

TECHNICAL READOUT:™

P · R · O · J · E · C · T

P H O E N I X



• **FANPRO** •

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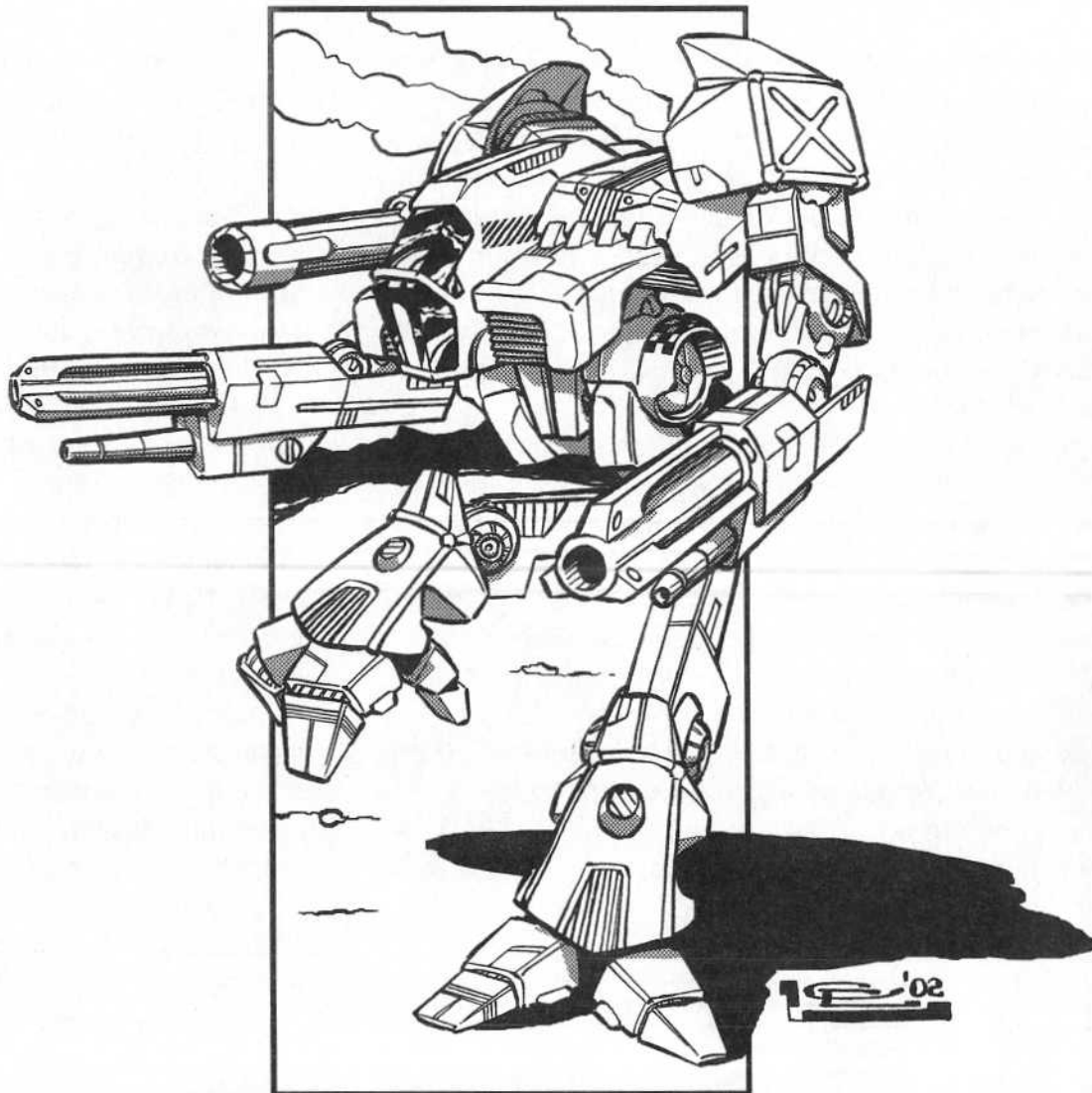
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STALKING THE LEGENDS

Want to know how legends are born? They start with a good story.

I'm not talking about the kind of story you see splashed up on scandalvid headlines or used to sell soap on the afternoon movie. We're not even talking the *Immortal Warrior* here—it may be art, but my God, doesn't that man ever have to reload? Try hanging out backstage at the Solaris VII arena areas, or at Valhalla, or even at what passes for your local Veterans' club, and you might see what I mean. Avoid the tales that start out with "This is a no-shitter..." because they are barely worth the price of the beer it will take to get it told...or to shut them up.

No. You want the ones that start (or end) with "I was there." The ones that come out slow, in pieces, as the mind fights against black-outs, and its a trembling hand that raises stein to lips.

Stories where blood stains the ground black, and you can hardly breath for the smell of gunpowder, the burning forests, the laser-scorched asphalt. Stories where men did not eject cleanly, if at all. Stories about units which stormed the battlefield and lived and died, and made a difference. There may be some exaggeration, but there won't be much.

Doesn't need to be.

"Legendary" is just another word for a true story that lasts.



We were on the run.

Rain pounded the hovervan's metal shell with hundreds of tiny hammers, ringing out like small arms fire. Sheets of lightning strobed across from the dark skies like nature's own klieg lights, and thunderclaps applauded at irregular intervals, mocking us in our defeat. I crouched in the back of the van, still in battle armor but with my faceplate raised, balancing on my good leg and hanging onto a wire rack where several trivid cameras rested. The inside of the vehicle smelled of warm electronics, spilled coffee, and blood. The electronics and coffee belonged there. The blood was mine.

I still wasn't sure where that last autocannon salvo had come from. By twilight, the battlefield had fallen into a chaos of men and machines, all firing in a dozen different directions. BattleMechs swung jeweled ropes of energy through the air and spat razor-metal streams of slugs at each other. Tanks clawed for purchase on the muddied slopes. Infantry scurried and leapt and basically tried to stay out from underfoot.

No time to untangle your HUD, you picked your target by sight. It wasn't hard to tell the enemy, with their bone-white finish, from the colorful livery of some of Solaris VII's most prominent stables. As the seconds ticked by it got easier, with more liveried warriors falling to the enemy's stronger numbers.

I remember leaping from the shoulder of Erik Gray's *Emperor*, the BattleMech we had captured from the invaders for him. I fell in with two or three other Cavalier-suited infantry as we swarmed over a crippled Pegasus. We drove it into the ground, losing one man to a grazing PPC stream that blasted through his battlesuit with the force of a lightning

STALKING THE LEGENDS

strike. Then I jumped clear, my laser stabbing ruby energy into a nearby Regulator. An invisible hand plucked me out of the air and slammed me back into the ground.

Maybe I blacked out, but I'd like to think I bounced back up pretty fast. Your life often hangs on seconds, and I'd learned that lesson a long time ago. My quick self-check did not leave me feeling too froggy. Thirty millimeter slugs had peeled back most of the armor protecting my right arm and side, taking a chunk out of my shoulder and slicing more hot metal just along two ribs. An armor-piercing bullet had sunk into the meat on my left thigh as well, but the Cavalier suit clamped down on that wound or I would have bled out in minutes.

Ain't technology grand?

Pressure bandages took care of the rest, and by the time I was done doctoring myself, Erik Gray had already passed along my order to retreat. He commandeered a nearby news vehicle to act as my ambulance while everyone else pulled back. The video journalists hadn't seemed too happy with the idea, but neither of them was about to argue against the *Emperor's* soot-scarred autocannon.

I like Erik. Known as the "Gray Ghost" to arena fans, he's probably the closest thing I have to a friend on Solaris VII—that place punishes people who rely on anyone but themselves, so you rarely expect a helping hand. I don't think I've ever accused Erik of having too much battle smarts, either. He's a toy soldier, moved from garrison duty to the playgrounds of the Game World. I don't think he'd ever taken live fire on the field before today. I know he hasn't spent time slogging through bloody mud and ducking artillery shells. Right then, though, he'd have gotten my recommendation for a medal.

If I were a real general.

If we were lucky enough to live through the day.

Erik's *Emperor* limped along beside the van, his cockpit lighting up in brief flashes as his electronic systems arced and sparked and burned around him. I could only imagine the acrid smoke filling up the cramped space, burning his eyes and searing down into his lungs, but he pushed on. We had no choice. Between the two of us, we led a shortened company of mixed forces culled out of DeLon and Overlord stables, along with a few free agents like Erik. We were the Solaris VII Home Defense League—or what was left of it, at any rate.

Our rear guard had already been eaten up by the pursuing invaders. They came up behind us and pushed through the thick woods on either side of us, hoping to flank our position. Occasionally a lance or a company would push close enough to hammer more autocannon fire or lasers at us, but there were never enough of them to make a determined assault. It had been some time since our last run-in, but I knew they were still there.

Erik did too. "Think they're still back there?" His comm system was about all he had left—that and basic systems for piloting the *Emperor*.

"Want to stop and find out?"

"No."

There was a chance that our pursuers had finally turned off from the chase to join the larger force moving on Solaris City. I didn't think that likely. Whoever had trained these forces was likely the same group that had taken down Tharkad, the Lyrans capital. They knew their business, and the

STALKING THE LEGENDS

first thing you learn in that business is to never leave a well-armed force at your back—you never know what kind of mischief they might cook up.

Battered and bloodied, with no resources and no fallback plan that hadn't included returning to the City, I didn't figure us for much in the way of cooking anything up right then. Grayland didn't have much outside of the main BattleMech circuit, just the blood pits, some second-class arenas and the second-class warriors who fought in them. It would take time to approach them and get organized, time that we didn't have. I sucked in a deep breath, wincing at the pain that laced my lacerated ribs. Time I might not have.

But then, like I explained earlier, I never count on finding help being offered with a free hand. Not on Solaris VII.

"What the hell?" The hovervan driver hunched forward over the steering column, slowing into a curve. He pointed something out to his field journalist buddy riding shotgun, Adam Kristof, of the Sun Times. On a game world where MechWarriors were gods, journalists were the prophets. This one also had a better eye than his cameraman. "Brakes!" he shouted.

Of course, hovercraft do not brake per normal rules of the road. They use vents to redirect air flow or, as in this case, they simply spin around to apply full thrust into the face of momentum. Such a move did not take into account their passenger, though, and I quickly found myself shoved back against the rear doors of the van with my hurt leg awkwardly twisted beneath me and a great view out the rear window. Water sheeted down the glass, and the heavy downpour grayed out the forest that covered most of Solaris VII's main continent. It

wasn't until we had powered to a complete stop that I noticed a sharp, angular quality to the tree trunks in the forest. A couple slanted backward. Others bulged with exaggerated joints. They stood in a line right across the main highway.

Not trees. Legs. BattleMech legs.

Instead of undergrowth, there were the pillbox outlines of a few tanks and even some unarmored infantry milling about. I stared through the rain-spattered glass, tensing for the flare of laser power that would end it all—twenty-two years of thumbing my nose at the guy with the scythe. Then lightning flashed again in huge sheets and thunderous applause rolled overhead. I knew right away that these weren't invaders. The enemy drove newer machines than these. What I was looking at were faces from the past, champions in their own right: *Warhammer*; *Marauder*; *Phoenix Hawk*; *Archer*.

Legends.

"Old news," the driver said, gunning his drive fans as if preparing to outrun a particle cannon.

Adam Kristof was no fool. "Power down those fans right now," he ordered calmly.

A *Rifleman*. I could see the twin-barreled arms of a *Rifleman* out there, the sixty-tonner standing profile and covering the darkened sky with its autocannon. A *Valkyrie*, too. From a soldier who has spent his share of time running out from under the feet of such machines, yeah, you could say I knew them pretty well. These were all classic designs. Fan favorites in the arenas at one time, but pushed aside here on Solaris VII and on the battlefields of the Inner Sphere by newer machines. Out with the old....

STALKING THE LEGENDS

Lightning flashed again, this time to a softer peal of thunder.

It was as if I'd blinked, and twenty years had peeled away from the BattleMechs. I saw that the *Warhammer* was missing its trademark searchlight. The *Phoenix Hawk* had cleaner lines than I'd remembered, and a *BattleMaster* standing near the back had a more angular outline along its head and shoulders than before. These were the updated models, just now making a comeback on the battlefield but not yet ready for Solaris VII cameras. I'd seen a few of the redesigns, billed as vintage machines and holding their own against the best and brightest. Mostly, however, they were just now working their way up from the secondary arena circuit.

"You might want to step outside," Erik whispered in my ear. "Maybe *you* can convince them we're friendly."

Yeah. The *Emperor* Erik piloted had no insignia and a neutral IFF transponder, and was painted the same bleach-bone ivory that the invaders used. Only the fact that he was running dark without active sensors—though not by choice—had likely prevented the sentry line from tearing him apart.

Then again, we did have two lances worth of capable machines moving up fast behind us. This was the kind of confrontation that led to bad decisions.

Working the rear doors' opening lever with the Cavalier's claw wasn't easy, but I managed. Wind-driven rain pelted me in the face, so I partially lowered the Cavalier's faceplate. Favoring my injured leg, I limped forward slowly, targeting system shut down even though my own passive sensors chimed with multiple lock-ons. Erik had to know they had lighted him up as well.

I bit down on the activation clamp, then blinked my way through some preset frequencies to find a general band.

"We're on your side," I said clearly. I glanced back and saw our column staggering out for a good overlapping field of fire. There was no love lost between the prime-time warriors of Solaris City and the "backwoods leagues." "Believe it or not."

At the rear of the pack, the *BattleMaster* shifted to let me know who was speaking. "Can you name any great Capellan champions?" the MechWarrior asked.

I almost smiled. The pain in my leg was all that kept it from my face. This inside joke was almost as old as the 'Mech Games themselves, but few off-worlders were likely to know it. "There are no great Capellan champions," I told him.

His cockpit light flickered on, then off. "Shen Driscoll, Midnight Stable. Also Manticore Stable, Jacobite, and the Streholm Co-op." As he introduced them, pairs and one trio of cockpits flared briefly with running lights. These were Game World warriors all right. Minimal billing required. "You city boys seem to have a problem."

"Do we? I hadn't noticed." And I don't bargain from weakness. "Full share."

On Outreach or Galatea, that would mean something very different. A cut of the profits in a mercenary contract. Warriors here on Solaris VII could be just as mercenary, but if he'd meant money, he would have said "prize." Full share meant network time—trivid rights.

Press.

It was also a generous offer. One I took straight to Adam Kristof, our resident (even if not by choice) news agent.

STALKING THE LEGENDS

Kristof had only two words to say. The first was "exclusive." It wasn't a question, and I would have expected nothing less. I nodded.

His second word was "deal."



Missiles fell in an awkward pattern over the highway interchange, tearing up clumps of asphalt and hurling them skyward, eventually falling as muddy gravel. The blossoms of fire walked right past me, too close for comfort. I leapt out of there and into the lee of an overturned Manticore armored tank. The ruby and emerald darts of laserfire crisscrossed overhead, flashing rain into steam and tiny sparkling fans of light, where shattered beams refracted through a thousand tiny prisms. A particle projector beam slammed into the ruined Manticore, maybe for good measure or just one more of a dozen errant shots. From somewhere nearby came the long *burr-rp* of an assault-class autocannon storming through hundreds of rounds.

I'll never be certain what surprised the invaders more—that we had turned to fight, or that we had scrounged up reinforcements. Then again, maybe it was just how much life the redesigned classics had in them.

Led by the *BattleMaster*, the legends of old tore into the enemy flank and did not stop until they linked up with the wedge Erik Gray pushed forward from the center. His *Emperor*

held its feet by sheer force of will, looking about as rough as I felt trying to maneuver around the battlefield with an opened right side and a thirty-mill slug still in my left leg. Erik had no targeting system, so it was all dead reckoning and best guess. He knocked over one enemy *Toyama*, which I took with some other Cavalier suits and a handful of Jacobite irregular infantry. The professionals went for a clean disable. Our unarmored friends were thinking more like a lynch mob, and tried to cut the MechWarrior out of his cockpit. When the cockpit blew from a suicide charge, erupting in a bright orange gout of fire that consumed MechWarrior and infantrymen alike, it was like someone had fired off the signal gun in a bloody free-for-all.

Driscoll lost control of the Manticore Stable forces at that point, whom I had to guess had just lost friends. They proved their devotion by breaking ranks and joining them on the casualty lists in a matter of minutes. The Home Defense League wasn't in much better shape, since Erik had finally lost comms. Whatever orders I might have had were lost in the rift that separates 'Mech jocks from mudsloggers. Our jury-rigged chain of command was done for.

Peeking around the end of the overturned tank, I wiped at my faceplate and managed to streak more mud across it than before. Didn't matter. I saw a bone-white *Penetrator* rallying the enemy's broken center. It stalked forward to drill twin PPCs into the *BattleMaster's* back, followed by a four-pack of crimson lasers. Driscoll couldn't stand up to that kind of punishment and went down hard, sprawling into a small growth of young pine trees and brambles at the edge of the highway clearing.

STALKING THE LEGENDS

With Driscoll down, the *Penetrator* had a clear shot on Erik. I had no way to warn him, no way to stop the monster from claiming another victim. Still, I jetted out on the last of my jumping fuel, my small laser picking at the *Penetrator* as if I might distract it. Other Cavalier troopers joined in, but we were just fleas biting at a dog.

In the end, we got lucky. One shot splashed off the cockpit ferroglass shield, and no MechWarrior in the Inner Sphere likes to come that close to a laser tan. The *Penetrator* swung around away from Erik, looking to bracket us with its weapons.

I told you Solaris VII punishes people who don't look after their own interests.

Fortunately, the *Phoenix Hawk*'s pilot was as old-school as his machine. Jetting overhead and bound for the far side of the field, he cut his jump jets out early, dropping in between our position and the *Penetrator*. Twin large laser blasts meant for our position blasted into its chest, ripping away armor and dripping large puddles of molten composite onto the wet, black highway. We scattered to either side of the stricken machine, adding our small firepower to its large laser. Erik Gray had finally noticed us as well, and rounded on the *Penetrator* with his remaining autocannon.

With all that, though, it still didn't look like it would be enough. I was getting ready to right my own epitaph, when a barely seen hypersonic slug skipped across the ground to slam into the *Penetrator*'s lower right leg. It was Driscoll's *BattleMaster*, propping itself up on one arm and levering its right straight out.

He followed up that hit with another, the gauss round shattering away armor and pulverizing the hip joint. The *Hawk* finished off that leg with a slashing laser attack. As the *Penetrator* fell, it ducked into a low swath of Erik's autocannon fire. The armor-piercing slugs walked holes from the machine's shoulder into the side of its head, blowing through the armor and canopy and then out the other side.

There wasn't much left of cockpit or MechWarrior when the seventy-five tonner hit the ground.



Without their final powerhouse hitter to hold the center, the enemy force broke and ran. The Streholm *Phoenix Hawk* led a brief pursuit and managed to claim a crippled *Trebuchet* for its trouble, but the fight was done for this day. Adam Kristof had plenty of video—if there was still a network left to distribute to—and Erik and I were still alive. No small plus.

With a little work, we might put back together all of our fallen BattleMechs, including the Manticore redesigns. We were going to need them all, it seemed, if Solaris, city and world, was going to stand a fighting chance. If we held it together then maybe... just maybe... it could be the start of a legend. After twenty-two years of pushing my face into the blades, it might almost be worth making a few new friends.

If we all lived long enough.

INTRODUCTION

**INCOMING
MESSAGE**

SEND

SAVE

CANCEL

DELETE

Confidential: Eyes Only
From: Precenter XIV-Delta Tempest Stryker
To: Precenter ROM Victoria Parrdeau
Date: 1 August 3067

Precenter Martial Anastasius Focht was a fool.

I know that most people consider him to be the savior of mankind and a hero the likes of which we've not seen since Aleksandr Kerensky. As such, my words are tantamount to blasphemy and I'm confident censure will be forthcoming. Nevertheless, we have known each other for years and you know me; I feel that my views must become known.

In 3058 our zealot brethren recaptured Terra. What did Focht do? Did he attempt to take it back? Attempt to put down the rabid dog that our lost brethren have become? No, instead he "contained" them while he dealt with his obsession: the Clans. Of course the Clan threat needed to be settled, but not at the expense of all else. Because of that, our current Precenter Martial pushed all other responsibilities from his mind—and gave us five years of Civil War! At least the Clans are a known element, starrng across a battlefield from the cockpit of a Mad Cat with their customs and traditions.

It is the unknown enemy, however, that I fear will be our undoing, an enemy Focht should have eliminated years ago. While we spent so much time distracted first by the Clans and then by our own foolish notions of loyalty to one House or another, when we should have only been loyal to the Order, the serpent in the grass has been stealing our eggs.

In mid 3064, numerous Cohorts from the elite Legions of the Marian Hegemony struck like a hammer's blow onto the worlds of Blantleff and Maximillian in the Circinus Federation. All that stood in the way of the complete annihilation and absorption of the Federation—like the ill-fated Illyrian Palatinate before it—were the Black Warriors and McIntyre House Guard; a more mismatched confrontation I cannot imagine. Yet by the end of 3064, the Hegemony forces had been stopped cold and an uneasy peace had ensued. The Inner Sphere was so preoccupied with its own bitter struggles that almost no one questioned why. Only after intensive investigations by myself, along with several well-placed ROM agents, did the truth become known.

In an eerie similarity to Primus Myndo Waterly's actions in handing over Star League vintage BattleMechs to the Combine, which helped to shock and paralyze the Federated Commonwealth into aborting their bid to destroy House Kurita in 3039, it is my firm belief that the Word of Blake handed over prized new BattleMechs to the Federation. These BattleMechs were not new machines rolling off of any production line known to currently exist, however.

Instead, the four different machines documented by ROM in the Black Warriors' employ were heavily modified versions of older BattleMechs that have been in use for centuries. Additionally, unlike previous "field upgrades," not only did these incorporate the latest technology into the very bones and hearts of the machines, but they extensively upgraded their physical appearance. That the four machines employed new League and Confederation technology only further cements my belief of their source.

INTRODUCTION

INCOMING
MESSAGE

SEND

SAVE

CANCEL

DELETE

It is known that most of the new technology developed in both Houses was due to the assistance of the Word of Blake. Furthermore, it is extremely disturbing to note that at the time the Confederation did not have a single line capable of producing either the *Phoenix Hawk* or *Marauder*—so where were they manufactured? That is a question that keeps me up at night. Why the fanatics chose this route is unknown. Yet like the unknown movements of an alien creature, you only learn its ultimate intention when it eviscerates you. All we know today are the interesting consequences of this latest plot.

Giovanni Estrella De la Sangre, Demeter's planetary governor and CEO of Vicore Industries, learned of these "new" 'Mech designs—we are still unsure where the leak originated from, but we cannot rule out that Giovanni is a Word of Blake agent himself. Officially, at least, he was so intrigued by the thought and its potential for revenue for his world that he sank a vast portion of his considerable personal wealth into creating numerous prototypes that mirror these Blakist machines to a "T," acquiring the necessary technologies through both legal and nefarious means. Furthermore, he built proofs of concept for several other older BattleMechs. From there he designed additional variants based on these basic 'new' 'Mech chassis, incorporating new technologies garnered from other Houses. He then spent the next year meeting with the heads of such major arms manufacturers as General Motors, Defiance Industries, and Earthwerks, using "acquired" battle ROMs showing these "new" BattleMechs in action to aid in selling his waresidea.

Already Giovanni has managed to sell his nascent Project Phoenix in the right circles, an amazing testament to the fact that, while a millennia separates us from the first use of electricity, "medicine men" can still sell us our snake oil. The Confederation in particular has already begun a small but aggressive program of recycling older machines and using scavenged parts to help build their next generation of 'Mechs; I'm confident the other Houses are only waiting to see if this plan is a success before enacting their own.

Construction is still happening on a small scale, and production runs will likely account for only a small fraction of the total BattleMech output for some time to come; nonetheless, these machines are by all accounts here and here to stay.

GAME NOTES

The record sheets for the designs, along with all of their variants, in this Technical Readout can be found in *Classic BattleTech Record Sheets: 3067*. The record sheet for the *Longbow* can be found in the *BattleTech Record Sheets: Upgrades*, published by FASA Corporation.

LCT-5M LOCUST

Type: **Locust**

Technology Base: Inner Sphere

Tonnage: 20

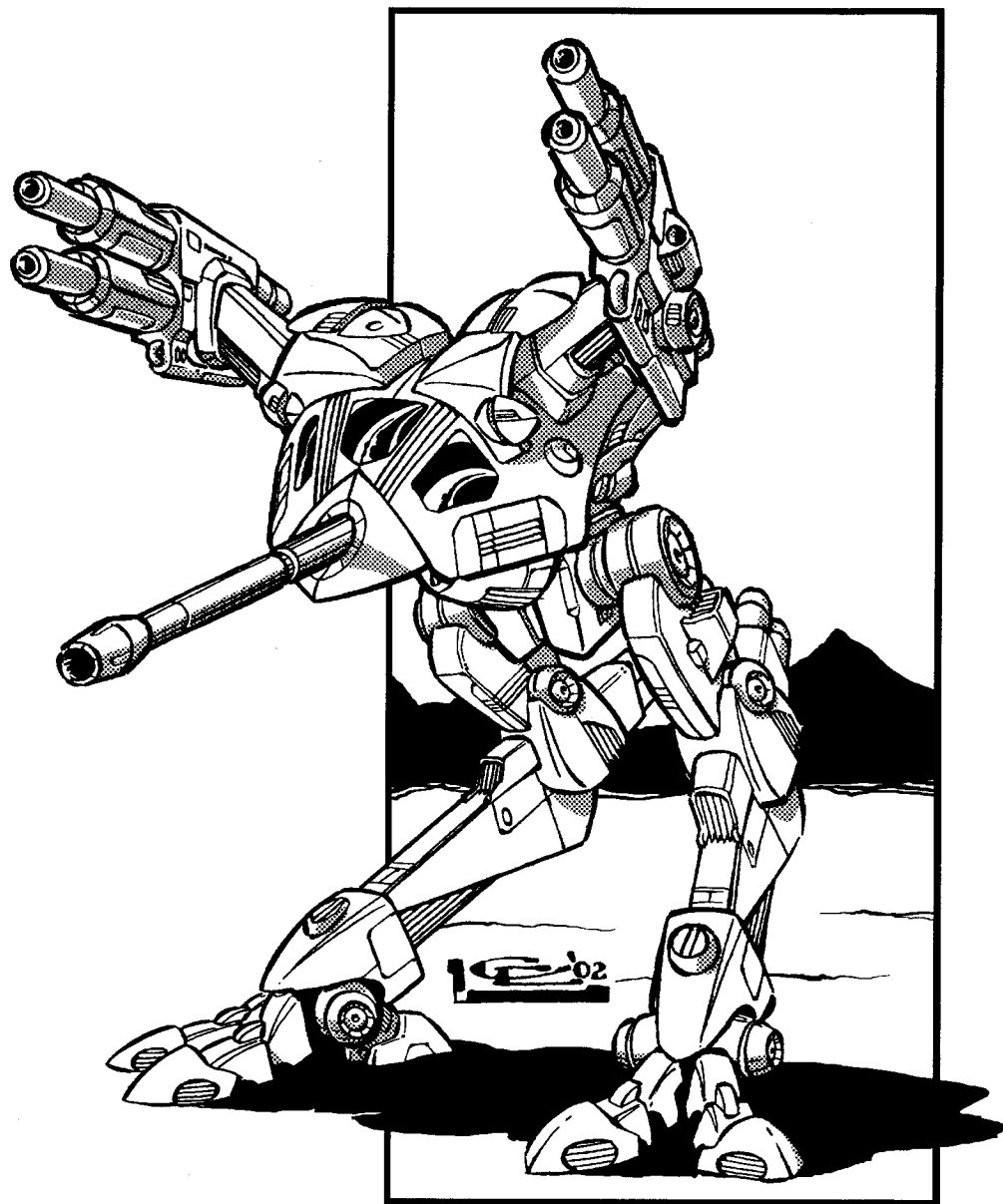
Battle Value: 516

Equipment

		Mass
Internal Structure:	Endo Steel	1
Engine:	240 XL	6
Walking MP:	12	
Running MP:	18	
Jumping MP:	0	
Heat Sinks	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	69	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	8

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	CT	1	1
2 ER Small Lasers	RA	2	1
2 ER Small Lasers	LA	2	1



STG-5R STINGER



Mass: 20 tons
Chassis: Earthwerks STG
Power Plant: Vox 120
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 52
Jump Capacity: 180 meters

Armor: Durallex Light Ferro-Fibrous
Armament:

- 1 Diverse Optics Extended Range Medium Laser
- 2 Death Blossom 15 Pack Rocket Launchers

Manufacturers: Vandenberg Mechanized Industries, Pinard Protectorates Limited, Detroit Consolidated MechWorks
Primary Factories: Macleod's Land, New Vandenberg, and Detroit
Communications System: Garret T10 B
Targeting and Tracking System: O/P 911 Targeting System

Overview

The second most produced 'Mech in the Inner Sphere, the *Stinger* was designed as a scout and reconnaissance 'Mech. The *Stinger* has filled a variety of rolls, including a training 'Mech, a testament to the design's usefulness. When the Taurians began looking to revamp their existing scout 'Mechs, they turned to the venerable *Stinger*. They were already involved with the Capellans in producing the new *Wasp* 3L, but they desired to go it alone on this one. We believe that this may be due to a rift forming in their alliance with the Capellans and Magistracy.

The Taurian engineers encountered technical difficulties from the outset in producing the armor needed for this configuration. Though they had the technical know-how to produce ferro-fibrous armor, they lacked the facilities to mass produce the armor on a scale required by the *Stinger* project. Enter the Word of Blake.

Following up their successful negotiations with the Taurians' *Archer* project, the Blakists offered to give the Taurians the plans and material to build a

plant dedicated to producing ferro-fibrous armor and endo steel. It is rumored that in return, they asked for an unspecified number of *Stingers* and *Wasps* as payment. The new production facility was constructed and placed on New Vandenberg.

Capabilities

The *Stinger* had not seen many changes since its commission in 2479—something that would not be true for the Taurians' new variant. The first change made was a new head assembly that incorporated a full cockpit ejection system. This was done to remove a major drawback, as the cockpit assembly was too small for most pilots. The original STG-3R used a single energy weapon backed by machine guns. The Taurians decided to give the *Stinger* firepower that would live up to its name. Upgrading the medium laser with a new Diverse Optics extended-range model produced on Sterope, two new rocket launcher 15 packs were installed. Armored with Taurian developed ferro-fibrous armor, the *Stinger* now carried a half-ton more protection along with increased firepower. The *Stinger* retained its standard engine for

survivability and standard internal structure. This configuration allowed the Taurians to upgrade most of their existing *Stingers* in a matter of months.

Deployment

The Taurian forces received shipments of new *Stingers* early in 3067. Deployment would have been earlier had it not been for the Blakists' payments being made. Our operatives were unable to obtain the numbers but they do know that a large amount was shipped. We were able to discover that some of the shipments were sent to Terra and the Circinus Federation.

Variants

The only known variant that has been identified is being produced on Detroit and Sian for the Magistracy and Capellans. The *Stinger* STG-6L will incorporate the new Stealth Armor, yet use two standard medium lasers. The most important upgrade of the STG-6L is its power plant. Using the Pitban 240, this variant will be able to reach speeds of 130 kph. The jump jets were dropped to allow the maximum use of armor protection.

LIGHT

MEDIUM

HEAVY

ASSAULT

STG-5R STINGER

Type: **Stinger**

Technology Base: Inner Sphere

Tonnage: 20

Battle Value: 409

Equipment

Internal Structure:

Engine: 120

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10

Gyro: 2

Cockpit: 3

Armor Factor: 54

Internal
Structure

Mass

2

4

0

2

3

3

Armor
Value

8

6

2

6

2

5

6

Head 3

Center Torso 6

Center Torso (rear) 2

R/L Torso 5

R/L Torso (rear) 2

R/L Arm 3

R/L Leg 4

Weapons

and Ammo

Location Critical Tonnage

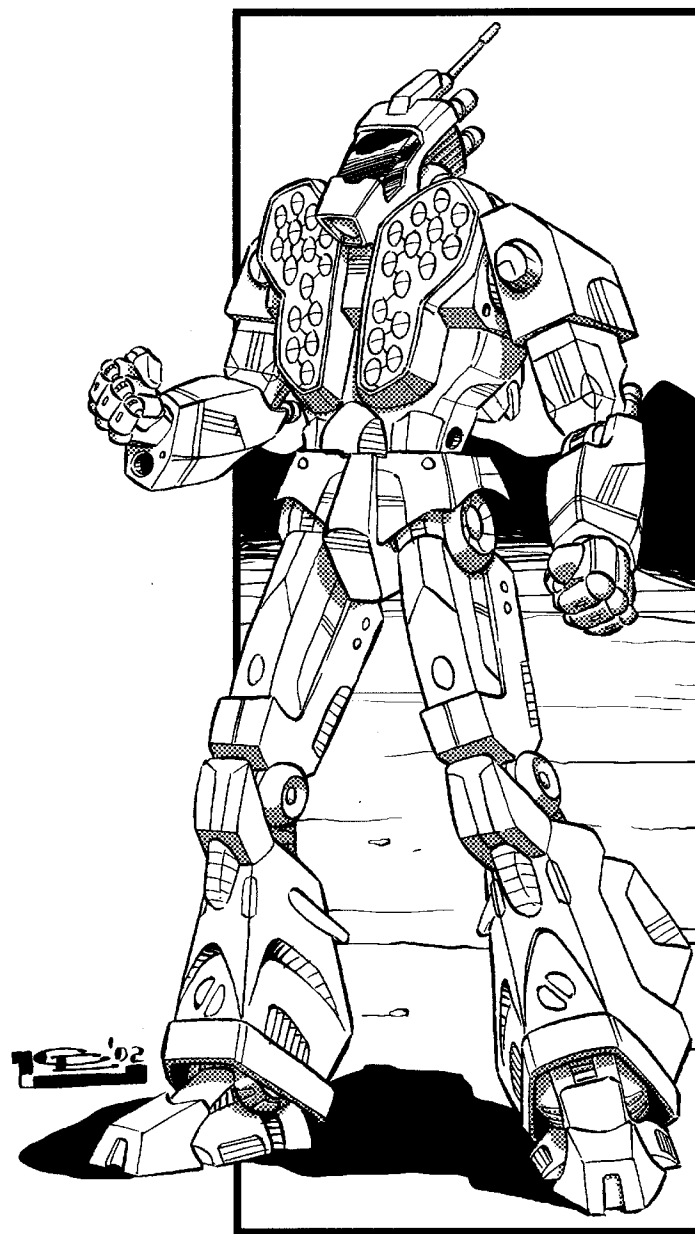
ER Medium Laser RA 1 1

Rocket Launcher 15 RT 2 1

Rocket Launcher 15 LT 2 1

Jump Jets RT 3 1.5

Jump Jets LT 3 1.5



WSP-3L WASP

Type: **Wasp**

Technology Base: Inner Sphere

Tonnage: 20

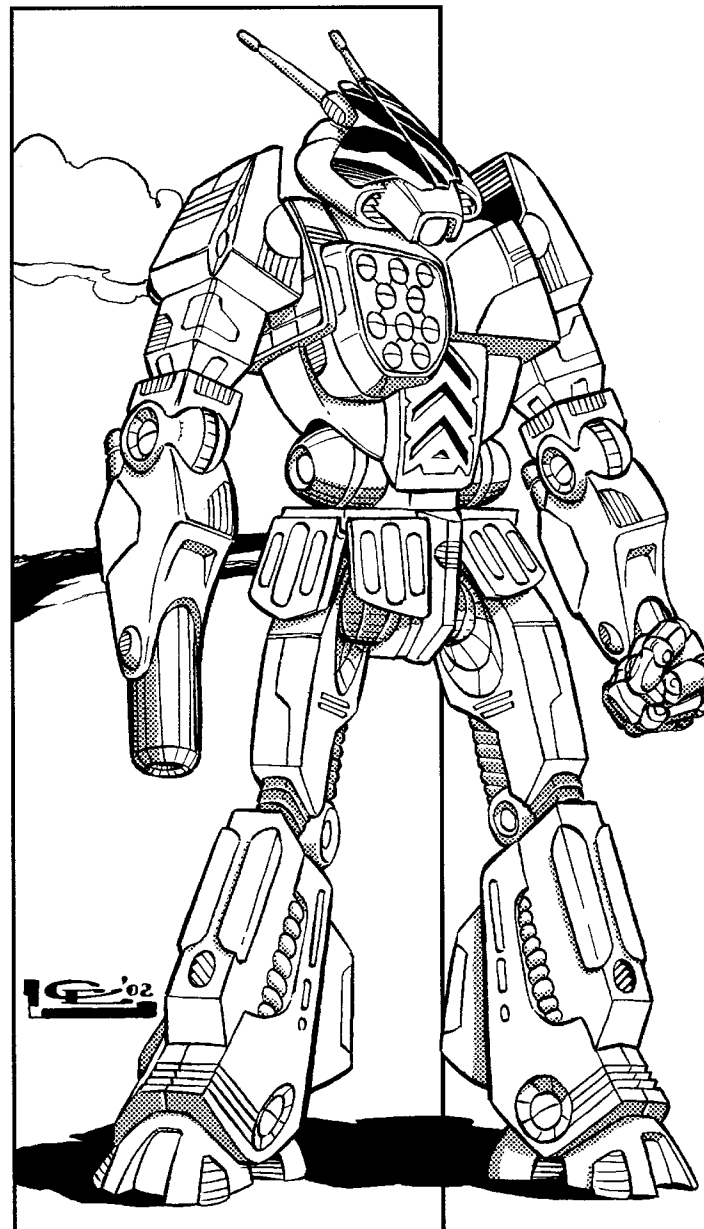
Battle Value: 411

Equipment

		Mass
Internal Structure:	Endo Steel	1
Engine:	120	4
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	6	8
Center Torso (rear)		3
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	7

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Rocket Launcher 10	RT	1	.5
Guardian ECM Suite	LT	2	1.5
Jump Jets	CT	2	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1



VLK-QD1 VALKYRIE

Mass: 30 tons

Chassis: Corean Model 101AA Endo Steel

Power Plant: Omni 150 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Vicore Thrust-Masters
Model L

Jump Capacity: 150 meters

Armor: StarGuard III

Armament:

1 Defiance Model XII Extended Range
Medium Laser

1 Valiant Arbalest LRM 15 Missile Pack

Manufacturer: Corean Enterprises,
Vicore Industries

Primary Factories: New Avalon, Demeter

Communications System: Lynx-shur

Targeting and Tracking System:

Sync Tracker (40-TC) with
Artemis IV FCS



Overview

The civil war took a toll on the Federated Suns' 'Mech forces, leaving them strewn across the battlefields throughout Fed Suns space. The losses for the Davion light 'Mechs were horrendous. With the demand for larger and more powerful 'Mechs, manufacturers were forced to reduce production of lighter 'Mechs to meet the demand. Near the end of the war, the light 'Mech numbers in most of Davion's regiments were so denuded that it severely reduced their scouting and reconnaissance capabilities. Force commanders began calling for replacements to meet mission requirements.

Corean Enterprises was in negotiations with Vicore Industries to upgrade the *Valkyrie* when the demand for increased production was announced. Corean Enterprises' production lines for the *Valkyrie* had been halted due to the lack of jump jets. HildCo—the main supplier for Corean's *Valkyrie*—was no longer supplying their famous jump jets, ceasing shipments when St. Ives fell to the Capellan Confederation.

In response, Vicore delivered a much needed solution. ROM had uncovered evidence that Vicore secretly negotiated a

license with HildCo to manufacture the jump jets under Vicore's name. The companies engineered a solution for production requirements and in the process upgraded both *Valkyrie* variants. Corean Enterprises issued Vicore a license to manufacture both variants; in return Vicore supplies the jump jets.

Capabilities

Recovered Battle ROMs from many destroyed light 'Mechs, including the *Valkyrie*, showed that the limited long-range firepower in the design contributed to their destruction. Designers addressed these issues in the *Valkyrie* by replacing the older engine with Omni's new extra light. Though it reduced the survivability factor, the new engine allowed for additional firepower.

The designers installed Valiant's new Arbalest LRM 15 missile pack used in the *Striker Light Tank*. Two tons of ammunition for combat endurance and an Artemis IV was mated to launcher. Defiance's ER medium laser was installed for longer range, combining it with a targeting computer to give the new laser the accuracy of the pulse weapon it replaced. The original endo steel was retained, while standard armor was

used for ease of repair in the field. The *Valkyrie*'s appearance was altered, separating it from the original models. Finally as with most of the new redesigns, the *Valkyrie*'s head assembly incorporated a full-cockpit ejection system.

Deployment

The Davion Light Guards and First Davion Guards were the first to receive shipments from Corean's plant by July 3067. The Fifteenth Deneb Cavalry, Third Crucis Lancers and independent commands that aided Victor's campaign received the first shipments from Vicore in mid-September through October of 3067.

Variants

The VLK-QD3 is the only other variant being produced. It is a direct upgrade of the existing VLK-QDs. This variant installs the GM 210 increasing the speed to 115 kph. The weapons package includes 2 extended-range medium lasers and a Holly LRM 5 pack. CASE was installed to quiet the concerns of pilots. With Vicore producing both the PXH-3PL *Phoenix Hawk* and the VLK-QD1, they only build the VLK-QD3 in limited runs while Corean will produce both variants equally.

LIGHT

MEDIUM

HEAVY

ASSAULT

VLK-QD1 VALKYRIE

Type: **Valkyrie**

Technology Base: Inner Sphere

Tonnage: 30

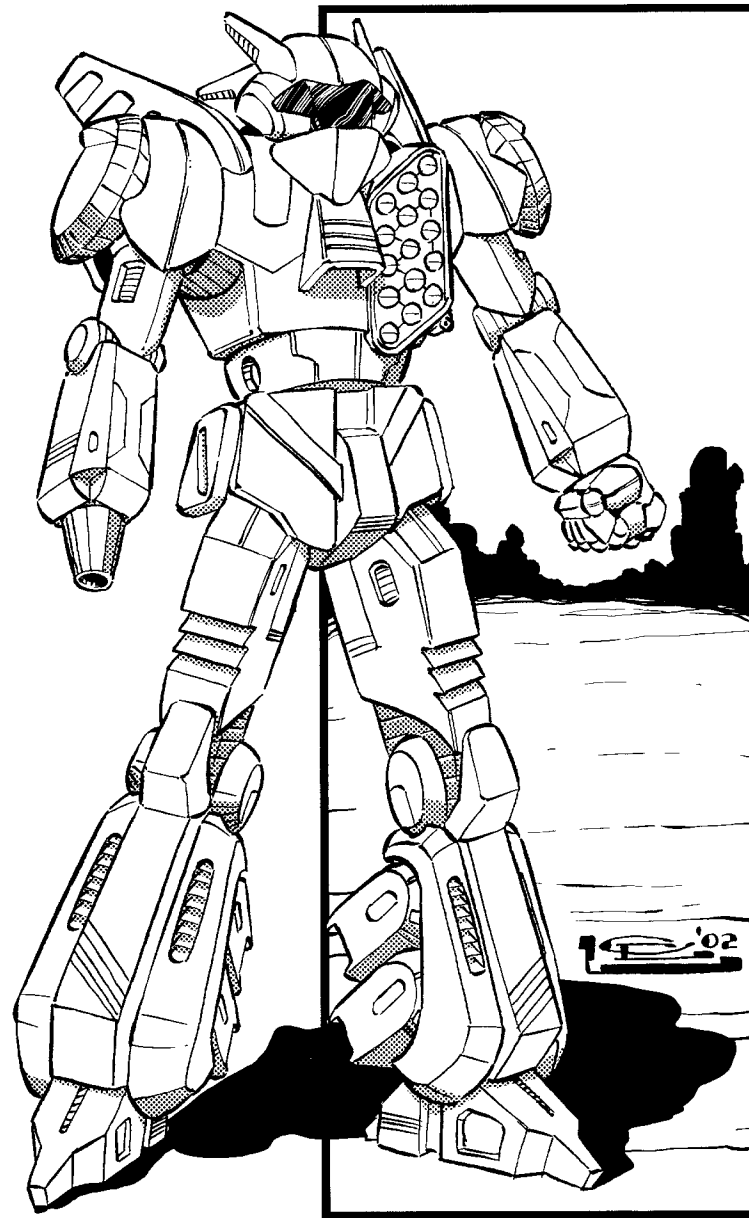
Battle Value: 835

Equipment

		Mass
Internal Structure:	Endo Steel	1.5
Engine:	150 XL	3
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	13
Center Torso (rear)		4
R/L Torso	7	10
R/L Torso (rear)		3
R/L Arm	5	9
R/L Leg	7	13

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
LRM 15	LT	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
Targeting Computer	CT	1	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1



OSTSCOUT OTT-9CS

Mass: 35 tons
Chassis: Krupp 255 Endo Steel
Power Plant: 280 Vox XL Fusion
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Rawlings 45
Jump Capacity: 240 meters
Armor: Krupp 155



Overview

The *Ostscout* has been the benchmark for manufacturers building new scout 'Mechs for years. Speed, maneuverability and advanced electronics ensured the *Ostscout*'s survival after the fall of the Star League, with many still in mint condition. It therefore came to a shock to us when we discovered that the Blakists were also deploying a newly constructed redesign of the *Ostscout*.

To make matters worse, the redesign is identical to what we are building on Orestes. Our operatives confirmed this after gaining access to one in a close inspection. There is no doubt; the Blakist *Ostscout* is identical to ours. Not only is Blake's Militia fielding our design, the Lyrans have one that closely resembles ours in every aspect. Now we have undeniable proof that Dag Kesselring compromised our security and secrets. We suspect now that the former Archon may have been more involved with the Blakists than previously believed. Dag Kesselring was her link.

This revelation has proven that our security is vulnerable. If we have suffered such a breach in R&D, what does that mean for the other services, such as the

Armament:

2 Diverse Optics Extended Range
Medium Lasers
1 Diverse Optics Extended Range Small Laser

Manufacturer: Krupp Armament Works and
Odin Manufacturing

Primary Factories: Germany, Terra and Orestes

Communications System: Exeter Longscan
300 with C³i Computer

Targeting and Tracking System: TRSS Eagle
Eye w/ Beagle Active Probe, Guardian
ECM and TAG

Wolfnet or worse, MIO? We are working now to identify and isolate Kesselring's network. Though he was listed as MIA presumed dead, we are not assuming that he died on Tharkad. He may well have been evacuated after the battle by Blake's Wrath operatives.

Capabilities

Like the original, this new design has the same operational parameters, including improved offensive and defensive profiles. The recognized improvement over the original was the integration of fixed sensors around the torso—including the head assembly of the 'Mech. The *Ostscout* is not required to slow down for the gathering of accurate information, which made it vulnerable under the previous design. The new sensors use side scanning with look ahead, Doppler and triangulation sensors, allowing it to gather information at any speed. All data is handled and monitored by a high-speed computer capable of processing terabytes of information in seconds. The inclusion of TRSS's Beagle active probe and Guardian ECM improved the *Ostscout*'s mission success rate. The new C³i Computer was

added to better coordinate fire missions, including processing real-time data feeds. Finally, Krupp's Target Acquisition Gear was mounted for guided munitions and pinpoint strikes.

Deployment

As of this security brief, the Com Guards have been able to upgrade nearly fifty percent of the *Ostscouts* in service. We have also identified at least three Blakist units in the Chaos March with the new 'Mech. In addition, the Lyran's Inarcs-built models are being sent to all their line regiments. Surprisingly we have seen one of the Lyran models in a Highlanders unit. This may be payment for services rendered by the Word of Blake.

Variants

Only two variants have been deployed, to our knowledge. The Lyran variant differs slightly from the Blakists. They use a light engine instead of an XL, using anti-personnel pods in the place of the small laser. Their armor is also slightly less due to the engine, but the decrease in armor was overlooked given the increased survivability the light engine provides.

LIGHT

MEDIUM

HEAVY

ASSAULT

OSTSCOUT OTT-9CS

Type: **Ostscout**

Technology Base: Inner Sphere

Tonnage: 35

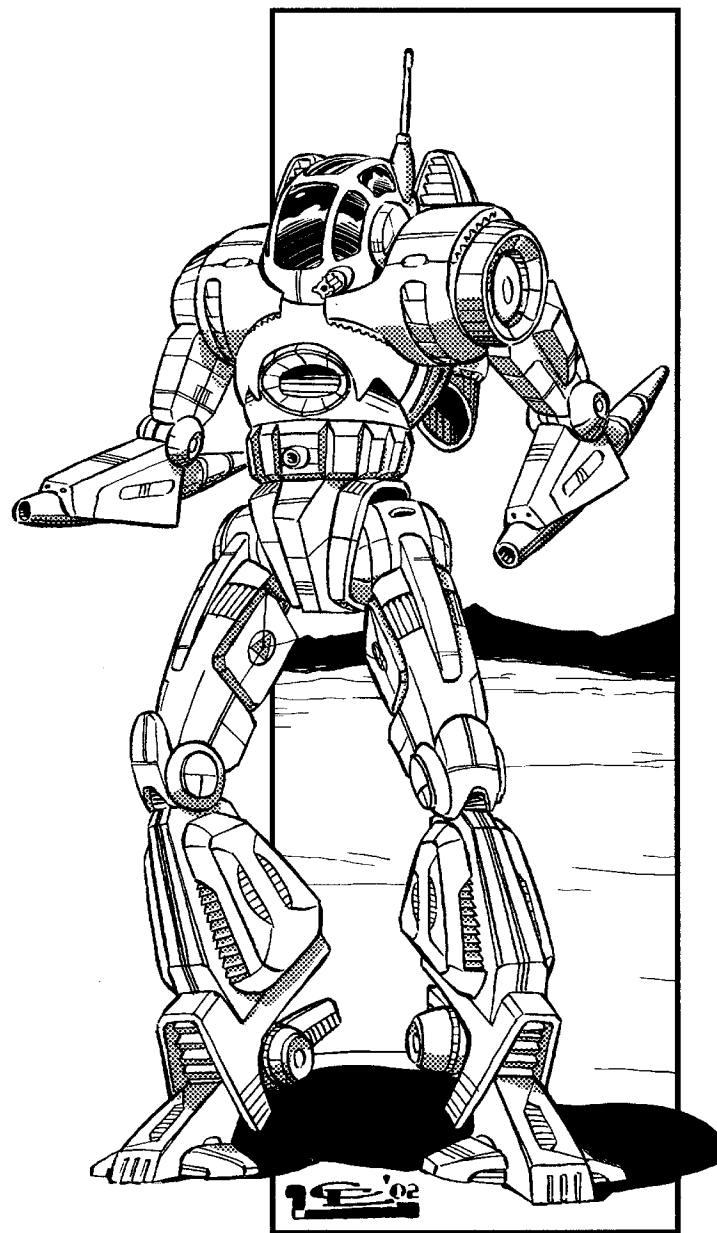
Battle Value: 734 (C³i: 53)

Equipment

		Mass
Internal Structure:	Endo Steel	2
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	11	14
Center Torso (rear)		4
R/L Torso	8	12
R/L Torso (rear)		3
R/L Arm	6	9
R/L Leg	8	11

Weapons

and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
ER Small Laser	CT	1	.5
Improved C ³ i	RT	2	2.5
Beagle Active Probe	LT	2	1.5
Guardian ECM	LT	2	1.5
TAG	HD	1	1
Jump Jets	RT	4	2
Jump Jets	LT	4	2



PXH-4L PHOENIX HAWK



Mass: 45 tons
Chassis: Ceresplex IV Endo Steel
Power Plant: Warner 270M Fusion
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Anderson Propulsion 30
Jump Capacity: 180 meters

Armor: Ceres Metals Stealth Armor

Armament:

- 1 Martell Extended Range Large Laser
- 2 Ceres Arms Extended Range Medium Lasers
- 2 Sperry Browing 30mm Mini-Gun Machineguns

Manufacturer: Ceres Metal Industries

Primary Factory: St. Ives

Communications System: Ceres Metals Model 686 w/Guardian ECM

Targeting and Tracking System: Apple Churchill 2000

Overview

As usual, contacting companies—especially arms manufacturers—within the Capellan Confederation proved exceptionally difficult for Vicore Industries. Only after General Motors contacted Ceres Metals on his behalf was the Capellan company willing to listen to Giovanni's proposal.

Vicore Industries had originally planned on building the new *Phoenix Hawk*, but for production reasons the plan was scrapped. Instead, Giovanni pitched a bold plan that would retool the BJ-3 production line on St. Ives. Of course the issue of a power plant was still problematic, but it was subtly suggested that the Warner 270M power plant built by the Taurians would be suitable. After a few months of old fashioned Chinese negotiations, a deal was signed leaving both parties looking forward to doing business with one another in the future—and wondering who got the best of whom in the exchange.

Capabilities

The new *Phoenix Hawk*'s torsos were given more angles for better deflection of

incoming weapons fire. The arms were redesigned to give greater protection around the shoulder and lower arm actuators. All weapons were moved to forearm mountings. The jump jets were re-engineered to protect the exhaust ports and improve air induction to help keep the jump jets cooler during operations. The most radical departure from the original design was in the head. The sensors and communication arrays were built into the cowl protecting the head. Lastly, the engineers incorporated the same style ejection system used by the *Wolfhound* and *Hatchetman* BattleMechs.

Deployment

The Strategios saw the value in the new *Phoenix Hawk* immediately. They ordered it paired with the RVN-4L *Raven* in a support role. The *Phoenix Hawk*'s speed would allow it to keep up with the *Raven*, while its jump jets would add that needed measure of mobility to support the *Raven* in its mission. The first production run of the *Phoenix Hawk* was completed late in 3066. Only front-line units were authorized to order the new designs. Of those orders shipped, however, only McCarron's Armored Cavalry did not

receive their shipment of *Phoenix Hawks*—those units simply disappeared.

Variants

There is solid evidence that the PXH-4L currently manufactured by House Liao is identical to that seen in use by the Black Warriors, a disturbing possibility.

The other variants haven't been confirmed as of yet. Nevertheless, it appears they will be equipped in the following manner: One variant may have a targeting computer with a large pulse laser, backed up medium pulse lasers and extended range lasers. There is a possibility of one variant using a targeting computer and mating it with an ER PPC and some medium lasers. ComStar purchased a license to produce one that would mount lasers, C3i and iNarc. There is also one planned with a new light engine. Whether these variants are actually under production or are simply unique proofs of concept is unknown at this time.

LIGHT

MEDIUM

HEAVY

ASSAULT

PXH-4L PHOENIX HAWK

Type: **Phoenix Hawk**

Technology Base: Inner Sphere

Tonnage: 45

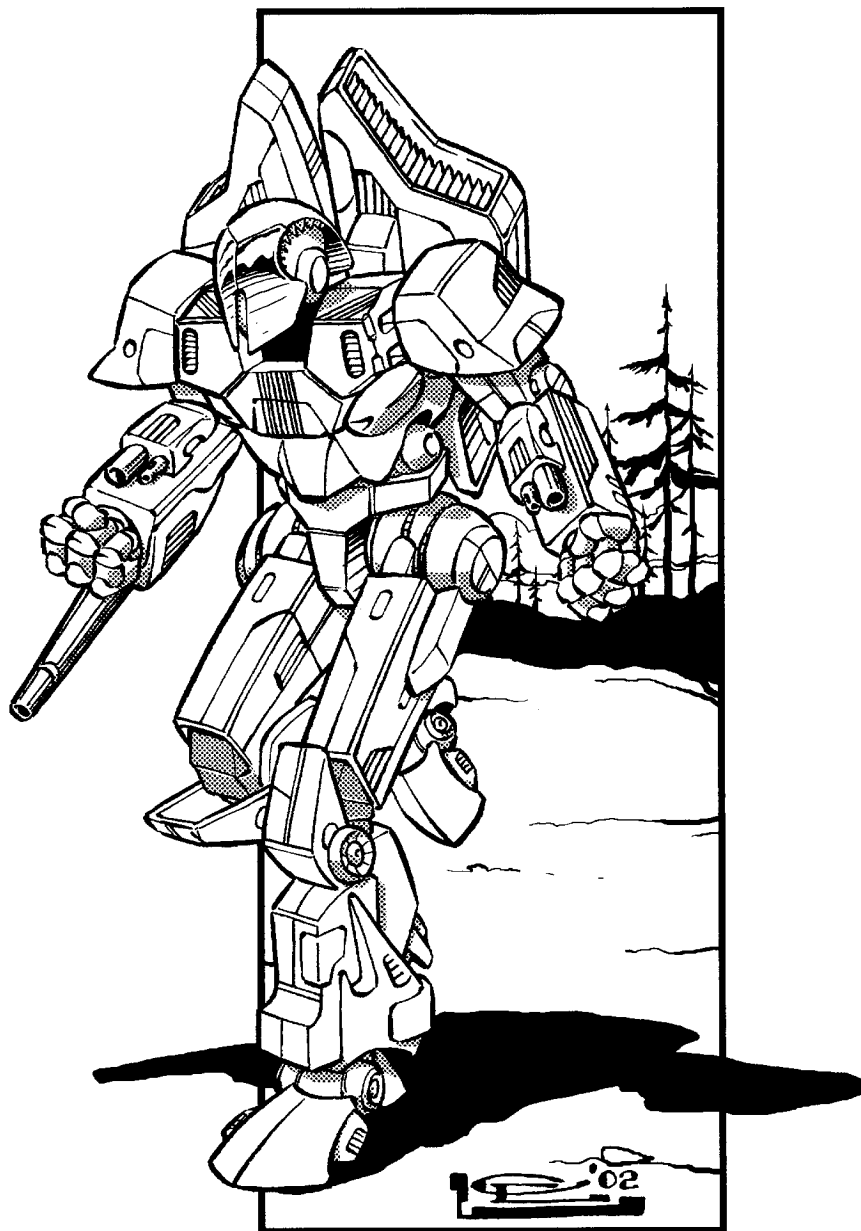
Battle Value: 1,117

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	14	23
Center Torso (rear)		5
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	15

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
Machine Gun	RA	1	.5
Ammo (MG) 100	CT	1	.5
ER Medium Laser	LA	1	1
Machine Gun	LA	1	.5
Guardian ECM suite	RT	2	1.5
Jump Jets	LT	3	1.5
Jump Jets	RT	3	1.5



GRF-6S GRIFFIN



Mass: 55 tons

Chassis: Earthwerks GRF Endo Steel

Power Plant: Defiance 275 Light Fusion Engine

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Rawlings 55

Jump Capacity: 150 meters

Armor: Starshield A with CASE

Armament:

- 1 Defiance 1001 Particle Projection Cannon
- 2 RamTech 1500Z Extended Range Medium Lasers
- 1 Coventry StarFire Long Range Missile Pack 15 with Artemis

Manufacturer: Defiance Industries, Kallon Industries, Victory Industries

Primary Factories: Hesperus II, Talon, Marduk

Communications System: Neil 6000

Targeting and Tracking System: RCA Instatrak Mark X

Overview

The *Griffin* has been a workhorse for every house military for centuries. Both Defiance and Kallon Industries were an initial part of the Vicore Group and immediately began production of the new *Griffin*. Victory Industries, a company that at one time had mass-produced the GRF-1DS for the DCMS (and still churned out a dozen per year on special orders) acquired the new design specifications and likewise devoted precious production capacity to this "new" 'Mech.

What clinched the deal for the DCMS procurement officers was the inclusion of the "Lyrans" light fusion engine. Shortly after the Lyrans Alliance "acquired" the technology they needed to field the light engine, Wolf's Dragoons filed charges in the Star League Court, indicting the Lyrans Alliance in theft, fraud and a dozen other charges. While litigations went forward and the Dragoons seized what Lyrans assets they could on Outreach, the mercenary command sold the light fusion engine technology to both the Draconis Combine and the Free Worlds League through GM/Blackwell. They agreed to build over a thousand assorted units for each House (to be shipped over a multi-year deal)—and in doing so not only slapped the Archon in the face but also made a tidy

profit. For their part, the DCMS was ecstatic to get their hands on that new piece of "Lyrans" technology and quickly approved purchase of the first two runs of Victory's new *Griffin*.

Capabilities

The *Griffin* has been completely redesigned, inside and out. Designers made use of the light fusion engine to not only showcase the new technology but also to increase the 'Mech's battlefield survivability. Endo steel strengthened the chassis while at the same freeing up additional mass for weapons and armor. The 'Mech's armor plating uses layered sections of steeply-angled armor for better incoming weapons fire deflection. The PPC and lasers are all extended-range models, giving the 'Mech a significant medium- to long-range damage profile, a capability only enhanced by the Artemis-equipped missile rack. The design work did not concentrate solely on the offensive and defensive systems, though; additional space has been included in the *Griffin's* cockpit, giving MechWarriors a bit of extra comfort, while the entire cockpit section is a single module that can be ejected, providing more protection to the MechWarrior in the event of bail-out.

Deployment

All three Houses are scrambling to recoup losses suffered over the past five years and are assigning these 'Mechs into their front-line units as quickly as they can be produced. Within the Lyrans Commonwealth, the decimated Royal Guard and Donegal Guards regiments are receiving the bulk of these; indeed, two of these new *Griffins* are already guarding the royal throne on Tharkad once more. The AFFS has assigned quite a few to the First Federated Suns Armored Cavalry and the rebuilding Davion Guards. The DCMS is not concentrating their few *Griffins* quite so much, however, and have spread them throughout the regional "regulars" regiments.

Variants

Two other variants are known at this time. One is a design that we are having built for our Com Guards. Intelligence from Caph shows that the Word of Blake is also fielding this variant—our operatives recorded a Level II containing a new *Griffin* herding a group of large mammals that had escaped a zoo. The Free Worlds League Military also fields its own variant, though this one uses an XL engine and mounts a light Gauss rifle.

LIGHT

MEDIUM

HEAVY

ASSAULT

GRF-6S GRIFFIN

Type: **Griffin**

Technology Base: Inner Sphere

Tonnage: 55

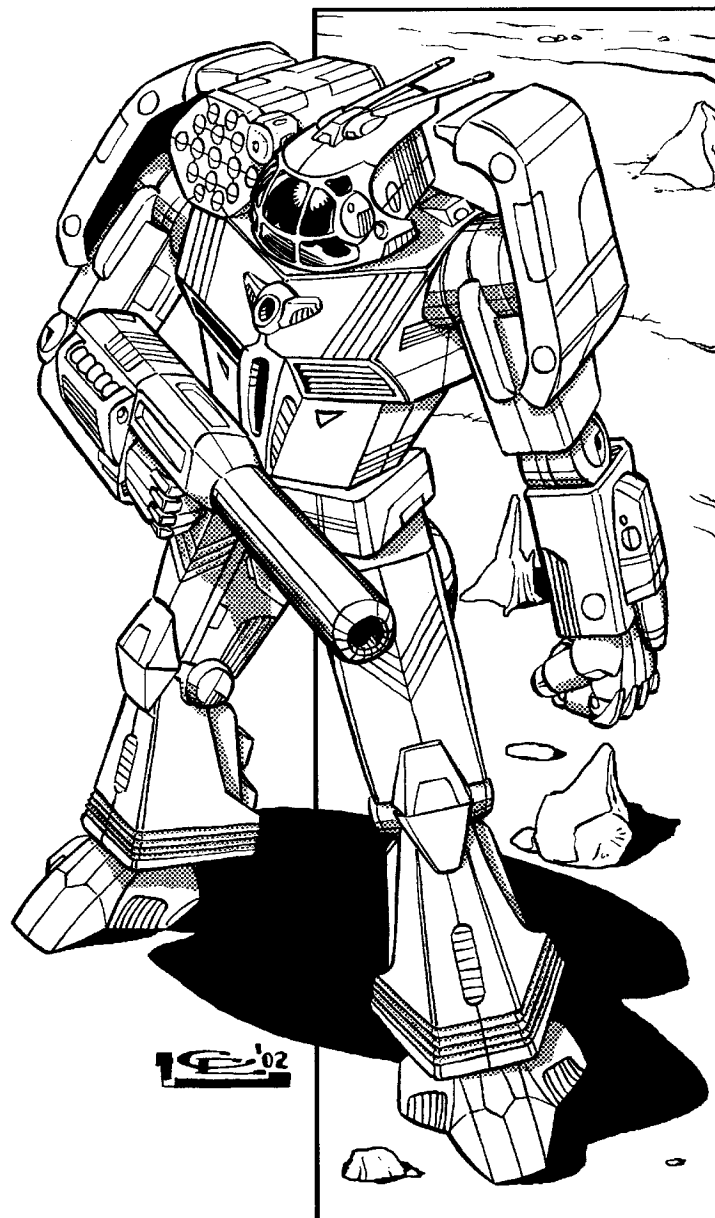
Battle Value: 1,461

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	275 Light	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	185	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	27
Center Torso (rear)		9
R/L Torso	13	20
R/L Torso (rear)		6
R/L Arm	9	18
R/L Leg	13	26

Weapons

and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	LA	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
ER Medium Laser	CT	1	1
Jump Jet	CT	1	.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
CASE	RT	1	.5



SCP-12S SCORPION

Mass: 55 tons
Chassis: Defiance SLAM Endo-Steel
Power Plant: Edasich 330 Light
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None

Jump Capacity: None
Armor: Maximillian 100 with CASE
Armament:
1 Defiance Shredder LB 10-X Autocannon
1 Harvester 20K SRM-6 Launcher
Manufacturer: Defiance Industries

Primary Factory: Furio
Communications System: Neil 6000-g
Targeting and Tracking System: RCA
Instatrack Mark XXII



Overview

Developed as the first production Quad BattleMech, the *Scorpion* unfortunately became one of the most unpopular assignments for MechWarriors ever fielded. Faced with poor sales, Brigadier ceased manufacturing the design before the start of the Succession Wars. The *Scorpion* faded into the mists of memory and life went on in the Inner Sphere.

In 3065, heavy fighting on Hesperus II uncovered a long-forgotten bunker containing records and prototypes from an abandoned *Scorpion*-LAM program. Defiance Industries initially had no interest in reviving an unworkable project that previous executives had buried (literally). The chassis redesign in the prototypes, however, promised to correct the poor handling that had made the *Scorpion* so unpopular. Ultimately, the success of the *Tarantula* and *Barghest* combined with Vicore Industries' successful initiative of revamping classic designs persuaded Defiance Industries to use this data to produce a conventional BattleMech. With the Lyrn merchants' legendary guile, Defiance acquired a license to produce the reviled *Scorpion* from Brigadier for a song (naturally omitting to disclose their discovery).

Capabilities

The suspension system redesign and the streamlining of some components (holdovers from the doomed LAM project) altered the profile of the *Scorpion* considerably. MechWarriors expecting to strap themselves into a veritable "bucking bronco" are pleasantly surprised by the smoothness of the ride and the comfort of the new cockpit module. The inclusion of a light engine keeps costs down while allowing a heavier LB 10-X autocannon to be carried in place of a PPC. Paired with an SRM 6 launcher, this gives the *Scorpion* a weapons array that is perfect for anti-vehicle and anti-battle armor operations. The ammunition for both weapons systems is stored in a CASE-protected magazine in the left side of the body.

Critics point out that while the unique maneuverability of the *Scorpion* is a distinct advantage, it still suffers the problem of all Quad designs; a limited arc of fire for the torso mounted weapons. Lacking arms, the *Scorpion* is also very vulnerable in the kind of tight quarters in which infantry and vehicles are most effective.

Deployment

Although Quad designs have gained acceptance, Defiance Industries still have an uphill struggle in overcoming the *Scorpion*'s

past reputation. They had to sweeten the deal with discounts on spare parts before the Lyrn Regulars were willing to accept a production run for their Lightning Companies. They have had far more success in selling the relatively inexpensive design to cost-conscious mercenary commands.

Variants

In early 3067, Word of Blake representatives approached the Brigadier Corporation with plans for an upgraded *Scorpion* incorporating the same innovations made by Defiance Industries. The SCP-12C uses an XL engine and ferro-fibrous armor in place of an endo steel internal structure. A Magna Firestar ER PPC and an ER small laser replace the autocannon, while the space occupied by the SRM 6 and CASE is left empty. It appears that the Blakists mount an iNarc launcher and C'i unit after taking delivery.

Why the Word of Blake requires yet another BattleMech design is a mystery. The recently formed Grand Illusion III-gamma of the Ninth Division fields several *Scorpions*, but most of Brigadier's output has vanished, possible to help outfit one of the Word of Blake's "Phantom Divisions" that our analysts speculate about.

LIGHT

MEDIUM

HEAVY

ASSAULT

SCP-12S SCORPION

Type: **Scorpion**

Technology Base: Inner Sphere

Tonnage: 55

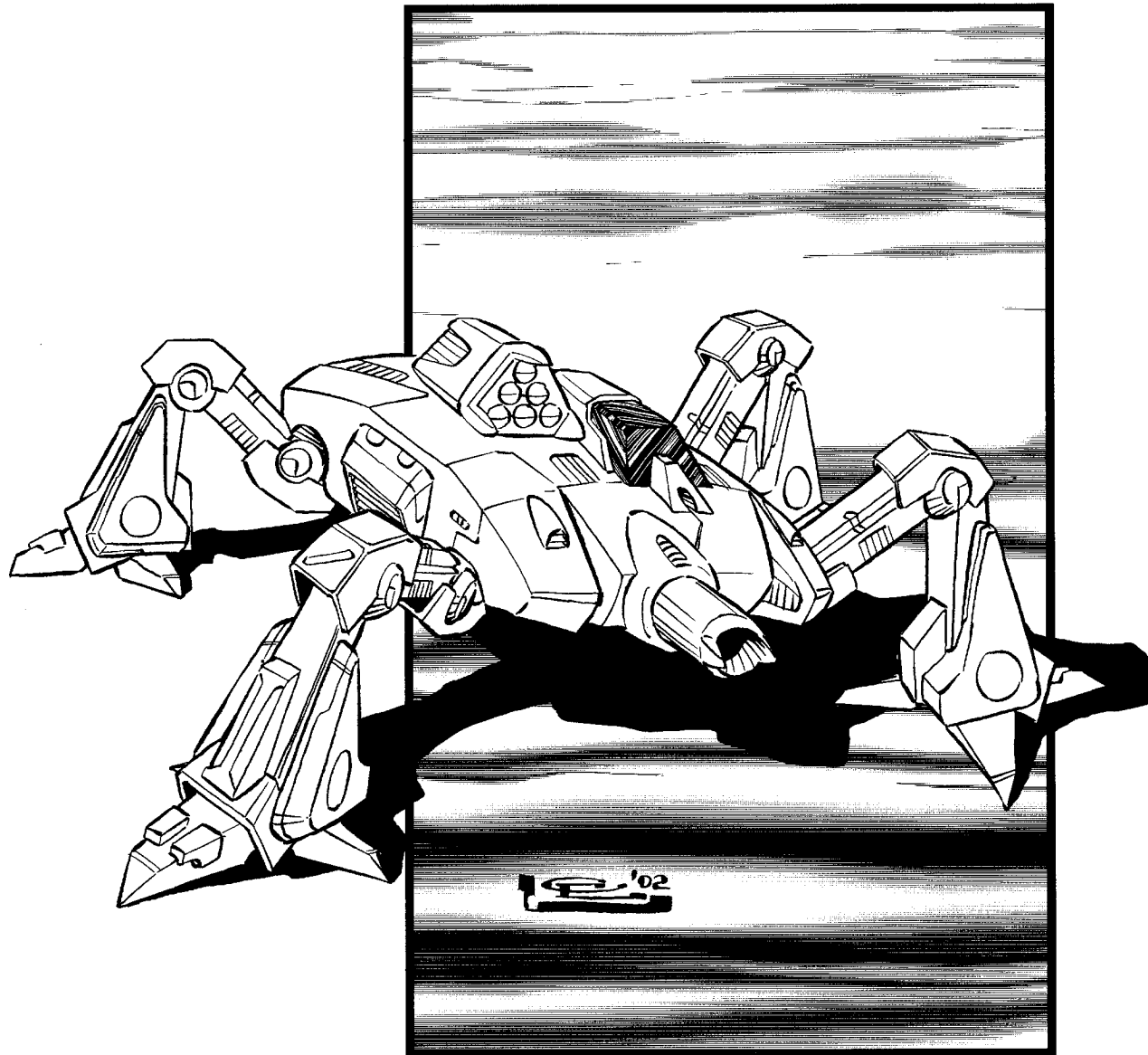
Battle Value: 969

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	330 Light	18.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	144	9
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	21
Center Torso (rear)		6
R/L Torso	13	18
R/L Torso (rear)		4
RF/LF Leg	13	16
RR/LR Leg	13	16

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RT	6	11
SRM 6	RT	2	3
Ammo (LB-X) 20	LT	2	2
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5



SHADOW HAWK SHD-5D



Mass: 55 tons
Chassis: Kallon Type VII Endo Steel
Power Plant: 275 CoreTek Fusion
Cruising Speed: 54.0 kph
Maximum Speed: 86.4 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters

Armor: Kallon Unity Weave Ferro-Fibrous w/ CASE

Armament:

2 Intek Hellbore Medium Lasers
1 Mydron Tornado Rotary AC/5 Cannon
1 Harpoon-4S SRM 4 Rack Streak Launcher

Manufacturer: Kallon Industries

Primary Factories: Nanking, Talon

Communications System: Neil 6000

Targeting and Tracking System: Garret D2j

Overview

Designed to fill as a multi-role 'Mech, the *Shadow Hawk* exceeded even the designers' wildest expectations. Serving all House militaries including the Star League army, this medium BattleMech used its impressive array of firepower with devastating effect. The *Shadow Hawk* is as adept at serving in an assault lance as it is in a recon lance. Given both its track record and popularity, the push to redesign this venerable BattleMech was only natural.

During the summer of 3066, the Vicore group contacted most of the House militaries with their idea. Somewhat surprisingly, only Marik, Davion and ComStar showed any interest in this new design.

Kallon Industries, Earthwerks Incorporated and ComStar all worked with the designers in the evolution of this new *Shadow Hawk*, which they envisioned as a cavalry unit. The one hurdle, however, that ComStar and the Federated Suns had to overcome was the lack of facilities to manufacture the 'Mech. Using a similar solution to the one reached with the Capellans, Vicore recommended that Odin Manufacturing on Orestes build the design, with Kallon using both Nanking and Talon

plants. Agreeing to those terms, the factories began producing to fill orders.

Capabilities

The *Shadow Hawk* manufactured by Talon Industries makes extensive use of the latest technologies, including endo steel and ferro-fibrous armor. The engine used is the standard CoreTek fusion plant with which the 'Mech was originally designed. An XL engine was not chosen because although it might have allowed more weapons, it would have decreased the *Shadow Hawk's* survivability factor. The 'Mech's speed was not changed, and its maneuverability was increased with the addition of more jump jets over the original 2H. As to the armor of the redesign, the original *Shadow Hawk* had suffered a major handicap with its original armor capacity. Kallon's Unity Weave erased the problem that Maximilian armor had created. The *Shadow Hawk's* head assembly is similar to that of the new *Phoenix Hawk*, sharing many components, including the same ejection system.

Deployment

Many units in the Federated Suns military, such as the FedSuns Armored Cavalry and Deneb Light Cavalry, have received the new *Shadow Hawks*. Kallon has

also sold a few to mercenary units (with the authorization of Duke Hasek) such as the Wild Geese and Thirteenth Stalking Horses of the Allied Mercenary Command, in gratitude for their support of the Capellan March during the Civil War.

Variants

ComStar's new variant incorporates the new C³i Computer system. ComStar also outfitted the design with the LRM 15 and Artemis supplemented by an Ultra AC/5, which is additionally backed up by two ER medium lasers. Earthwerks' *Shadow Hawk* is similar in design, though it uses their new light Gauss rifle for long-range sniping, supported by an LRM and lasers. Reports have indicated that the SHD-7CS has been seen in Blakist Militia units serving in the Chaos March. Unlike the other reports of Blakist materiel, this one has not been confirmed.

The Demeter connection has thus far produced nothing. Reports have been confirmed that House Liao has purchased the license for producing the SHD-7M, ostensibly to add to its own forces and to sell to Magistracy forces. House Liao then sublet their license to the Taurians in order to for solidifying their position in the alliance.

LIGHT

MEDIUM

HEAVY

ASSAULT

SHADOW HAWK SHD-5D

Type: **Shadow Hawk**

Technology Base: Inner Sphere

Tonnage: 55

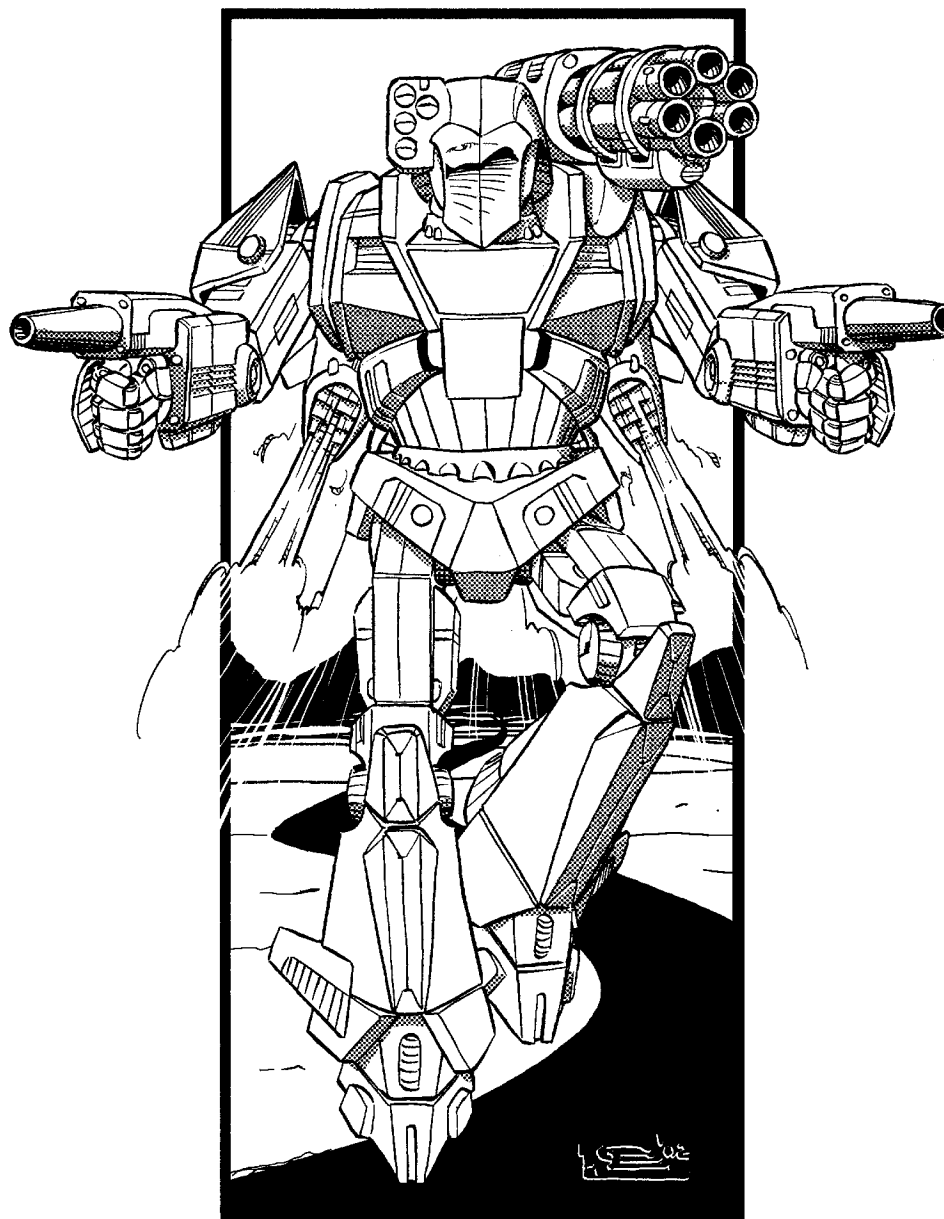
Battle Value: 1,629

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	275	15.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	168	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	23
Center Torso (rear)		8
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	20

Weapons and Ammo

	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Laser	LA	1	1
RAC 5	LT	6	10
Ammo (RAC) 40	LT	2	2
Streak SRM 4	H	1	3
Ammo (Streak) 25	LT	1	1
CASE	LT	1	.5
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1



WVR-8K WOLVERINE



Mass: 55 tons
Chassis: Crucia-A
Power Plant: Nissan 275XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Northrup 12000
Jump Capacity: 150 meters

Overview

Mauled in the Ghost Bear War, the DCMS was starved for vital equipment by the loss of Marduk and Al Na'ir to Duke Sandoval's Draconis March forces. Following the recapture of Victory Industries on Marduk in mid-3064, Theodore Kurita called upon the Combine weapons industries to redouble their efforts. Inspired by Vicore Industries, Victory Industries scoured the Combine for old *Wolverines* and performed a factory refit, significantly increasing the 'Mech's capabilities. By 3067 the Combine was virtually picked clean, but the *Wolverine* was well received, prompting Victory Industries to manufacture the design from scratch.

Capabilities

Faced with a nightmare hodge-podge of field modifications and jury-rigging, the refit team established a triage line; 'Mechs requiring minimal work were processed first. Those in the worst shape supplied parts for the others. Rather than work around a lifetime of patched and repaired armor to get at internal systems, each chassis was striped.

Armor: Starshield A with CASE

Armament:

- 1 Lords Light Extended-Range Particle Beam Weapon
- 1 Victory Heartbeat Medium Pulse Laser
- 1 Guided Technologies 2nd Gen SRM-6
- 1 Diverse Optics Extended Range Medium Laser

Manufacturer: Victory Industries

Primary Factory: Marduk

Communications System: Garret T11-b

Targeting and Tracking System: Cat's Eyes 5

Variants

With the supply of old chassis drying up, Victory Industries developed an endo steel chassis for a new variant designed for close combat. The WVR-8C mounts two Streak-6 launchers and large, medium and small pulse lasers combined with a C³ slave unit, but carries less armor, only thirteen heat sinks and lacks CASE.

The Federated Suns attempted to copy the Combine's refit program by producing two versions at Kallon Industries on Talon. Both use an endo steel chassis and mount a new Rotary AC/2, a Streak-6, and MASC. The WVR-8D carries a sophisticated Targeting Computer, a head-mounted ER medium laser, and CASE, but carries only ten heat sinks. The WVR-9D sacrifices jump jets in favor of a head-mounted TAG system, two medium pulse lasers and two more heat sinks. The time and cost required to replace the chassis has raised doubts over the efficiency of the program, with critics noting that the FWL (a prolific *Wolverine* user) haven't instigated a refit program.

The primary lasers or autocannon armaments were replaced with an ER PPC (a weapon in plentiful supply following the *Panther* upgrade debacle) and an ER medium laser mounted on the right arm. A head-mounted medium pulse laser and a shoulder-mounted Streak-6 rounded out the new weapon configuration. While CASE protects the *Wolverine* from complete destruction following a catastrophic ammunition explosion, the use of an XL power plant often results in the *Wolverine* receiving disabling engine damage. In order to speed production, the armor system was designed to make the re-arming process as quick as possible. Concerns over the efficiency of the revised armor layout were soon laid to rest, but gave refitted *Wolverines* a very different profile.

Deployment

While units like the Sword of Light and Genyosha turned up their noses at the idea of reconditioned equipment, other units couldn't afford to be so fastidious. The Ghost Regiments and the Legion of Vega received the first shipments of the new *Wolverine*, though many other Combine units accepted the design after the fine showing it made on Al Na'ir as a heavy scout and raider.

LIGHT

MEDIUM

HEAVY

ASSAULT

WVR-8K WOLVERINE

Type: **Wolverine**

Technology Base: Inner Sphere

Tonnage: 55

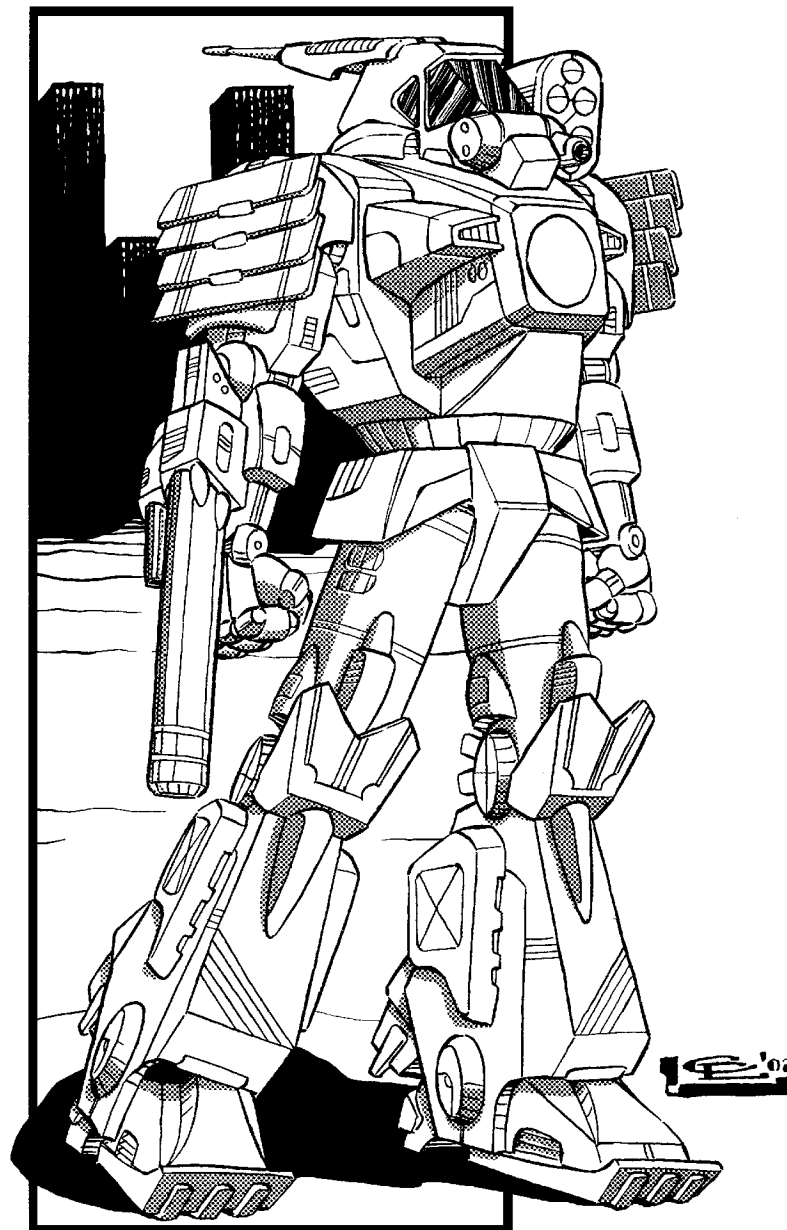
Battle Value: 1,481

Equipment

		Mass
Internal Structure:		5.5
Engine:	275 XL	8
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	185	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	29
Center Torso (rear)		7
R/L Torso	13	21
R/L Torso (rear)		5
R/L Arm	9	18
R/L Leg	13	26

Weapons

and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Medium Pulse Laser	H	1	2
Streak SRM 6	LT	2	4.5
Ammo (Streak) 15	LT	1	1
CASE	LT	1	.5
Jump Jets	RL	2	1
Jump Jet	CT	1	.5
Jump Jets	LL	2	1



OSR-4L OSTROC



Mass: 60 tons
Chassis: Ceresplex Ostroc Lite Endo Steel
Power Plant: Rawlings 300 Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: HildCo 13 Jump Jets
Jump Capacity: 180 meters

Armor: Ceres Heavy Stealth Armor

Armament:

2 Martell Extended Range Large Lasers
2 Ceres Arms Extended Range
Medium Lasers

Manufacturers: Ceres Metals Industries,
Detroit Consolidated MechWorks

Primary Factories: Warlock, Capella,
Detroit

Communications System: Ceres Metals
Model 686 with Guardian ECM

Targeting and Tracking System: Ceres
Bullseye

Overview

With revitalization of the Capellan Military—and more importantly, its 'Mech forces—nearly complete, the Strategios had one more issue to address: the *Ostroc*. Since the fall of the original Star League, the *Ostroc* had figured prominently in urban defenses within the Confederation. The problem was this: Ostmann Industries—the original manufacturer—was obliterated during the final days of the Amaris War on Terra. Options were limited to either reverse engineering the *Ostroc*, or completely redesigning and creating a new build using the *Ostroc*'s name. The latter was chosen as the best option available, considering time and expenses involved.

In an unprecedented move, the Strategios requested that all of the Confederation's BattleMech manufacturers submit bids to replace the *Ostroc*; only one presented exactly what was requested. Ceres Metals won the contract and planning began, with production slated for the fall of 3066.

Capabilities

Throughout its long history, the *Ostroc* was always slated as a heavy scout raider, though it was used in variety of other roles. Ceres Metals planned the new design around the original concept, giving it the capability to operate equally as well in an urban environment as it would in the wilderness. Endo steel was chosen for the frame of the new 'Mech. In keeping with the same design principle of its predecessor, a standard fusion engine was installed, increasing its survivability; the engine allows the *Ostroc* the speed of a standard medium 'Mech. HildCo's famous jump jets were also installed, giving it the maneuverability the original lacked. Remaining faithful to its original design specifications, no ammo-dependent weapons were mounted. Thirteen double heat sinks were installed to manage the heat generated by the lasers.

Originally, the *Ostroc* was slated for standard armor. Before the design was finalized, however, engineers at Ceres Metals reworked the design to incorporate the new stealth armor. Along with the new agility and weapons packages, the addition of the armor would allow the new *Ostroc* to operate in any environment—including the Capellans' new *Shadow Lances*.

Deployment

Confederation Reserve Cavalry units were the first to receive the new *Ostrocs* when the first production run was completed in January 3067. The rest of the CCAF began receiving their units by the summer of 3067, including units in the Magistracy of Canopus.

Variants

Just before this report was finalized, our agents discovered that the Circinus Federation was producing their own variant. Reportedly, they are fielding an *Ostroc* very similar in look and design to what the Capellans have, but without stealth armor. Armed with four Rocket Launchers and backed up by lasers, this design came as surprise to the Capellans, especially when they discovered the Taurians producing the same 'Mech at their New Vandenburg plant. The Capellans immediately charged the Taurians with espionage, further cooling relations between the two Trinity Alliance powers.

LIGHT

MEDIUM

HEAVY

ASSAULT

OSR-4L OSTROC

Type: **Ostroc**

Technology Base: Inner Sphere

Tonnage: 60

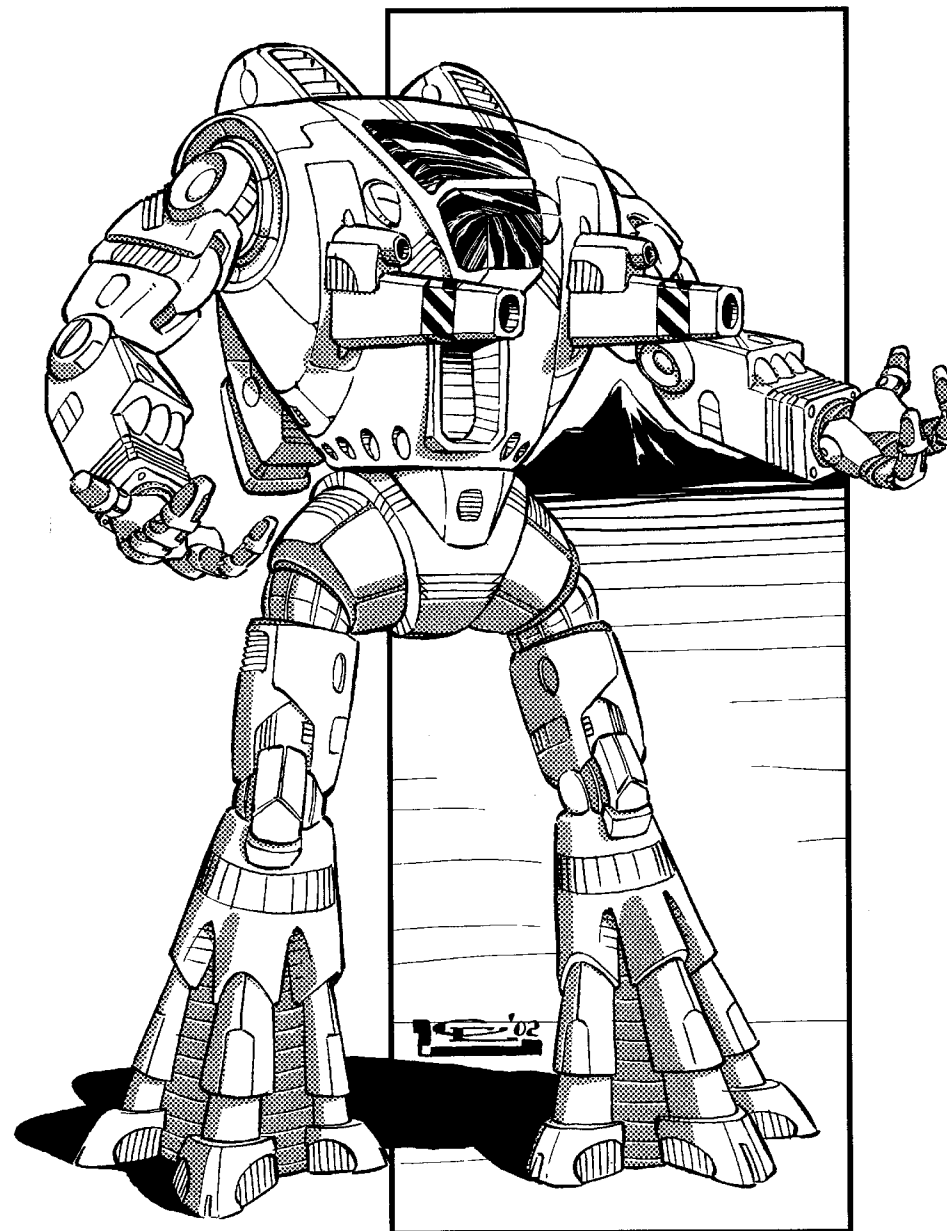
Battle Value: 1,431

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	300	19
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	13 [26]	3
Gyro:		3
Cockpit:		3
Armor Factor:	168	10.5
	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arm	10	18
R/L Leg	14	21

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
Guardian ECM Suite	LT	2	1.5
Jump Jet	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2



OTL-6D OSTSOL



Mass: 60 tons

Chassis: Kell/H

Power Plant: GM 300XL

Cruising Speed: 54 kph, 65 w/ Triple-Strength Myomer

Maximum Speed: 86.4 kph, 97 w/ Triple-Strength Myomer

Jump Jets: None

Jump Capacity: None

Armor: StarGuard Ferro-Fibrous

Armament:

2 Diverse Optics Sunbeam Extended Range Large Lasers

2 Diverse Optics Extended Range Medium Lasers

2 Magna 600P Medium Pulse Lasers

2 Magna 200P Small Pulse Lasers

Manufacturer: Robinson Standard Battleworks (factory refit)

Primary Factory: Robinson

Communications System: Barret 509p

Targeting and Tracking System: Federated Stalker with Targeting Module

Overview

In 3064, Duke James Sandoval realized too late that the strike against House Kurita could backfire. He had inaccurately gauged DCMS losses in the Ghost Bear War when planning his unsanctioned invasion. That conflict had been resolved in honorable combat on Courchevel, not with both sides pummeling each other into exhaustion (as the Sandoval assumed would happen).

In addition, the FedCom Civil War gobbled up Commonwealth military output, forcing the desperate Duke to search for alternative sources. Seeing successes with refitting old designs, Duke Sandoval directed Robinson Standard Battleworks (RSB) to assess older BattleMech designs for quick refitting. A frenzied study suggested that the *Otsol* was a likely candidate, a hand-me-down 'Mech received in quantity by the Draconis March Militia. Negotiations with Kong Interstellar Corporation (who had been performing factory refits for years) secured technical schematics for the refit.

Capabilities

Like the FWL refit, the OTL-6D *Otsol* replaces the Vlar 300 power plant with an XL model. This frees up significant space

with which to upgrade weapons without compromising speed. Indeed, the use of triple-strength myomers allows the *Otsol* an extra burst of speed—literally from the heat of battle.

RSB was experiencing supply problems of all kinds, especially with lasers, but a solution came from an unexpected source: the Periphery. Lushann Industries began producing advanced beam weapons, and the Outworlds Alliance needed foreign currency to fuel their "Long Road" program of social and industrial reform. An array of these superb Lushann manufactured lasers was used in the refit. Indeed, they proved so reliable that they were used on the BL-12-KNT *Black Knight* (an upgraded version created by RSB after acquiring another manufacturing license from the Kong Interstellar Corporation) and later production runs of the SGT-8R *Sagittaire* assault 'Mech. Technicians working on the *Otsol* have learned to keep an eye on their changes, lest other Techs "borrow" these prized weapons. Interfacing an advanced targeting computer with the old TRSS 2L3 tracking system proved to be impractical, prompting a swap of the whole unit for the proven Federated Stalker system. Adding ferro-fibrous armor improved protection, but significantly changed the appearance of the

Otsol. The pressure to quickly field the refitted 'Mech left no time to match the old armor layout.

Deployment

The Draconis March Militia and the Robinson Ranger regiments received most of the refitted *Otsols*, with the rest going to units damaged in the Draconis Combine invasion. Combine and mercenary units have acquired a few examples through salvage.

Variants

Kong Interstellar Corporation (KIC) upgraded their plant on Connaught to produce a complete 'Mech in 3065.

The OTL-7M mounts twin light Gauss riles and four ER medium lasers. It carries additional armor and CASE, but only ten double heat sinks.

The OTL-8M is the first League design fitted with triple-strength myomers. A massive 360XL makes it fast, but limits the weapons array to a PPC, one large and two medium pulse lasers and one medium and one small ER laser.

House Davion also produces the OTL-5D, which strangely enough is very similar to the Taurians OSR-3C, leaving many to speculate about its origins.

LIGHT

MEDIUM

HEAVY

ASSAULT

OTL-6D OSTSOL

Type: **Ostsol**

Technology Base: Inner Sphere

Tonnage: 60

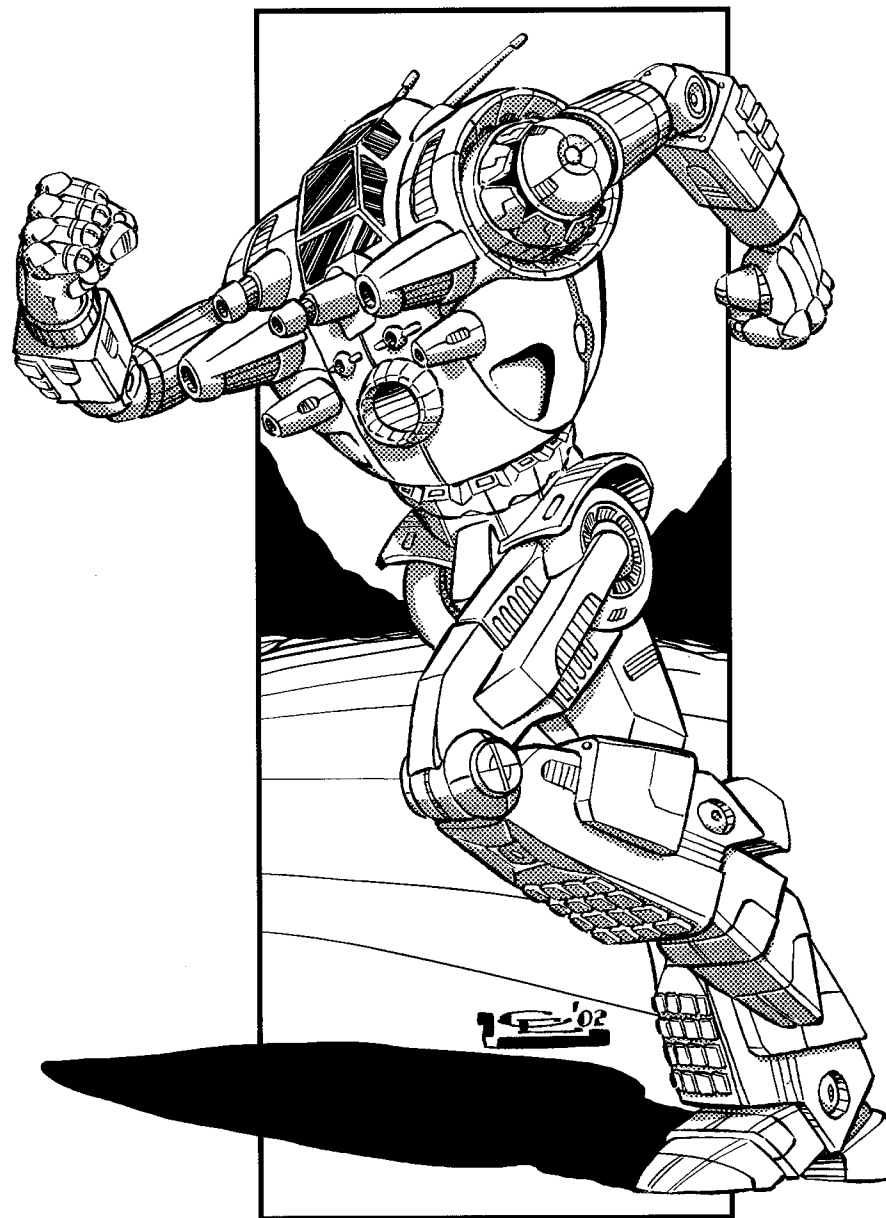
Battle Value: 1,379

Equipment

		Mass
Internal Structure:		6
Engine:	300 XL	9.5
Walking MP:	5 (6)	
Running MP:	8 (9)	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	201	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	30
Center Torso (rear)		10
R/L Torso	14	21
R/L Torso (rear)		7
R/L Arm	10	20
R/L Leg	14	28

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	2	5
ER Medium Laser	RT	1	1
Medium Pulse Laser	RT	1	2
Targeting Computer	RT	5	5
Medium Pulse Laser	H	1	2
2 Small Pulse Lasers	CT	2	2
ER Large Laser	LT	2	5
ER Medium Laser	LT	1	1
TSM	LL/RL/LA/RA	6	0



RFL-8D RIFLEMAN



Mass: 60 tons
Chassis: Kallon Type XV Endo Steel
Power Plant: Hermes 240 XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: McCloud Specials (Reinforced)

Jump Capacity: 120 meters
Armor: Kallon Royalstar
Armament:
2 Mydron Model RC Rotary Autocannon 5
2 Bright-Blossom Extended Range Medium Lasers
Manufacturer: Kallon Industries

Primary Factory: Talon
Communications System: Garret T-11A
Targeting and Tracking System: Garret D2j

Overview

Kallon Industries on Talon found themselves in a difficult position in late 3063. While the loyalist Twenty-second Avalon Hussars held the factory, the Seventh Federated Commonwealth RTC had been charged by Duke George Hasek to take control of the plant. The Twenty-second were dug in, so the Seventh F-C cut the shipping routes in and out of the Wernke system. Their blockade disrupted production of the popular JM7-F *JagerMech*—while most of the components were produced locally, the sophisticated Targeting Computer came from Mendham. Local stockpiles could only support one of the two *JagerMech* lines. As a stopgap measure, Kallon Industries examined the possibility of mating the RAC 5's (minus the targeting system) on another chassis.

Earlier research had produced a *Rifleman* prototype for evaluation, but now Kallon's engineers had to turn it into a product ready for the battlefield.

Capabilities

The *Rifleman*'s greatest problem had always been the twin bugbears of limited armor and bad heat management. While not an issue in the anti-aircraft role, these

features had earned the *Rifleman* a poor reputation on the battlefield.

A new endo steel chassis solved the armor problem. Indeed, the new version carries almost twice that of the RFL-3N. The bulky chassis required some exterior modification, however, so the design team elected to rework the exterior styling entirely. The greatest complaint thus far from the test pilots is simply the lack of CASE to protect the large ammunition bays in the torso.

Eleven double heat sinks and a new weapons payload alleviated the heat problem. The old arm mounted Magna Mk. III heavy lasers were replaced with Bright-Blossom ER medium lasers. The reduction in range and damage potential is more than balanced by the revolutionary Mydron-built rotary autocannons, which are paired with the lasers in arm mounts.

As a final surprise, the design team added a set of modified McCloud Specials jump jets to improve the unit's mobility.

Deployment

Several attempts to run the allied blockade of Tallon met with varying degrees of success. Ultimately, both sides in the Civil War fielded the design. After the war,

the bulk of production was routed to the Avalon Hussar and Crucis Lancer regiments.

Variants

The Talon plant also experimented with an advanced anti-aircraft variant. Designated the RFL-6X, this version mounts LB 10-X autocannons in place of the RAC 5s. One heat sink is replaced by torso-mounted ER small lasers, and the jump jets are sacrificed for a more powerful 300 XL engine and CASE.

RFL-7M is another wonder product from the Vicore Group, built at the Kallon plant on Thermopolis. A light Gauss rifle and two ER medium lasers are mounted in each arm. Two torso-mounted ER medium lasers and a head-mounted ER small laser completes the weapons compliment. This variant lacks jump jets and CASE, but does carry a Guardian ECM suite.

The Free Worlds Legionnaires and the Word of Blake both use this 'Mech to provide anti-aircraft and ECM cover to command units.

LIGHT

MEDIUM

HEAVY

ASSAULT

RFL-8D RIFLEMAN

Type: **Rifleman**

Technology Base: Inner Sphere

Tonnage: 60

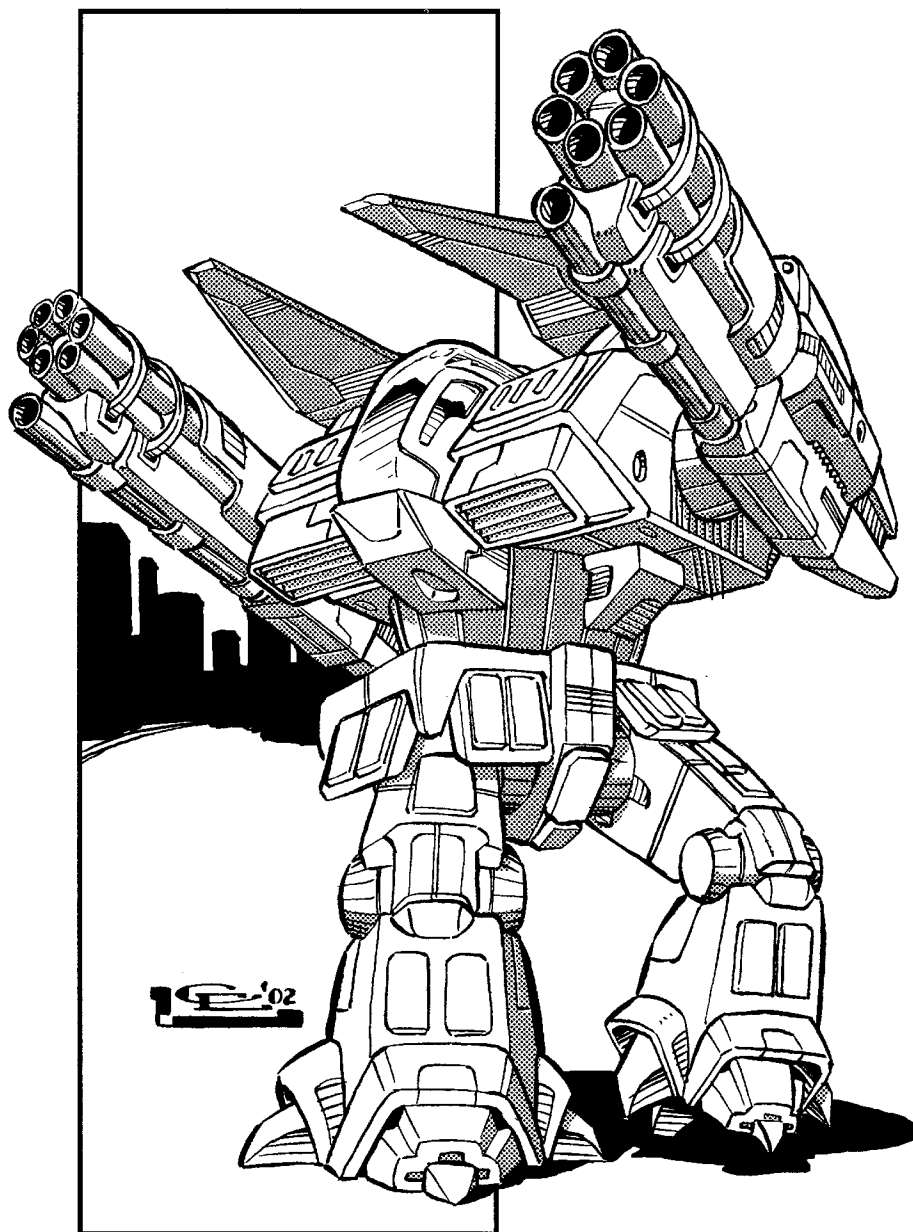
Battle Value: 1,664

Equipment

		Mass
Internal Structure:	Endo Steel	3
Engine:	240 XL	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	20	28
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	27

Weapons and Ammo

	Location	Critical	Tonnage
RAC 5	RA	6	10
Ammo (RAC) 60	RA	3	3
ER Medium Laser	RA	1	1
RAC 5	LA	6	10
Ammo (RAC) 60	LA	3	3
ER Medium Laser	LA	1	1
Jump Jets	RL	2	2
Jump Jets	LL	2	2



CDR-5K CRUSADER



Mass: 65 tons
Chassis: Foundation CMRfa6
Power Plant: Nissan 260XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Chilton 460
Jump Capacity: 120 meters

Armor: Starshield A with CASE
Armament:
2 Shigunga Medium Range Missile 30-
Racks
2 Victory 23R Medium Lasers
2 Victory Heartbeat Medium Pulse Lasers

Manufacturer: Cosby BattleMech Research Firm
Primary Factory: Vega
Communications System: Garret T11-A with C³ Slave
Targeting and Tracking System: Garret D5j

Overview

Combine society rests upon five "pillars", with emphasis placed upon the military (the Pillar of Steel). That philosophy extends to the very core of Combine life; a blow dealt to any of it shakes the foundations of the whole, but none more so than a threat to the Pillar of Steel. With that in mind, the loss of territory during the Fourth Succession War illustrated the start of a trend devastating to an already shaky economic and industrial base (the Pillar of Jade). House Kurita needed more than military might to survive.

With that in mind, Theodore Kurita extended the program that had successfully rebuilt the DCMS to modernize the Combine's neglected industrial infrastructure. His plan was that by doing so, his realm's economy would benefit and House Kurita would escape its dependency on imported weapons, both objectives that were equally worthwhile.

Cosby BattleMech Research Firm (CBR) made their debut as a BattleMech manufacturer with their *No-Dachi* design. Now provided with the funding to expand their Vega plant, they planned to secure lucrative contracts. The prestige (or lack thereof) of their former designs, however, proved a problem within the honor-driven society.

Several premier units shunned the *No-Dachi* because of its links with the Legion of Vega.

To combat this, CBR made an effort to expand their list of designs. They had acquired manufacturing rights for the *Crusader* years before in a hostile takeover. By using an existing chassis but upgrading its physical appearance, the development costs were slashed; CBR had a 'Mech they could sell to "picky" units, and the Coordinator looked favorably on a rapid return on his investment.

Capabilities

Like the ubiquitous "Missile Boat" of the Succession Wars era, the redesigned *Crusader* retains the ability to rain missiles upon a target with two arm-mounted Shigunga MRM-30 launchers. The 'Mech scores over the similarly armed CPLT-5K *Catapult* (produced at Yori 'Mech Works) by mounting two powerful hand actuators to give extra punch in close combat. While the CDR-5K lacks auxiliary SRM launchers, the MRMs are backed up with four torso-mounted medium lasers, two of which are pulse models. Designed primarily as an in-fighter, the CDR-5K's performance in this role is enhanced with jump jets, heavy armor and a C³ slave unit.

A CASE protected magazine holds almost a thousand MRMs.

Deployment

The CDR-5K *Crusader* reached front line units during the close of the Ghost Bear War. Acting as the "point 'Mech" for C³ formations in the Sword of Light and Ryuken, losses were regrettably high. The Ghost Bears' casualties were just as bad, however—earning the CDR-5K respect from both the DCMS and their Clan opponents.

Variants

The CDR-8S missile launchers were downgraded to LRM-10s. A heavy Gauss rifle is the only other weapon. Allied forces salvaged several during the fighting on Tharkad.

The CDR-7L uses more conventional armament, with dual medium lasers and Streak-4s supporting two LRM 15s. A Guardian ECM system ties into sophisticated stealth armor, and the power plant is downgraded to a Nissan Fusion 195. The Word of Blake have already received half the first production run, supporting speculation over their collusion in the fall of the Styk Commonality to House Liao.

LIGHT

MEDIUM

HEAVY

ASSAULT

CDR-5K CRUSADER

Type: **Crusader**

Technology Base: Inner Sphere

Tonnage: 65

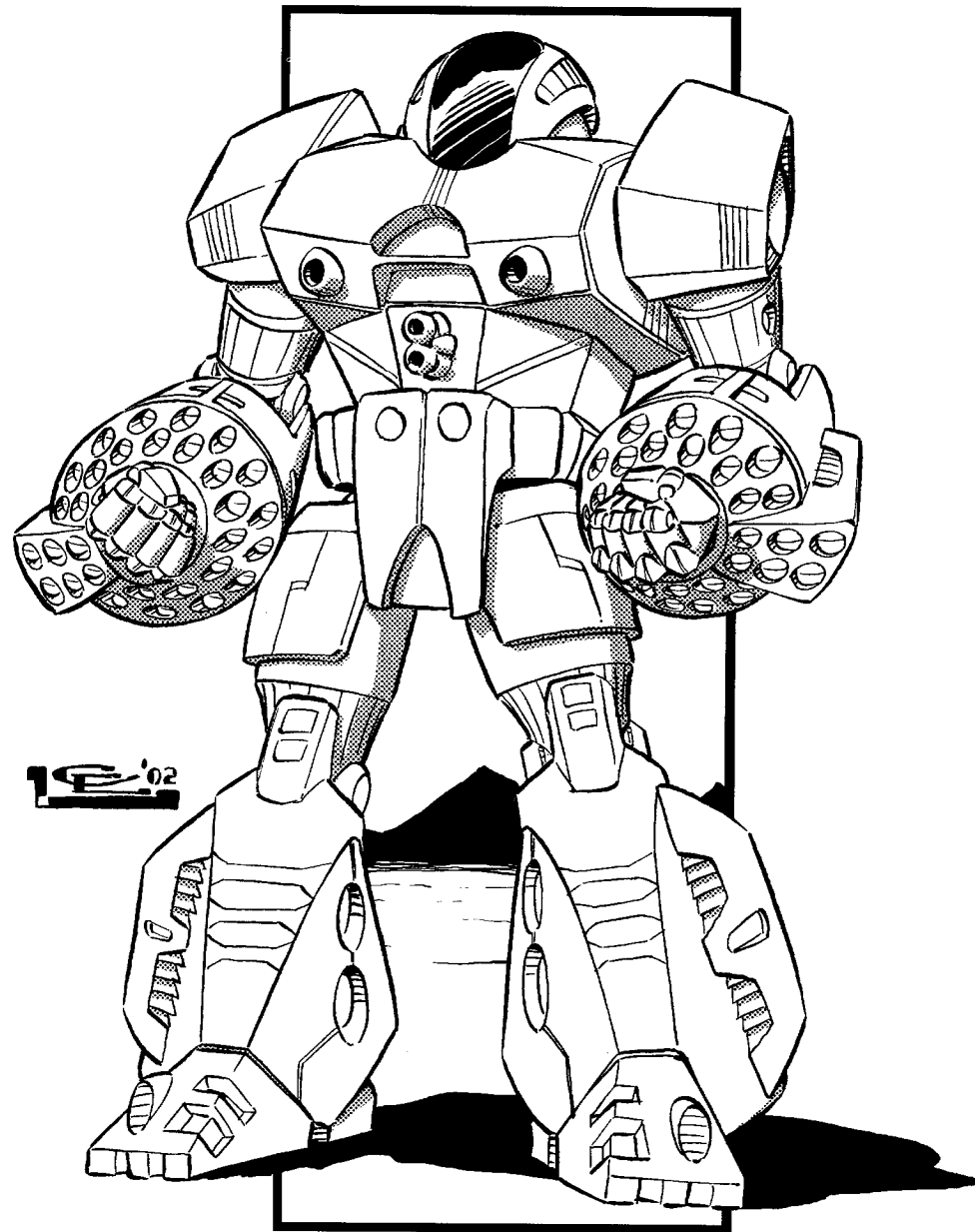
Battle Value: 1,223 (C³: 183)

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	260 XL	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	33
Center Torso (rear)		8
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	21

Weapons and Ammo

	Location	Critical	Tonnage
MRM 30	RA	5	10
Medium Laser	RT	1	1
Jump Jets	RT	2	2
2 Medium Pulse Lasers	CT	2	4
C³ Slave	H	1	1
Jump Jets	LT	2	2
Medium Laser	LT	1	1
Ammo (MRM) 32	LT	4	4
CASE	LT	1	.5
MRM 30	LA	5	10



TDR-9M THUNDERBOLT

Mass: 65 tons

Chassis: Earthwerks TDR II Endo Steel

Power Plant: Magna 260

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: Chilton 465 Jump Jets

Jump Capacity: 120 meters

Armor: Starshield A with CASE

Armament:

- 1 Imperator Automatic Weaponry Light Gauss Rifle
- 1 Delta Dart Long Range Missile 15-Rack
- 3 Diverse Optic Extended Range Medium Lasers

Manufacturer: Earthwerks Incorporated

Primary Factory: Keystone

Communications System: Neil 8000

Targeting and Tracking System: RCA
Instatrak Mark X



Overview

Of all the redesigns, the *Thunderbolt* was given special attention. The T-Bolt, as it has been affectionately called, served in all the armies of the Inner Sphere at one time or another, making it one of the most versatile BattleMechs ever produced. When Earthwerks had the chance to redesign the 'Mech, they did not stray far from the original's specifications.

The problem Earthwerks encountered came from the LCCC, thanks to Irian BattleMechs Unlimited—they had been pushing their TMP-3M *Tempest* as a replacement for the *Thunderbolt* for some time. Irian pressed the LCCC to stop Earthwerks from proceeding with their project. Lawsuits were being drafted to put an injunction on Earthwerks when Precentor Blaine stepped in and negotiated a settlement. A compromise was reached settling the dispute of which both sides approved. The prospective companies would have their 'Mechs battle in a test trial. The winner would get a lucrative contract with the Word of Blake. The Word of Blake received the first shipment of TDR-9Ms early

in April of 3067, thanks to the efforts of Captain Mordel Blacknight in his stunning victory over Irian's *Tempest*.

Capabilities

The design engineers had learned that most pilots felt the *Thunderbolt*'s cockpit needed to be changed. They felt like they were sitting out in front of the machine instead on top. A more opened cockpit was designed and moved to the left torso. This change was to protect the pilot from shrapnel if a Gauss weapon exploded on the arm. The T-Bolt's new body was designed with angled and sloped armor. Finally, the *Thunderbolt* was equipped with flight stabilizers when it jumped.

Deployment

The first Blake Militia unit to receive the new TDR-9M was the Tenth Division. Three Level IIs were shipped from Keystone to Tinogasta, Argentina on Terra where the Tenth was stationed. Ironically, the LCCC submitted a request to have two companies of *Thunderbolts* shipped to units in the Free World Legionnaires, despite what Irian's lobbyists have to say.

Variants

The remaining Houses all jumped at the chance to have new *Thunderbolts* in their BattleMech regiments again. It is unclear, however, what designs will actually be produced. What is clear is that, like the *Phoenix Hawk* redesign, the 9M *Thunderbolt* is identical to that seen within the Marian legions.

Based on the best intelligence available, there will be a variant armed with a Gauss rifle, some pulse lasers and an ECM suite. Another will be equipped with extended-range weapons, such as a PPC and some lasers, configured nearly like the original. There are also rumors of one being designed by the NAIS that is armed with a RAC 5, missiles, ER weapons and an advanced targeting computer. Whether any of these variants are under production or still in the planning stages is unknown at this time.

LIGHT

MEDIUM

HEAVY

ASSAULT

TDR-9M THUNDERBOLT

Type: **Thunderbolt**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,500

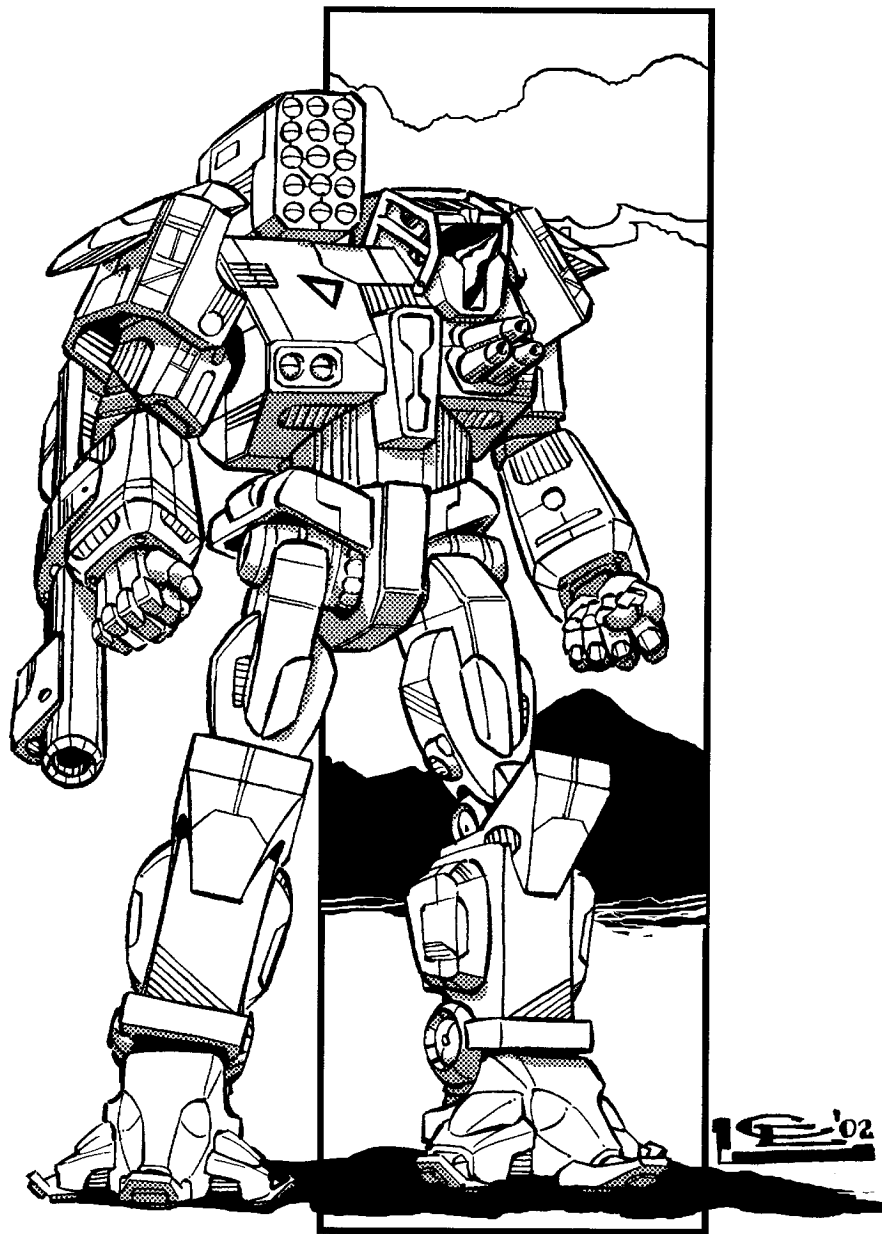
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	260	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	28
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	15	29

Weapons

and Ammo

	Location	Critical	Tonnage
Light Gauss Rifle	RA	5	12
Ammo (Lt. Gauss) 16	RT	1	1
LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
3 ER Medium Lasers	LT	3	3
CASE	RT	1	.5
Jump Jets	RL	2	2
Jump Jets	LL	2	2



ARCHER ARC-8M



Mass: 70 tons
Chassis: Earthwerk Archer II Endo Steel
Power Plant: 280 Vox Fusion
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None

Armor: Maximilian 100 with CASE
Armament:
2 Delta Dart LRM 15 Missile Packs
1 Diverse Optics Sunbeam ER Large Laser
2 Diverse Optics Sunfire ER Medium Lasers

Manufacturer: Earthwerks Incorporated
Primary Factory: Calloway VI
Communications System: Neil 9000
Targeting and Tracking System: RCA
Instatrak Mark XII with Artemis IV System

Overview

Recognized as the most successful 'Mech ever designed, the *Archer* has been a cornerstone for every House military since the fall of Star League. It was so successful that 100,000 units were produced for the Star League Army. Though significant numbers were destroyed, some Houses continue to produce the *Archer* even today. Its undisputed claim to fame is its premier performance as a fire support 'Mech that can also perform the role of an assault 'Mech.

ROM has recently uncovered that Earthwerks Incorporated is filling specific orders for the Word of Blake. Precentor Martial St. Jamais ordered a newly redesigned *Archer*. These new *Archers* would be supplied to Blake's Militia units. Further investigation has uncovered that most Periphery realms, including the Taurians, are somehow part of this equation. ROM has also uncovered a link between the Taurians and the Circinus Federation. We have noticed an increase of HPG traffic between New Vandenburg and Grand Base in the Capellan Confederation. Since Word of Blake controls communications in those realms, we can only speculate to the content. We suspect that

House Liao and Word of Blake must have reached a mutually beneficial agreement.

Capabilities

Reports indicate Earthwerks's new *Archer* is employing extended-range laser weaponry while reducing the missile launchers to fifteen racks. The Artemis Fire Control system has been mated to the Delta Dart missile system. The design, while still able to inflict nearly the same damage at range, has increased the damage measurably in the short to medium range increments. The ARC-8M has the armor protection to engage in a slug match with most 'Mechs. CASE is also installed in both torso locations to protect the 'Mech from catastrophic damage resulting from an ammunition hit. The *Archer*'s upper body transversing assembly was completely redesigned to better protect the lower torso and hip actuators. The upper body is more compact, with sloped armor for better deflection of weapons fire. Finally, foot actuators were completely redesigned to give the *Archer* a more stable firing platform, including better footing when walking or running.

Deployment

At the time of this report, we have not located the Blake Militia units that received the new *Archers*. We know that seventy-two units were shipped out at the end of June 3067, destination unknown.

Variants

ROM's reports indicate that House Liao is fielding a stealth variant to deploy in their new Shadow Lances. Earthwerks on Grand Base has been granted a license to produce the new Capellan variant. It will be slower, yet retain the LRM 20s coupled with Artemis IV FCS. The Taurian's Vandenburg Mechanized Industry is producing their variant with eight RL 20s and two RL 10s, backed up by four medium lasers.

In addition, we have found Defiance Industries and Bowies Industries building their own version. This one will use a light engine and endo steel while using SRM 2s and LRM 20s mated with Artemis IV FCS. Two medium lasers round out its defensive weapons. This design and the involvement of the two companies in its construction further proves Kesselring's involvement and the former Archon's duplicity.

LIGHT

MEDIUM

HEAVY

ASSAULT

ARCHER ARC-8M

Type: **Archer**

Technology Base: Inner Sphere

Tonnage: 70 tons

Battle Value: 1,377

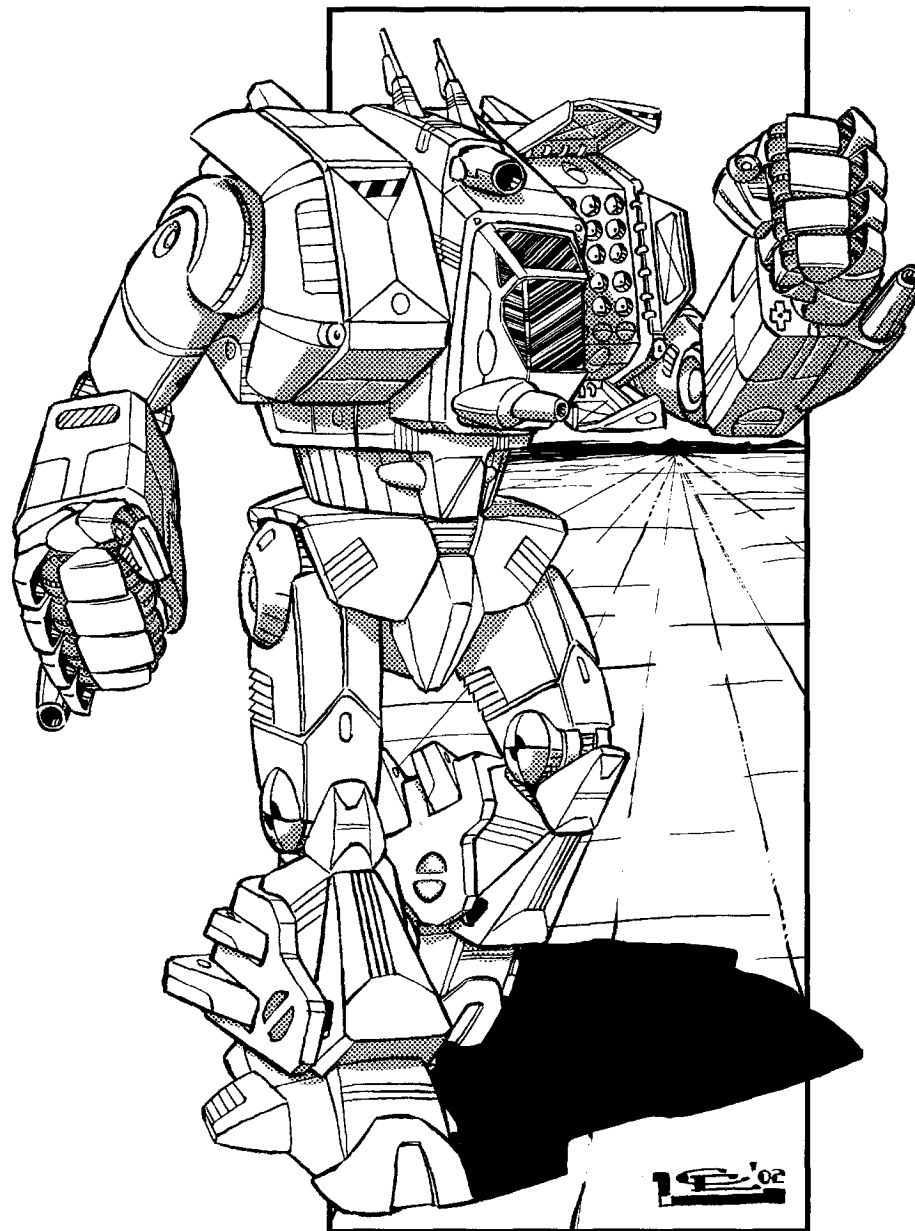
Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	11	22
R/L Leg	15	30

Weapons

and Ammo

	Location	Critical	Tonnage
ER Large Laser	CT	2	5
ER Medium Laser	HD	1	1
LRM 15	RT	3	7
Artemis IV FCS	RT	1	1
Ammo (LRM) 16	RT	2	2
ER Medium Laser	RA	1	1
CASE	RT	1	.5
LRM 15	LT	3	7
Artemis IV FCS	LT	1	1
Ammo (LRM) 16	LT	2	2
ER Medium Laser	LA	1	1
CASE	LT	1	.5



WHM-8D WARHAMMER



Mass: 70 tons
Chassis: StarFrame Heavy Endo Steel
Power Plant: GM 280 Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
w/CASE

Overview

Like the *Marauder*, the *Warhammer* is one of the most feared BattleMechs ever designed.

Throughout its more than five centuries of history, many a weak-spirited warrior has run from the sight of a "Hammer" bearing down on them. StarCorps Industries, the original builder of the *Warhammer*, jumped at the chance to redesign and build what is arguably the most famous BattleMech in history.

As the initial design and development process progressed on Crofton, the Lyran bureau on Son Hoa expressed an interest in this redesign. It didn't take long for the other bureaus to get wind of this update and soon production managers and engineering chiefs from all of StarCorps' divisions had made their way to Crofton. What was supposed to be a weeklong business negotiation allegedly turned into a week long festival where all parties celebrated endlessly as StarCorps executives made the decision to simultaneously produce this new *Warhammer* in four realms. The 'Mech's base chassis would remain the same; the only differences between the final production 'Mechs would be House-specific technologies that would, naturally, not be shared between the four involved realms.

Armament:

- 2 Johnston High Speed Extended Range Particle Projection Cannons
- 2 Defiance Model XII Extended Range Medium Lasers
- 2 BlazeFire Longshot Extended Range Small Lasers

Capabilities

The WHM-8D is the descendent of the venerable *Warhammer* 6D, but has been given a complete redesign. It retains a weapons loadout similar to that of its forebearer, though mounting extended-range lasers and PPCs instead of the standard versions of those weapons. Replacing the traditional SRM 6 launcher is the new Harpoon Streak 6 launcher. The addition of the C³ module allows this model to work in lances and companies with the new *Thanatos* and other C³-equipped AFFS 'Mechs. It retains the theoretically maximum-possible armor protection that, when combined with its standard fusion engine and CASE, makes the *Warhammer* 8D a powerful and tough BattleMech. In fact, to date no complaints about the 8D has yet been forwarded from the field.

Deployment

StarCorps was able to deliver a full production run to each of the four involved Houses by mid-August of 3066, giving these new *Warhammers* the chance to test their mettle against other new 'Mech designs during the FedCom Civil War. Surprisingly, AFFS and LCAF reports show that every single *Warhammer* delivered to those two

- 1 Harpoon-6S Short Range Missile 6 Pack Streak Launcher

Manufacturer: StarCorps Industries

Primary Factories: Crofton, Emris IV, Menke, Son Hoa

Communications System: Garret T-60

FastScan with C³ module

Targeting and Tracking System: Garret F22C

militaries is still in service. As it once did years ago, the *Warhammer* is again becoming the backbone for many heavy lances within the AFFS, CCAF, FWLM and the LAAF.

Variants

Three additional *Warhammer* variants have seen the light of day. The Capellan Confederation is, of course, producing a stealth armor-equipped model to further their Shadow Lances. The LAAF version built on Son Hoa makes use of their light fusion engine, removing the small lasers and the C³ slave and filling the available mass with additional heat sinks. The Federated Suns has taken a completely different tactic with a second version built on Crofton, though; the WHM-9D increases replaces the power plant with a 350 extra light, and adds jump jets and a targeting computer.

House Marik is already producing the 8D on Emris IV, but is also working on obtaining a license for Ronin, Inc. on Wallis, a company likely to design and produce a FWL-exclusive variant. The most disturbing fact, however, is that the WHM-9S has been sighted in service with the Black Warriors. No known units have been stolen from Son Hoa, however, and the LAAF has not yet determined the source of these *Warhammers*.

LIGHT

MEDIUM

HEAVY

ASSAULT

WHM-8D WARHAMMER

Type: **Warhammer**

Technology Base: Inner Sphere

Tonnage: 70 tons

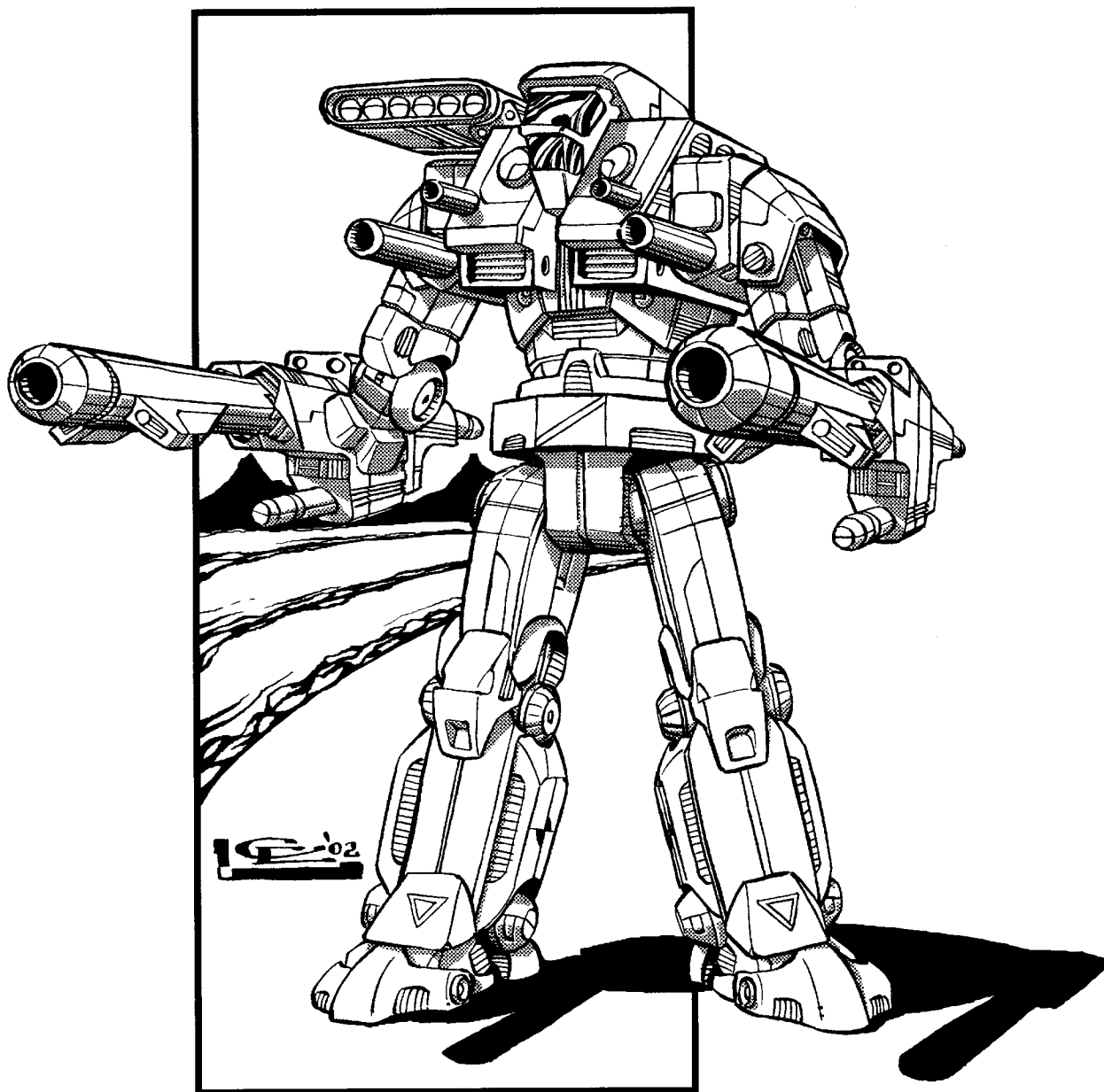
Battle Value: 1,396 (C³: 247)

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5
	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	22	33
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
ER PPC	LA	3	7
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Streak SRM 6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
C ³ Slave Unit	H	1	1
CASE	RT	1	.5



MAD-5L MARAUDER



Mass: 75 tons

Chassis: Ceres Marauder Lite

Power Plant: Rawlings 300 Fusion

Cruising Speed: 43 kph

Maximum Speed: 65 kph, 86 kph

w/Triple-Strength Myomer

Jump Jets: None

Jump Capacity: None

Armor: Ceres Heavy Stealth Armor

Armament:

2 Martell Extended Range Large Lasers

1 Ceres Arms Warrior Extended Range

Particle Projection Cannon

2 Ceres Arms Extended Range Medium

Lasers

Manufacturer: Ceres Metals Industries

Primary Factories: Warlock, Capella

Communications System: Ceres Metals

Model 666 with Guardian ECM

Targeting and Tracking System: Ceres

Bullseye

Overview

The *Marauder* was considered one of the most effective BattleMechs ever produced. Not surprisingly, all the Houses universally welcomed a redesigned *Marauder*. The problem for the Capellans was that they had never manufactured the design. During a meeting with the Strategos on Sian this was addressed. The consensus was that Ceres Metal's plants on Warlock and Capella were perfect to produce the *Marauder*, as they had been upgraded to build with the latest technologies.

One hurdle that had to be cleared, however, was that George Hasek was against the prospect of giving the Capellans access to any of GM's designs. Sun Tzu himself offered the solution to settle this issue, purchasing the rights from GM through a third party and building the design using only Capellan materials. In return, HildCo would resume export to the Federated Suns. Terms were accepted and agreed upon, paving the way for the Capellans to produce the *Marauder*.

Capabilities

The original Capellan variant was armed with a PPC in the right arm and a Large Laser in the left arm, supported by a standard 50mm Autocannon. The older Dalban HiRez targeting system had problems with two different weapon systems on the same circuit, however. This problem was eliminated by locating two lasers in each arm, while a PPC replaced the autocannon in the right torso. Triple strength myomer was installed to give the *Marauder* greater power and speed. The redesigned body eliminated the old vulnerable rotation ring with a better-protected rotational assembly. The *Marauder's* overall profile had been angled and shorted to reduce its radar signature as part of its stealth characteristics.

Deployment

The first production run was completed in early July and shipped out to front line units to form "Ying Qiang" (Shadow Lances).

Variants

Like the rumor of a new production plant within the Marian Hegemony, talk that the Circinus Federation has a new small factory in the mountains on Baltazar III could simply be dismissed out of hand. The proof of its existence is much clearer, however, considering the appearance of new *Marauder* designs in Federation hands. That the Word of Blake is behind this appears obvious. At this point, ComStar may need to proceed as though most of the Circinus government has been supplanted by Blake supporters.

The other variants planned may include being armed with extended ranged weapons, an advanced autocannon and electronics. There is one variant that is rumored to be armed with nothing but large extended range lasers, streak missiles and special electronics. There are three other variants that all are armed similarly, using rotary autocannons, targeting computers and a variety of other weapons as well.

LIGHT

MEDIUM

HEAVY

ASSAULT

MAD-5L MARAUDER

Type: **Marauder**

Technology Base: Inner Sphere

Tonnage: 75 tons

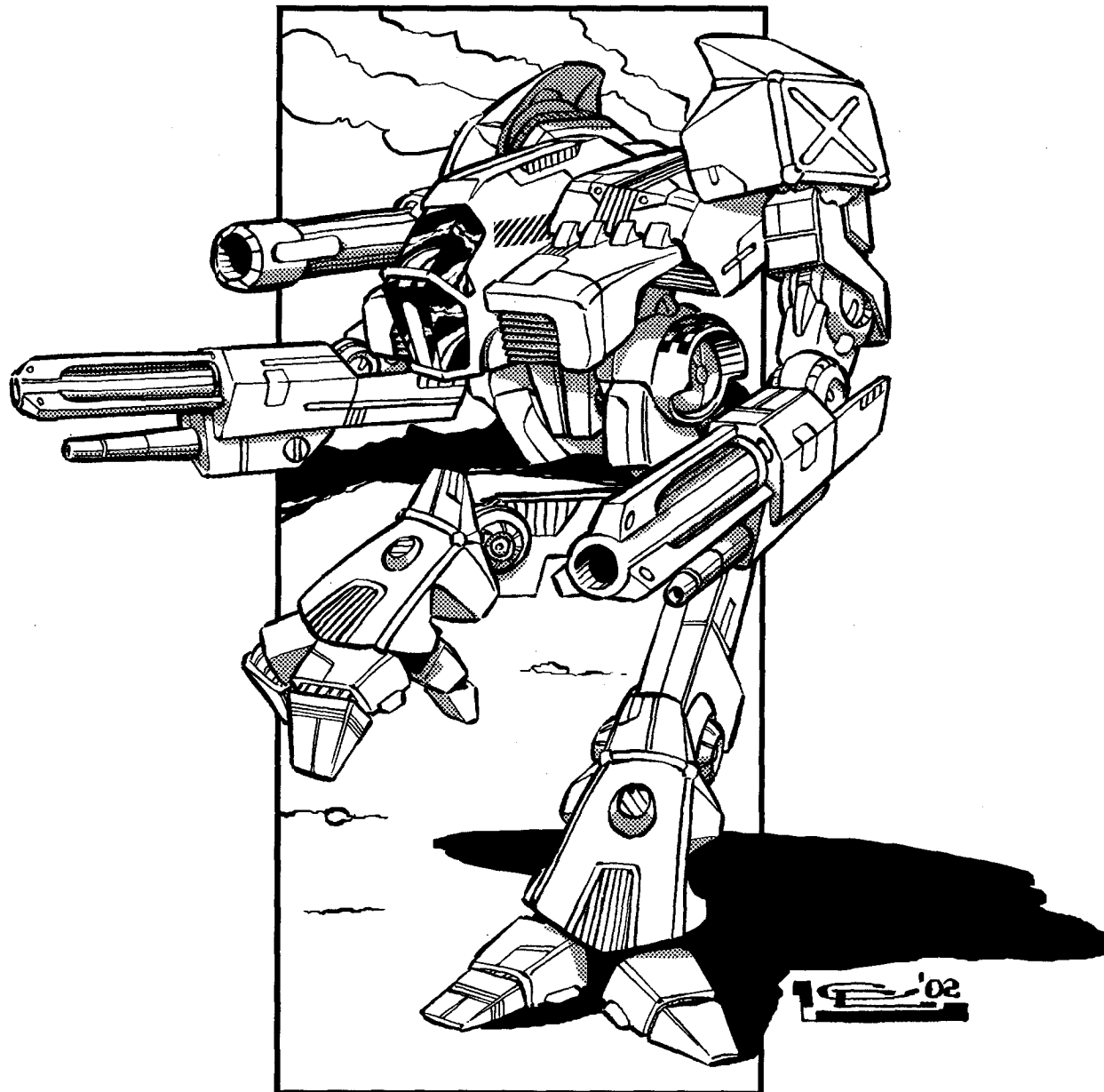
Battle Value: 1,614

Equipment

		Mass
Internal Structure:		7.5
Engine:	300	19
Walking MP:	4 (5)	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	224	14
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	30

Weapons

and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Large Laser	LA	2	5
ER Medium Laser	LA	1	1
ER PPC	RT	3	7
Guardian ECM Suite	CT	2	1.5
TSM	RL/LL/RT/LT	6	0



GOL-4S GOLIATH



Mass: 80 tons
Chassis: Earthwerks GOL Quad-A
Power Plant: Pitban 320 Light Fusion Engine
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None

Armor: Durallex Heavy with CASE

Armament:

2 RamTech 1500Z Extended Range Medium Lasers
1 Light Crossbow Long Range Missile 10-Pack
1 Defiance Hammerfist Heavy Gauss Rifle

Manufacturer: Defiance Industries and TharHes Industries

Primary Factories: Hesperus II, Tharkad

Communications System: Angst Clear Channel 3G

Targeting and Tracking System: Angst Clear View Multitask

Overview

The Civil War and the Jade Falcon Incursion brought the Lyrans military machine to the edge of collapse. During those five years of hard fighting, many of the Alliance's best units were either torn asunder or so denuded that they existed on paper only. Factories that supplied the Lyrans war machine were damaged and supply lines cut, and replacements were long in coming. This is what the Vicore Group addressed when they met with their contemporaries.

With the success of the *Barghest*, militaries throughout the Inner Sphere realized that the Quad could be an effective combat platform. Both Defiance and TharHes Industries, each in the process of repairing factory lines damaged during the Civil War, agreed to share in the manufacturing of this BattleMech. With the devastation wrought on the Lyrans 'Mech forces by the Civil War, replacements were in high demand. They all agreed the new *Goliath* would be part of the solution.

Capabilities

Using the same principle as the *Barghest*, the designers turned to another 'Mech to help solve problems that

constantly plagued the original. One of the flaws of the original *Goliath* was its ungainly height. The *Goliath's* precarious center of gravity was its Achilles Heel. Using the Clan *Daishi* as inspiration, they redesigned the *Goliath* with a shorter and wider stance. This gave the *Goliath* the stability it would need when it fired the Heavy Gauss rifle or the massive LB 20-X autocannons.

To help ensure survivability, the *Goliath* makes use of the new light engine. The Defiance-built GOL-4S mounts maximum armor while the TharHes 3S has two and half tons less armor, but carries more overall firepower.

Deployment

These new *Goliaths* are being delivered from Tharkad and Hesperus as quickly as they can be produced, though transportation still remains an issue. Indeed, while there are no shortages of JumpShips and DropShips around these key worlds, the shipping lanes to the furthest reaches of the Lyrans Alliance are still woefully short of the transports needed to bring supplies in and exports out. Rebuilding will indeed be a long process for House Steiner's military machine.

Variants

ROM operatives were able to gather evidence that may link Dag Kesseling as a possible leak. A message traced to his headquarters by our operatives on Circinus referenced the *Goliath* in passing. Subsequently, a lance billeted with a Rocket Launcher-equipped *Goliath* was seen in the McIntyre House Guard in just a few short months ago, a unit that could now consist of upwards of three regiments of BattleMechs. While these regiments consist primarily of older designs, with 'Mechs like the refitted *Goliath* among their number, they certainly represent a significant threat to any who would oppose the Federation.

At the same time, the AFFS took delivery of the first production run of *Goliaths* from GM Kathil—which mount both a rotary autocannon and advanced targeting computer—in late July, adding to the growing number of militaries again looking to this venerable BattleMech.

LIGHT

MEDIUM

HEAVY

ASSAULT

GOL-4S GOLIATH

Type: **Goliath**

Technology Base: Inner Sphere

Tonnage: 80

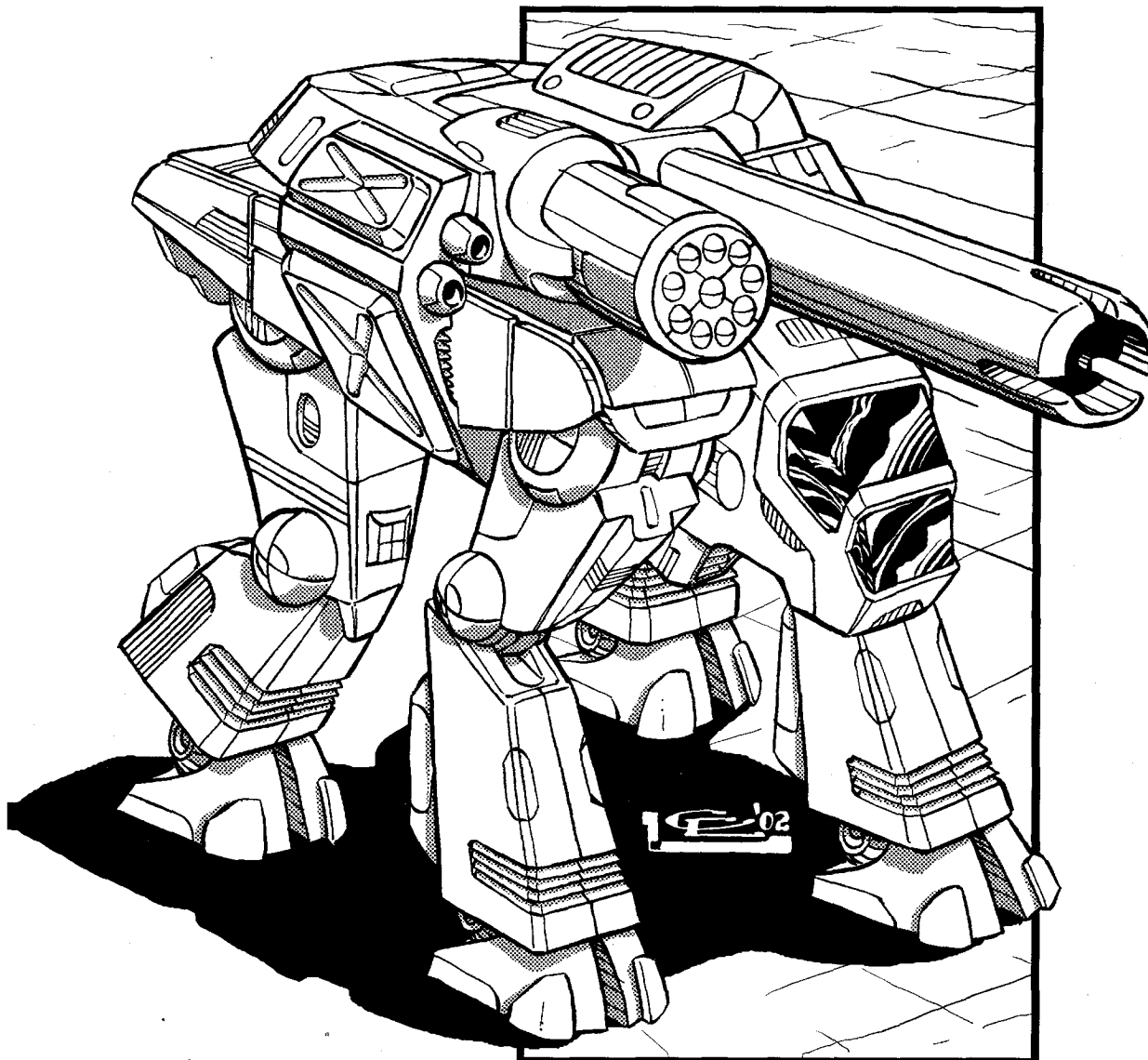
Battle Value: 1,730

Equipment

		Mass
Internal Structure:		8
Engine:	320 Light	17
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	256	16
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	37
Center Torso (rear)		12
R/L Torso	17	25
R/L Torso (rear)		8
RF/LF Leg	17	33
RR/LR Leg	17	33

Weapons

and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RT	2	2
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
CASE	RT	1	.5
Heavy Gauss Rifle	LT/CT	11	18
CASE	LT	1	.5
Ammo (Hvy. Gauss) 8	RRL	2	2
Ammo (Hvy. Gauss) 8	LRL	2	2



BLR-4S BATTLEMASTER



Mass: 85 tons
Chassis: StarFrame Heavy
Power Plant: 340 Vox Light
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None

Armor: ArcShield Maxi X Ferro-fibrous w/CASE
Armament:

- 1 Zeus Slingshot Gauss Rifle
- 2 Defiance P5S Small Pulse Laser
- 4 RAMTech 1500Z ER Medium Lasers
- 2 Defiance B3M Medium Lasers
- 1 TharHes Maxi Short Range 6 Pack Launcher

Manufacturers: J.B. BattleMechs Inc, Red Devil Industries (Jade Falcons)
Primary Factories: Storfors, Pandora
Communications System: O/P 3000 COMSET
Targeting and Tracking System: Cyclops Multi-Tasker 10 w/ Artemis IV FCS

Overview

In the spring of 3061, Red Devil Industries was ready to shut down its Pandora Plant. That all changed when the Archon gave Red Devil a grant to refurbish the worn-out plant. The Archon asked J.B. BattleMechs Inc. to help speed up the refurbishment, offering them special incentives for their cooperation. This was possible due to Pandora's nobility—without the plant, the nobles would lose their cash flow. During the planning of the plant's refurbishment, both agreed to a mutually beneficial partnership in a new redesign of the BLR-3S.

J.B. BattleMechs Inc. began production of the new *BattleMaster* in the spring of 3062. The first 'Mechs had just begun reaching front-line units when the Civil War erupted, delaying Red Devil's production schedule another two years. Pandora had finally begun production in May of 3064, only to see the Jade Falcons launch a third invasion. The Civil War forced most of the Lyran defenders to relocate off of Pandora when the Falcons arrived in September of 3064. The planet fell in twenty-two days. Completely refurbished, Red Devil was now producing the new BLR-4S; the Falcons accepted the new design into their second-line units.

Capabilities

The *BattleMaster* was originally armed with a LRM 20 and six medium pulse lasers, but on today's battlefield those weapons would be considered defensive rather than offensive. J.B. BattleMechs redesigned the BLR-4S weapons, giving the 'Mech the offensive punch it lacked. The Gauss rifle was chosen for its range and damage. Four extended range medium lasers were added to increase damage potential at intermediate ranges, and two medium lasers, small pulses and a SRM 6 with an Artemis IV were added for close support. For increased survivability, 13.5 tons of ferro-fibrous armor were installed, including using one of the new light engines.

Deployment

J.B. BattleMechs has been hard pressed to meet the demands of the LAAF given the loss of the Red Devil factory. Both the Lyran Regulars and Lyran Guards are slated to receive the *BattleMasters* as they become available. Some units out on the Rim area of the Alliance have mysteriously failed to receive their shipments, while the Falcons are using the BLR-4S to help replenish their depleted second-line units.

Variants

The Free Worlds League are building a variant based on a captured unit recovered from Kristen Marik's Crushers. This variant, identified as the BLR-5M, will use the light Gauss version including an extended-range large laser and upgrading the medium lasers to extended type. The BLR-5M still retains the standard fusion engine including the armor protection of the BLR-3M.

The DCMS is fielding variants based on units captured in the Lyon's Operations. They chose to use a standard engine in the BLR-CM and an XL in the BLR-K3. The CM variant is equipped with 2 C³ masters, limiting the weapons to an ER PPC backed by a Shigunga MRM 30 and two ER medium lasers. The K3 variant has been armed with an ER PPC and 2 ER large lasers. Four ER medium lasers, including an SRM 6, were added for close-in support along with a C³ Master for lance command. The first K3 seen in service is piloted by *Tai-i* Drew Williams. Awarded to him for his service on the Draconis March front, *Tai-i* Williams is now serving as a company commander in the Ryoken-ni.

LIGHT

MEDIUM

HEAVY

ASSAULT

BLR-4S BATTLEMASTER

Type: **BattleMaster**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,606

Equipment

Internal Structure:

Engine: 340 Light

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 4

Cockpit: 3

Armor Factor: 241

Internal
Structure

Head 3

Center Torso 27

Center Torso (rear) 11

R/L Torso 18

R/L Torso (rear) 8

R/L Arm 14

R/L Leg 18

Mass

8.5

20.5

3

4

3

13.5

Armor
Value

9

41

11

28

8

26

28

Weapons

and Ammo

Location Critical Tonnage

Gauss Rifle RA 7 15

Ammo (Gauss) 24 RT 3 3

2 Small Pulse Laser LA 2 2

2 ER Medium Lasers RT 2 2

Medium Laser RT 1 1

2 ER Medium Lasers LT 2 2

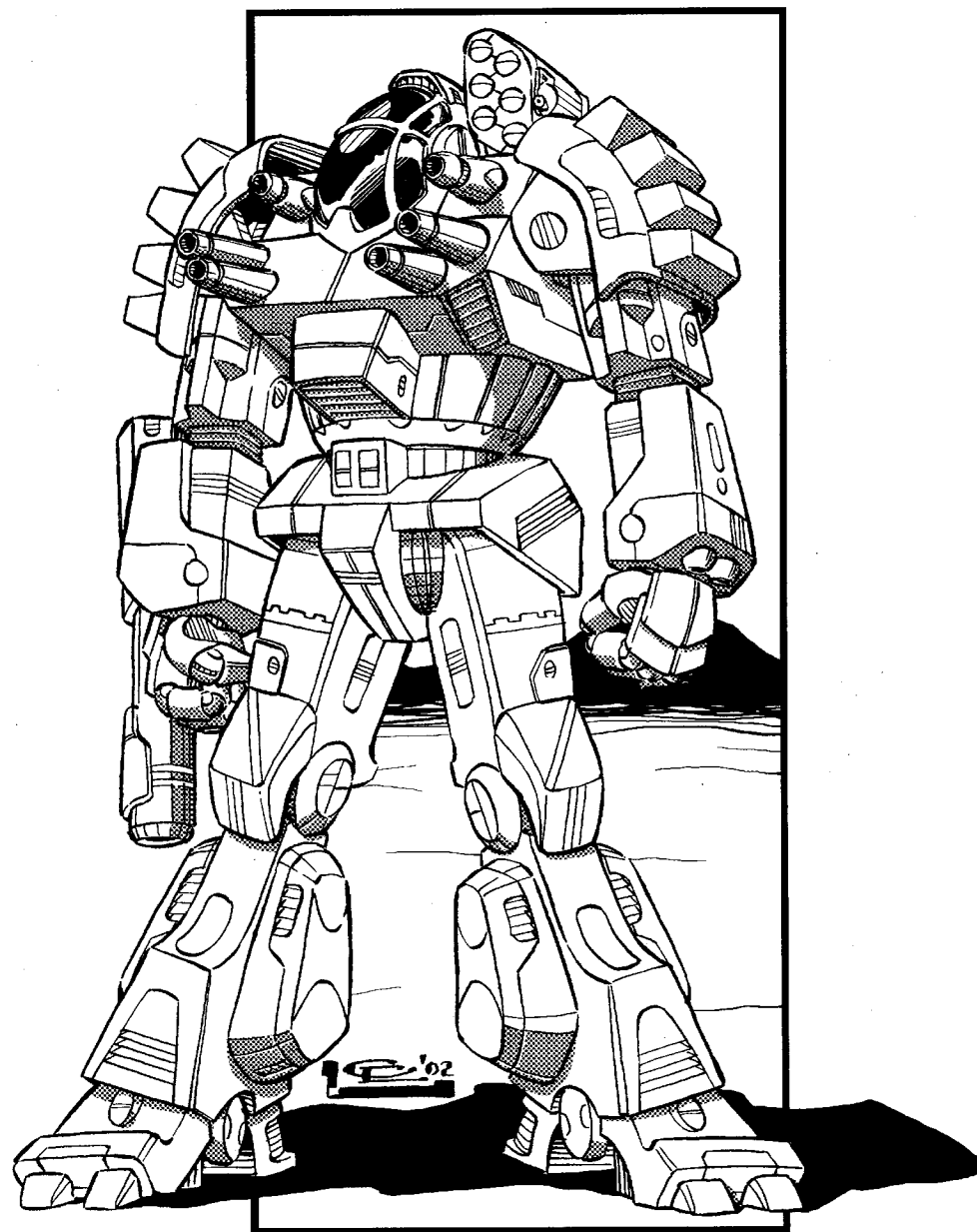
Medium Laser LT 1 1

SRM 6 LT 2 3

Artemis IV FCS LT 1 1

Ammo (SRM) 30 LT 2 2

CASE LT 1 .5



LGB-12C LONGBOW



Mass: 85 tons
Chassis: StarCorp 100
Power Plant: Strand-Martin 255 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None
Jump Capacity: None

Armor: StarSlab/12.5 with CASE
Armament:
2 Holly "Ballista-20" LRM-20 Missile Racks
2 Holly "Ballista-15" LRM-15 Missile Racks
3 Diverse Optics Extended Range Small Lasers

Manufacturer: StarCorp Industries
Primary Factories: Crofton, Emris IV, Loburg, St. Ives
Communications System: O/P 3950 COMSET M7
Targeting and Tracking System: Martin-Quarry Tarsys XLR 2.2 with Artemis IV FCS

Overview

Though considered old and outmoded by many of today's battlefield commanders, the *Longbow* has long been the backbone of the Successor States' mobile fire support companies. With the advent of 'Mechs like the *Naginata* and the *Salamander*, however, the *Longbow*'s position seemed in jeopardy, especially in light of the marketing disaster surrounding the debut of the LGB-7V. In attempting to give the 'Mech more close-in bite, they managed to do so only at the expense of preventing it from doing what it does best: raining missiles down upon an enemy from extreme ranges. Having debuted in the years immediately following the Clan Invasion, the LGB-7V gained such a bad reputation from its pilots—who attempted to fight toe-to-toe with their enemies, rarely surviving—that every major military that fielded it sold it in droves to mercenaries and other private concerns. StarCorp recognized this and, in an effort to boost lagging sales of this battlefield icon, introduced the LGB-12C in early 3061.

Capabilities

StarCorps' designers had attempted to cater to a specific type of MechWarrior and battlefield commander with the LGB-7V and failed miserably. But instead of simply

reworking the existing version to correct the problem, they redesigned the *Longbow* from the ground up, carefully considering everything some five centuries of experience had taught them about the 'Mech. The ability to make powerful ranged attacks was without a doubt the 'Mech's greatest asset. Additionally, the *Longbow*'s targeting and tracking system allowed it to excel in an air defense role, a valuable capability even in today's specialized environment.

The designers also paid attention to the gripes and concerns of generations of *Longbow* pilots, though. The *Longbow*'s signature barrel-arms now each house thirty-five LRM tubes, all tied to an Artemis fire control system that in turn is slaved to the newly-designed Martin-Quarry targeting and tracking system.

Initial tests of the 12C's weapon systems proved the 'Mech could simultaneously engage both fast-moving aircraft as well as slower ground-based targets with ease. In fact, actual battlefield reports indicate the system is even better than originally thought—with some believing the Martin-Quarry system is better than the highly-acclaimed Garret D2j and Spar 3c computers put together. At the very least, field reports regularly show MechWarriors successfully engaging targets well outside of typical combat ranges, a fact the 12C's users are doing their best *not* to advertise.

The *Longbow* is protected by twelve and a half tons of conventional armor, with CASE in both side torsos to prevent complete destruction of the 'Mech in the event of a catastrophic ammunition explosion. The 'Mech also mounts enough heat sinks to maintain a continual missile fusillade with no adverse effects. Three extended-range small lasers round out the 'Mech's armament, providing the MechWarrior with a small amount of close-in defense without encouraging a foolish—and likely suicidal—*toe-to-toe* charge with an enemy.

Deployment

The LGB-12C has found places in the militaries of the Federated Suns, the Free Worlds League, the Lyran Alliance and even the Capellan Confederation, via the regiments of the former St. Ives Compact. The 'Mech figured heavily in the FedCom Civil War, where it served well in very visible assignments. AFFS Marshal Stephan Cooper made particular use of his *Longbows* in the fight for Addicks. There, he massed an entire reinforced battalion of the 'Mechs together, savaging *Tai-sa* Samuel Noda's Fifteenth Dieron Regulars outside of St. Randall while Noda met the bulk of the Davion Assault Guards head-on. Rumor has it that battalion remained together throughout the rest of the war and has since been assigned as a special operations unit under the direction of the AFFS High Command.

LIGHT

MEDIUM

HEAVY

ASSAULT

LGB-12C LONGBOW

Type: **Longbow**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,342

Equipment

Internal Structure:

Engine: 255 XL

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 200

Internal

Structure

Head 3

Center Torso 27

Center Torso (rear) 10

R/L Torso 18

R/L Torso (rear) 8

R/L Arm 14

R/L Leg 18

Mass

8.5

6.5

2

3

3

12.5

Armor

Value

9

35

10

25

8

20

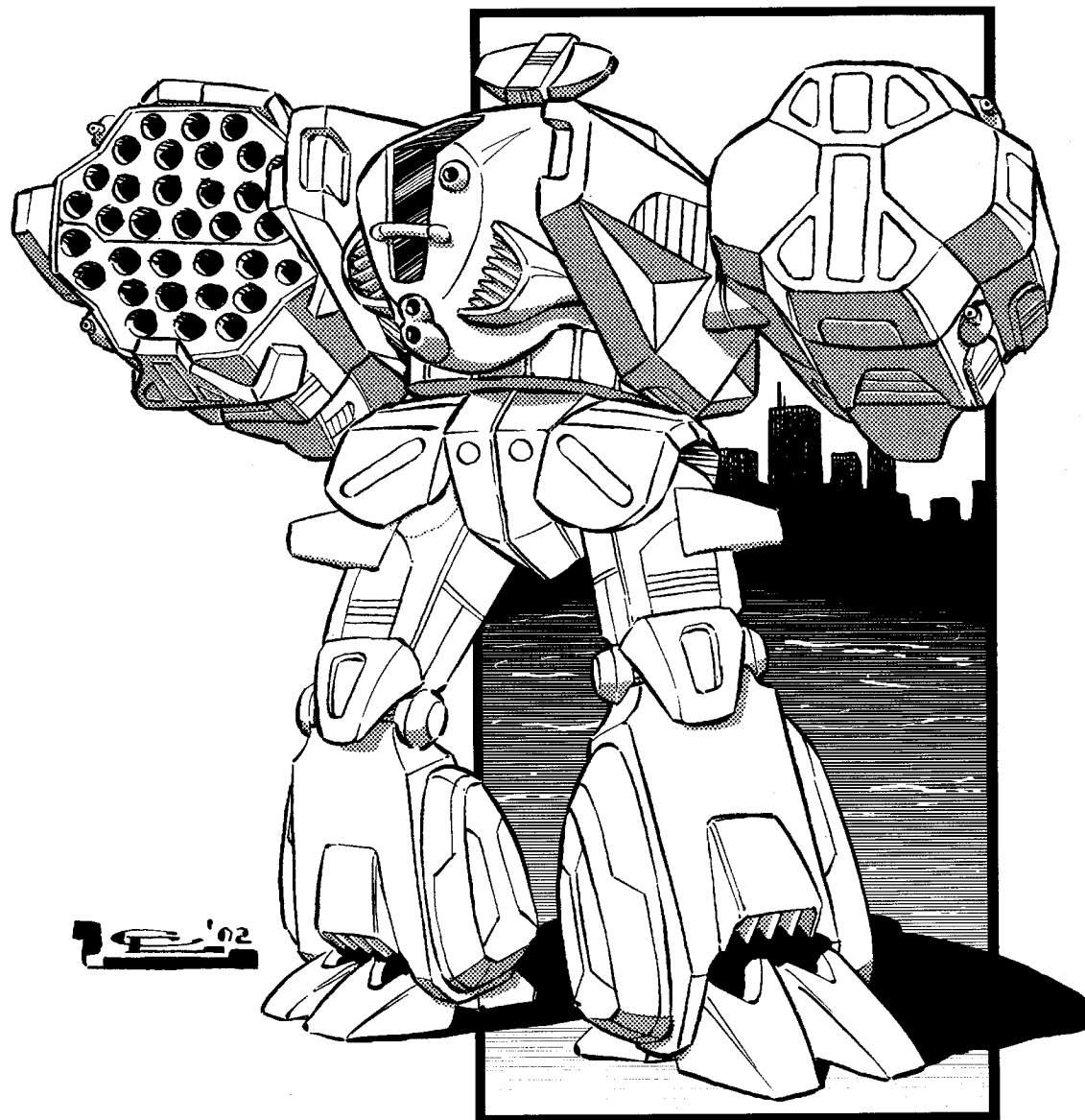
20

Weapons

And Ammo

Location Critical Tonnage

LRM 20	LA	5	10
Artemis IV FCS	LA	1	1
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
LRM 20	RA	5	10
Artemis IV FCS	RA	1	1
LRM 15	RA	3	7
Artemis IV FCS	RA	1	1
Ammo (LRM) 18	LT	3	3
Ammo (LRM) 16	LT	2	2
CASE	LT	1	.5
Ammo (LRM) 12	RT	2	2
Ammo (LRM) 16	RT	2	2
CASE	RT	1	.5
2 ER Small Lasers	CT	2	1
ER Small Laser	H	1	.5



MAD-4S MARAUDER II



Mass: 100 tons
Chassis: GM Marauder
Power Plant: GM 300 Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Chilton 850 Mk. II
Jump Capacity: 90 meters
Armor: Valiant Lamellar

Armament:

- 1 Blackwell Arms "Thunderfist" Heavy Gauss Rifle
- 2 Magna Firestar Extended-Range Particle Projection Cannon
- 2 Diverse Optics Extended Range Medium Lasers

Manufacturer: General Motors/Blackwell Industries

Primary Factories: New Valencia, Outreach

Communications System: Blackwell Multi-Linq 55

Targeting and Tracking System: Dragwell HiRez IV

Overview

When GM/Blackwell first debuted the *Marauder II* over half a century ago, House units and mercenary commands alike scrambled to get their hands on this powerful 'Mech only to be rebuffed by Wolf's Dragoons, who had exclusive rights to the design. It took some three decades before the Dragoons allowed significant sales to outside units, and even then they carefully doled out these 'Mechs only to those units that met their discriminating criteria. This restriction ensured a demand for the 'Mech that constantly outstripped availability. That is, until Barber's *Marauder IIs* were destroyed on Koniz in June of 3064.

The Dragoons and GM/Blackwell's corporate officers needed a way to rekindle interest in their flagship 'Mech following its disastrous showing on Koniz. The sudden resurgence of "classic" 'Mech designs, thanks to the Vicore Group's efforts, and the Lyrn Alliance's theft of the light fusion engine technology gave GM/Blackwell the ammunition they needed to do just that.

Capabilities

Today's *Marauder II* is every bit as tough as the Dragoons' original design, but carries significantly more firepower than its precursor. Rather than rely upon an extra light engine, the Dragoons chose to incorporate their light

fusion engine, freeing up the mass needed to mount a heavy weapons loadout without sacrificing survivability. The designers chose to retain the MAD-4A's general weapons configuration, one that had proven devastating for decades. The paired PPCs and medium lasers have been upgraded to extended-range models while the main weapon is now the Dragoons' latest technological "acquisition"—the heavy Gauss rifle.

Deployment

The Dragoons took delivery of the first production run from their Outreach factory themselves, assigning them into the various regiments fighting within the Chaos March. Several also made their way to Colonel Shelly Brubaker's Delta Regiment on Tukayyid. Additionally, Duke Tancred Sandoval appropriated several companies of these 'Mechs from New Valencia before making his way to New Avalon. With such public displays of the *Marauder II*'s capabilities—news vids and gun camera footage of battles on New Avalon, Carver V (now known as Liberty) and Epsilon Eridani have circulated throughout the Inner Sphere—orders again are pouring into GM/Blackwell's purchasing offices.

For their part, the Dragoons are allowing a wider access to the 'Mech than previously offered, a move partially motivated by profit and partially to "punish" the Lyrn Alliance for

stealing their light fusion engine design (a Star League court subsequently mediated a settlement between the Lyrn state and the Dragoons that allowed both to keep the light engine and the heavy Gauss rifle technologies that each had apparently stolen from the other). GM/Blackwell is selling to mercenary and House units alike in the two nations of the former Federated Commonwealth, the Free Worlds League, the Draconis Combine and even the Star League Defense Force. Only the Word of Blake and the nations of the Trinity Alliance—both aggressors in the continuing war for the Chaos March—are being blacklisted.

Variants

The Dragoons produce a variant of this 'Mech that makes significant use of Clan technologies. Based on the MAD-5A, they increased the maximum speed to 65 kph, freeing up the mass necessary for the larger engine by building the 'Mech with Clan-tech endo steel and ferro-fibrous armor. Of course, they jealously guard this design for themselves.

The second variant of this 'Mech seen in service has turned up in the Marian Hegemony. The 'Mech, however, was not sold to the Hegemony. Instead, a shipment of *Marauder II* chassis bound for the Lyrn Alliance was hijacked and turned up there. This variant also mounts paired ER PPCs and lasers, backed up by a bevy of rocket launchers.

LIGHT

MEDIUM

HEAVY

ASSAULT

MAD-4S MARAUDER II

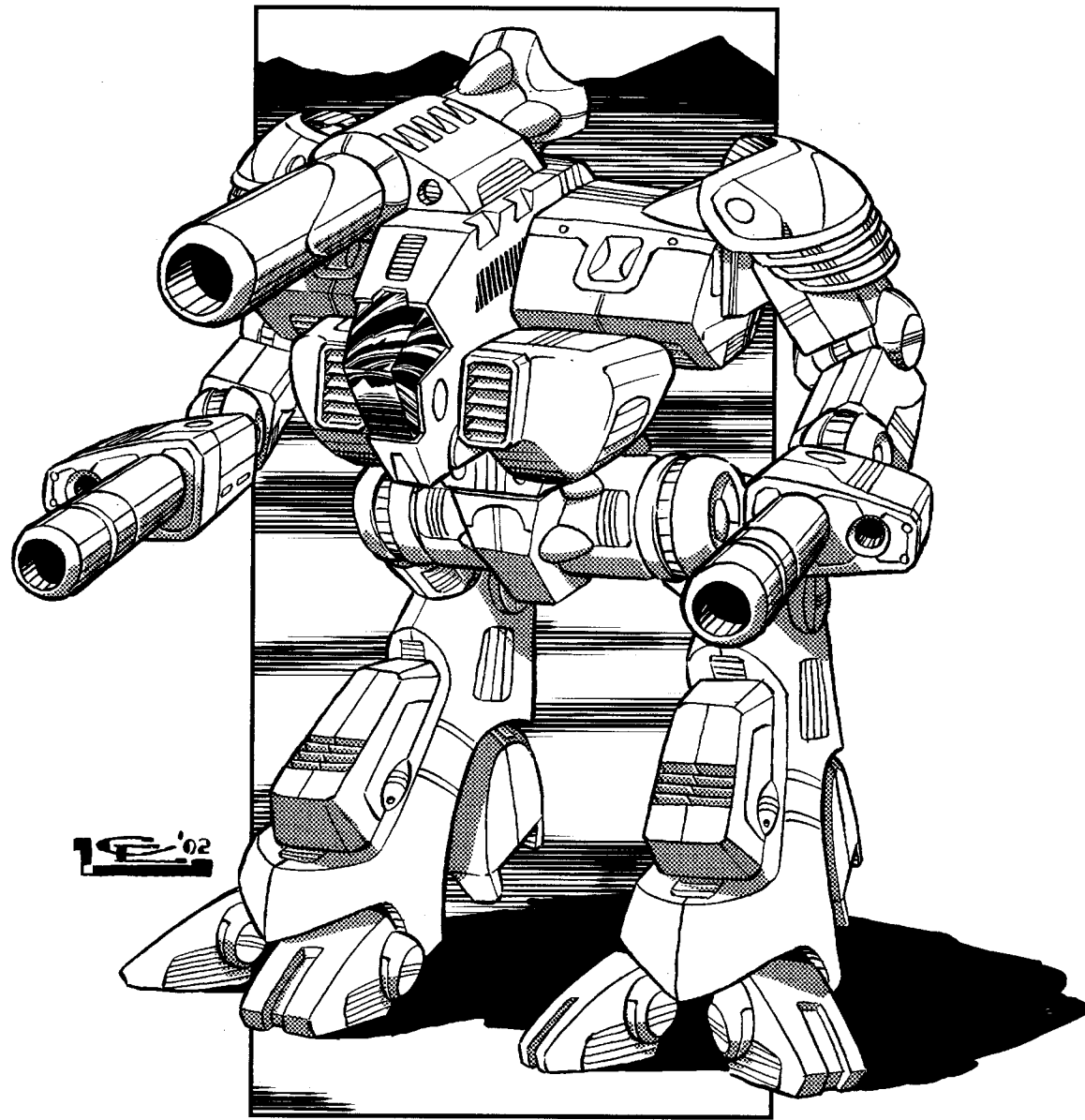
Type: **Marauder II**
 Technology Base: Inner Sphere
 Tonnage: 100
 Battle Value: 2,249

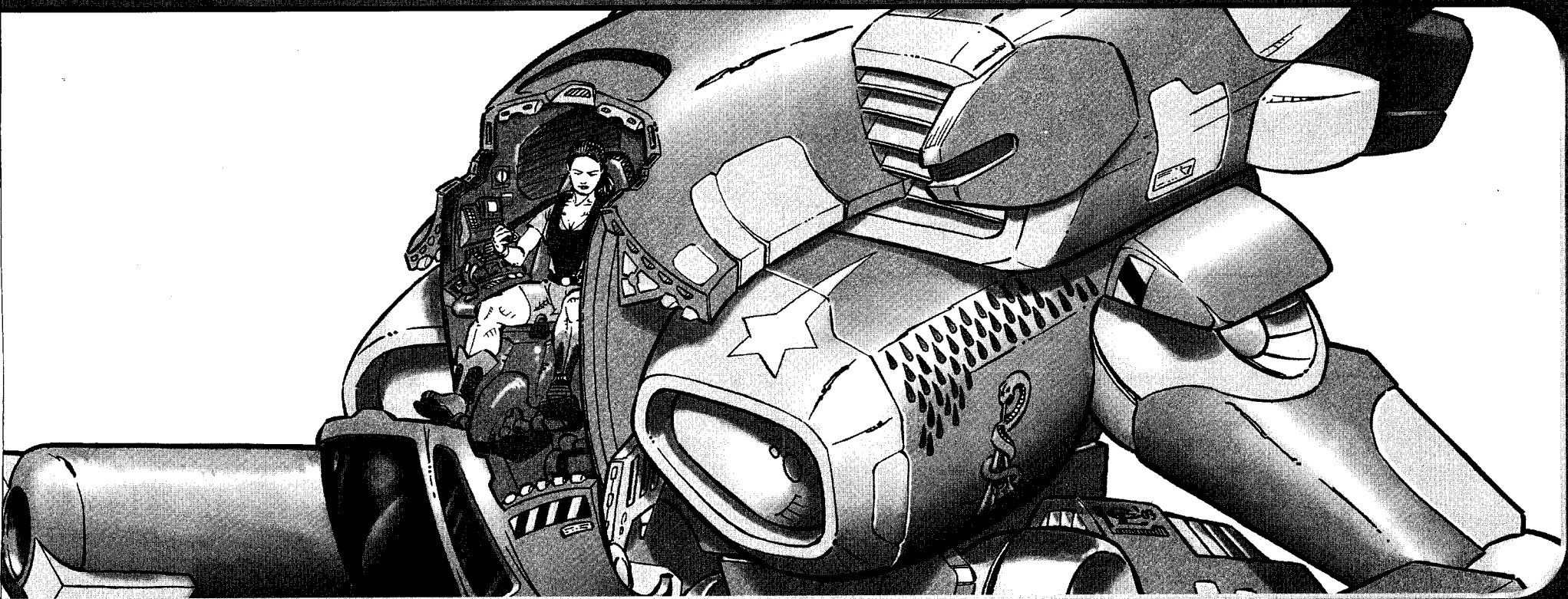
Equipment

		Mass
Internal Structure:		10
Engine:	300 Light	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	307	19.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		16
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	42

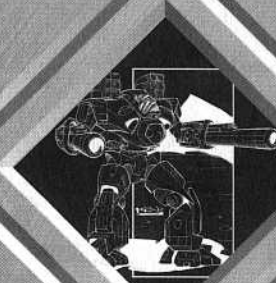
Weapons

And Ammo	Location	Critical	Tonnage
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
ER PPC	RA	3	7
ER Medium Laser	RA	1	1
Heavy Gauss Rifle	RT/CT	11	18
Ammo (Hvy. Gauss) 16	LT	4	4
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jet	LL	1	2





LOCUST IIC 4



Mass: 25 tons
Chassis: Olivetti Stage 2
Power Plant: Fusion 200 Standard
Cruising Speed: 86 kph
Maximum Speed: 130 kph
Jump Jets: None
Jump Capacity: None

Armor: Compound Alpha Ferro Fibrous
with CASE
Armament:
1 Series 7Ja Extended Range Medium
Laser
6 General Systems Small Heavy Lasers

Manufacturer: Olivetti Weapons
Primary Factory: Sudeten
Communications System: Angst 2400
Targeting and Tracking System: Omicron XX

Overview

Clan Mongoose introduced an upgraded version of the *Locust* in 2832. The new version retained the speed of the original, while enhancing firepower with advanced laser weapons. The design's speed and striking power epitomized Mongoose tactics, winning several Trials against Clan Star Adder and Widowmaker. The success attracted interest from other Clans, and subsequent Trials spread the design throughout Clans space. The advent of the OmniMech, however, halted *Locust* IIC production. The 'Mech was relegated to second-line duty. When the Smoke Jaguars absorbed Clan Mongoose in 2868, the production lines on Circe became their property. Subsequently, when the Smoke Jaguar Clan was annihilated, the Jade Falcons took Circe and the production facilities there.

Prior to their 3064-65 incursion into the Lyran Alliance, the Jade Falcons were faced with the task of equipping six second-line Clusters. Khan Marthe Pryde relied heavily on the newly commissioned *Spirit* design, but needed more (and less expensive) BattleMechs for the new units if they were to participate in her planned assault. Charged by their Khan, the technicians at Olivetti

Weapons poured over reams of technical data before identifying the *Locust* IIC as a design that could be reproduced easily and cheaply.

Capabilities

With OmniMechs receiving shipping priority from Clan space, the Falcon Scientists acquired needed technical information from Clan Wolf that allowed the chassis to be put into production quickly. Modifications were made to allow manufacturing at primitive Inner Sphere factories, thus avoiding the inevitable delays associated with manufacturing the line in Clan space. These changes were not without effect, however: while not compromising reliability or performance, they resulted in a marked change in appearance. On Ballynure, the warriors of the Twenty-fourth Provisional Garrison Cluster put the confusion this caused their mercenary opponents to good use.

For such a small 'Mech, the *Locust* IIC is surprisingly robust. Above average speed offsets the lack of jump jets, though MechWarriors must be wary of becoming trapped in rough terrain. This variant of the *Locust* IIC replaces the arm-mounted ER lasers with six new heavy lasers. An ER medium laser replaces the centrally mounted pulse laser, and two additional heat sinks

have been installed to deal with the ferocious heat the heavy lasers generate.

Deployment

The six Freebirth and Second Line Clusters raised for the campaign against the Lyran Alliance received the majority of the new *Locust* IICs. A number of *Locust* IIC 4s fell to the Wolves as isorla, and are now deployed beside the Wolves' own *Locust* IIC 5 in their Iota and Omega Galaxies.

Clan Ghost Bear has replaced its oldest second line 'Mechs with *Locust* IICs, but have also traded some output with Clan Diamond Shark for HarJel.

Both ComStar and the Lyran Alliance captured a number of *Locust* IICs from the Jade Falcons in the counter-offensive that ultimately halted the Clan advance.

Variants

Clan Wolf produced the *Locust* IIC at their manufacturing plant on Satalice. The Ghost Bears capture of Satalice and Rasalhague left the Wolves only a single Inner Sphere BattleMech production facility on New Oslo. Both Clan Wolf and Clan Ghost Bear continue to manufacture the *Locust* IIC 5, which mounts twin ATM 3 launchers in place of the heavy lasers and two heat sinks.

LIGHT

MEDIUM

HEAVY

ASSAULT

LOCUST IIC 4

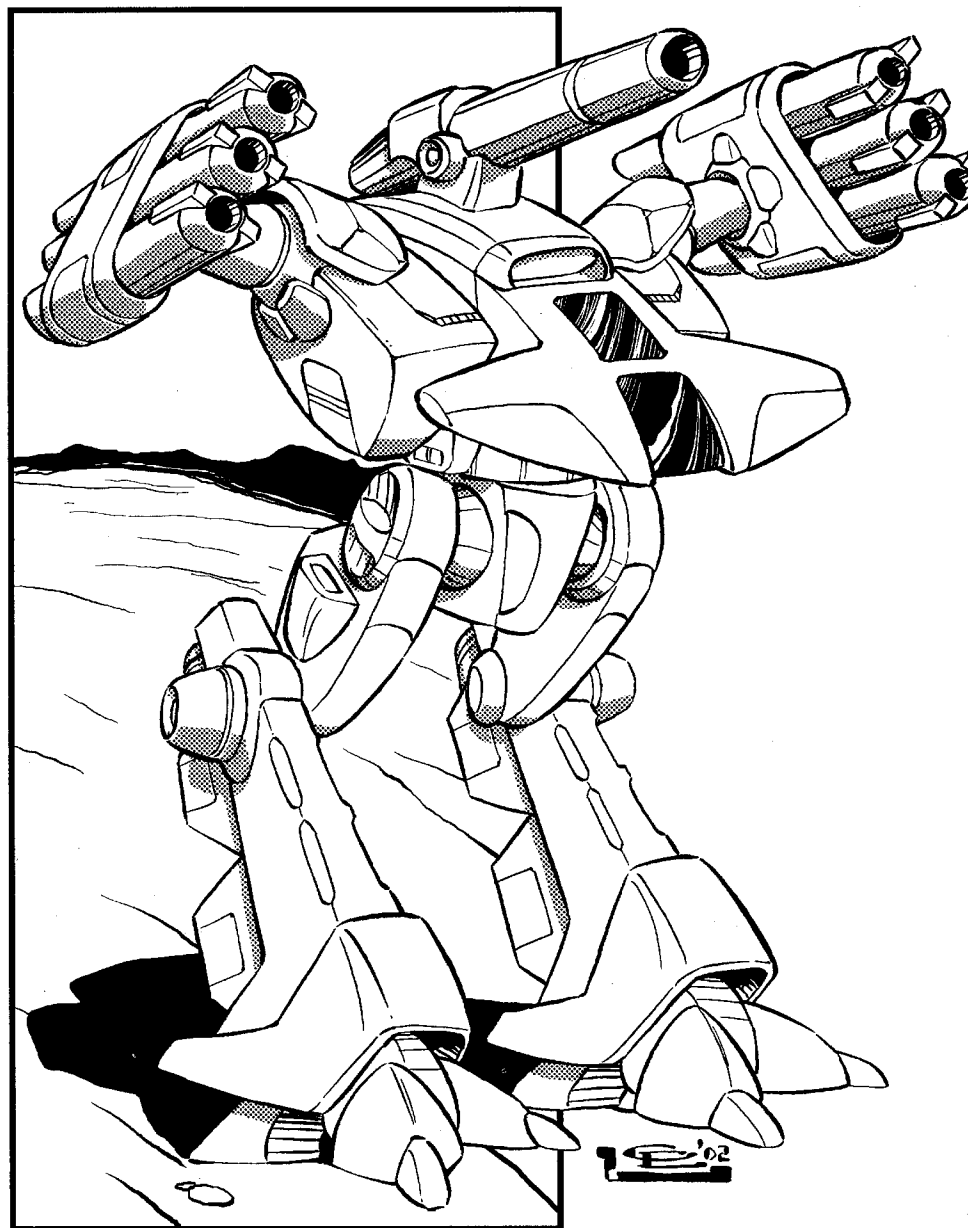
Type: **Locust IIC**
 Technology Base: Clan
 Tonnage: 25
 Battle Value: 701

Equipment

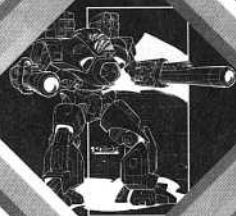
		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200	8.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		2
Cockpit:		3
Armor Factor:	77	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	8
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	10

Weapons

and Ammo	Location	Critical	Tonnage
3 Heavy Small Lasers	RA	3	1.5
ER Medium Laser	CT	1	1
3 Heavy Small Lasers	LA	3	1.5



GRIFFIN IIC 4



Mass: 40 tons
Chassis: NCIS Endo Steel Type M
Power Plant: Consolidated Fusion 240 Standard
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Northrup Starlifters M40s

Jump Capacity: 180 meters
Armor: Alpha Compound Ferro-Fibrous Armor
Armament:
2 Type 3 Series Advance Tactical Missile System
1 Series 7NC Extended Range Large Laser
1 Series 1NC Extended Range Small Laser

Manufacturers: Irece Alpha, Barcella Alpha (Diamond Sharks), Brim Ironworks (Cloud Cobras),
Primary Factories: Irece, Barcella (Diamond Sharks) and Brim (Cloud Cobras)
Communications System: JNE Integrated
Targeting and Tracking System: Build 3 CAT TTS

Overview

As a continuation of their design upgrades, the Nova Cats looked to their venerable *Griffin*. As with the *Shadow Hawk*, the Nova Cats brought the Diamond Sharks—and the Cloud Cobras, for some odd reason—in on the design. All the Nova Cats would reveal to their Diamond Shark allies was that the Cloud Cobras were their brothers. It was the Cobras' destiny to be involved, as it had been revealed in visions. The Sharks simply shrugged, knowing the Cats' penchant for mysticism.

Later, when the Abjurement began, those Nova Cats still in Clan space faced near-annihilation as various Clans unleashed their pent-up fury at losing the Great Refusal. The first assaults occurred on Gatekeeper, where literally nothing survived the Falcon onslaught. This devastation was repeated on the worlds of Barcella, Hoard, Bear Claw, Circe and Brim. Only on Delios did the Nova Cats withdraw unmolested, thanks to the Diamond Sharks.

None of the attacking clans won easily, though. Everywhere the Nova Cats fought,

they used their new *Griffins* with deadly proficiency. On Hoard, for example, the Nova Cats faced multiple Clans. The new *Griffin* inflicted serious casualties on the Hell's Horses and Wolves forces trying to get a foothold, proving the value of the re-design despite the terrible price.

On Brim, however, the scenario played out in a far different manner. It started just as the other Abjurement assaults had, as the Nova Cats and Cloud Cobras faced off in a series of brutal clashes. The Star Adders allowed the Cobras to fight, given their agreement to share in all the Cobras won. After four serious clashes, a cease fire was called. The Cobras then sent over their emissaries from the Rossei Cloister, who were promptly taken as bondsmen by the Nova Cats. Following such a show of honor, the Nova Cats left the planet to the Cobras, leaving their people in the Cobras' and Adders' capable hands. Brim Ironworks was given to the Cobras, who in turn gave the Adders twenty-five percent of the plants output.

Capabilities

Retaining the same performance specifications as the original IIC, this variant incorporates the smaller Advanced Tactical Missile 3 system, backed by an ER large laser and small laser. Like the other refits the Nova Cats were upgrading, this new design incorporated a redesign in the armor layout, giving the 'Mech a completely new look.

Deployment

The Nova Cats, Diamond Sharks, Cloud Cobras and Star Adders field all the new variants of the *Griffin IIC*. The Nova Cats currently deploy these in front-line Galaxies to make up for losses from the Ghost Bear War and lack of resources.

Variants

The *Griffin IIC 3* retains the ER large laser, but mounts medium and small heavy lasers and 2 Streak SRM 2s in place of the other weapons.

LIGHT

MEDIUM

HEAVY

ASSAULT

GRIFFIN IIC 4

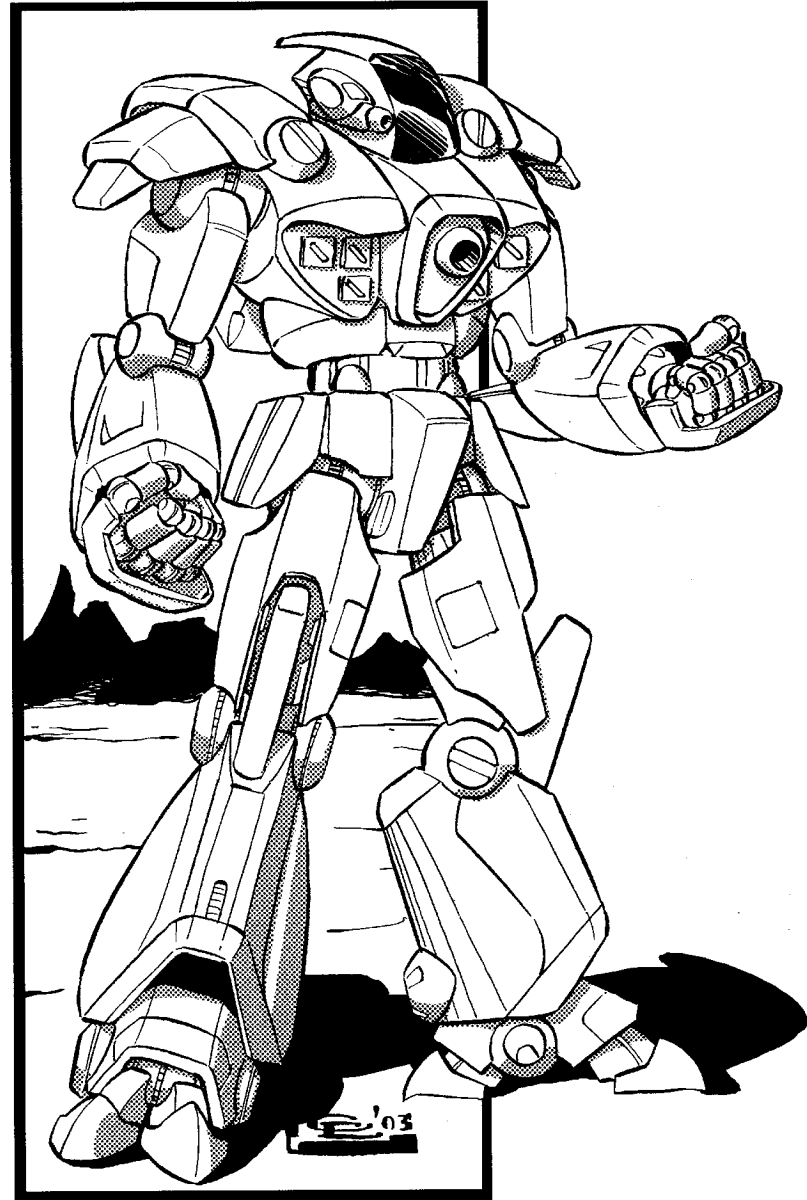
Type: **Griffin IIC**
Technology Base: Clan
Tonnage: 40
Battle Value: 1,407

Equipment

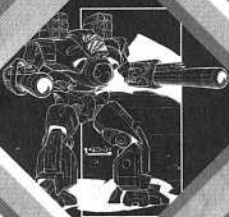
Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	134	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	20

Weapons and Ammo

and Ammo	Location	Critical	Tonnage
ATM 3	RT	2	1.5
Ammo (ATM) 40	RT	2	2
ATM 3	LT	2	1.5
Ammo (ATM) 20	LT	1	1
ER Large Laser	CT	1	4
ER Small Laser	H	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



SHADOW HAWK IIC 4



Mass: 45 tons
Chassis: NCIS Endo Steel Type M
Power Plant: Consolidated Fusion 270 Standard
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Northrup Starlifters M45s

Jump Capacity: 180 meters
Armor: Alpha Compound Ferro-Fibrous Armor
Armament:
2 Series 14NC Medium Pulse Lasers
1 Type 6 Series Advance Tactical Missile System
1 Series 2NC Extended Range Medium Laser

Manufacturers: Irece Alpha, Barcella Alpha (Diamond Sharks)
Primary Factories: Irece, Barcella
Communications System: JNE Integrated
Targeting and Tracking System: Build 3 CAT TTS

Overview

In 3059, with the advent of new Clan weapon systems, saKhan Carns ordered the Nova Cat technician caste to begin an upgrade and refit program for their oldest second-line BattleMechs. With their Khan's approval, the Nova Cat technicians contacted their Diamond Shark counterparts—an arrangement that had occurred before—to see if they would be interested in a joint venture. They agreed, and secretly went to work upgrading two older IIC designs. This venture would see further advancements as well, when the Diamond Sharks took the idea to a whole new level with the refitted and upgraded *Warhammer IIC*. Both were completed in February 3060, two months before they would be put to the test.

On 1 May 3060, Clans Jade Falcon and Ice Hellion assaulted the Nova Cats on Barcella and Gatekeeper, attacking without regards to zellbrigen. The defending Nova Cat troops were caught completely unaware and confused by the other Clans'

inexplicable actions, at least during the initial assaults.

The Nova Cats fought a delaying action in order to allow their civilians to escape. The refitted *Shadow Hawks* resolutely held the line and performed beyond expectations. The Falcons were completely surprised, suffering significant casualties before downing the machines. By the time the Falcon's Fifty-Third Battle Cluster finally entered the enclaves, they were forced to use their superior numbers to completely annihilate the remaining defenders.

Upon removing any remaining defenses, the attacking Falcon Cluster began systematically destroying any remaining enclaves, regardless of whether they were defended or not. The Falcon commander claimed that this was a Trial of Annihilation, and that all Nova Cat lives were forfeit. Jade Falcon WarShips were used to shoot down Nova Cat DropShips to prevent them escaping. A similar scene repeated itself on Barcella. Had it not been for the Diamond Sharks, most of the Nova Cat civilians would have died. As it was, a large number died

before the Nova Cats could escape. They ceded their holdings to the Diamond Sharks.

Capabilities

The *Shadow Hawk IIC 4* uses the Advance Tactical Missile System backed by extended range and pulse medium lasers. The new design incorporates a new profile in the armor layout, giving the 'Mech a completely new look.

Deployment

Both Diamond Sharks and Nova Cats have deployed the *Shadow Hawk IIC* to their Touman. Because of the current lack of resources, the Nova Cats are deploying them in front-line Galaxies along with other second-line 'Mechs.

Variants

The *IIC 3* uses the heavy laser as its main weapon, supporting it with new micro laser weapons.

LIGHT

MEDIUM

HEAVY

ASSAULT

SHADOW HAWK IIC 4

Type: **Shadow Hawk IIC**

Technology Base: Clan

Tonnage: 45

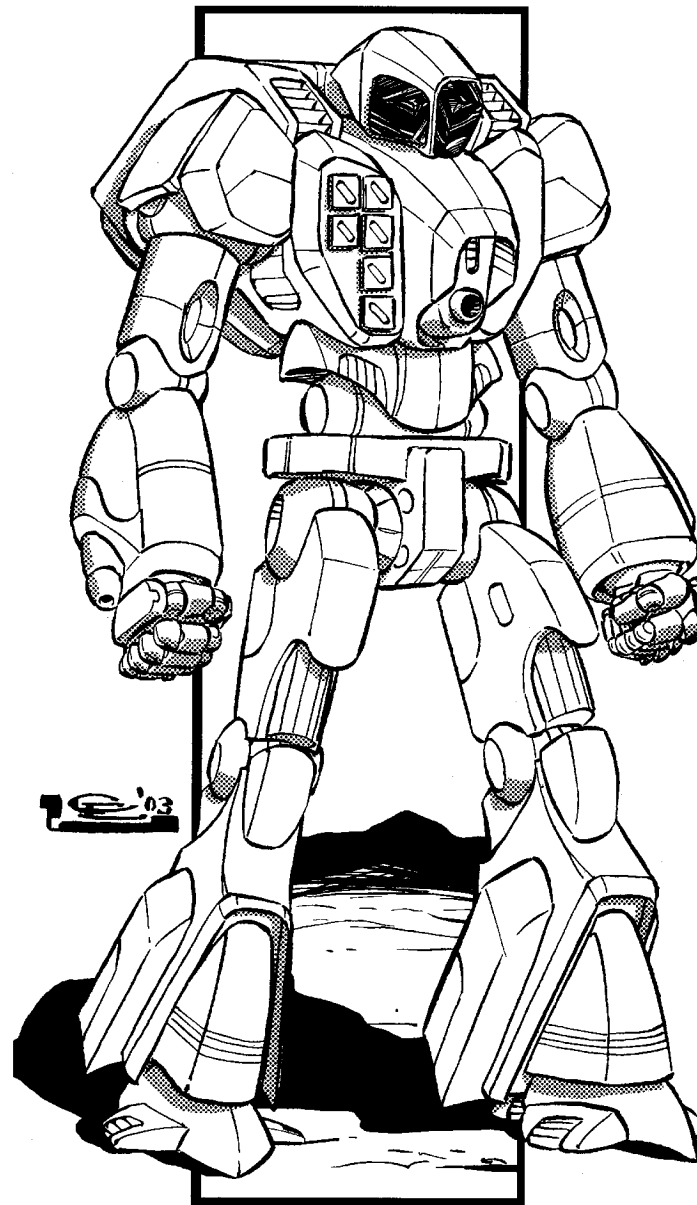
Battle Value: 1,663

Equipment

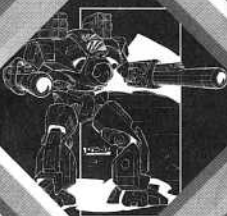
		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270	14.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	144	7.5
	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	17
R/L Torso (rear)		5
R/L Arm	7	12
R/L Leg	11	20

Weapons

and Ammo	Location	Critical	Tonnage
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
ATM 6	RT	3	3.5
Ammo (ATM) 30	LT	3	3
ER Medium Laser	CT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5



RIFLEMAN IIC 3



Mass: 65 tons

Chassis: CCo-B Endo

Power Plant: Fusion 195 Mk. VI, Mod. 3

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: "Highlifter" 44

Jump Capacity: 90 meters

Armor: Forging ZM15 Ferro-Fibrous

Armament:

2 Series 4D-2 Heavy Large Lasers

2 Model HHC-30 Ultra AC/2 Autocannon

Manufacturer: Complex H-4 CCC

Communications System: Hector CC-22E

Targeting and Tracking System: Mk. CXC-4
with Active Probe

Overview

In the years following the Annihilation of Clan Smoke Jaguar and the resulting conflicts, leaders within every Clan recognized the need to not only maintain the strongest front-line forces possible, but also to keep their second-line, garrison and even their solahma units equipped with the best possible equipment. Of course, the warriors in some Clans fought hard against assigning their dishonorable, eldest and least-capable MechWarriors with anything but the worst equipment in their inventories. Others, such as the Cloud Cobras, had no such compunctions.

Capabilities

The *Rifleman* has long been a staple 'Mech, both in the Inner Sphere and among Kerensky's Clans. Though it has gone through a number of different incarnations, it has proven time and again to be a potent and extremely capable design. Ever-saddled with a weak BattleMech force, the leaders of Clan Cloud Cobra knew they would need to take drastic actions if they wanted to ensure their Clan's continued prosperity. Even their alliance with Clan Star Adder was not insurance enough, so under the guidance of saKhan Tor Kardaan, the Cobras

began a radical upgrade of their second-line BattleMech forces, starting with the *Rifleman* IIC.

As devastating as the original *Rifleman* IIC was, many of the 'Mechs were beginning to show their age. Likewise, the tracking systems, once considered the best within Clan space, could no longer keep up with the diverse combat situations encountered so often by Clan MechWarriors in this new era. With these things in mind, instead of making a few minor upgrades to the design, the Cobra engineers and technicians took a more radical approach.

The *Rifleman* IIC 3's weapon systems are arrayed around a medium- and long-range paradigm. Both large pulse lasers were removed, replaced with paired light ultra autocannon and heavy large lasers. Though not provided with an exceptional amount of ammunition, the two autocannon have enough capacity for almost four minutes of continuous fire, certainly enough to last for several engagements.

Backing up this weapons array is a newly-designed targeting system that, while it does not provide the same level of accuracy as some of the targeting modules mounted within other 'Mechs, can cut both ground and aerial targets of all sizes to shreds.

Deployment

The *Rifleman* IIC 3 apparently first debuted in early 3062. Since then, it has appeared in strength within the Cloud Cobra Touman, as well as within Clans Star Adder and Diamond Shark. By all accounts, only Clan Cloud Cobra was producing these refits until last year, however, a fact that calls into question just how many production sites the Cobras devoted to this project. Within Clan Cloud Cobra, Epsilon Galaxy fields the most of these 'Mechs, while many seem to be also concentrated within the Adders' Tau Provisional Galaxy.

Variants

The latest variant of this 'Mech is perhaps also the most potent. It retains two of the original *Rifleman* IIC's four large pulse lasers, dropping all of the additional weapons and equipment to mount a pair of ATM-9 launchers, with a total of four tons of ammunition supplied by cross-fed bins. This 'Mech was first seen within the Star Adders' Mu and XI Galaxies, though Tau has the greatest number of these variants by far. The Cloud Cobras also field them, as do the Blood Spirits, having salvaged them from the fields of battle on York.

LIGHT

MEDIUM

HEAVY

ASSAULT

RIFLEMAN IIC 3

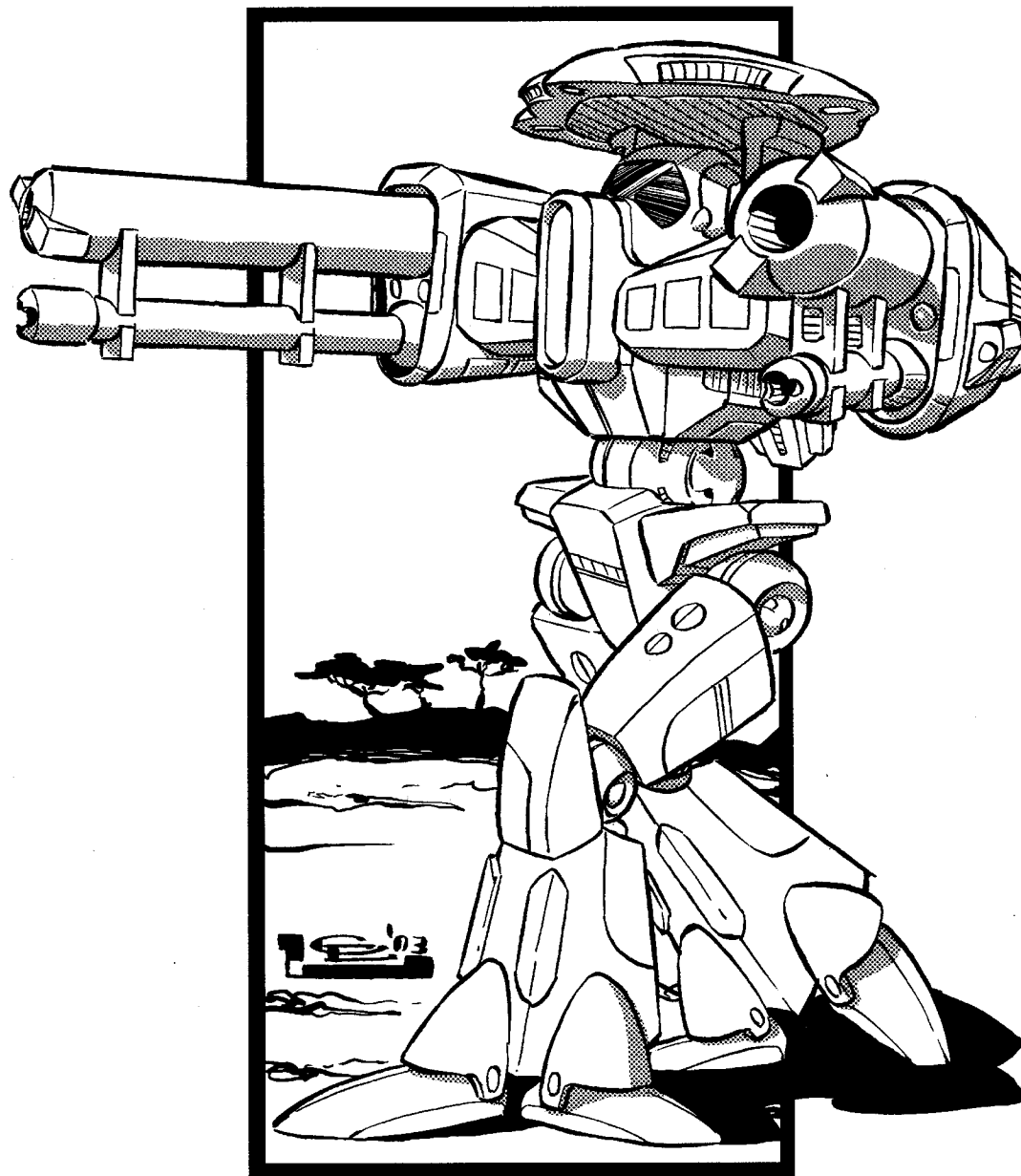
Type: **Rifleman IIC**
 Technology Base: Clan
 Tonnage: 65
 Battle Value: 1,629

Equipment

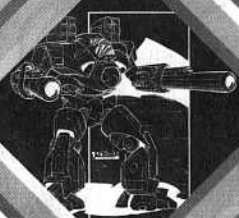
		Mass
Internal Structure:	Endo Steel	3.5
Engine:	195	8
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	21 [42]	11
Gyro:		2
Cockpit:		3
Armor Factor:	211	13.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	21	30
Center Torso (rear)		12
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	10	20
R/L Leg	15	30

Weapons

And Ammo	Location	Critical	Tonnage
Heavy Large Laser	LA	3	4
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1
Heavy Large Laser	RA	3	4
Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RA	1	1
Active Probe	H	1	1
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1



PHOENIX HAWK IIC 4



Mass: 80 tons
Chassis: DSAM 4
Power Plant: Type 79 400 XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Grandthrust Mk. 5

Jump Capacity: 150 meters
Armor: Forging AM15 Ferro Fibrous with CASE
Armament:
4 CC 9-rack Advanced Tactical Missile Systems
Manufacturers: Trellshire Heavy Industries,
Auxiliary Production Site #5

Primary Factories: Twycross, Babylon
Communications System: MegaBand System 21
Targeting and Tracking System: Dtrac Suit 4

Overview

Weakened and disgraced by their ejection from the Inner Sphere, the Steel Vipers were faced with the difficult task of rebuilding.

Upgrading older BattleMechs (such as the *Storm Giant*) provided weapons for some of the Freeborn warriors who joined the Touman, but demand soon outstripped supply. Steel Viper factories were stretched to their limit producing new front-line OmniMechs, so Khan Zalman turned to Clan Diamond Shark for aid.

It was curious that the Merchant-Warriors didn't press their advantage over their desperate "customer" during negotiations. It appeared that the Vipers got the best of the deal: In return for captured heavy laser technology and plans for the ancient *Phoenix Hawk IIC*, the Diamond Sharks would supply second-line equipment. Pererigard Zalman had hardly finished congratulating himself on acquiring such a good deal, before another (superior) version of the *Phoenix Hawk IIC*, using newly acquired ATM technology, began to march off the production lines and into Diamond Shark units.

Capabilities

Among the Clans, the *Phoenix Hawk IIC* has always been something of an oddball. For the Steel Vipers, the tenure of Jacob Masters as their Khan was a period of technological stagnation. In a rare attempt at innovation, the Viper Scientist Caste based an Assault 'Mech on the venerable *Phoenix Hawk*. While the new unit remained fast and mobile, it proved to be under-gunned. The introduction of the remarkable new OmniMech soon relegated the *Phoenix Hawk IIC* to second line duty.

When tooling up to produce the design for the Steel Vipers, the Sharks altered the basic chassis and armor. Their reasons became clear following their acquisition of the Twycross system. The modifications enabled the reconditioned Trellshire Heavy Industries plant to start production of the 'Mech with only minor delays, quickly bolstering their Inner Sphere garrison.

The Diamond Sharks addressed the lack of punch in the design by mounting four ATMs in the cavernous torso weapon bays. With these flexible weapons, the *Phoenix Hawk IIC 4* uses superb mobility to either snipe at long range or close quickly to deliver devastating close range attacks.

Deployment

The Diamond Sharks have assigned the bulk of Inner Sphere manufactured *Phoenix Hawk IIC 4*s to Omega Galaxy. The Spina Galaxies receive the same version from the Babylon manufacturing site. The older ultra-autocannon and LRM versions have also been manufactured using the redesigned chassis on Twycross. Other Clans have voiced concern that these less advanced versions are going to be sold to the Inner Sphere. In such an event, they note wryly, these ammunition-dependant models promise the Diamond Sharks a tidy profit. While Inner Sphere ordinance can be used, it often results in accelerated wear to the weapons.

Variants

The *Phoenix Hawk IIC 3* is the version the Diamond Sharks manufacture for the Steel Vipers. It mounts two heavy large lasers, two small and one medium pulse laser, all tied into a sophisticated targeting computer. Still, twenty-two double efficiency heat sinks barely manage the heat generated by a full salvo of laser fire. Many of these 'Mechs have been used to bolster the under-strength Delta Galaxy.

LIGHT

MEDIUM

HEAVY

ASSAULT

PHOENIX HAWK IIC 4

Type: **Phoenix Hawk IIC**

Technology Base: Clan

Tonnage: 80

Battle Value: 2,157

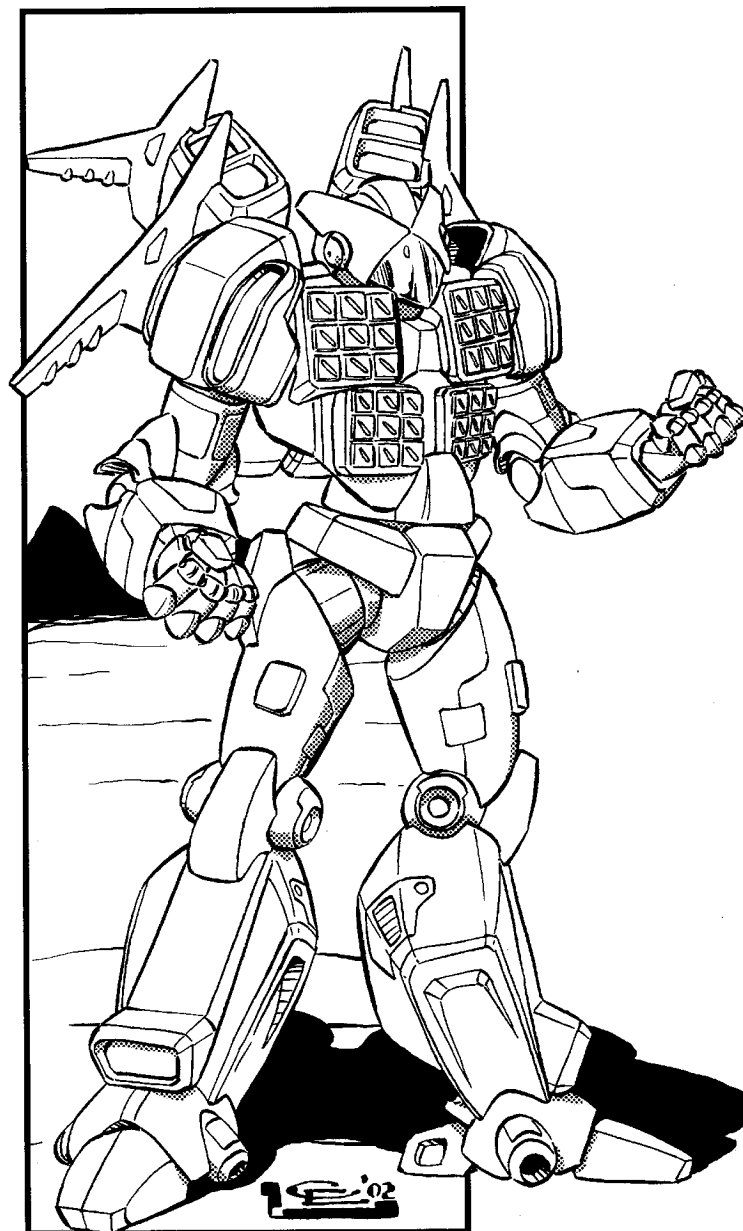
Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	202	10.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	26
Center Torso (rear)		15
R/L Torso	17	20
R/L Torso (rear)		10
R/L Arm	13	20
R/L Leg	17	26

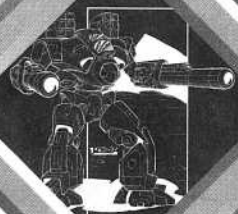
Weapons

and Ammo

	Location	Critical	Tonnage
Ammo (ATM) 21	RA	3	3
2 ATM 9	RT	8	10
Ammo (ATM) 7	CT	1	1
2 ATM 9	LT	8	10
Ammo (ATM) 21	LA	3	3
Jump Jets	RT	2	2
Jump Jet	CT	1	1
Jump Jets	LT	2	2



WARHAMMER IIC 4



Mass: 80 tons

Chassis: SFX-80 Endo

Power Plant: Type 10 320 Fusion

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZM15 Ferro-Fibrous

Armament:

2 Type DDS "Kingston" Extended Range
PPCs

2 System 4 ATM-6 Launchers

1 Series 1 Mk. III Extended Range Small
Laser

Manufacturer: Manufacturing Plant DSF-12

Communications System: TDWS-37 Mk. 2.2

Targeting and Tracking System: "Hermes"
CT-44

Overview

Clan Diamond Shark has long been considered a Clan of merchants and weak-willed warriors by most of its brethren Clans. For their part, the Khans of the Diamond Sharks have done little to discourage this assessment. In fact, they have actively supported that view by forging trade alliances within the Inner Sphere and even selling military hardware to the very nations that halted the Clan invasion.

At the beginning of the decade, the Diamond Shark Khans directed their Merchants to find new ways to better "market" their Clan within Kerensky's Cluster. In response to the heavy round of internecine fighting that had broken out following the Annihilation of Clan Smoke Jaguar and the Grand Refusal, they made the decision to rework a number of old second-line BattleMech designs in an attempt to make them more palatable to their fellow Clans. In doing so, they would also give those 'Mechs significant "face-lifts," effectively producing altogether new BattleMechs.

Capabilities

Engineers paid particular attention to include the best electronics and mechanical

sub-systems in this new incarnation of the *Warhammer IIC*. The Diamond Shark technicians devoted no less energy to the 'Mech's offensive systems as well. They stripped out the decades-old Mk. XVII PPCs and in their stead mounted the much-newer "Kingston" PPCs, debuted only a few years earlier by Clan Cloud Cobra. They also removed all of the original 'Mech's pulse lasers and mounted a pair of ATM 6 racks, each fed from five separate cross-fed bins that provide more than ample ammunition stores for most major campaigns. A single extended-range small laser, seemingly added as an afterthought, rounds out the 'Mech's arsenal.

Deployment

The Diamond Sharks received a massive "marketing" boost from Clan Star Adder, who have made significant use of this new *Warhammer IIC* in their assaults on York. Galaxy Commander Stanislov N'Buta purposely equipped entire Clusters with second-line 'Mechs such as this one as an insult to the Blood Spirit warriors he is fighting. The Clan homeworlds are filled with images of Stars lead by the *Warhammer IIC* destroying the best OmniMechs that the Blood Spirits have to offer. And while the Adders have lost much more in men and

materiel than they have gained on York, every victory the Spirits claim is tempered by the fact that they defeated "mere" second-line machines—BattleMechs that are slowly becoming sought-after machines.

The new *Warhammer IIC* has made its appearance within the Inner Sphere as well, in particular taking part in the liberation of Twycross. The 'Mech has since been seen in service with the Nova Cats, the Ghost Bears and Khan Phelan Kell's Wolves here within the Inner Sphere, as well as within the Star Adder forces known to be operating in the Periphery.

Variants

The Diamond Sharks are building one significant variant of this 'Mech. This one swaps the PPCs with heavy large lasers and replaces the rest of the weapons loadout with five medium pulse lasers and a targeting computer. This variant, found within the Toumans of the Cloud Cobras, the Diamond Sharks, the Ghost Bears and the Star Adders, was actually sighted before the "standard" production model, though has apparently proven less popular with its pilots.

LIGHT

MEDIUM

HEAVY

ASSAULT

WARHAMMER IIC 4

Type: **Warhammer IIC**

Technology Base: Clan

Tonnage: 80

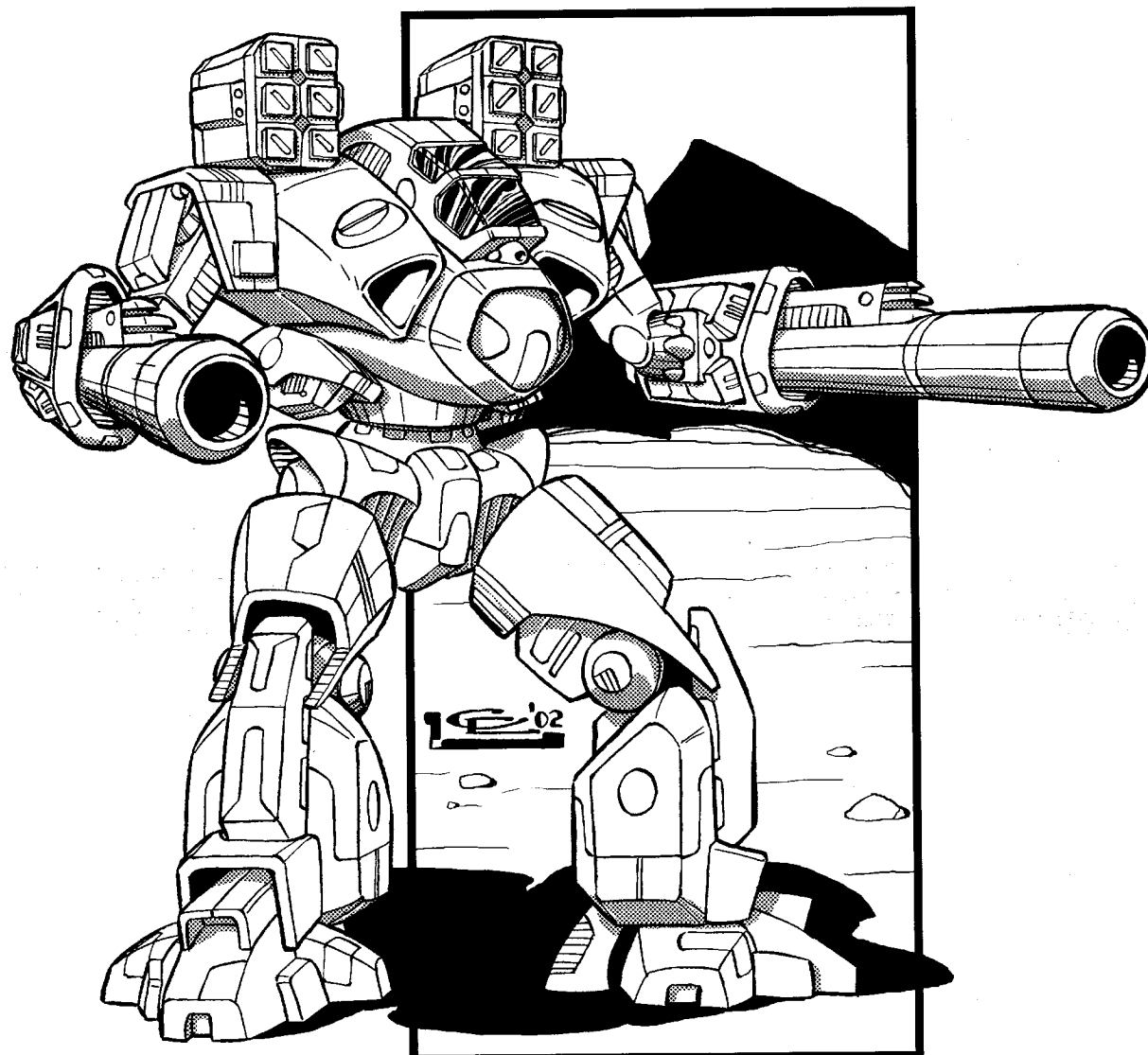
Battle Value: 2,162

Equipment

		Mass
Internal Structure:	Endo Steel	4
Engine:	320	22.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	230	12
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	25	30
Center Torso (rear)		15
R/L Torso	17	24
R/L Torso (rear)		10
R/L Arm	13	24
R/L Leg	17	30

Weapons

And Ammo	Location	Critical	Tonnage
ER PPC	LA	2	6
ER PPC	RA	2	6
ATM 6	LT	3	3.5
Ammo (ATM) 20	LA	2	2
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
ER Small Laser	H	1	.5



MARAUDER IIC 2



Mass: 85 tons
Chassis: Type SA-850 Light
Power Plant: Consolidated Fusion 340
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Guld Mk. III
Jump Capacity: 120 meters

Armor: Forging MD4 Ferro-Fibrous
Armament:
2 Series 4D-2 Heavy Large Lasers
2 Series PPS-XIX Medium Pulse Lasers
1 Series XIV Extended Range Large Laser
Manufacturer: Albion MMA Complex

Communications System: Series D8 CC-25Xa
Targeting and Tracking System: "Hermes" CT-42 Mk. II

Overview

Throughout the history of the Clans, there have been significant on-going feuds between Blood Houses, with grudges between specific units and even entire Clans. Few have reached the sheer intensity, however, of the enmity shared by the Blood Spirits and the Star Adders. The genesis of this hatred is clear enough—not only did the Star Adders Absorb the Blood Spirits' worst enemy, the Burrocks, but the Blood Spirits actively interfered in that Absorption. From there, matters went down the proverbial hill.

Shortly after the Absorption of Clan Burrock, the Spirits had withdrawn en masse to their homeworld of York. Their retreat only postponed the Adders' vengeance. When the Star Adders did finally come, it was with a force meant to inflict the greatest amount of damage to the Spirits—both militarily and psychologically. The redesigned *Marauder IIC* was an integral part of that plan.

Capabilities

Upon winning a Bloodname and the rank of Galaxy Commander, Stanislov N'Buta not only reformed the Adders' Beta Galaxy from the ground up, but also formulated his Clan's

strategy for the assault on York. The newly-redesigned *Marauder IIC 2* quickly became one of the many integral cogs in that plan.

The weapons loadout is still centered around a set of paired weapons in each arm, though in the case of the Adders' new design, the 'Mech's main weapons are heavy large lasers paired with medium pulse lasers. Complementing those arm-mounted weapons is a torso-mounted ER large laser, giving the 'Mech a reach even greater than that of its predecessor. Further, the new *Marauder IIC 2* is efficient enough to be able to keep up a constant barrage with its three main weapons without significant heat build-up.

Of course, like any other 'Mech that mounts heavy lasers, the *Marauder IIC 2* is prone to some unusual malfunctions and electronics errors. While the most serious problems have been corrected since the weapons' debut a decade ago, specifically catastrophic failure of the laser tubes, heavy lasers still cause some electronic problems. With every discharge, they release a tremendous amount of cross-spectrum radiation. On the other hand, the electronics systems installed within the *Marauder IIC* are specifically designed to handle the inherent quirks of the weapons loadout, as well as the deadly battlefields the 'Mech commands.

Deployment

The *Marauder IIC 2* first saw action on York within the now-Khan Stanislov N'Buta's Beta Galaxy, where it played a significant role in surprising the Blood Spirits and winning a foothold on their homeworld. Since that time, the 'Mech has turned up within the Toumans of a number of different Clans, including the Cloud Cobras, the Diamond Sharks and even the Goliath Scorpions and the Snow Ravens, the latter certainly due to continued Adder attempts to better relations between the two Clans. The Blood Spirits field this 'Mech as well, having pulled many from the fields of battle that cover their homeworld.

Variants

Likewise first fielded by the Star Adders, the only significant variant of this design has since made its rounds throughout the Clans, if only in limited numbers. Its weapons loadout more closely resembles the original *Marauder IIC*, with an ER PPC in each arm, backed up by an ATM 12 launcher in place of the top-mounted ER PPC. The design retains the two ER small lasers in the torso and mounts one additional double heat sink.

LIGHT

MEDIUM

HEAVY

ASSAULT

MARAUDER IIC 2

Type: **Marauder IIC**
 Technology Base: Clan
 Tonnage: 85
 Battle Value: 2,244

Equipment

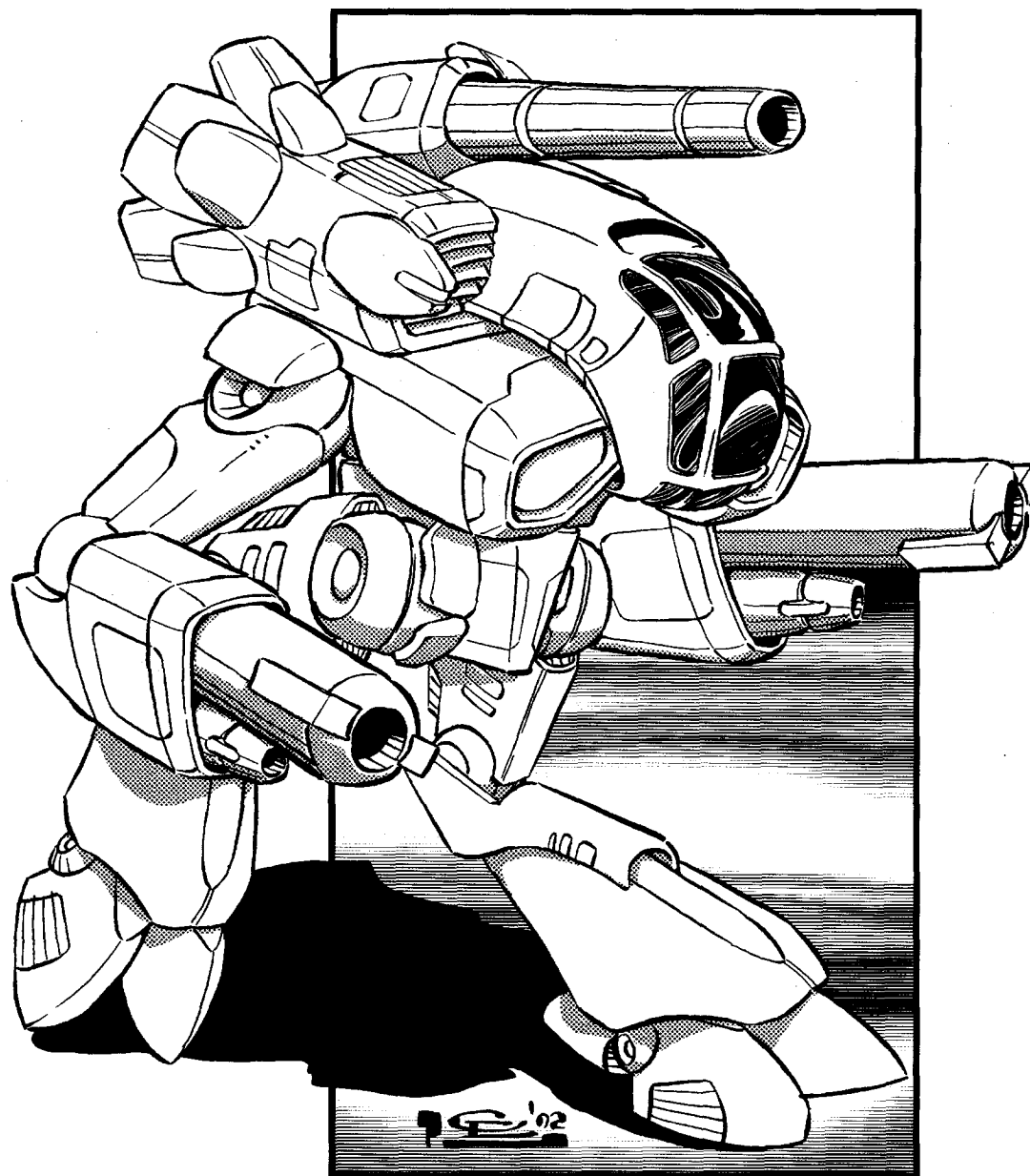
Internal Structure:	Endo Steel	Mass
Engine:	340	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	

Heat Sinks:	24 [48]	14
Gyro:		4
Cockpit:		3
Armor Factor:	240	12.5

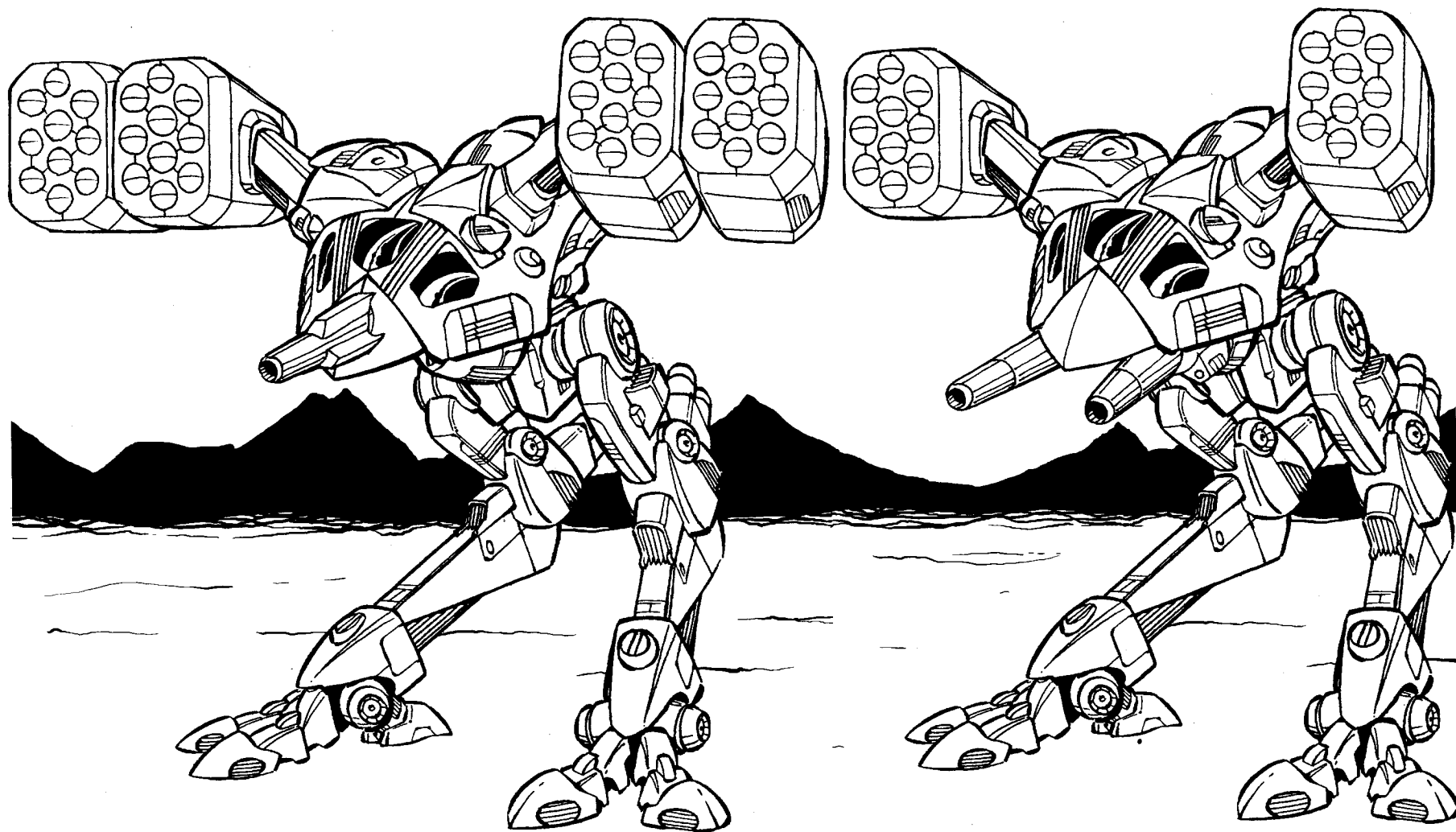
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	33
Center Torso (rear)		12
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	25
R/L Leg	18	32

Weapons

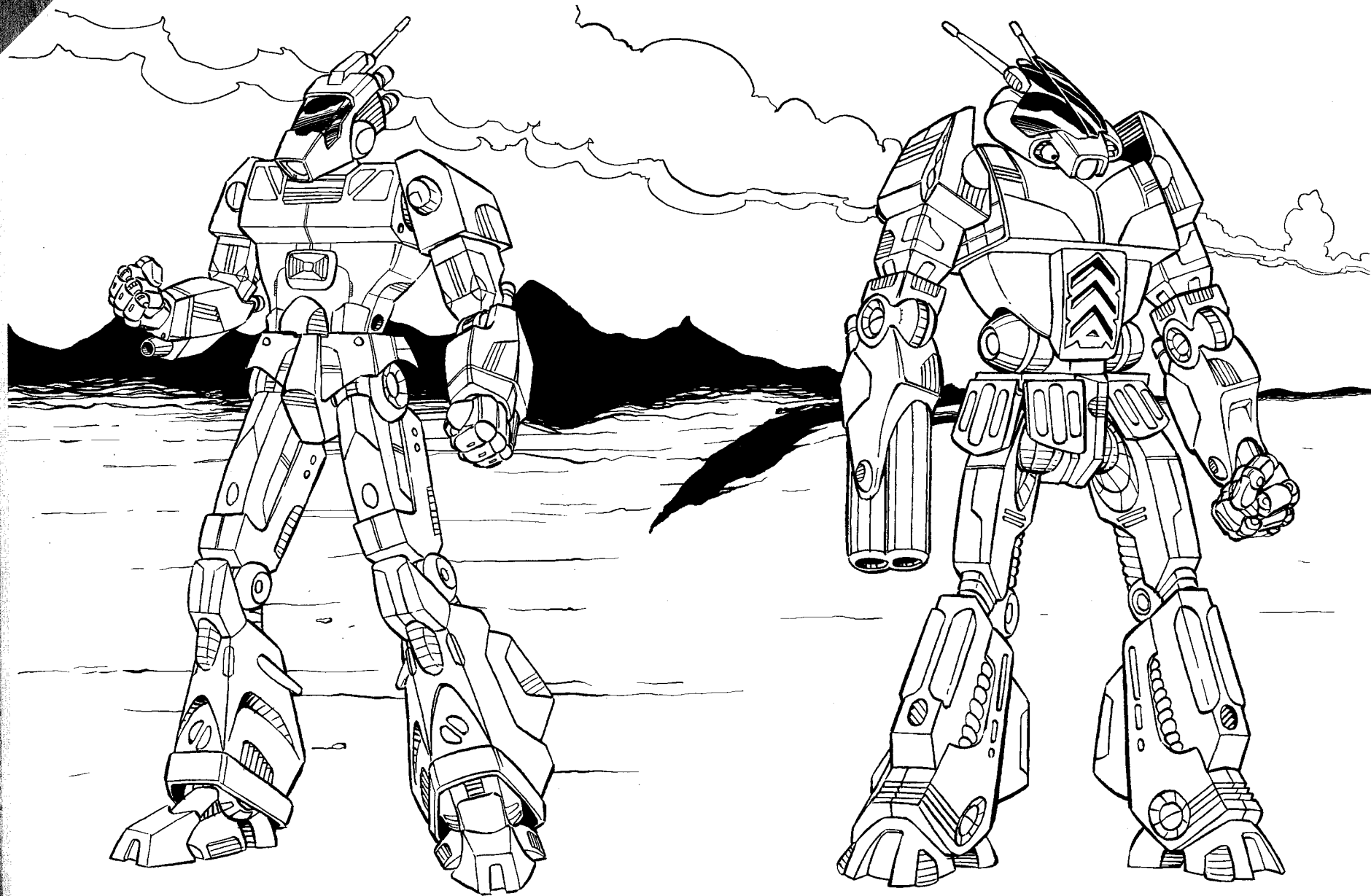
And Ammo	Location	Critical	Tonnage
Heavy Large Laser	LA	3	4
Medium Pulse Laser	LA	1	2
Heavy Large Laser	RA	3	4
Medium Pulse Laser	RA	1	2
ER Large Laser	CT	1	4
Jump Jets	LT	2	2
Jump Jets	RT	2	2



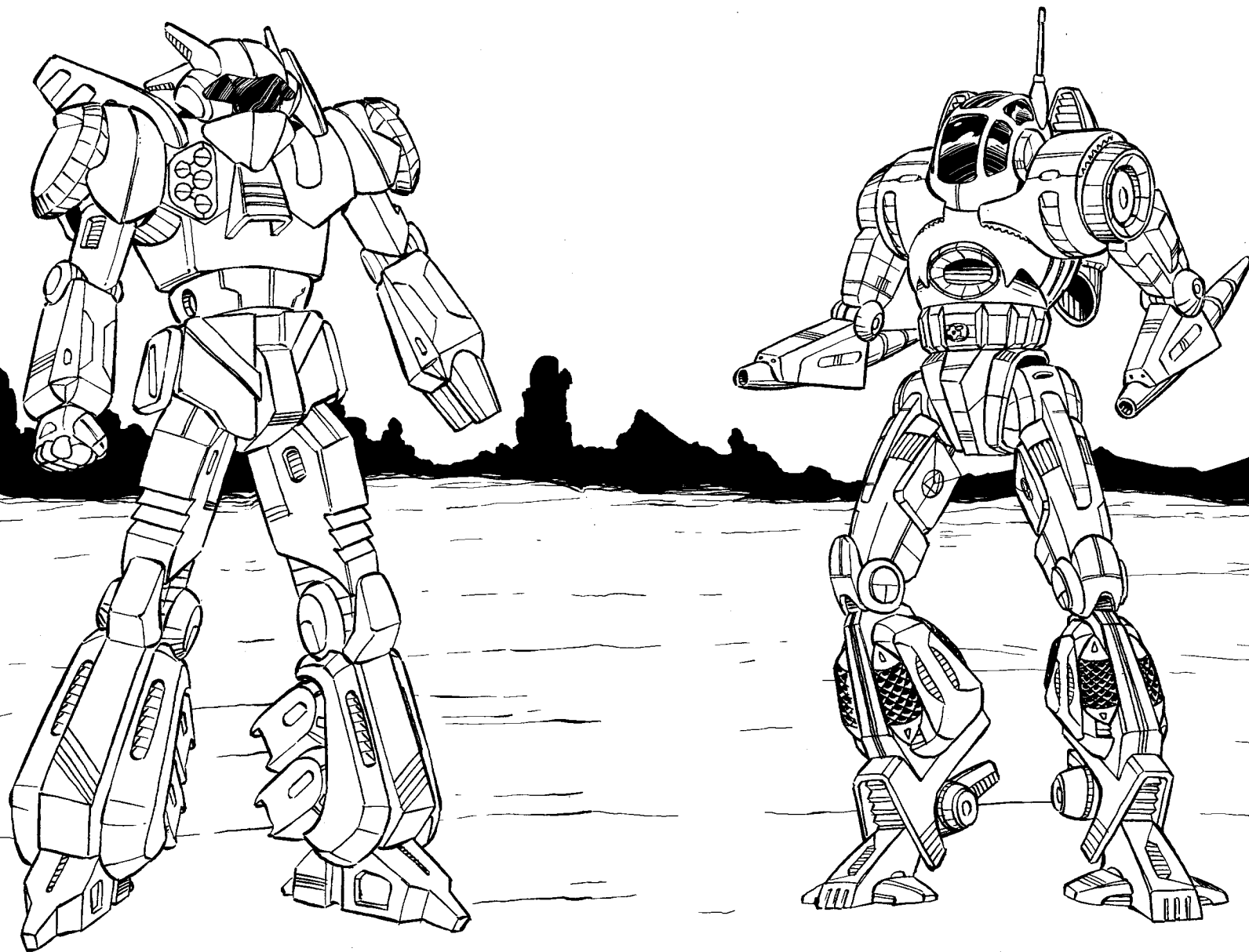
LCT-1V2 LOCUST / LCT-5V LOCUST



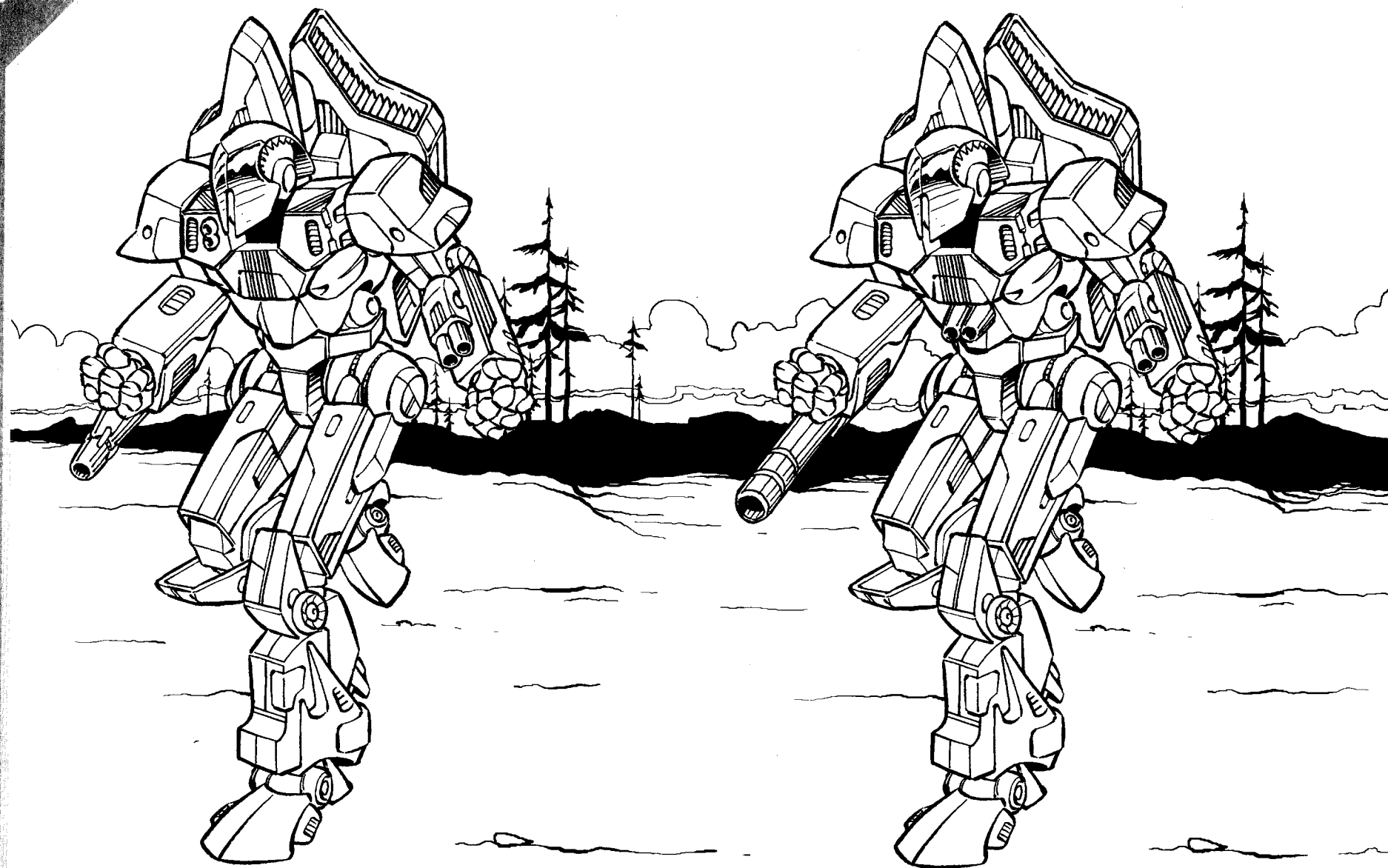
STG-6L STINGER / WSP-3S WASP



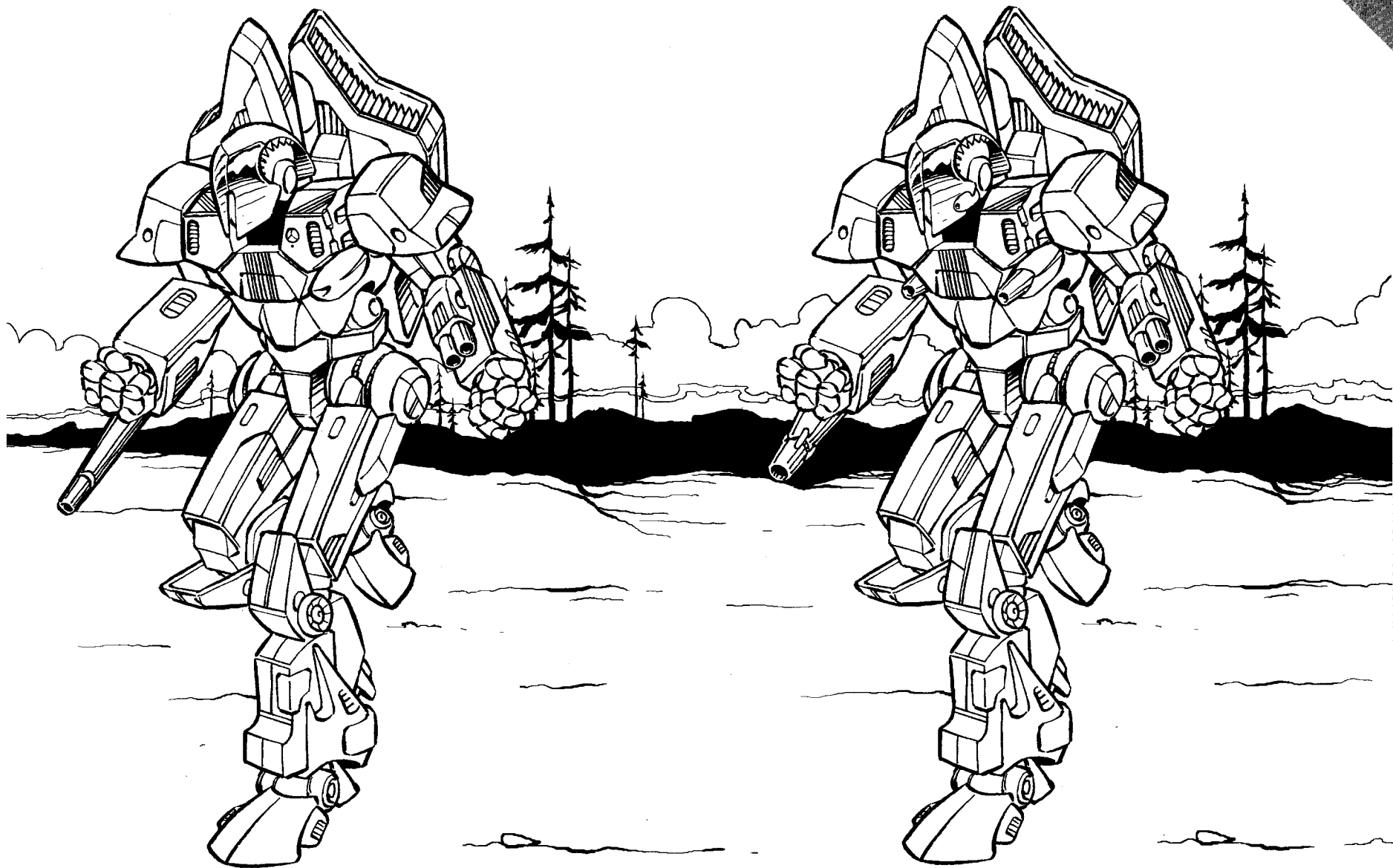
VLK-QD3 VALKYRIE / OTT-9S OSTSCOUT



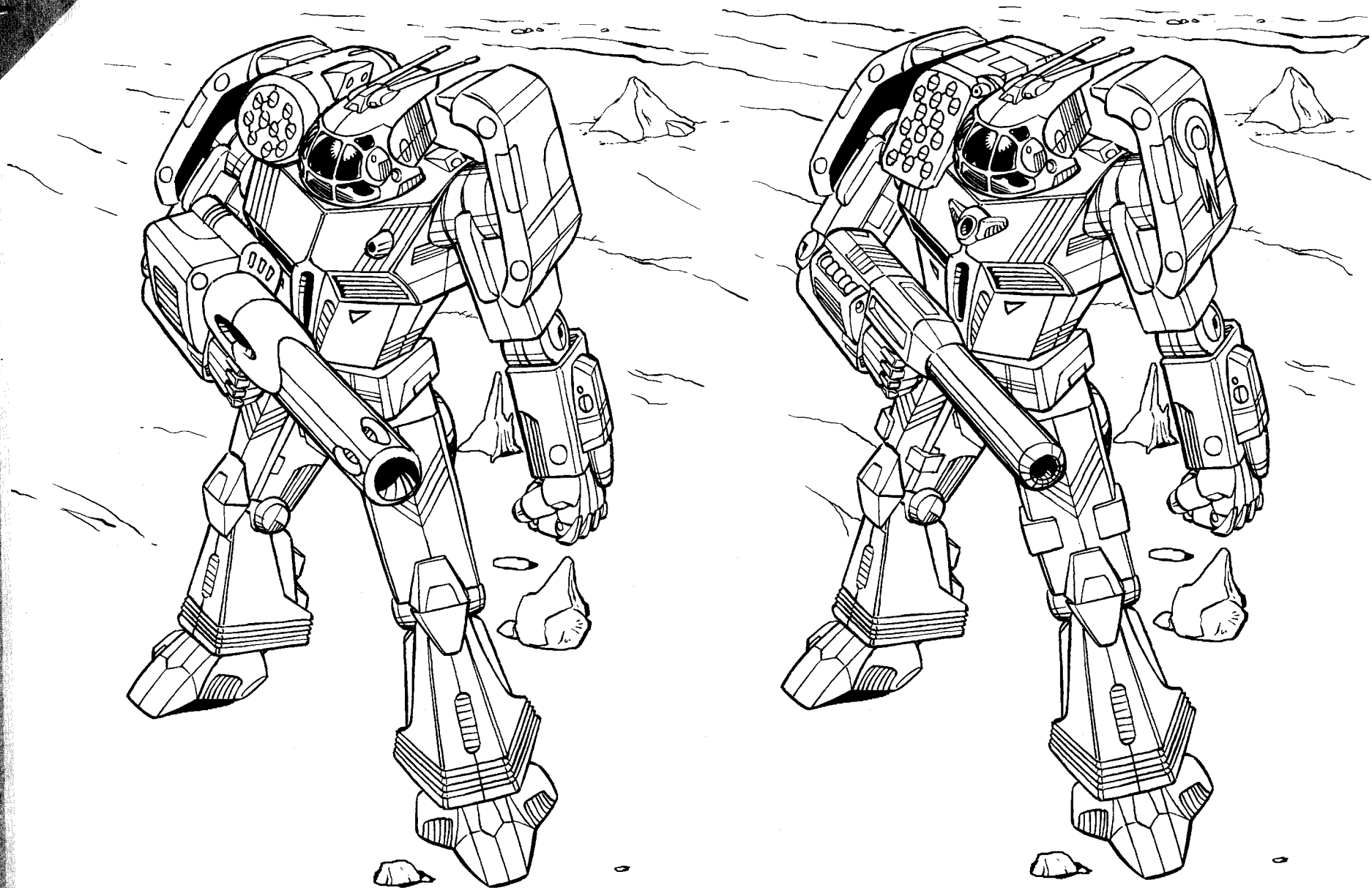
PXH-3PL PHOENIX HAWK / PXH-6D PHOENIX HAWK



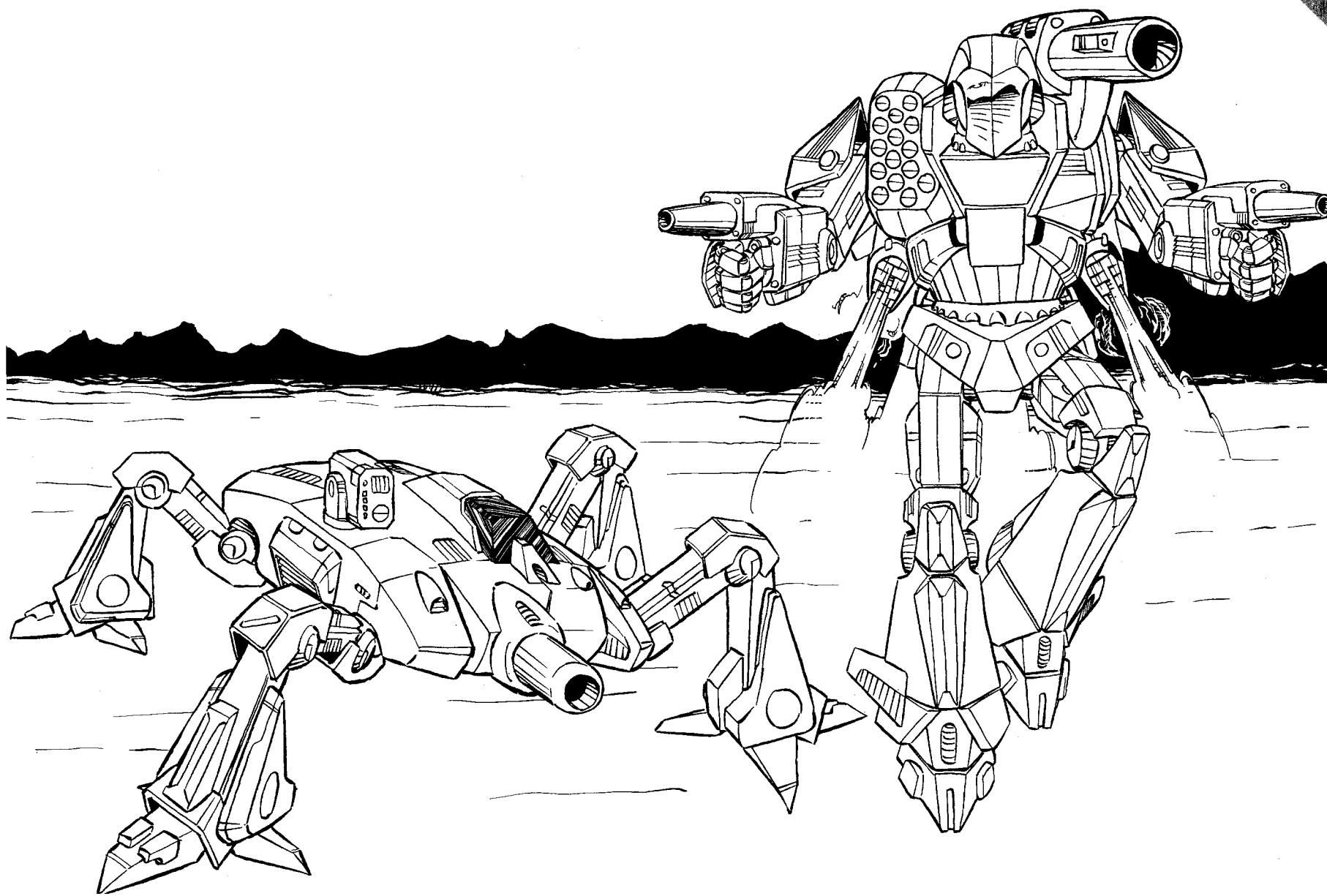
PXH-7CS PHOENIX HAWK / PXH-7S PHOENIX HAWK



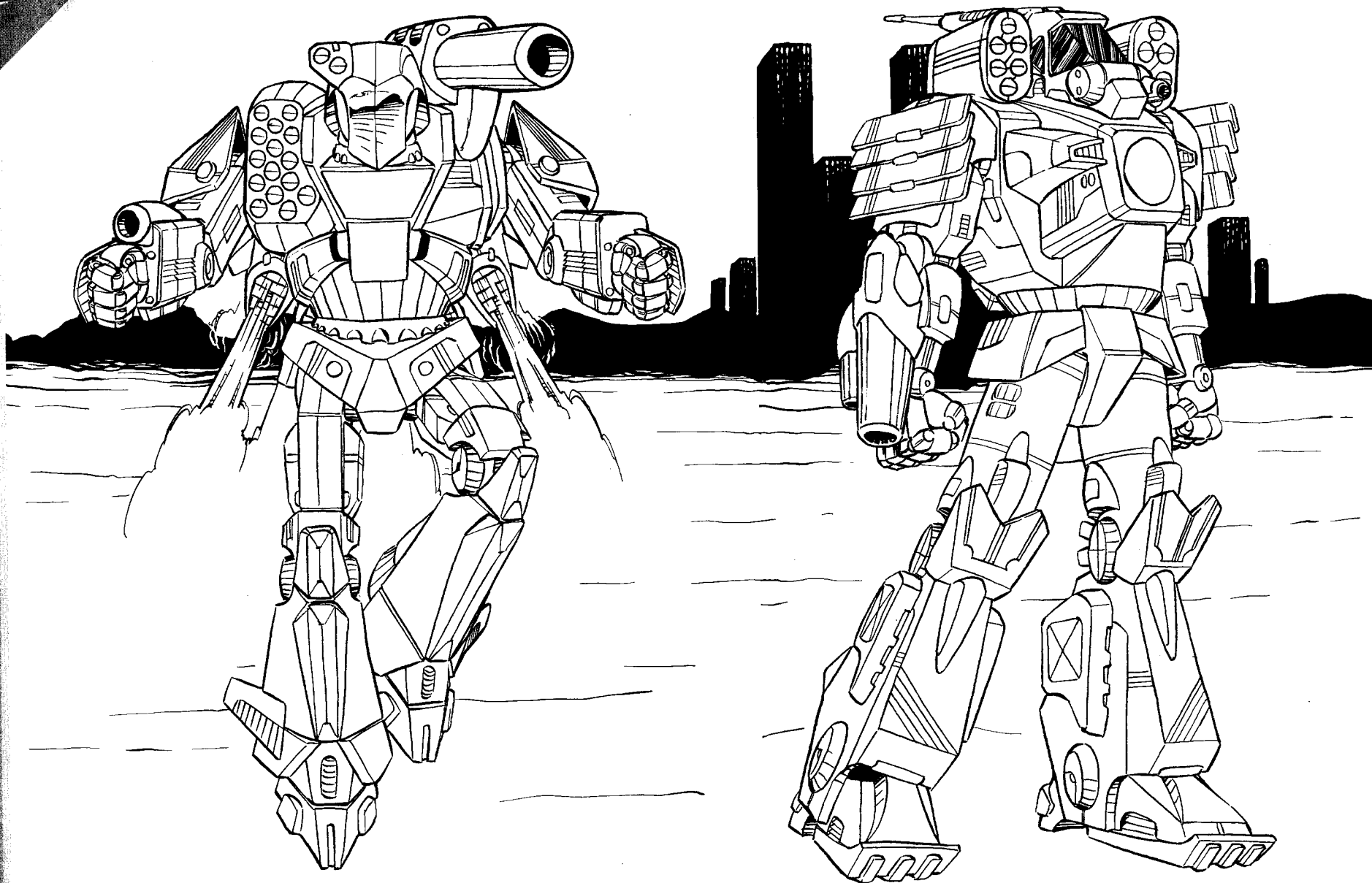
GRF-5M GRIFFIN / GRF-6CS GRIFFIN



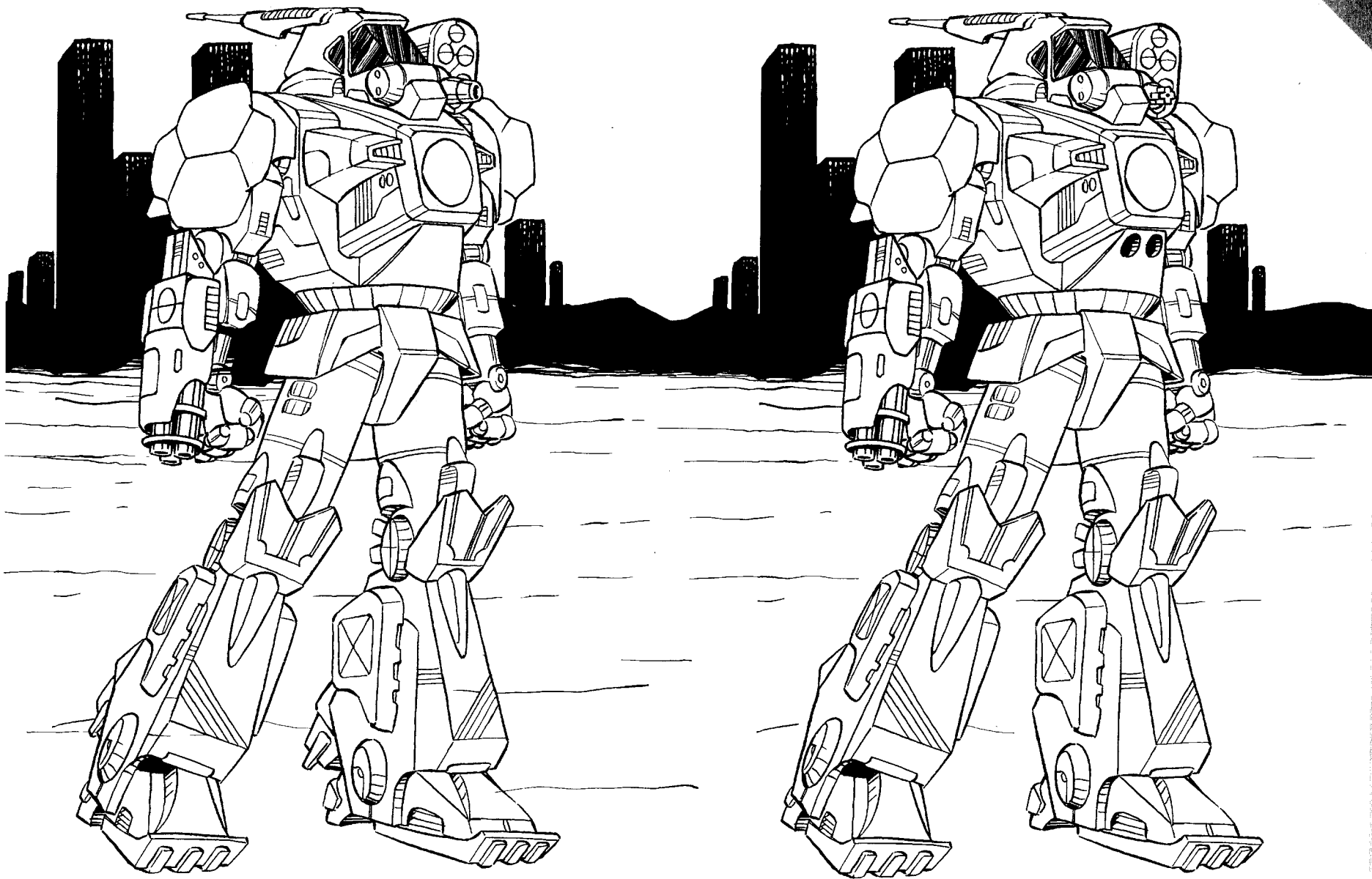
SCP-12C SCORPION / SHD-7CS SHADOW HAWK

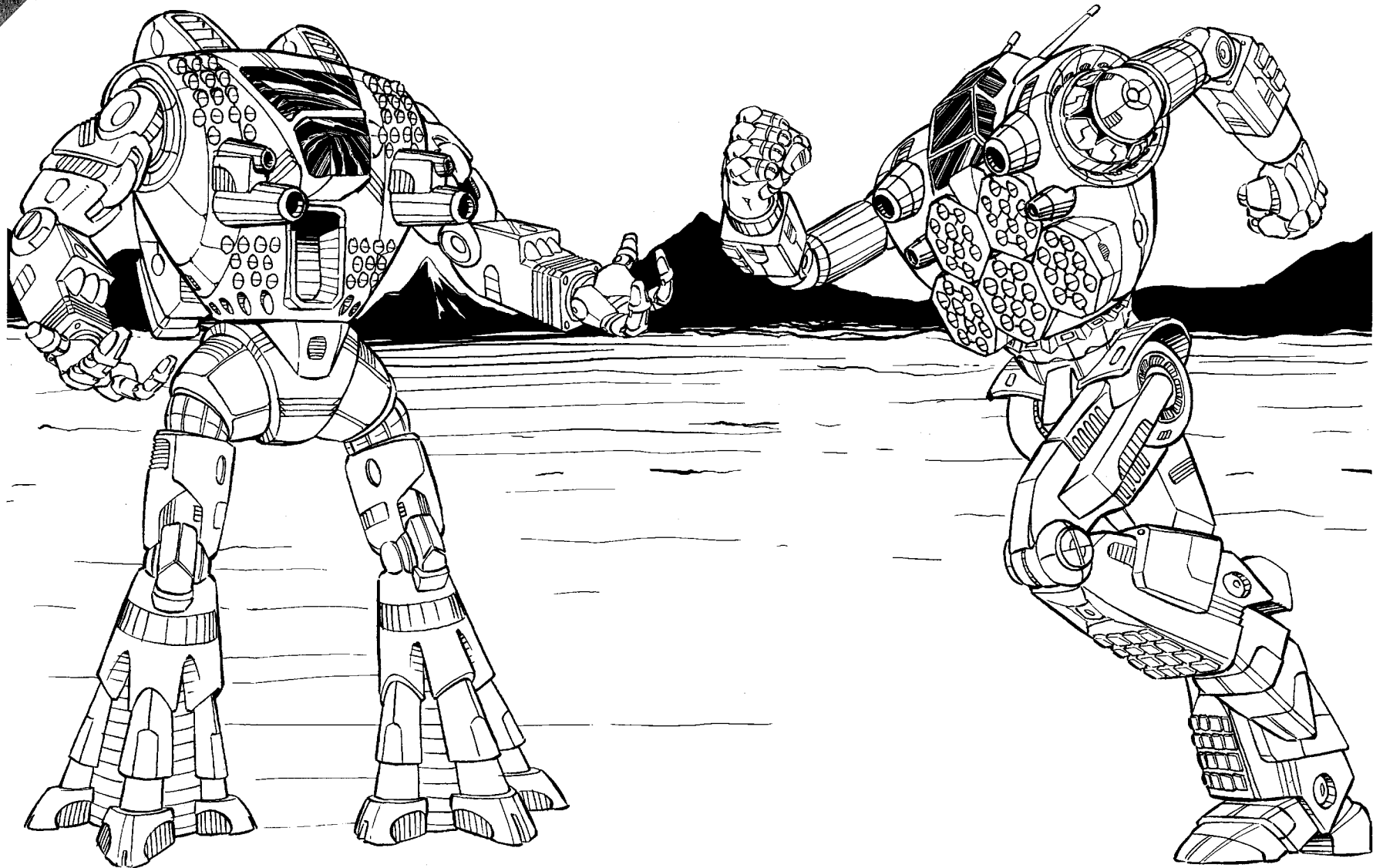


SHD-7M SHADOW HAWK / WVR-8C WOLVERINE

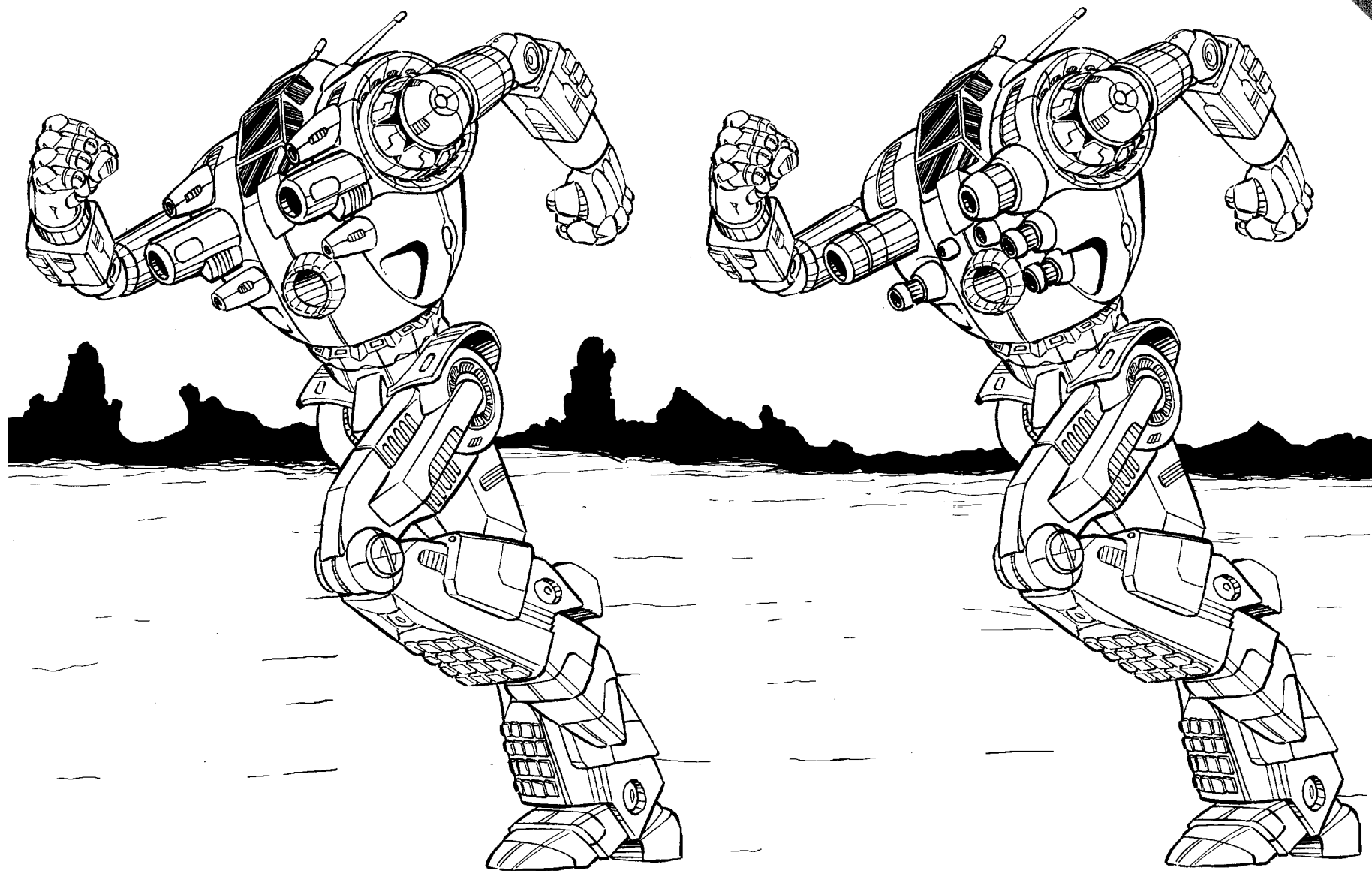


WVR-8D WOLVERINE / WVR-9D WOLVERINE

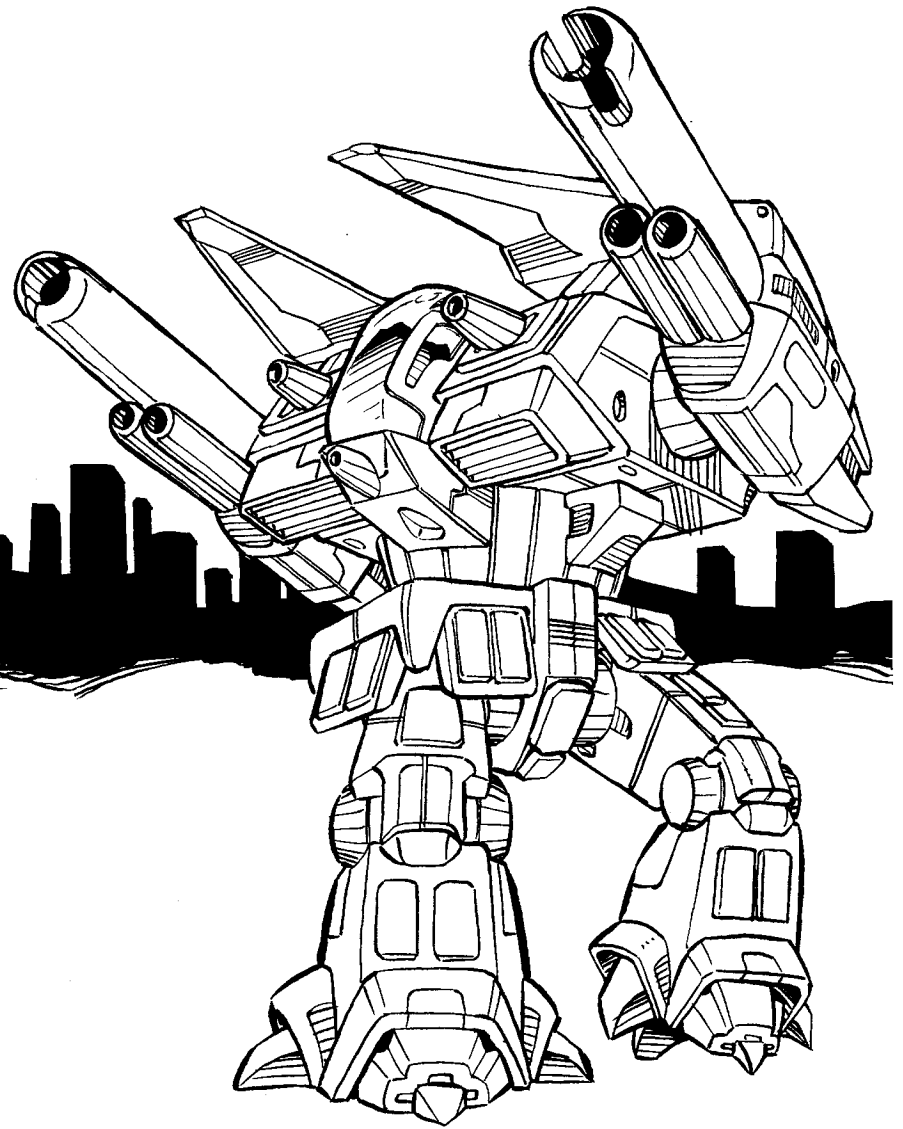
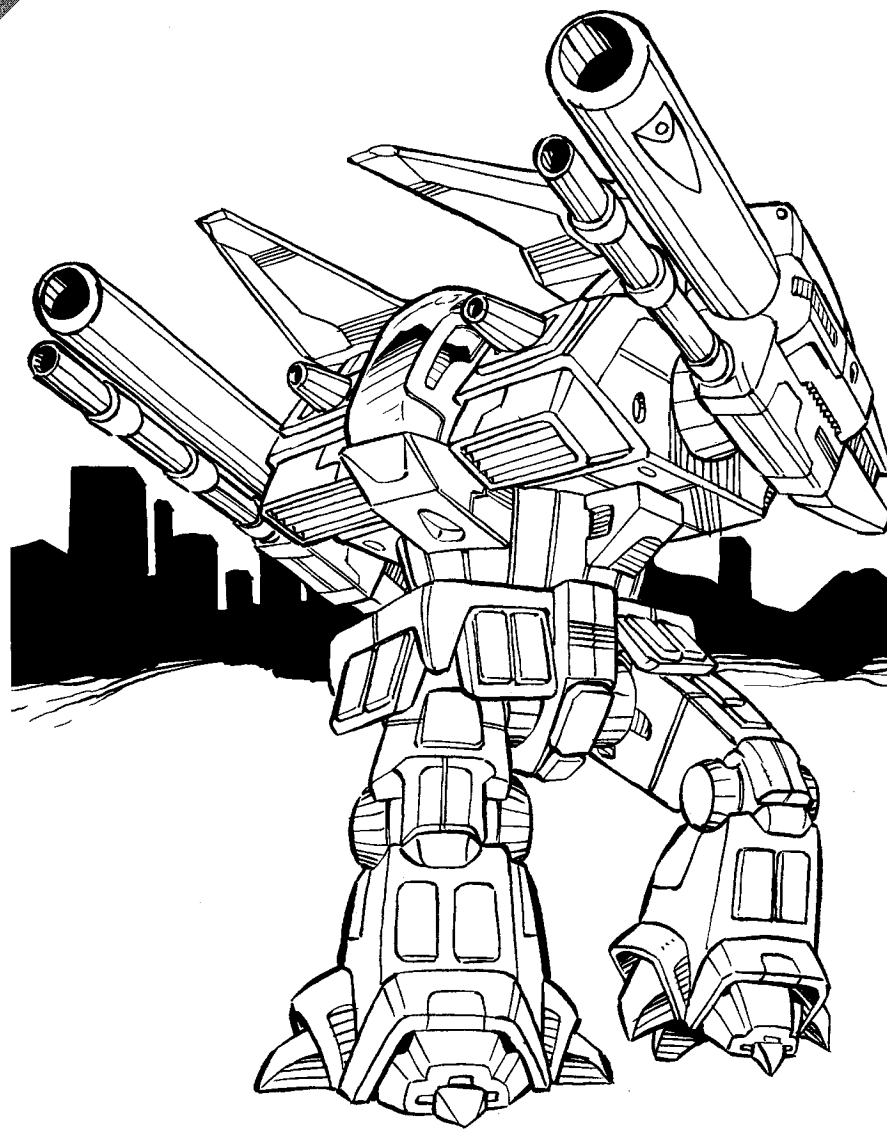




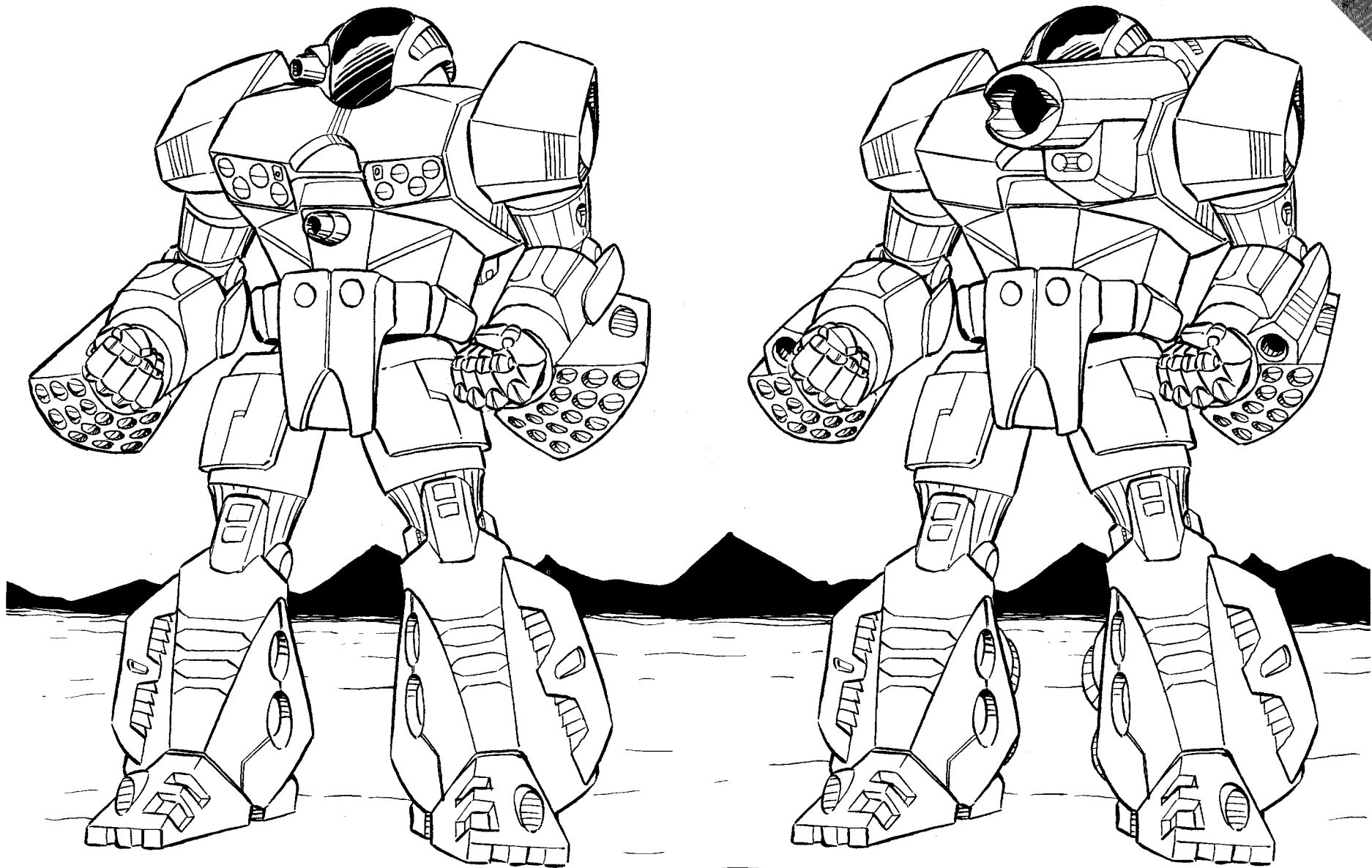
OTL-7M OSTSOL / OTL-8M OSTSOL



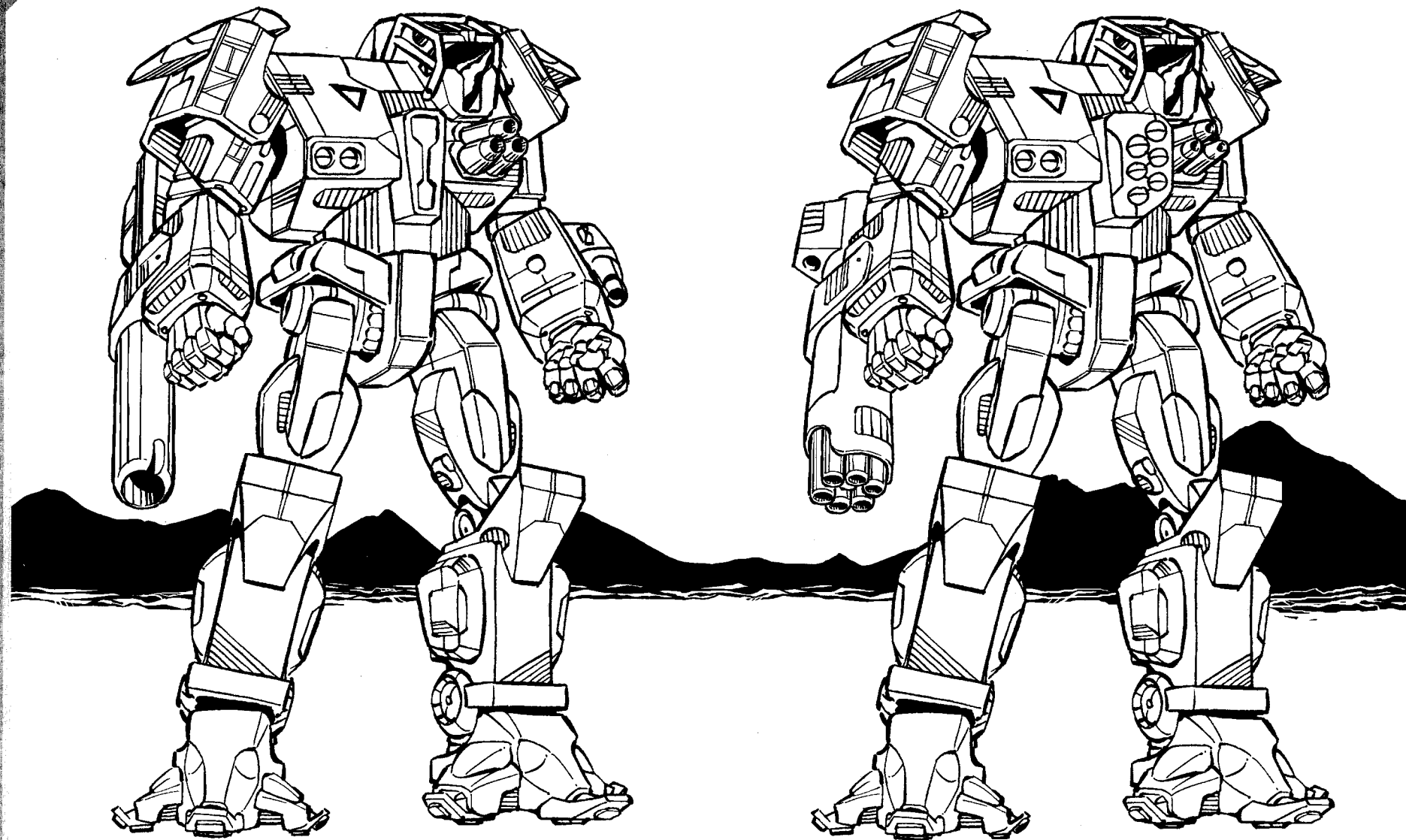
RFL-6X RIFLEMAN / RFL-7M RIFLEMAN



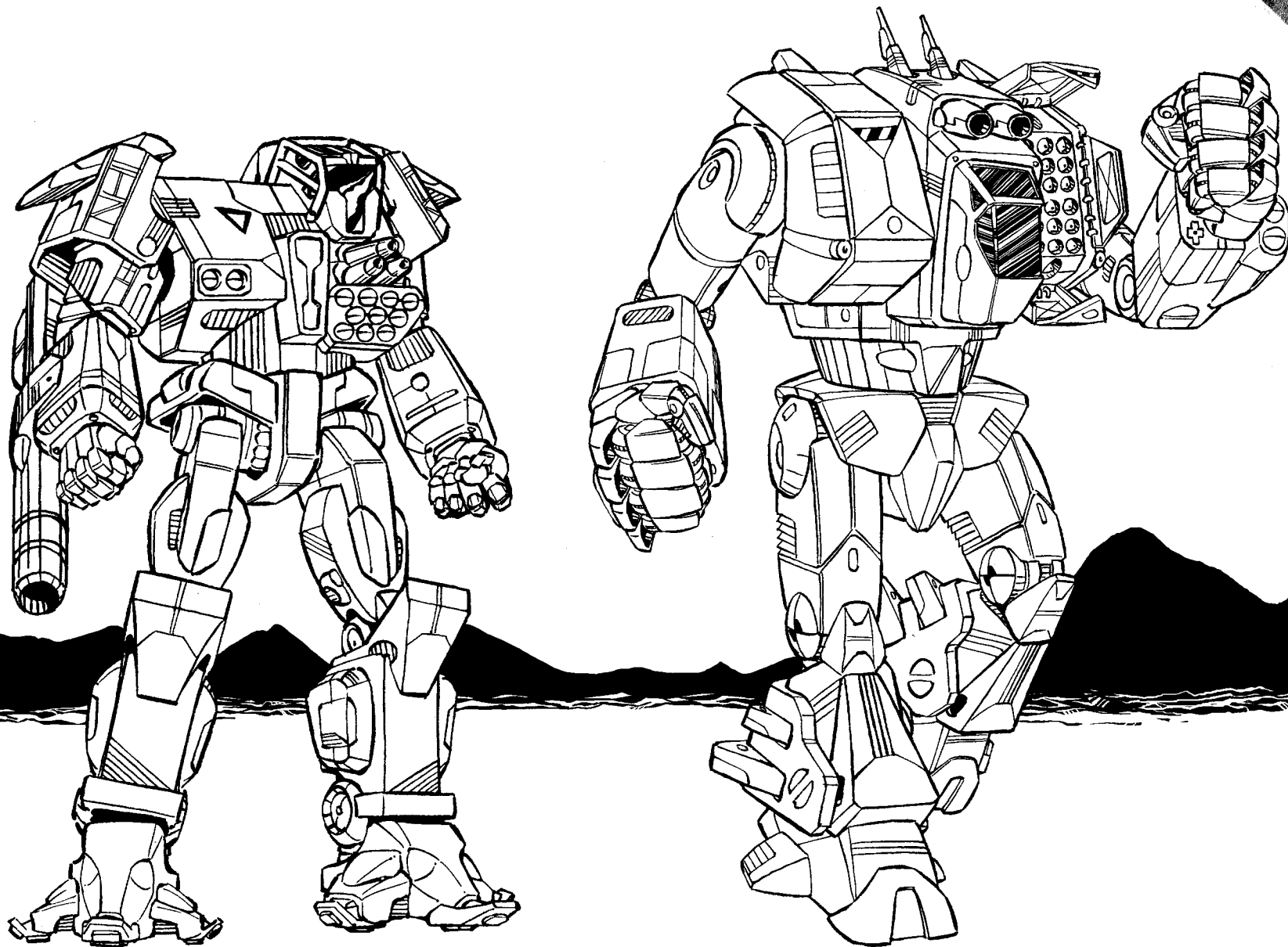
CRD-7L CRUSADER / CRD-8S CRUSADER



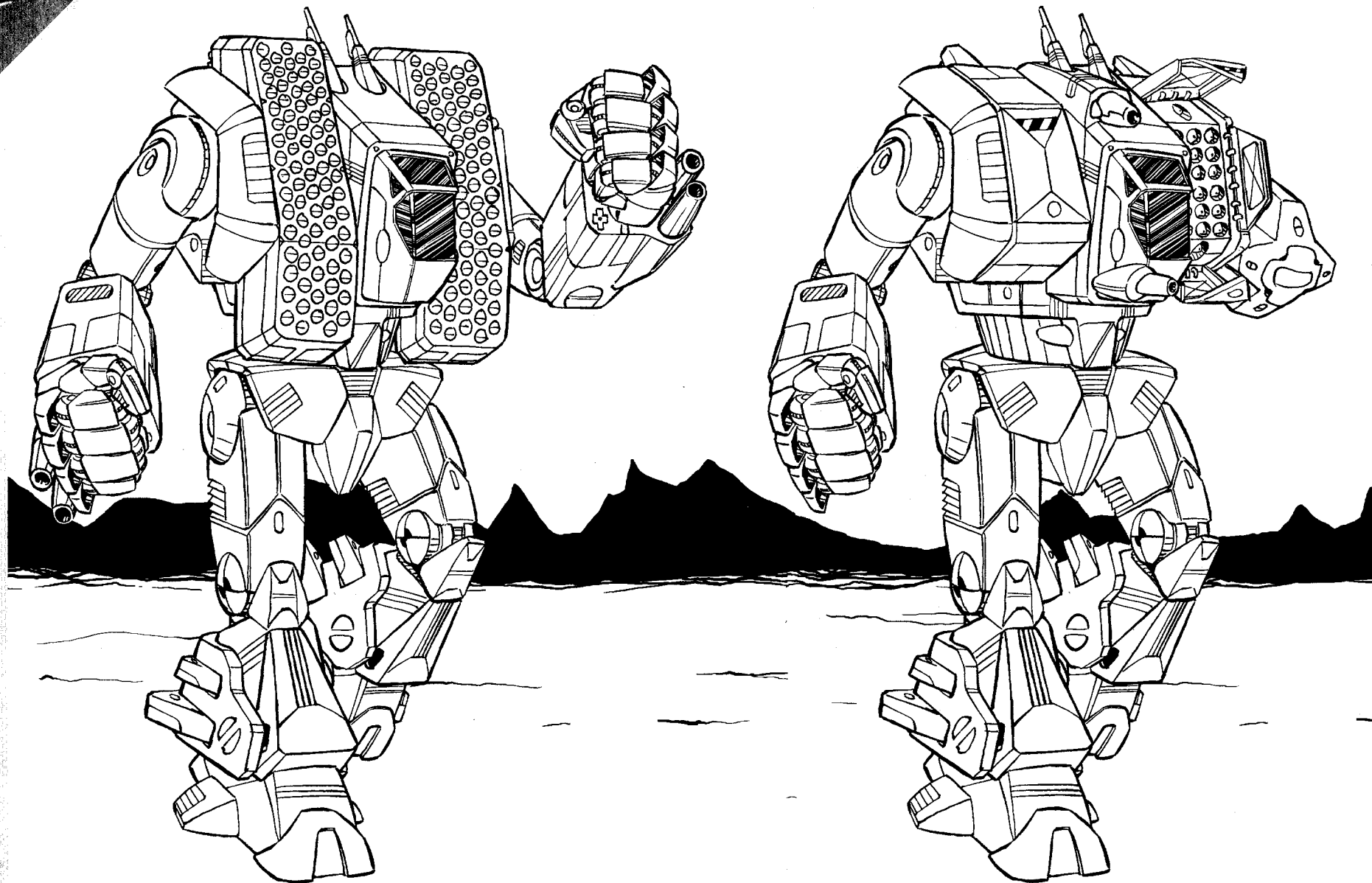
TDR-7SE THUNDERBOLT / TDR-9NAIS THUNDERBOLT

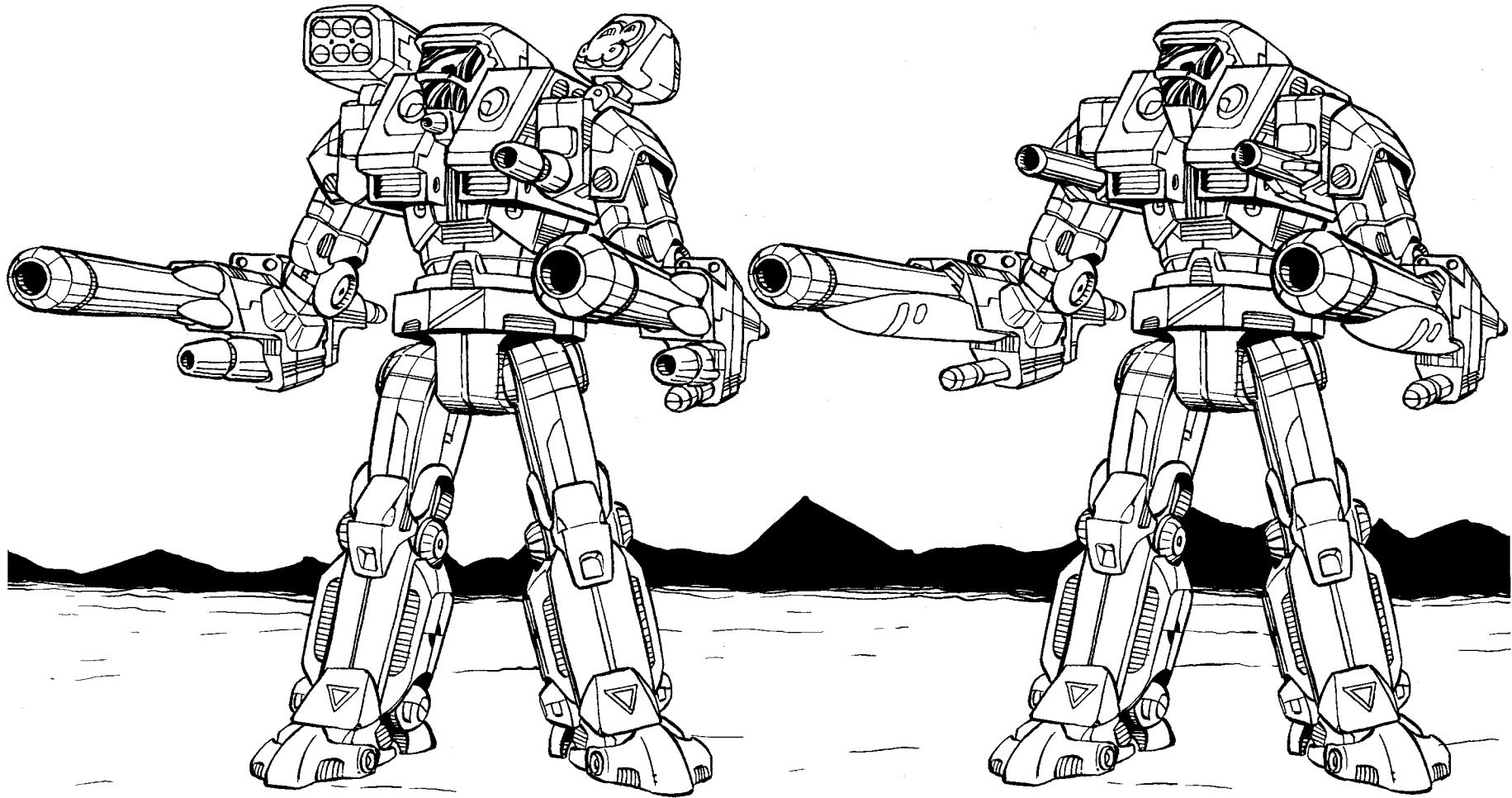


TDR-10SE THUNDERBOLT / ARC-6S ARCHER

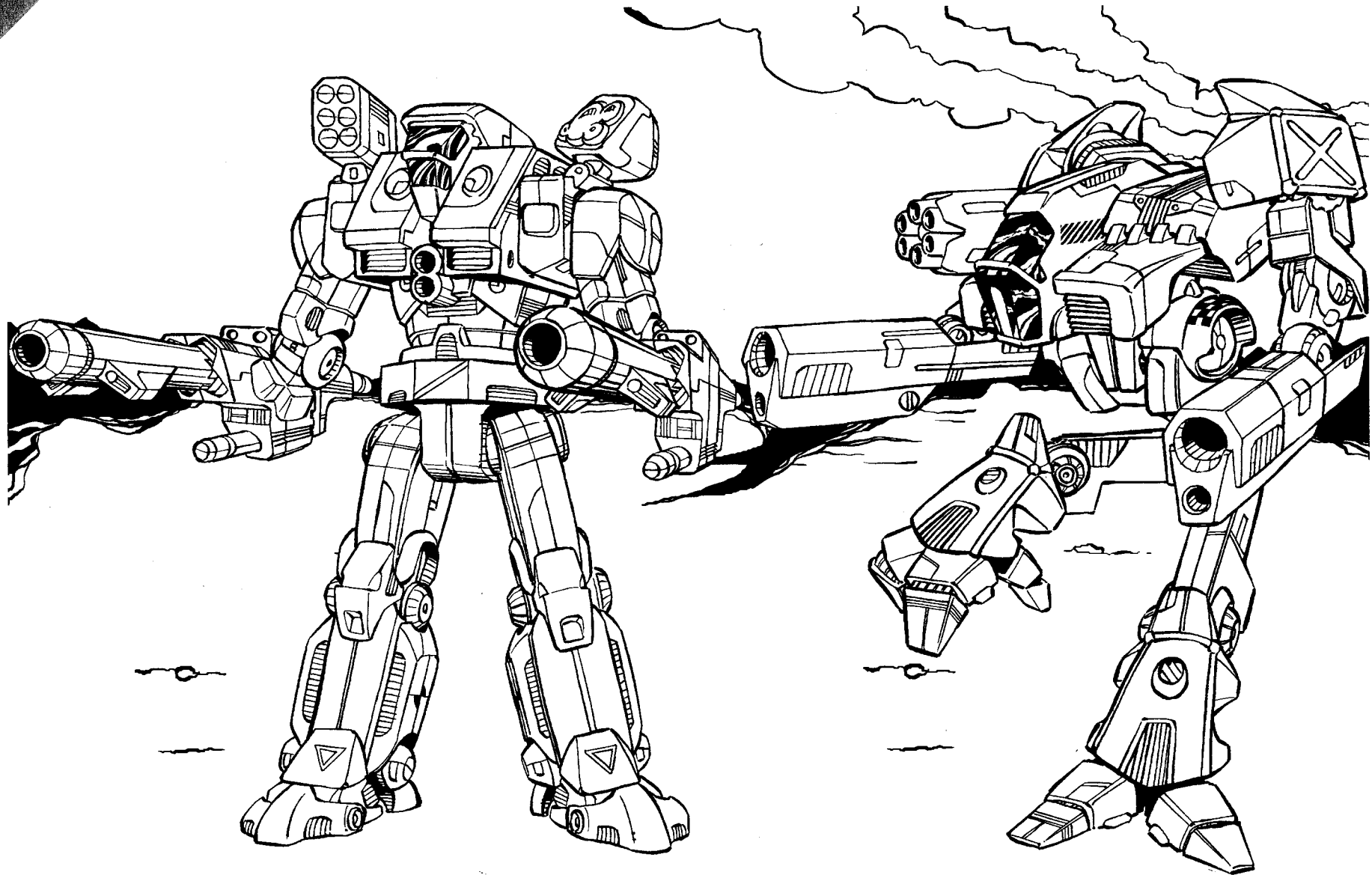


ARC-6W ARCHER / ARC-7L ARCHER

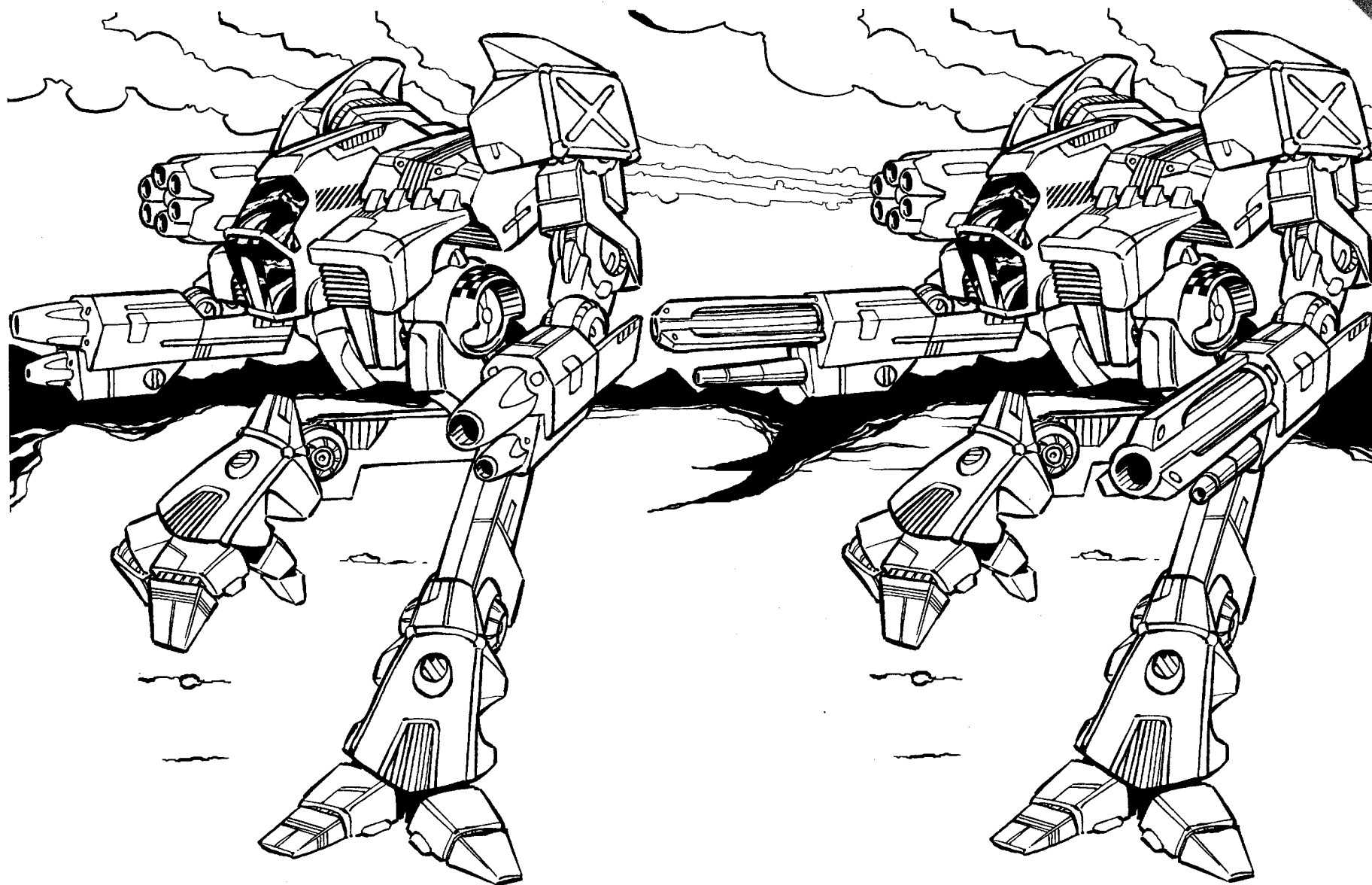




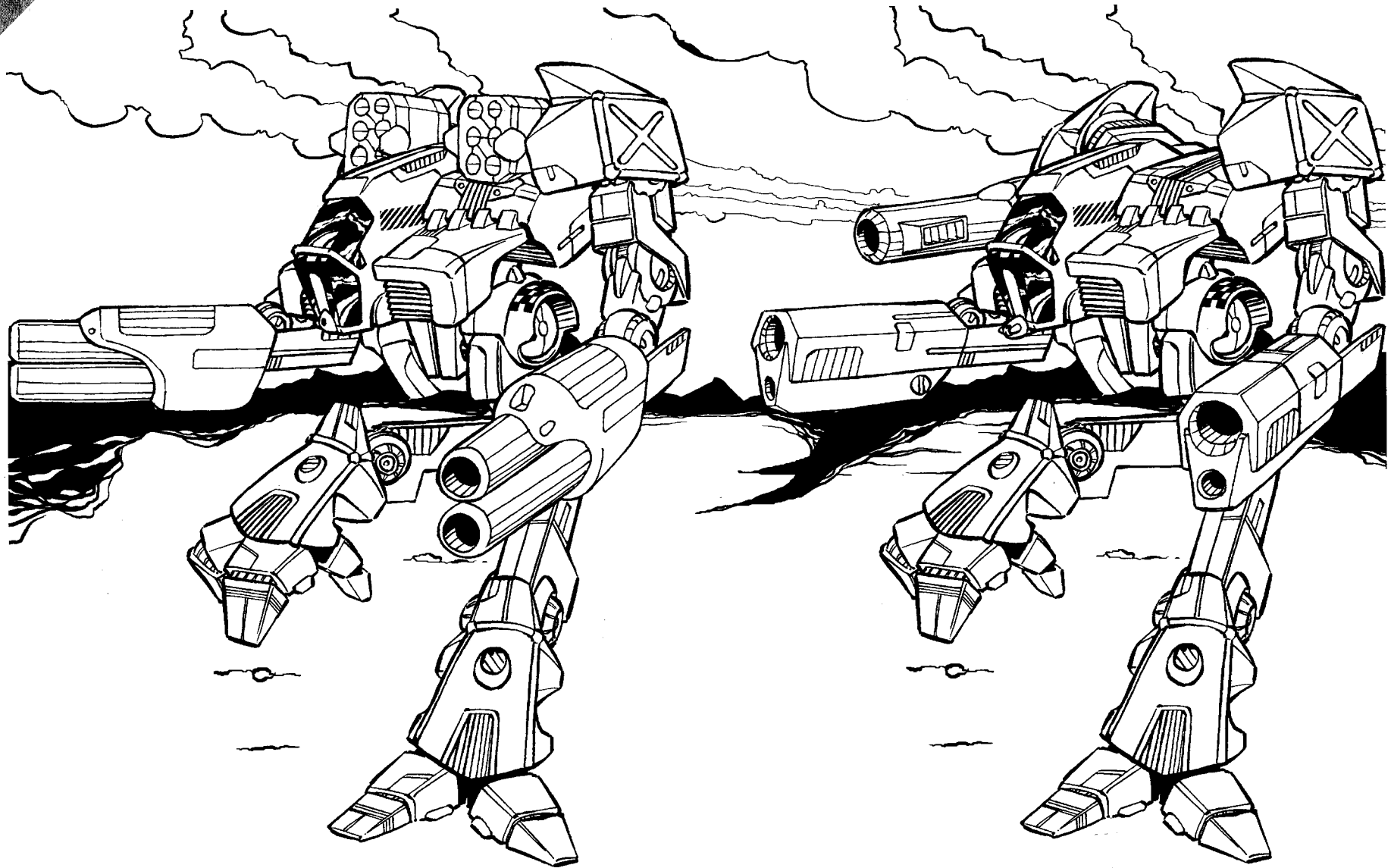
WHM-9S WARHAMMER / MAD-5R MARAUDER



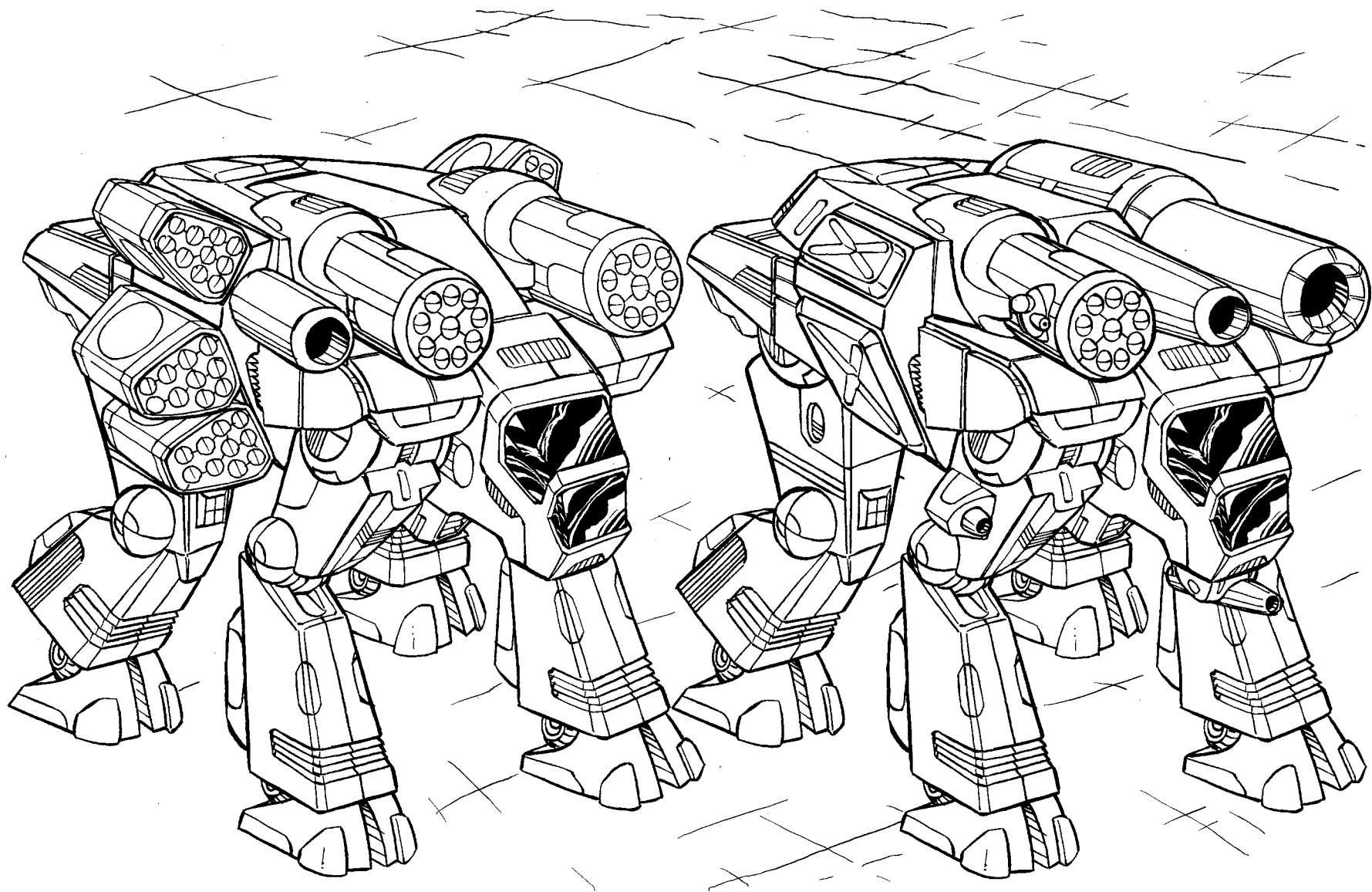
MAD-5T MARAUDER / MAD-7D MARAUDER



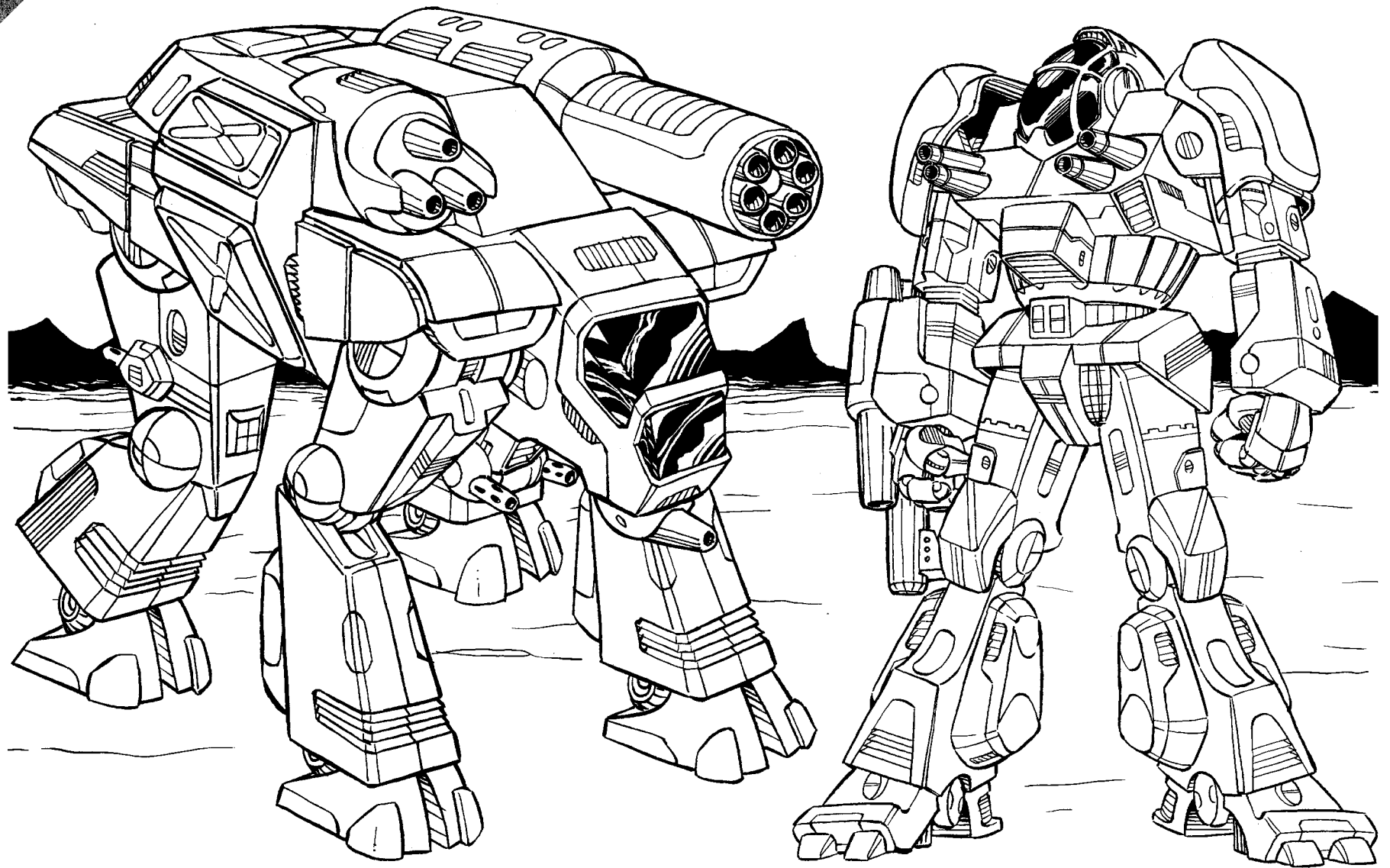
MAD-9M MARAUDER / MAD-9S MARAUDER



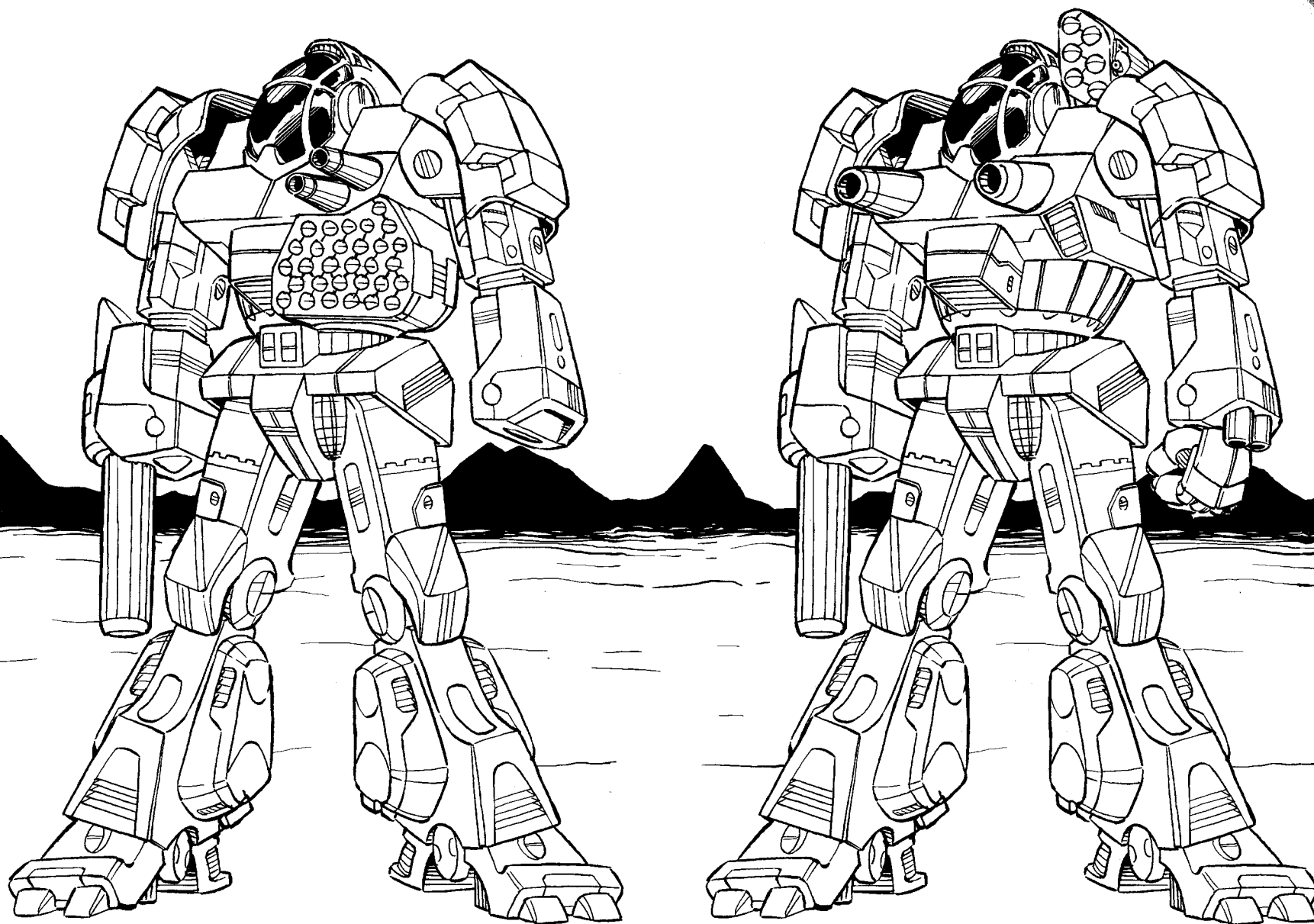
GOL-2H GOLIATH / GOL-3S GOLIATH



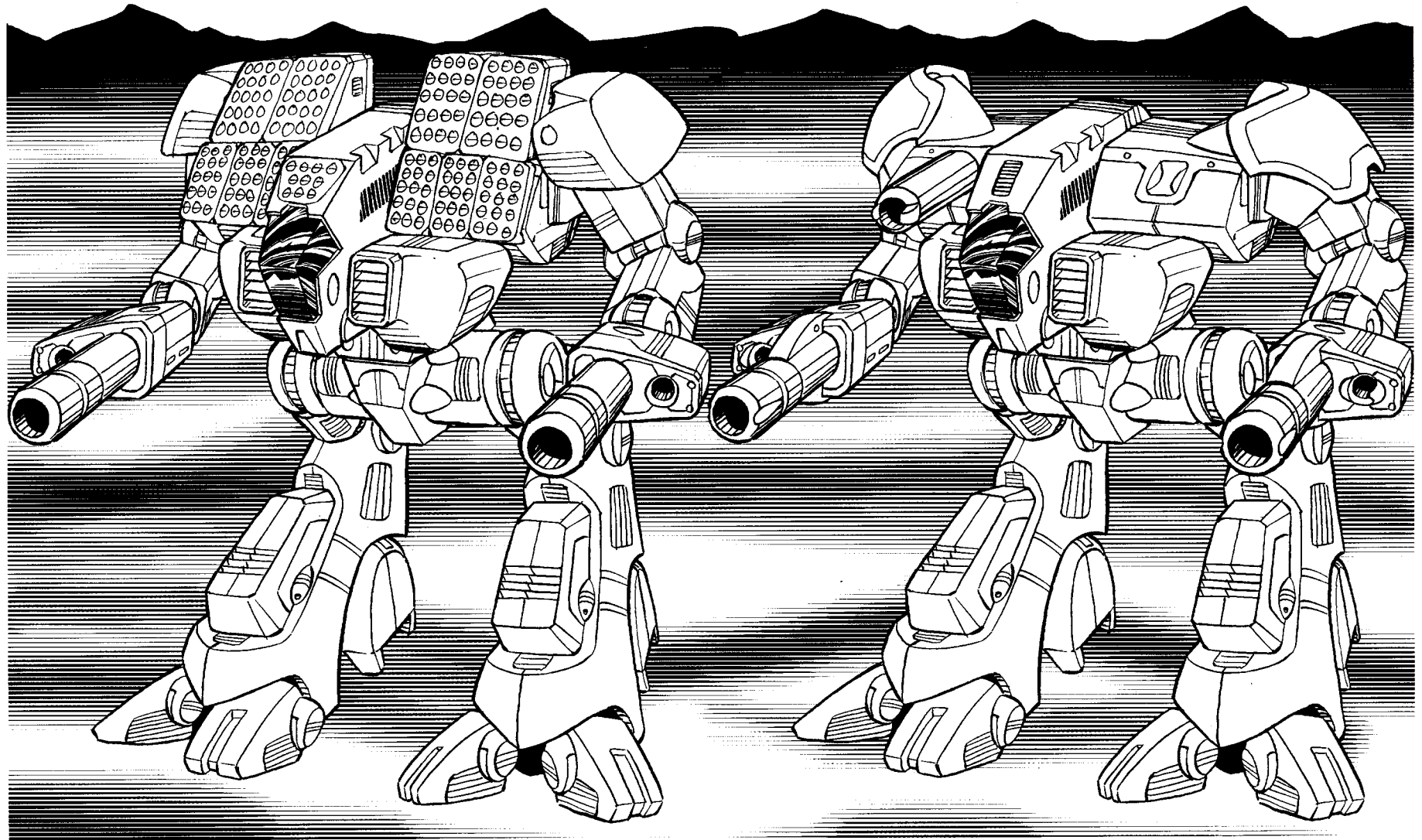
GOL-5D GOLIATH / BLR-5M BATTLEMASTER



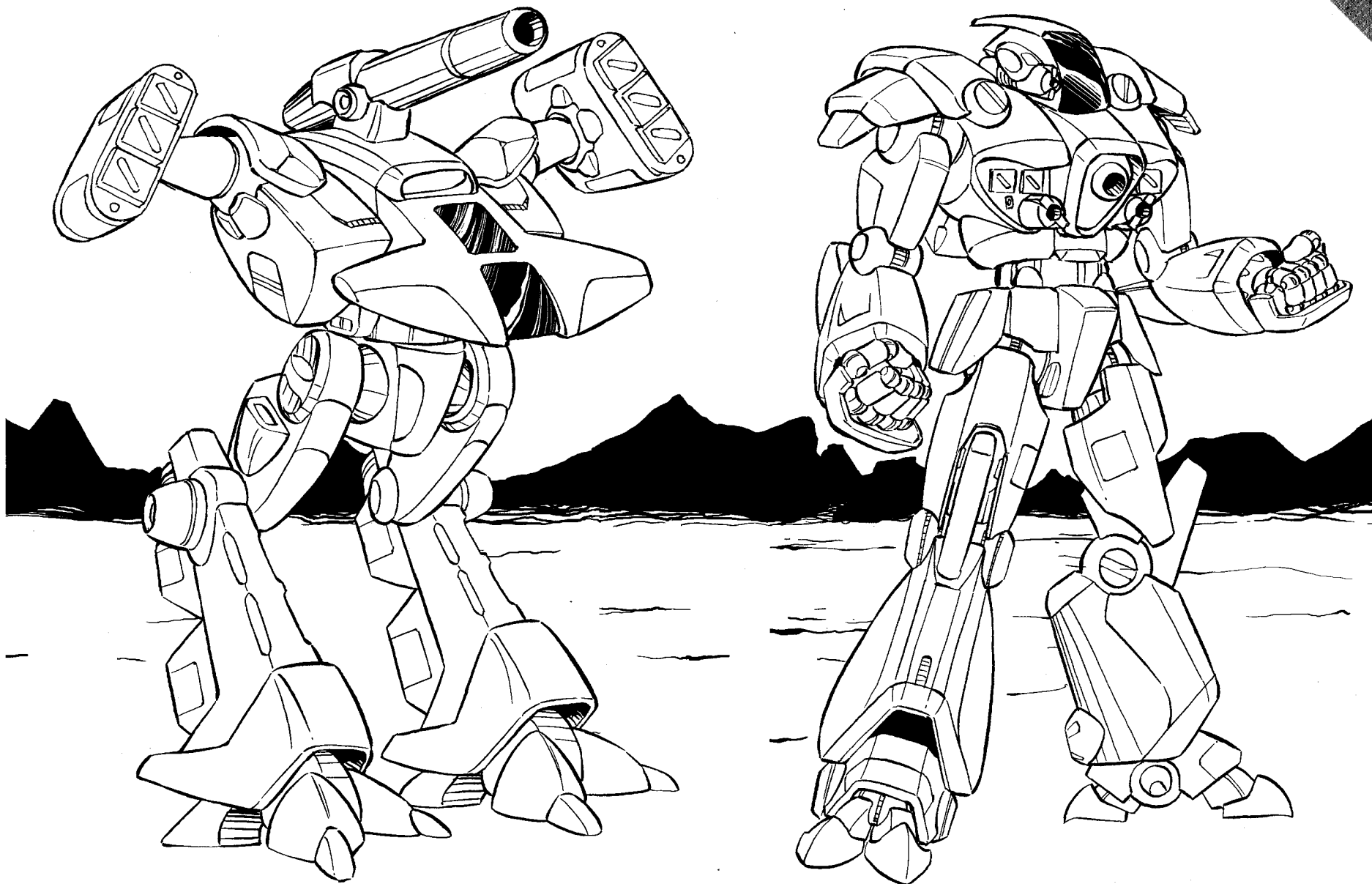
BLR-CM BATTLEMASTER / BLR-K3 BATTLEMASTER



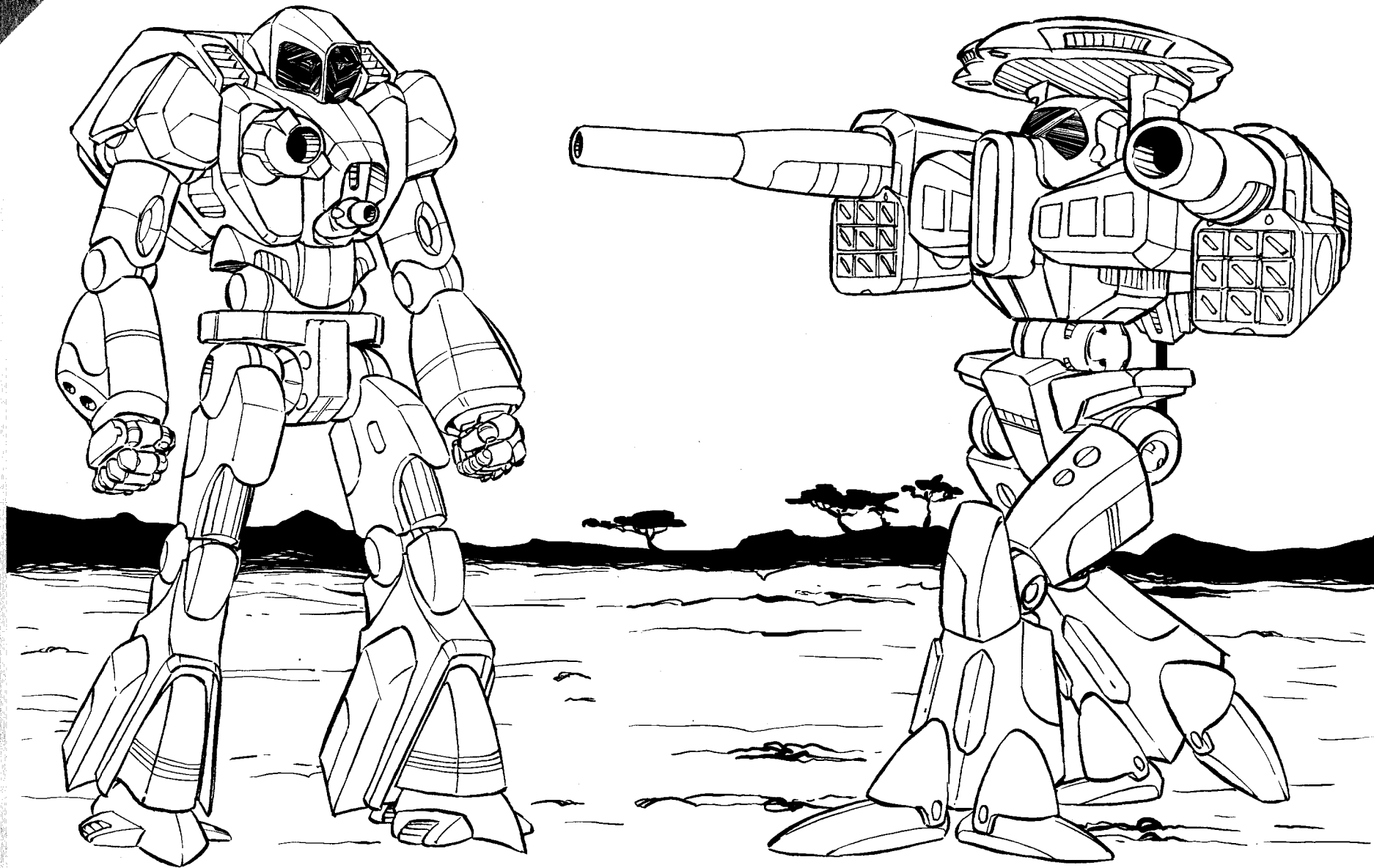
MAD-4H MARAUDER II / MARAUDER II C



LOCUST IIC 5 / GRIFFIN IIC 3



SHADOW HAWK IIC 3 / RIFLEMAN IIC 4



PHOENIX HAWK IIC 3 / WARHAMMER IIC 3

