Critical: Blown off arm/leg/head	3	4	1,000,000	By critical check roll of 12 only.
Head Hit	1	1	200,000	
Melee (non-weapon)	0	2	100,000	Including Push
Melee (weapon)	1	2	250,000	
Melee: DFA or Charge (Successful)	3	5	1,000,000	-30% to Final Repair total. Cannot be used with other Repair discounts.
Melee: DFA (Unsuccessful)	1	2	100,000	
50+Damage	10	5	1,000,000	In one phase to one opponent (Attacker only)

Showboating Bonuses				
Event	Fame	CE	C-Bills	Notes
Dealing 6-19 points of damage	0	1	100,000	Light Mechs only, in one phase to one opponent
Dealing 20+ points of damage	1	1	250,000	Any Mechs, in one phase to one opponent
Rock of Gibraltar	2	3	250,000	Succeeds 3 or more Pilot Skill Roll in a single turn. Pilot cannot use beneficial modifiers from Pilot or Stable abilities. May not use Crawling movement.
Caught in a crossfire	2	5	250,000	Is damaged by two or more opponents in the same phase and is not destroyed at the end of the turn
Knocking Opposing Pilot Out	2	1	400,000	Due to a Head hit/Ammo Explosion during a successful attack
Secondary Targets	1	1	250,000	For successfully hitting Primary and Secondary targets
"The Crowd Goes Wild" (players cheer)	1	1	300,000	Other 'crowd pleasing' events (judges call)
Took 50+ damage and still standing	5	2	500,000	Damage must be taken in one phase (Target only)

# Sponsors Table

Sponsors (affiliation)	Fame	CE	C-bill Cost	Game Effects
Sterope Manufacturing	10	5	1,500,000	-1 TH with Medium Lasers and ER Medium Lasers. Passive: <i>Can track multiple targets. May attack any number of targets in its front and arm firing arcs in the same turn without adding the secondary-target modifier. Secondary targets in the rear arc are treated as normal.</i>
General Motors	6	3	750,000	<i>Gets a +2 Initiative modifier or has their Initiative card, when activated the first time, placed up to 3 spots further down in an Initiative deck. Gets a +1 Attack Modifier for ALL attacks &amp; reduces walking MP by 1 (recalculate run MP) when initiative is modified.</i>
Boeing Interstellar	6	7	1,000,000	This Mech may use unexpended movement points from the current turn at the end of the ranged attack phase. The Mech cannot change its Movement Type, leave the Arena or make a punch, kick, charge, DFA physical attacks when using this ability. This Mech's Target movement modifier does not change, regardless of additional hexes moved.
Pandora Electronic Warfare Systems	10	6	1,750,000	Reduce all Ranged Weapons Minimum Range [-2 hexes or 50% (round up)] when Walking Passive: <i>All M-type weapons generate -1 heat when in the same location as a single or double Heat Sink.</i>
Earthwerks Incorporated	7	7	1,200,000	-1 TH standard and light Autocannons. Passive: <i>May flip arms even if equipped with lower arm actuators. +1 to all dice rolls when checking for critical hits on this Mech's arms</i>
StarCorps Industries	12	8	1,200,000	-1 TH with Large Lasers and ER Large Lasers This unit may run backwards at 1.25 its standard Walking MP as an Enhanced run with a successful PSR. This unit may not Change elevation or move forward. A failed PSR will immediately end this unit's movement with a fall.
Hellespont Industrials	10	7	1,500,000	Suffer half the normal damage to the legs when performing DFA attacks. The Pilot Skill modifier after a successful DFA is a +2 to remaining standing. May not use edge with DFA attacks.
Olivetti Weaponry	10	12	1,200,000	-1 TH with PPCs, Light PPCs, and ERPPCs. Melee attacks are allowed with a limb that fired weapons that turn, with a +1 Physical Attack Modifier
Lockheed-CBM	4	8	1,500,000	May Indirect Fire with SRM, MRM, & LRM launchers; follow <b>LRM Indirect Fire</b> (TW pg. 111, BMM 30). If using a Spotter in the crowd: must roll 7+ to activate spotter in the crowd at the end of the movement phase, treat as Infantry and randomly determine which direction the spotter is every turn. Cannot be used with Pilot abilities, positive quirks, Special Munitions or Streak Launchers
Chrysaor Arms Incorporated	8	10	1,500,000	Unit can rapid fire an Autocannon & target multiple Mechs with an Autocannon (TO pg.100) Passive: <i>When this unit walks or does not move, modify all rolls on the Cluster Hits table based on range to the target: +2 at Short range and +1 at Medium range</i>
Browning-Corning, Ltd.	10	7	1,400,000	This unit may attack with one DE or DB weapon that did not fire in the Weapons attack phase and is in the same limb that made a successful physical weapon, kick, or punch attack. The limb must have full actuation. +1 Attack Modifier applies to the weapon attack. Weapon and Physical attack damage will go to the same location. This ability cannot be used with T, R, or C type equipment
Corean Enterprises	10	10	1,800,000	-1 Attack Modifier with ranged weapons that do <9 pts maximum potential damage May not attack opponent in the rear (Penalty: <b>2 Fame, 500,000 C-bills</b> ).
Newhart Motors	8	12	2,500,000	+1 to dice result when Determining Critical Hits on an opponent in the Weapon Attack Phase. Passive: <i>May add or subtract up to 5 heat per Heat Phase. No Mechs slower than 5/8.</i>

Free Worlds Defense Industries	3	14	1,700,000	-1 Weapon Attack Modifier for all ranged attacks carried out 4 hexes or less.
Coventry Metal Works	7	8	1,400,000	May kick for 1/7 tonnage in the side and rear hexes Any opponenat successfully kicked that is in the front arc gets an additional +1 Physical Skill modifier
Defiance Industries	8	10	800,000	-1 Weapon Attack Modifier for long-range attacks, Secondary targets are -2 Weapon Attack Modifier at Long Range Passive: <i>May load SWARM or SWARM-I ammo into LRMs (TO, pg. 371). Does not get Secondary Target award when using Swarm Ammo</i>
Andurien AeroTech	10	12	1,200,000	Unit gets -1 modifier to Attacker Movement Modifier when expending MP during the current turn. This unit must double Pilot Skill modifier for taking 20+ damage
Mitsuhamma Computers	7	7	800,000	May use a Targeting computer for Ranged attacks or Physical attacks. Must declare at the end of movement which phase it will be used. Default will be Ranged Attack Phase
Cal-Boeing of Dorwinion	8	8	1,200,000	-1 Weapon Attack Modifier for Short Range attacks, +1 Weapon Attack Modifier for Long Range attacks Passive: <i>+10% to final Repair Costs</i>
Cosara Weaponries	7	6	800,000	When this unit has LOS to an Exit Portal, at any time the player may spend (placeholder) to prevent the Exit Portal from functioning this turn.
Blackwell Heavy Industries	5	7	1,000,000	+1 Attack Modifier when LOS to a Blackwell Heavy Industries unit is intervened by woods, smoke or partial cover. This modifier is not cumulative. Passive: <i>May load Inferno</i>
Lockheed/CBM Aerospace	4	8	1,600,000	-1 TH with Gauss weapons Passive: <i>-1 Pilot Skill Modifier. +1 Physical Attack Modifier.</i>
Kali Yama Weapons Industries	6	9	600,000	Unit gets +1 Target Movement Modifier when walking and using more than 3 MP in a turn. Passive:
Ceres Metals Industries	7	10	1,600,000	-2 Physical Attack modifier Passive: <i>-1 Pilot Skill modifier when piloting a Medium or Heavy Mech.</i>
Irian Technologies	8	12	1,400,000	-1 TH with SRMs Passive: <i>+1 Fame after successful melee weapon attack. Does not stack with OGS Productions sponsor perk. May modify current Mech with a Physical weapon for free. -1 Fame after sustaining 40 pts. damage in a Phase.</i>
Blankenburg Technologies	11	8	800,000	-1 Weapon Attack Modifier for Long Range attacks Passive: <i>Trained to Disengage PPC inhibitor and Overcharge PPCs (TO pg. 103)</i>
Harjel Chemical Industries	4	4	1,000,000	Passive: <i>If the unit starts a turn in a woods hex or LOS to this unit is blocked, +1 Initiative modifier or have their Initiative card, when drawn the first time, placed up to 2 spots further down in an Initiative deck.</i>
Quikscell Company	8	10	1,200,000	-1 TH with LRMs. -1 Physical Attack Modifier. -30% to final Modification cost to add a Physical Weapon to current Mech
Withdrawing from a Sponsor or Stable	-4	-8		All effects of previous Stable are lost and Player may not rejoin this Stable.

**@ - Stable member does not need a Sponsor to purchase special ammo (##) - Requires player to first Declare Affiliation with that House except Unaffiliated (U)**

## Pilot Abilities Table – Advanced Abilities

### Must have 15 Fame minimum

Pilot Ability	CE cost	C-bill cost	Game effects
Range Expert: Inner Sphere	15	500,000	May increase one Ranged Weapon's short range by 2 hexes, and medium range by 1 hex. The modified Short and Medium range cannot exceed the Weapon's Long-Distance range. The Weapon chosen must be declared at the beginning of the event.
Follow the Thunderbolt	9	500,000	M-type weapons apply damage to a single location instead of dividing into Damage Value groupings. Apply -1 to all Cluster Hit Rolls for M type weapons for the current turn this ability is used. Resolve location for each M-type weapon separately. Cannot be used with special munitions, or if LOS is affected by ECM.
Lightning Reflexes	20	1,000,000	A MechWarrior can make Ranged and Melee attacks in the Weapon Attack Phase if that Mech used the Walk Movement Mode. The MechWarrior may not make additional Physical attacks in the Physical attack phase.
Duelist	12	2,000,000	When this unit walks or does not move, MechWarrior can use the optional table with all melee weapons and weapons that already have this option get a +2TN replacing the +4.
Lightning Kick	20	1,500,000	If this pilot did not attempt to activate MASC in the movement phase of the current turn, they may attempt to activate MASC in the beginning of the Physical attack phase to attempt two kick attacks. Use MASC activation rules (TW, pg. 137, BMM 116) The Mech will automatically fail if the MASC activation or either kick attack fails
Deadeye	20	3,000,000	Pilot may add or subtract 1 from single Range Weapon Attack Location roll per turn. The roll may not be modified to a 2 or a 12. This ability cannot be used with M, C, or R weapon types. After this ability is used, apply +1 PSR modifier for all PSRs occurring that turn.
Sniper**	15	3,000,000	Reduce range Attack Modifier by half for attacks made for a specific weapon at Medium and Long range. (Cannot be combined with any Stable or Quirk effects).
Barrage*	6	500,000	Apply -1 at Short Range, +1 at Medium Range and +2 at Long Range to LRM munitions Cluster Hits rolls. Results cannot be modified below 1 or above 12
Fire Storm*	8	700,000	Apply +2 at Short Range, +1 at Medium Range and -1 at Long Range to SRM munitions Cluster Hits rolls. Results cannot be modified below 1 or above 12
Low Blow	12	3,000,000	Resolve all range weapon hits on the Kick Location Table when a +2 Weapon Attack Modifier is applied for all Weapon attacks in the same phase. Cannot use with P, R, C, or T Equipment
Anticipated Jam	10	2,500,000	May roll to clear a jam during the End Phase of the turn the jam occurred; if successful, the jam is cleared. If unsuccessful, may clear jam as normal in subsequent turns.
Raining Hail	10	500,000	-2 Weapon Attack Modifier firing C-type weapons at Long range. Cannot use with negative Attack Modifiers from Pilot or Stable abilities
Hard Turn	10	750,000	Any turn where the controlling player enters four hexes in a row without changing facing, they can change up to three hex side facing for 1MP. The pilot must make a PSR with a +1 to avoid falling.
The Mighty Cleave	15	3,000,000	This MechWarrior can target two opposing Mechs adjacent to each other with a Melee Weapon. A separate attack roll must be made against each targeted Mech.

*\* Cannot be used with Special Munitions (pg. 9) \*\* Sniper: The player must pick one specific weapon to be a sniper with (i.e., Medium Laser, Medium Pulse Laser, PPC, ER PPC, etc.). Players must specify which Ammo they are sniping with when choosing ATMs or MMLs*



## Positive Quirks Table

*Cannot be used with Stable or Sponsor abilities*

QUIRK	C-bill cost Add to Book cost of Mech	Game effects
Accurate Weapon	See effect	-1 Attack Modifier for a single weapon or multiple weapons in one location. The cost of this quirk is equal to the maximum amount of damage of all the weapons the quirk applies to times 50,000 C-bills (round up to the nearest 10,000 C-bills). Annotate on the Mech sheet which weapons this quirk applies to.
Iron Fist **	200k	The Mech either gets a -1 Physical Attack Modifier or +1D4 damage when this Mech executes a Punch attack. The bonus picked must be declared and annotated on the Mech sheet when the Mech is purchased.
Cool under pressure	300k	Heat generated by the unit each turn is reduced -1D4 each Heat phase
Cowl	10,000 / point	May purchase up to an additional 5 points of armor for the Head location
Extension of me	500k	+1 to all Piloting Skill Rolls.
Double jointed	500k	May flip arms even if equipped with lower arm actuators
Improved Weapon Cooling	100k	-1 Heat in the Heat Phase for all weapons in one location when a Heat Sink is present in the same location
Air Cooled Ammo Bins *	150k	·Apply -1 modifier to a Mech's <b>Avoid Ammo Explosion</b> target number for every Torso location that has an Ammo bin. ·Up to 2 Torso locations may be Air Cooled. The modifier for a location is lost when the location is destroyed.
Improved Tracking	100k	Capable of tracking multiple targets at once. This unit does not apply Secondary target modifier within the front and arm arcs. This bonus does not extend into the rear arc though, with targets in that arc still generating the secondary targets modifier.
Reinforced Actuators *	200k	Each actuator in a location takes two hits before it is destroyed. Cannot be used with Armored Components
Reinforced Legs	750k	Takes only half of the normal amount of damage for performing a Death from Above attack successfully or when kicked
No push over	400k	-1 Pilot Skill Modifier when successfully hit with a physical attack
Illegal Data feed	150k	Data feed acts as a spotter for indirect fire (TW, pg. 111, BMM 30). Must Roll 8+ to activate the spotter (treat as infantry) at the end of the movement phase and randomly determine which direction the spotter is every turn. Cannot be used with Special munitions
Protect the Ammo*	200k	Ammo Critical locations can be Armored (See Armored Components TacOps, pg. 283, BMM 118)
Neural Shunt ***	100k	Reduce by 1 the number of pilot hits taken from ammo explosions this phase OR ignore all pilot hits from ammo explosions for one phase

\* This Quirk may be taken more than once by a unit; each iteration applies to a different weapon, location, or Range bracket; cost for each iteration of the Quirk taken by the unit must be paid for separately.

\*\* Player must choose which ability to purchase or which single equipment the ability is attached to. The choice is annotated on the Mech sheet

\*\*\* Single use; may be repurchased after use in the Off Board Cycle

## Negative Quirks Table

QUIRK	D20 roll	C-bill cost	Game effects
NO QUIRK	1	0	No Quirk is applied to the Mech, everything went well with the repairs
Unfortunate Jam (DB and M)	2	-450k	Randomly choose a DB or M weapon on this mech. Any weapon without a chance to jam will now gain a chance to.
Where is the AC?	3	-150k	Roll 2D6 each time this Mech falls, or is forced to make a Piloting Skill Roll. Heat is generated until the Mech leaves the arena. The additional heat is accumulative. 2-8: No additional heat 9-10: This Mech will generate +1 heat each Heat Phase 11-12: Mech will generate +2 heat each Heat Phase
Is that in the way?	4	-100k	When ejecting, the pilot must make a Piloting Skill Roll; if the roll is failed, that pilot suffers an additional pilot Point of damage during the course of the ejection.
Where did that spark come from? (applies to DE)	5	-200k	Randomly choose a DE weapon in the mech. Any time that DE weapon is fired; interference from the weapon randomly disables an electronic system and cannot function in the next turn. The interference affects the following equipment: any Active Probe, Artemis IV / V Fire Control Systems, any C3 system, NARC, MASC, the Chameleon Light Polarization System, the Blue Shield system, any Electronic Warfare equipment, Streak Launchers, MRM Fire Control System, Null Signature Systems, Superchargers, the Void Signature System and any form of Stealth Armor. Streak and Artemis launchers may fire as normal SRMLRM launchers
Is that an Actuator?	6	-300k	+1 to Critical Hit check when a Physical attack is made against this Mech's legs
Where is the armor? *	7	-350k	It must be taken against one type of specific weapon, and applies to all weapons of that type on the Mech. When the location in which that weapon has been placed is struck by an attack, the weapon has a chance of receiving a critical hit.
The aim is still off **	8	-600k	The affected weapon receives a +1 Attack Modifier.
What is that vibration?	9	-850k	-1 to all Pilot and Gunnery Skill Rolls
No Cooling Jacket **	10	-250k	The affected weapon generates +2 heat in the Heat Phase when fired.
Gyro is off center	11	-800k	+1 Pilot Skill Modifier
Ejection offline	12	-550k	Roll 2D6 each time this Mech falls or is forced to make a Piloting Skill Roll from taking damage. The jarring may knock the Ejection system offline until the Mech leaves the arena 2-10: System is still active 11-12: Ejection system is offline
Poor Cooling Jacket **	13	-400k	After being used, the affected weapon generates +1 heat in the Heat Phase.
Poor quality Life Support	14	-750k	<ul style="list-style-type: none"> <li>When the life support system is still functional, the Mechwarrior will take a point of damage in the End Phase of every turn when the Mech's internal heat is above 20 on the Heat scale</li> <li>When the Life support is destroyed; the MechWarrior will take a point of damage when the Mech's Internal heat is between 10 – 20 on the heat scale and 2 points of damage every turn the internal heat is 21+ on the Heat scale in the End Phase of every turn.</li> </ul>
Targeting Computer is whacked ***	15	See effect	+1 Attack Modifier for a specific Range Bracket. Randomly determine which Range bracket this quirk will affect. The quirk can be taken up to three times. The value of the Quirk is equal the number of brackets affected times 200,000 C-bills
Paper Legs	16	-500k	When this Mech is kicked or makes a Death From Above attack, check for a chance of suffering a critical hit in the leg(s). The Check must be made even if the leg armor isn't breached

*\* May only be taken once on a unit*

*\*\* May affect different weapons or components in the Mech, randomly determine which individual weapon or component this quirk affects & annotate it on the Mech sheet.*

*\*\*\* May affect a Mech multiple times; see effect*

## Premium Sponsors Table

Sponsor Company (affiliation)	Fame (minimum)	CE cost	C-bill Gain	Game Effects
	12	4	500,000	·May purchase 1 ton of special munitions / OBC cycle for an additional 5 CE
	12	5	500,000	--10% for final Repair costs --2% for each additional CE spent (5 CE max)
	16	5	500,000	--10% to final repair cost ·Spends 1 turn Off Board instead of the normal 2 turns
	17	6	750,000	
	15	4	750,000	·Can convert allowed SRM Special munitions for LRM and MRM launchers. ·Can purchase any M-Type Special munitions. Special Munition costs only 100,000 C-bills / ton
	12	5	500,000	·+1 Fame for successful Melee attacks ·Free MechWarrior healing during OBC
	16	6	750,000	·May upgrade a Mech with CASE to CASE II. Must still follow customization rules
	24	7	500,000	--10% for final Repair costs --10% to Mech purchases** · May purchase 1 ton of special munitions / OBC cycle for an additional 5 CE
	21	6	500,000	·When replacing disabled weapons, roll 2D6/weapon. On 10, 11, or 12, that disabled weapon may be replaced with Clan equivalent. Edge cannot be used with this roll. Internal Structure, Heat sinks, Engines or Armor cannot be replaced. --5% to Total Repair cost when all Clan Replacement roll fails
	30	10	300,000	--10% for Final Spot repair costs ·Can sell destroyed Mechs at 50% of book cost without repair Mech first
	15	10	250,000	--10% to final CE cost when purchasing Starting abilities (round up) ·Pilot earns 10 CE once / current OBC when the pilot earns 4,000,000 C-Bills (minimum) in the previous Arena Cycle
	45	5	250,000	--15% to Book cost for any Mech that uses Targeting Computer, any ECM, or C3 ** ·Ignore Stable requirement for Customization
	10	10	0	·Free MechWarrior healing during OBC and avoids a pilot death with a 2D6 roll of 10 or higher ·Earns <b>Killing a Mech of a Famous Pilot</b> when the Target's fame is 10 higher than this pilot: 5 Fame, 5 CE, 1,000,000 C-Bills
Withdraw from sponsor	-2	4	-500,000	Effects of previous Sponsor are lost.

Stables	Bonuses	Discounts
Dragon's Den (Kurita)	-1 TN with all Melee weapons, Melee weapons that don't use the optional punch table rule may now do so.	10% Discount on all PPCS, and mechs that appear on Kurita MUL
Eagle's Landing (FWL)	+1 to all Cluster type munitions. +1,000,000 C-Bills for Vehicle Companion purchase.	10% Discount on all Missile special munitions, and mechs that appear on FWL MUL
Chancellor's Pride (Capellan)	-1 TN with all heat causing weapons, Active Probes can ignore one level of <b>INTERVENING</b> Trees.	10% Discount on all ECM and Stealth Equipment, and mechs that appear on the Capellan MUL
Graylight Swords (Davion)	-1 TN for all Autocannon weapons, Additional 10% Fame per match.	10% discount on all Autocannon Special Munitions, and mechs that appear on the Davion MUL
Flaming Fist (Steiner)	-1TN with all Gauss weapons, additional 5% payout for all matches	5% Discount on all Heavy and Assault mech repairs and refits, 10% discount on all mech on the Steiner MUL
Knights of St. Jamais (Comstar/WoB)	-1 TN with all Direct energy weapons, May move/remove fixed equipment in Inner sphere Omnimechs	10% discount on all Inner sphere omni-mech refits, and mechs that appear on the Comstar/WOB MUL
Spina's Shooters (Clans)	-3 heat with all clan weapons, May move/remove fixed equipment in Clan Omnimechs	10% discount on all clan omni-mech refits, as well and IS/HW Clan General Lists