**Quasimodo's Irregulars**

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As soon as I saw Hunchback IIC from the *MechWarrior* expansion for the **BattleTech** TCG, I knew I had to build a deck around it. I had been disappointed with Alpha Strike 'Mechs in the past, but no more. The Clans had taken the much-maligned Hunchback design and used their advanced technology to create the ultimate AC/20 platform on a medium 'Mech. *MechWarrior* also provided the perfect pilot for this offensive monstrosity--the Sharpshooter.

My plan for the deck was to maximize the usefulness of Sharpshooter and Ammo Truck, both of which enhance Alpha Strike, by including as many 'Mechs with that option as I could manage. But I hadn't paid too much attention to the 'Mechs with Alpha Strike before, so when it came time to assemble the deck I was surprised to find out how few Clan 'Mechs have it. Despite my limited choices, though, the 'Mechs I included are relatively good; it's normally possible to deploy at least one per turn throughout the course of the game.

One interesting note about the deck is that it is not specific to any particular Clan. This should make it very easy to modify and improve, particularly as new cards come out in the future.

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**Quasimodo's Irregulars**

**'Mechs** (24)

6 Hunchback IIC

5 Jenner IIC

5 Puma B ADDER

4 Uller B KIT FOX

4 UrbanMech IIC

**Mission Cards** (4)

4 Heroic Sacrifice

**Command Cards** (7)

3 Ammo Truck

4 Sharpshooter

**Resource Cards** (25)

2 Repair Facility

7 Support: Assembly

7 Support: Munitions

6 Support: Tactics

3 Think Tank