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TECHNICAL READOUT 3026 (VEHICLES AND PERSONAL EQUIPMENT)

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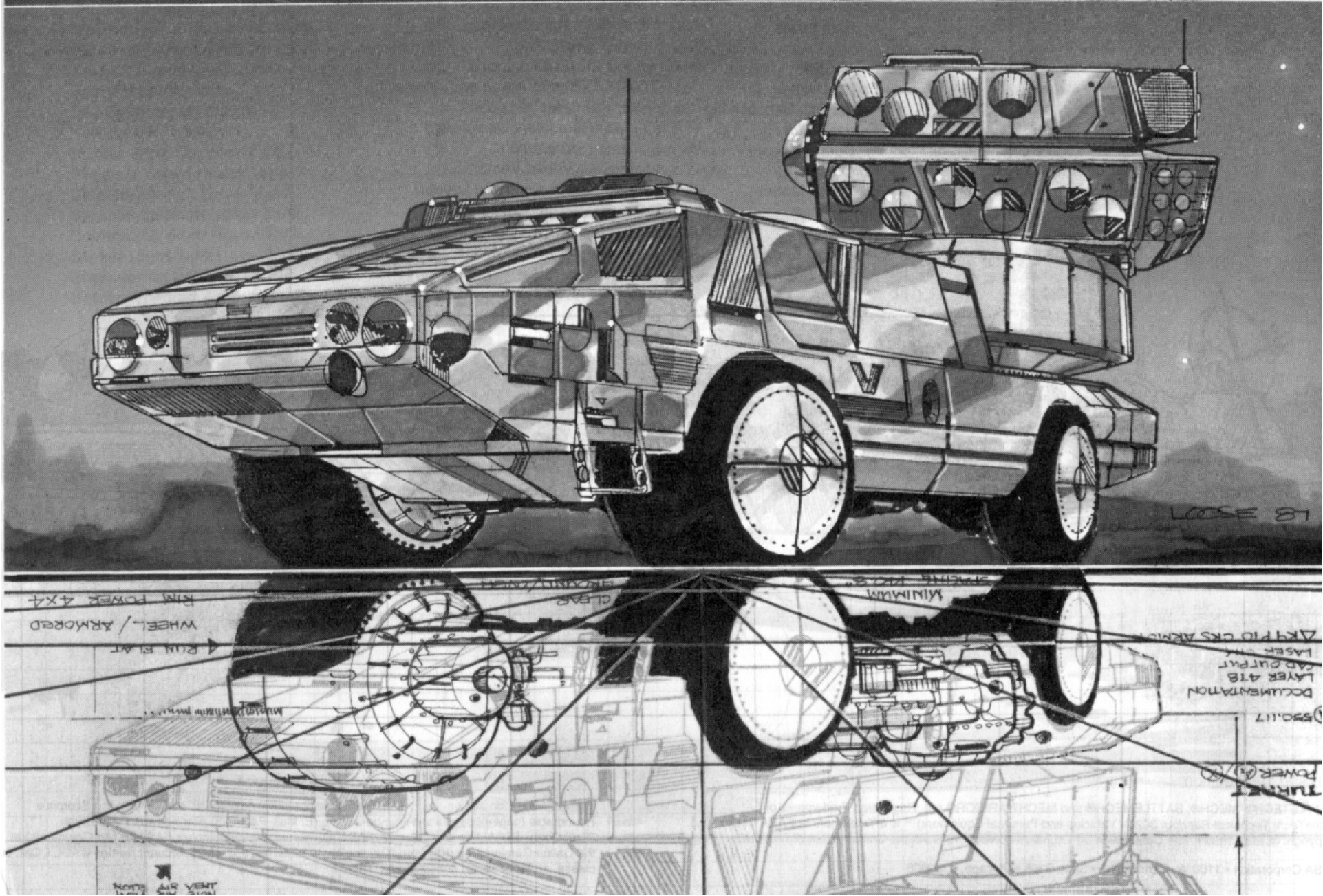

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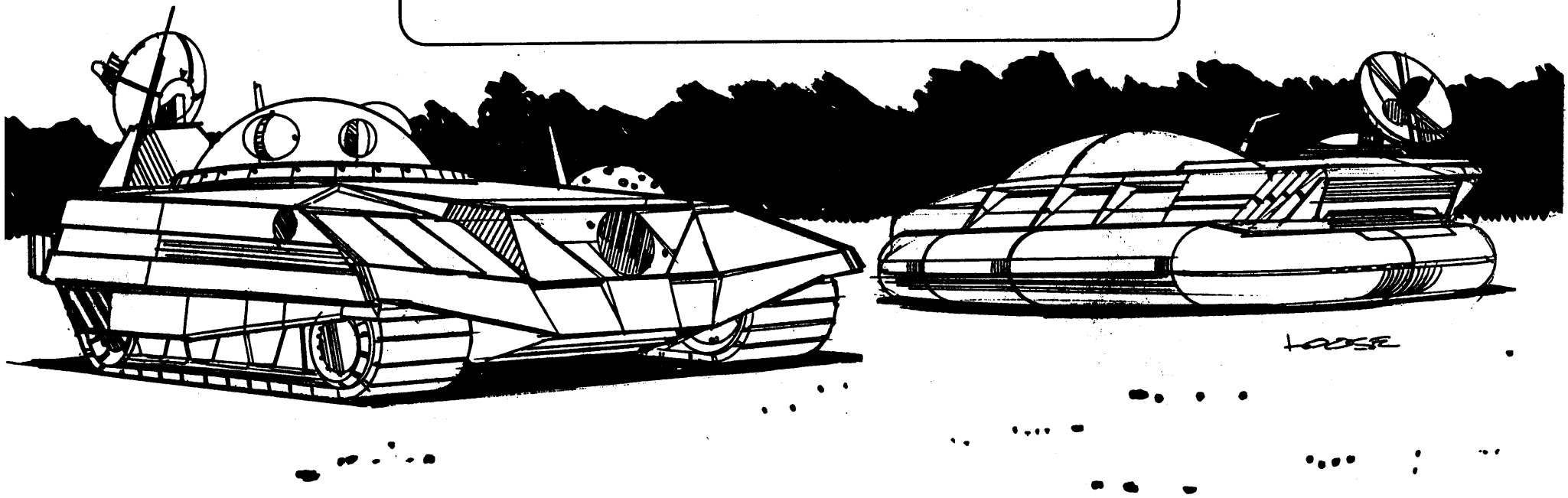

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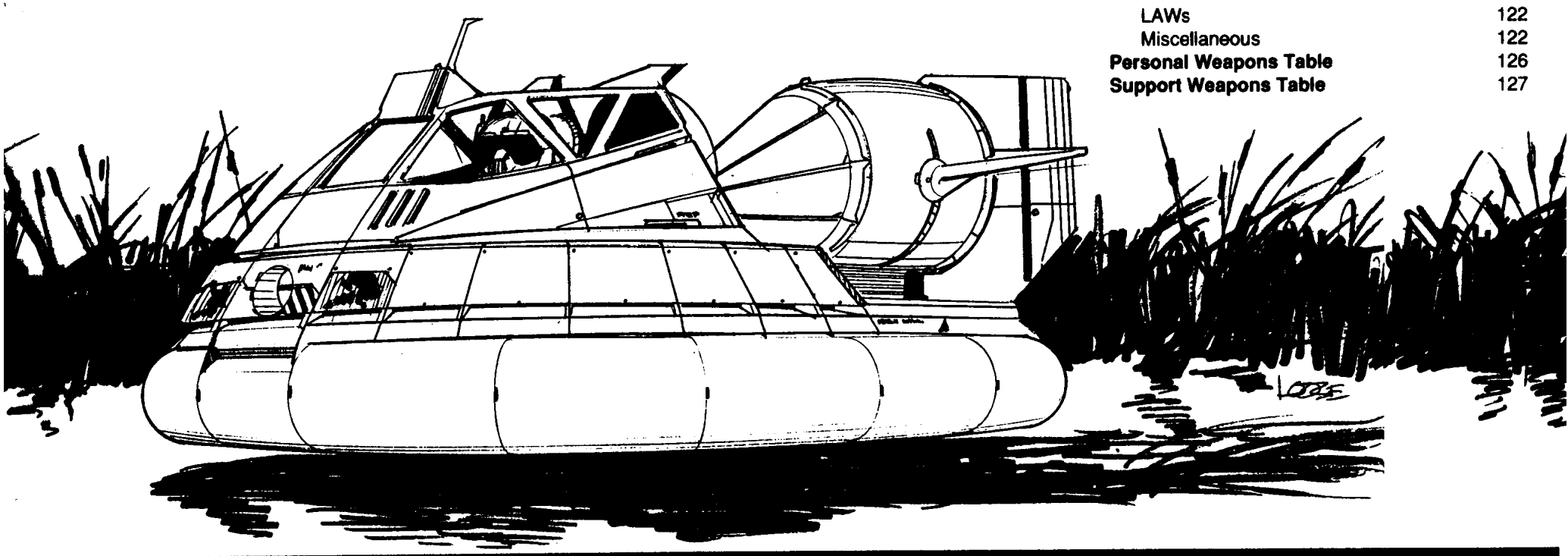


FERRET LIGHT SCOUT VTOL

Overview:

The *Ferret* Light Scout VTOL is a Federated Suns reconnaissance tilt rotator craft from the manufacturer that built the *Boomerang Spotter* plane. First issued to Davion troops in 2904, the *Ferret* is now also in service with Steiner, Marik, and some worlds of the Periphery.

A single *Ferret* can effectively patrol a front 10 to 20 kilometers long. With its high-speed abilities, it can move quickly from area to area, while its VTOL capabilities permit it to disregard obstacles that would stop a ground recon unit. Although the *Ferret*'s organic offensive capabilities are almost non-existent, it can call in long-range artillery fire and maintain contact with the enemy until a more suitable attack force moves into the area.

To further augment its reconnaissance role, the *Ferret* can drop remote sensors and a monitoring set onto one zone, then move on to another patrol zone, while still monitoring the first potential problem area.

Though it serves so well on screening operations, the *Ferret*'s speed and troop-carrying ability make it effective in counterinsurgency operations, standard reconnaissance missions, rear-area insertions and extractions, battlefield pilot recovery, infantry squad transport, and as a spotter for artillery or other combat units.

Capabilities:

The *Ferret*'s limited armor protection is its prime disadvantage. To keep payload and speed up, the designers used just enough armor to stop small-arms fire. A hit from just about any 'Mech weapons system can bring down a *Ferret*. This vulnerability is not considered critical, however, because the *Ferret*'s mission is to avoid combat. A *Ferret* is able to stay well outside the effective range of any hostile unit, but can still keep it under observation.

The *Ferret*'s design keeps its offensive armament to a minimum for the same reason. It would use its MainFire MiniGun only in self defense against the occasional infantry platoon that it might pass over.

Another interesting feature is the *Ferret*'s IsBM Lantrin targeting and tracking system. In addition to its normal targeting capabilities, the Heads-Up Display IsBM can also plug into any standard remote sensor monitoring set. The *Ferret*'s cargo bay can carry up to 15 remote sensor units and a monitoring set in vertical drop chutes. When the pilot flies over an area that he wishes to continuously observe, he just flips a switch and the sensor drops out. Any activity is reported back to the monitoring set and passed on to the Lantrin system, which incorporates the information as part of the pilot's Heads-Up Display (HUD).

Battle History:

In March 2915, House Kurita landed three 'Mech regiments, along with twelve support infantry and armor regiments, on Tamar, the provincial capital of the Tamar Pact. Opposing them were the Stealthy Tigers, two light 'Mech battalions from the Eridani Light Horse, and five infantry and armor regiments of the Lyran Commonwealth.

During the opening stages of the battle, the 54th Combined Arms Combat Team advanced against a drop zone held by light and medium 'Mechs of the 4th Proserpina Hussars. As the 54th approached the landing zone, their commanding officer, Colonel Richard Gunston, ordered a company of infantry, with their attached *Ferrets*, to make an airmobile assault into the center of the Kurita landing zone. Meanwhile, the rest of the regiment struck the perimeter. The slaughter was tremendous. As soon as the *Ferrets* came within range, the Kuritans blasted them out of the sky. The VTOLs' armor was useless against the firepower of the 'Mechs. The sight of six *Ferrets* being turned into fiery pyres was too much for the rest of the ground assault elements. They broke and ran, pursued closely by a company of Kurita 'Mechs.

Five months latter, a much battered and bruised 54th Combined Arms Combat Team once again faced a force from the 4th Proserpina Hussars on Tamar. In a flanking maneuver that was intended to encircle the capital city, the 4th was steadily pushing the 54th back. The 54th's new commander, Hauptmann-Kommandant Jennifer Miller, knew that she would have to make a stand in the Remanny Hills, just 50 kilometers away, or else the Kurita forces would be able to link up and cut off the city garrison. She also knew that her regiment could not fight off the whole force of the Hussars, no matter where the fight took place. She therefore ordered her remaining *Ferrets* and a company of infantry to raid the Hussar's rear areas. The *Ferrets* were not to engage directly in combat; their mission was to locate convoys, supply dumps, and maintenance points, and then to ferry the infantry in to attack these targets.

The *Ferrets* and infantry did their job superbly. They scattered remote sensors all along roads and trails, and then lifted the infantry into ambush positions after spotting a convoy. The infantry was able to destroy maintenance units and re-arming points. In the course of three days, the raiders had destroyed three ammunition convoys, one repair platform, one *Locust* under repair, and two communication relay centers.

Believing that a battalion of commandos was operating in their rear area, the 4th slowed its advance, and detached a battalion of light 'Mechs for rear-area security. So it was that when the Hussars did assault the 54th's positions in the Remanny Hills, they were under-strength and facing an enemy who had had the time to carefully prepare its defenses. The 54th fought the Hussars to a standstill. Two months later, the Kurita forces were forced off Tamar.

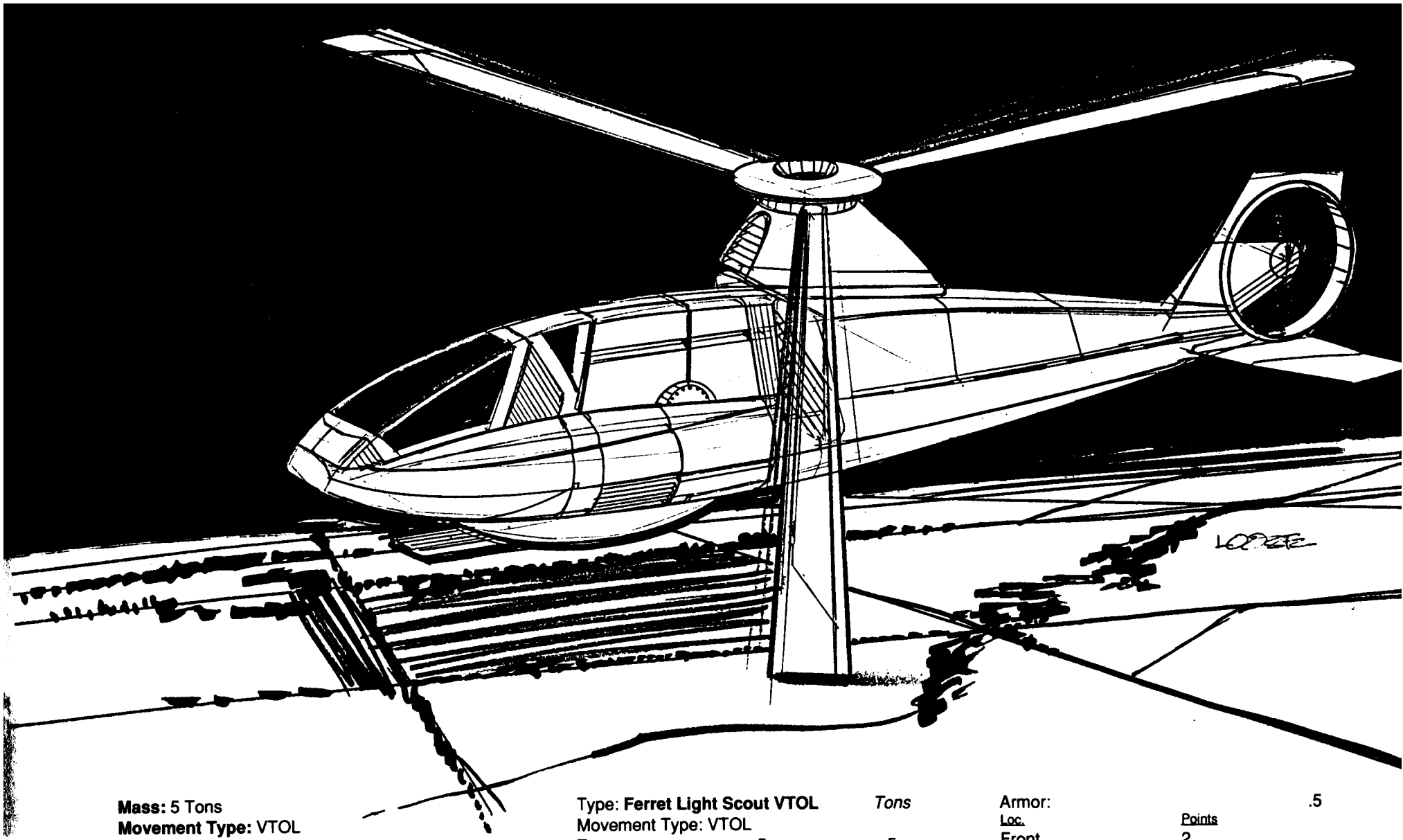
Variants:

Variants of the *Ferret* abound. Most eliminate the craft's troop-carrying capacity in favor of increased armor, thus making the *Ferret* a more robust vehicle. Other variants do the opposite, with all the armor and weaponry removed to make the *Ferret* a light cargo transport. This version is capable of lifting 2.75 tons without reducing performance, and 7.75 tons with a 50 percent reduction in airspeed.

Notable Vehicles and Crew:

Hatashi Williams

Hatashi Williams is a pilot of the *Ferret* the *DragonFly*. While assigned to an infantry regiment guarding the New Avalon Institute of Science, he got into a rather loud argument with another student regarding the *Ferret*'s maneuverability. Seeking to give the student a practical demonstration, Hatashi finished off the last of his drink, grabbed the offending student by the scruff of the neck, and proceeded down to the airfield. Strapping himself and his unwilling passenger into the tiny craft, Hatashi proceeded to demonstrate the full capabilities of a rotor wing aircraft. While flying over, between, and under some of the Institute buildings, Hatashi calmly delivered a lecture on combat flying to the student. Needless to say, the student was greatly impressed, but the Institute authorities were not. One court-martial later, Hatashi and the *DragonFly* were reassigned to a combat unit on Quentin. Though he was gone, Williams was not forgotten by the students and faculty of the Institute.



Mass: 5 Tons
Movement Type: VTOL
Power Plant: Tyron 25 I.C.E.
Cruise Speed: 162 kph
Flank Speed: 248 kph
Armor: ProtecTech Light
Armament: 1 MainFire MiniGun
Manufacturer: Cal-Boeing of Dorwinion
Communications System: Achernar
Targeting And Tracking System: IsBM Lantirn

Type: **Ferret Light Scout VTOL**		*Tons*
Movement Type: VTOL		
Tonnage:	5	5
Cruise Speed:	15	
Flank Speed:	23	
Engine:		1
Rating:	25	
Type:	I.C.E.	
Control:		.25
Rotor Tonnage:		.5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		.5
Turret:		0

Armor:		.5
Loc.	Points	
Front	2	
Lt./Rt. Side	1/1	
Back	2	
Rotor	2	
Weapons and Ammo:		
Type	Facing	
MG	Front	.5
Ammo MG (100)	Body	.5
Infantry Squad	Body	1
Cargo/Sensors	Body	.25

6 SAVANNAH MASTER HOVERCRAFT

Overview:

The Savannah Master is the only vehicle produced by S.L. Lewis, Incorporated. Savannah Masters are currently being issued to Steiner cavalry and recon units, but many Periphery worlds have also expressed interest in using this vehicle to counter Bandit King raids. The Savannah Master combines extremely high speed, good front armor protection, and a Defiance B3M Medium Laser. This combination has proven very effective in field tests against light 'Mechs, with a Savannah Master lance halting a lance of *Wasps* and *Locusts*. Whether these results will hold up in actual combat remains to be seen.

Capabilities:

The Savannah Master uses the most efficient fusion engine ever manufactured—the Omni 25. This engine is no longer in production, but a large number (rumored to exceed 2,000) belong to Warrant Officer Lewis, late of the *Merchant* Class JumpShip *Winnetka* and now president of S. L. Lewis, Inc. Two years ago, the *Winnetka*'s crew discovered a large Star League supply facility on an uninhabited Periphery world. They dumped their cargo of Botany Bay Industrial Sand and loaded all their DropShips with every piece of equipment they could find.

The recovered salvage was split among the crew. As part of his share, Warrant Officer Lewis requested and received the small fusion plants found at the depot. Unlike the rest of the crew, he did not sell his share to the highest bidder and retire. Instead, he held onto the fusion plants.

Lewis knew that Katrina Steiner was looking for a new combat vehicle that could serve on a screening or recon force, and defeat a *Locust* in single combat 75 percent of the time. Most established vehicle manufacturers were submitting proposals for tracked or hover vehicles in the 25- to 30-ton range, mounting a hefty amount of armor and medium lasers, and costing about 800,000 C-Bills.

Lewis felt that he could design an effective and cheaper vehicle using the Omni. After incorporating himself, he began a prototype. He installed the Omni on a Skimmer frame, plated additional armor over the hull, and mounted a Defiance B3M laser on the bow. Although the Omni needed an extra quarter-ton of shielding and an extra quarter-ton for a chamber booster, the fusion plant allowed the laser to be mounted without adding additional heat sinks or power amps. The front and side armor was reinforced so that it could take two laser hits without being penetrated. The rear armor is thinner, however, and can stop only a single MG or SRM hit. The quarter-ton for remote sensors and monitoring set was standard, but the vehicle's speed was incredible—over 215 kph, faster than any known hovercraft. Its production cost was also impressive—about 90,000 C-Bills per copy.

When Lewis submitted his proposal to the Steiner Procurement Office, military leaders were skeptical. The Omni 25 had never been considered militarily viable, and the weight of the booster chamber reduced the armor protection to unacceptably low levels. Nevertheless, the Procurement Office just could not ignore the quoted price. After stiff resistance from the military, Lewis's machine was allowed to compete with the other prototypes.

Battle History:

The Savannah Master has been used only once in combat, during its prototype trials. Lewis himself showed up at the testing grounds, with his yet-to-be named hovercraft. Three weeks of grueling testing left just two machines under consideration: Lewis's machine and a 30-ton tracked vehicle from Defiance Industries. The final test was to be a combat between each vehicle and a *Locust,* using the lasers on low power and having sensors tied into computers to register hits.

The *Locust*'s MechWarrior was Savannah Johnson, a veteran pilot with many kills. During the mock battle, Lewis kept the hovercraft at long range, continually moving then darting in behind the *Locust* to pepper its back with laser blasts. The *Locust*'s targeting system could not get an effective lock on the speeding target, and its own vaunted speed was no match for the hovercraft's. Although the *Locust* would manage a hit or two on the vehicle's front or side armor, it would inevitably be declared the loser, as the sensors would register two or three rear laser hits that would have destroyed the 'Mech.

All day the tests continued, and in each one, Lewis won. Although Johnson had always been level-headed in battle, after twelve defeats, her temper began to wear thin. After her 15th defeat, a cocky Lewis began to taunt her over the radio and to question her abilities. During the 17th encounter, her temper snapped. She overrode the power control on her laser and fired a burst into the front of the hovercraft. Armor vaporized off the front, but the shot did not penetrate. Then, Lewis cranked up his power, and the two pilots became locked in earnest combat.

Lewis pulled back to long range to assess his damage. Then, he began a high-speed pass toward the *Locust.* Snaking his way toward Johnson, he took another laser hit on the front and one on the right side, but his shot hit the head of the 'Mech. Momentarily stunned, Johnson lost sight of the hovercraft. To the astonishment of the onlookers, Lewis took the craft between the 'Mech's legs, spun around, and delivered a devastating blow to the 'Mech's back. As the hovercraft sped away, the 'Mech simply vanished in a fireball of exploding ammunition.

Johnson's autoeject mechanism rocketed her to safety, and Lewis drove his battered vehicle up to the astonished officials. Climbing out of the cockpit, covered with sweat and grime, he asked them what they thought of his Savannah Master.

Despite some strong objections from 'Mech commanders, that name has stayed with the vehicle. Currently S. L. Lewis, Inc. has received orders for 1,000 of the machines, and is currently negotiating with some Periphery worlds for an undisclosed number. The main obstacle to manufacturing the Savannah Master is the limited availability of the Omni 25; it is unlikely that any more such fusion plants can be found. Unless the Savannah Master can prove itself in combat, it is unlikely that any fusion plant manufacturers will produce the small engine for Lewis's company.

Variants:

The Savannah Master is too new to have any variants. Although some variants are currently under study, including one replacing the medium laser with a flamer or two small lasers, the Savannah Master's design leaves little room for modification. Any change would most likely be for the worst.

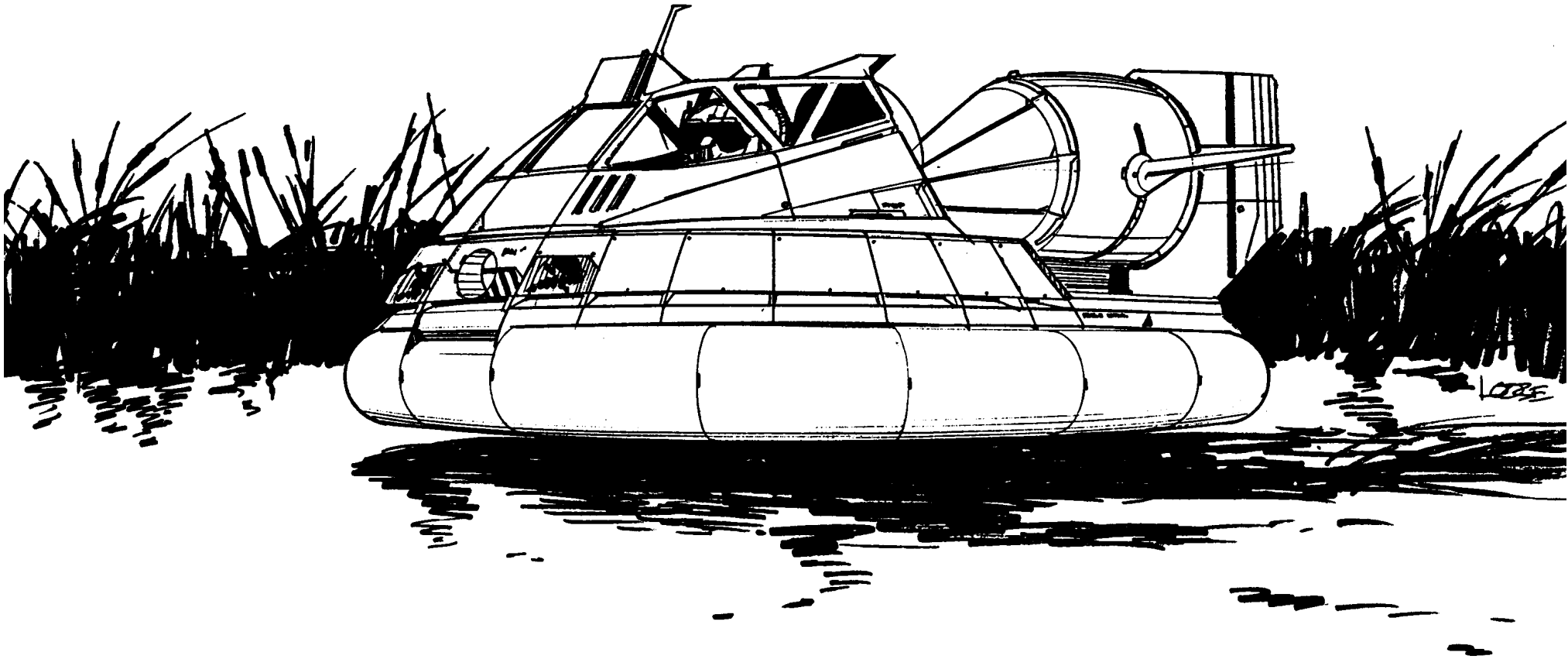
Notable Vehicles and Crews:

Currently the Savannah Master has not been used in any number for their crewmen to make a name for themselves.

Mass: 5 Tons
Movement Type: Hover
Power Plant: Omni 25
Cruise Speed: 140 kph
Flank Speed: 216 kph
Armor: Durallex Light
Armament: 1 Defiance B3M Medium Laser
Manufacturer: S.L. Lewis, Inc.
Communications System: Thar Hes Hm 10
Targeting And Tracking System: TharHess Alpha -2a

Type: **Savannah Master**		*Tons*
Movement Type: Hover		
Tonnage:	5	5
Cruise Speed:	13	
Flank Speed:	20	
Engine:		1
Rating:	25	
Type:	Fusion	
Control:		.2
Lift Equipment:		.5
Power Amplifier:		0
Heat Sinks:	10	0
Internal Structure:		.5
Turret:		0

Armor:		1.5
Loc.	Points	
Front	10	
Lt./Rt. Side	6/6	
Back	2	
Turret	–	
Weapons and Ammo:		
Type	Facing	
Medium Laser	Front	1
Sensors	Body	.25



8 ARMORED PERSONNEL CARRIERS

Overview:

Infantry and Infantry Carriers (APCs) are the backbone of any vehicular military unit. Popular opinion has it that infantry is almost totally useless against vehicles, and especially against 'Mechs, but actual combat situations have almost invariably proved this myth to be false.

Infantry Carriers are not fighting vehicles, for their main function is to transport infantry squads from one battle to another. Although most APCs mount weapons, these are usually only for defense against other infantry units. In most cases, the infantrymen will dismount from the vehicle and fight on foot rather than be trapped under fire in an armored personnel carrier.

Each of the three basic types of APCs has its own individual function on the battlefield. The wheeled APC is used mostly in city fighting, because wheels are best-suited for roads and light cross-country movement. Tracked APCs are used mostly in heavy cross-country terrain, such as broken or hilly regions. Hover carriers are used in deserts and snow plains, because they can move quickly over such terrain.

Capabilities:

Armored Personnel Carriers are among the least complex and sturdiest vehicles available. They do not require any special equipment to repair, and a communicator is the fanciest piece of equipment they carry.

The APC's weapons are usually minimal in order to increase the number of men the vehicle can transport. Moreover, the small size of the vehicles dictates that any weapons mounted be light ones.

Wheeled APCs tend to be cheaper to build, and they carry more armor than the other two types. Their cross-country mobility is limited, however. Tracked APCs are more expensive to build, but can operate in a wider variety of terrains. Hover APCs tend to sacrifice armor protection for speed. Though restricted to travel in open areas, the hover carrier is the vehicle of choice for any commander who wants his units to be able to respond rapidly.

Modern carriers have communications equipment that allows their men to keep in touch when away from the vehicle. These communications sets may be of almost any type, from personal communicators to long-range systems.

Battle History:

There are no battle reports of spectacular APC actions on the battlefield, but there are accounts of infantry units holding back forces that, statistically, at least, should have destroyed them easily.

Of all the House Lords, Katrina Steiner seems to be the only one who sees the particular advantage of using infantry in battles. A single infantryman cannot do much damage to a 'Mech, but a whole company can wipe one out with little effort.

During one border dispute with Kurita, Katrina Steiner was forced into a desperate defense of the planet Garrison. When she was forced to withdraw her 'Mech forces and move them to a more important, even more threatened planet, the only troops left to defend Garrison were infantry units. Those troops were ordered to remain to defend the planet as best they could.

Katrina had left 15 companies of infantry to face 15 lances of 'Mechs. Indeed, some of these 'Mech lances were among Kurita's finest troops. As the Steiner infantrymen knew they had no choice but to fight of surrender, they dug in and awaited the inevitable onslaught.

They did not have long to wait. Several Kurita lances came storming over the hills in an apparent attempt to overrun the hapless infantry. After several infantry companies had taken heavy losses, the infantry commander ordered his remaining units to open fire at point-blank range. Several of the 'Mechs were destroyed outright by head hits, and the rest were thrown into confusion. It was clear that the Kurita troops never expected the infantry to last this long.

This confusion was all the infantry needed to win the battle. In a heated 20-minute engagement, they destroyed the rest of the 'Mechs. The infantry commander immediately ordered all his troops into their APCs and moved into the hills to wait for the other Kurita 'Mechs.

Two hours later, the other Kurita 'Mechs began to cautiously edge toward the battle site at the foot of the hills. In silence, they surveyed all that was left of their fallen comrades. Just then, the infantry commander ordered his troops to attack the remaining 'Mechs, five of which were immediately cut down. The rest retreated from the battlefield, and left Garrison as quickly as they could.

Variants:

There are many variants on Armored Personnel Carriers. The most popular mount more weapons, such as machine guns, at the expense of carried troops. Quite often, these vehicles no longer carry troops, and are used purely for infantry support.

Infantrymen are sometimes considered the craziest of all combat troops. Perhaps this is because they have been known to paint their carriers in bright, garish colors that obviously reveal their position to anyone within sighting distance.

Notable Vehicles and Crew:

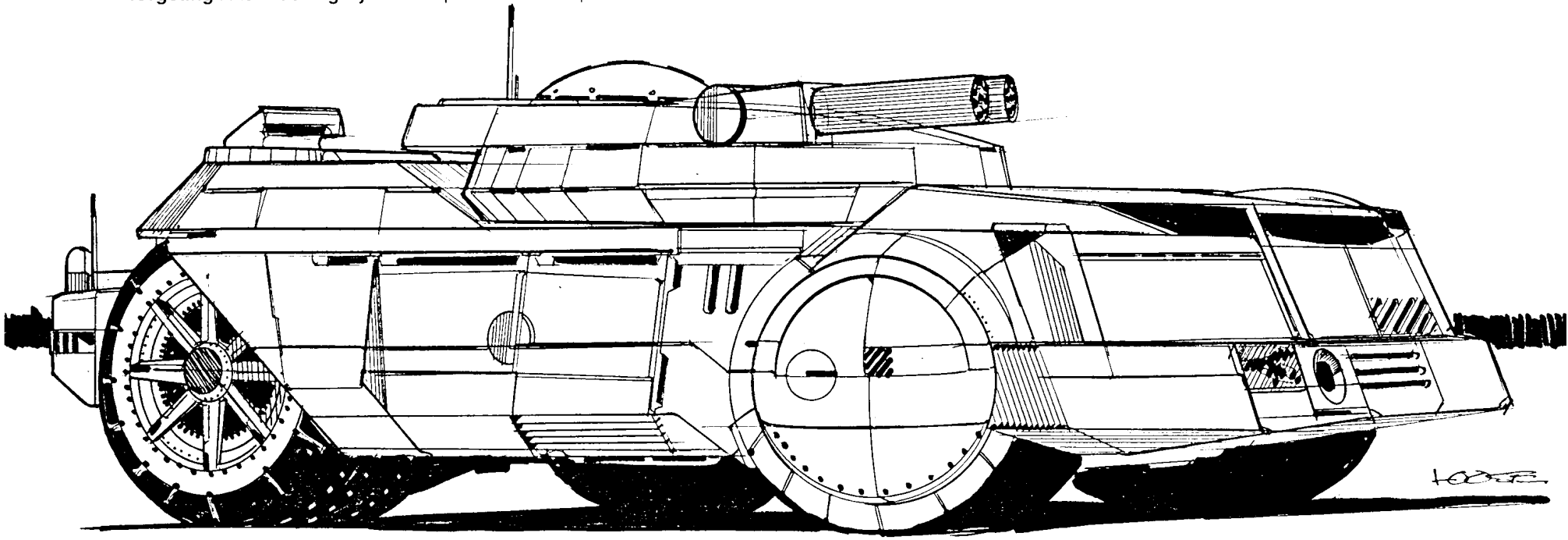
Larry Godson

Commander, now General, Godson was at the head of the Steiner troops in the defense of Garrison. His famous order was, "Don't fire till you see the glow of their control panels!"

Mass: 10 Tons
Movement Type: Wheeled, Track, and Hover
Power Plant:
Wheeled: I.C.E. Type 40
Track: I.C.E. Type 60
Hover: I.C.E. Type 80
Cruising Speed:
Wheeled: 65 kph
Track: 65 kph
Hover: 108 kph
Flank Speed:
Wheeled: 97 kph
Track: 97 kph
Hover: 162 kph
Armor: SimplePlate Manufacturers
Armament: Various Machine Guns
Manufacturer: Various
Communications System: LongCom
Targeting And Tracking System: OptiTrack Techniques

Type: **Wheeled APC**		*Tons*
Movement Type: Wheeled		
Tonnage:		10
Cruise Speed:	6	
Flank Speed:	9	
Engine:		2
Rating:	40	
Type:	I.C.E.	
Control:		.5
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		1
Turret:		.1

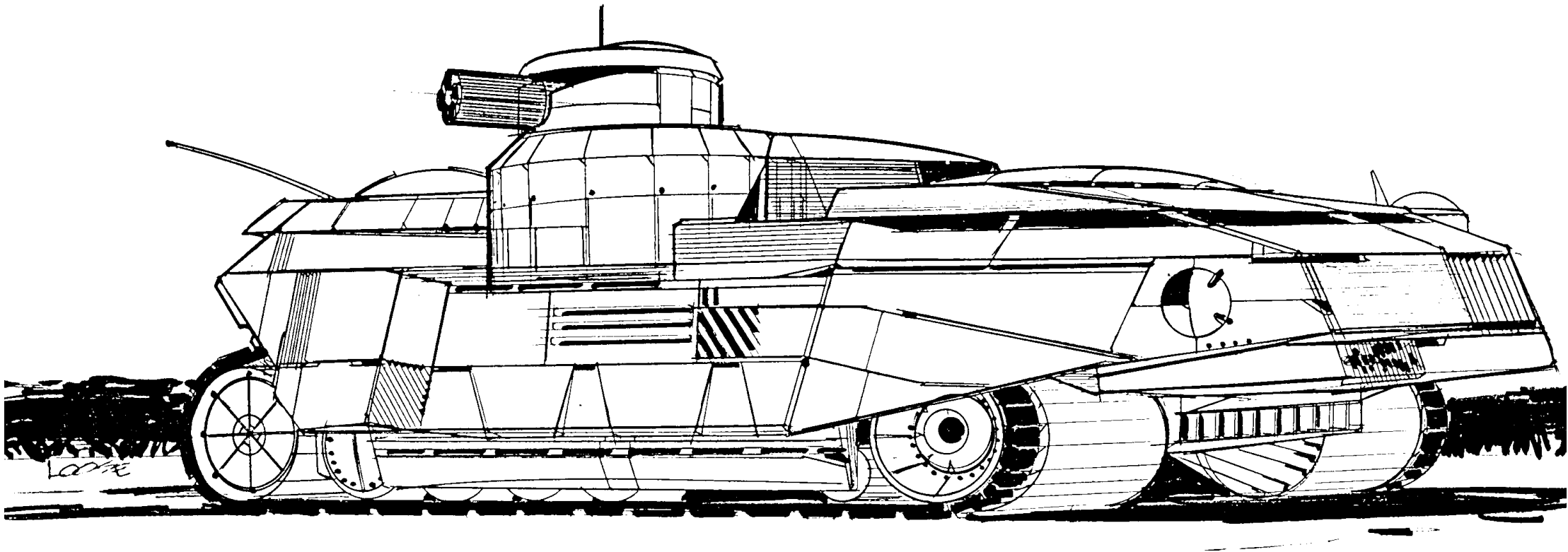
Armor:	48	3
Loc.	Points	
Front	12	
Lt./Rt. Side	10/10	
Rear	10	
Turret	6	
Weapons and Ammo:		
Type	Facing	
2 Machine Guns	Turret	1
Ammo (MG) 200	Body	1
7 Men and Equipment		1



Mass: 10 Tons
Movement Type: Wheeled, Track, and Hover
Power Plant:
Wheeled: I.C.E. Type 40
Track: I.C.E. Type 60
Hover: I.C.E. Type 80
Cruising Speed:
Wheeled: 65 kph
Track: 65 kph
Hover: 108 kph
Flank Speed:
Wheeled: 97 kph
Track: 97 kph
Hover: 162 kph
Armor: SimplePlate Manufacturers
Armament: Various Machine Guns
Manufacturer: Various
Communications System: LongCom
Targeting And Tracking System: OptiTrack Techniques

Type: **Tracked APC**		*Tons*
Movement Type:	Tracked	
Tonnage:		10
Cruise Speed:	6	
Flank Speed:	9	
Engine:		3
Rating:	60	
Type:	I.C.E.	
Control:		.5
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		1
Turret:		.05

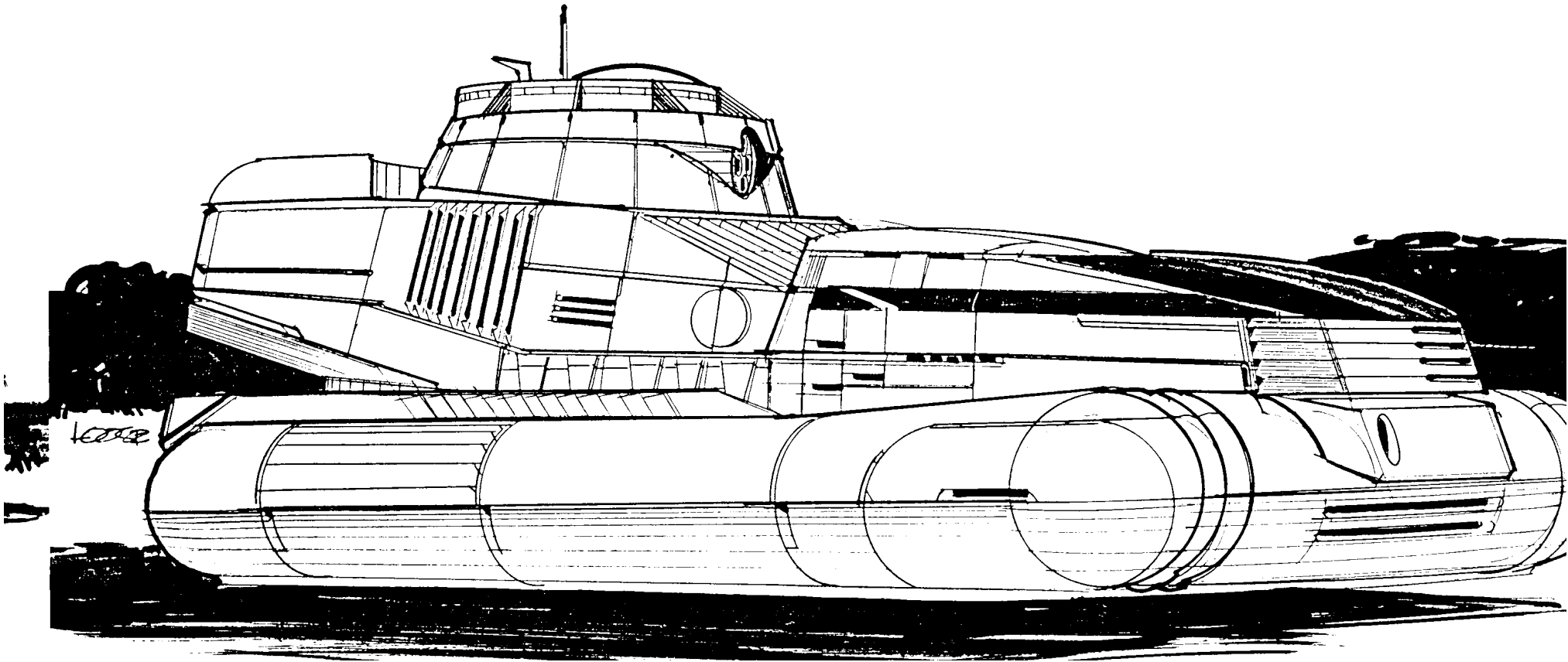
Armor:	40	2.5
Loc.	Points	
Front	10	
Lt./Rt. Side	8/8	
Rear	10	
Turret	4	
Weapons and Ammo:		
Type	Facing	
Machine Gun	Turret	.5
Ammo (MG) 200	Body	1
7 Men and Equipment		1



Mass: 10 Tons
Movement Type: Wheeled.Track, and **Hover**
Power Plant:
Wheeled: I.C.E. Type 40
Track: I.C.E. Type 60
Hover: I.C.E. Type 80
Cruising Speed:
Wheeled: 65 kph
Track: 65 kph
Hover: 108 kph
Flank Speed:
Wheeled: 97 kph
Track: 97 kph
Hover: 162 kph
Armor: SimplePlate Manufacturers
Armament: Various Machine Guns
Manufacturer: Various
Communications System: LongCom
Targeting And Tracking System: OptiTrack Techniques

Type: **Hover APC**		*Tons*
Movement Type: Hover		
Tonnage:		10
Cruise Speed:	10	
Flank Speed:	15	
Engine:		3
Rating:	60	
Type:	I.C.E.	
Control:		.5
Lift Equipment:		1
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		1
Turret:		.1

Armor:	24	1.5
Loc.	Points	
Front	5	
Lt./Rt. Side	5/5	
Rear	4	
Turret	5	
Weapons and Ammo:		
Type	Facing	
2 Machine Gun	Turret	1
Ammo (MG) 100		.5
7 Men and Equipment		11



GUARDIAN FIGHTER

Overview:

In the era of the Succession Wars, 'Mechs and AeroSpace Fighters are assets too rare and valuable to be wasted. This is especially true for the Capellan Confederation of House Liao. Controlling the smallest military and industrial base in the Inner Sphere, Liao was the first of the Successor Houses to use conventional combat equipment to replace 'Mechs and AeroSpace Fighters whenever possible.

Though AeroSpace Fighters can provide decisive intervention in a ground battle, they are best used to maintain space superiority. In 2831, House Liao began to issue *Guardian* conventional fighters to beef up the ground attack capabilities of their garrison units rather than wasting more valuable AeroSpace Fighters on ground support.

The *Guardian* carries a good-sized bomb load, and its SRM 6 packs a reasonable punch, which is adequate to perform ground support missions. (In a contest with an AeroSpace Fighter of similar size, however, the *Guardian* cannot hold a candle to its fighter cousin.) Perhaps most important to House Liao is that the *Guardian* is cheap, easy to maintain, and does not require high-tech production facilities.

Capabilities:

The *Guardian* is powered by a Rawlings 140 Air Turbine, which utilizes four exhaust nozzles, two on each side of the fuselage. These nozzles can be rotated to give the *Guardian* VSTOL capabilities. True vertical take-off and landings are only possible when the craft is not loaded with ordnance, but even with a full bomb load, the *Guardian* needs only 50 meters of open field to get airborne.

The Rawlings air intake is located on top of the fuselage, behind the cockpit. This configuration reduces the aircraft's radar signature and diminishes the possibility of landing strip debris being sucked into and damaging the turbine.

The *Guardian*'s construction is a model of simplicity. Its airframe avionics and engine are built up from component modules for easy removal and replacement in the field. Though most of its electronics are considered obsolete, they are highly reliable. This puts the *Guardian* at a disadvantage against more technologically advanced units, but it also means an army of Techs is not necessary to keep it operating. Indeed, only one Astech—if any—is usually assigned to a *Guardian*. This reduction in manpower is possible through the use of a unique electronic system fault-tester. The tester isolates and identifies the problem area and tells the Astech what number module to remove and replace. It also prints out a list of workable substitute modules (along with necessary directions for modifications) if the required module is not available.

The *Guardian* has two major flaws. The first is that it cannot withstand damage. Its speed is the aircraft's only defense against an AeroSpace Fighter, for example, because a fighter can shoot it down easily. Its other defect is the relatively weak primary armament. In ground support, the SRM is not as effective as a laser or other energy weapon. Mounting a laser on the *Guardian* would be impractical, however, for it would only further increase its overall weight and thus reduce its speed even more.

Overall, the *Guardian* has performed well as a stopgap measure for the Capellans. When used with an awareness of its limitations, the craft has provided yeoman service to hard-pressed garrison commanders.

Battle History:

Soon after receiving a squadron of *Guardians*, the Liao forces on Sappho were hit by an overwhelming invasion by House Marik. In the first wave, Marik seized Sappho's major cities and industrial areas, along with the spaceport and all other military installations. The few surviving Liao AeroSpace Fighters could no longer operate, for lack of airfields. The Liao 'Mech forces were also shattered, with the remaining units fleeing into the jungle, hoping for the arrival of a relief force.

One of these escaped units was the 976th Air Support squadron. Its twelve pilots had been able to load up most of their ammunition, fuel, and spare parts onto Karnovs, and to escape before the Marik forces overran their base. For six months, the 976th staged what has become a textbook example of an air unit fighting a guerrilla action.

Using their mobility to the fullest, the 976th continually hit Marik ground targets without warning. Flying in at treetop-level, they dropped their load of infernos or high explosives, and then escaped in the confusion. With their VSTOL capability, the unit was not tied down to one base area. They only stayed in one place long enough to rearm or refuel before going out on another mission; the helicopters meanwhile moved to another field.

The 976th was not invincible, though. They had to be particularly wary in areas patrolled by AeroSpace Fighters. Indeed, seven of their number were destroyed in chance encounters with fighters.

Fuel was another problem. The Rawlings may be fuel-efficient, but it cannot run on air. Early on, the squadron was able to hook up with a lance of *Vulcans*, which helped them raid ammo and fuel dumps to keep the 976th supplied. While the *Vulcans* took out the infantry garrison, the *Guardians* bombed any 'Mechs that tried to intervene. The Karnovs then hauled away the supplies.

After six months, the 976th were reduced to four *Guardians*, two *Vulcans*, and one Karnov. A Marik patrol spotted these survivors while they were on the ground refueling one day. Within an hour, a battalion of jump troops attacked. The *Guardian* pilots were gunned down before they could even reach their machines.

Variants:

The most popular variant is the *Guardian B*, which substitutes the Rawlings 120 for the Rawlings 140. This lowers the *Guardian*'s speed somewhat, and reduces the bomb load, but it allows the SRM 6 to be replaced with a medium laser, heat sinks, power amp, and additional armor. Though this modification decreases the *Guardian*'s air-to-air abilities, it does increase the craft's strafing performance.

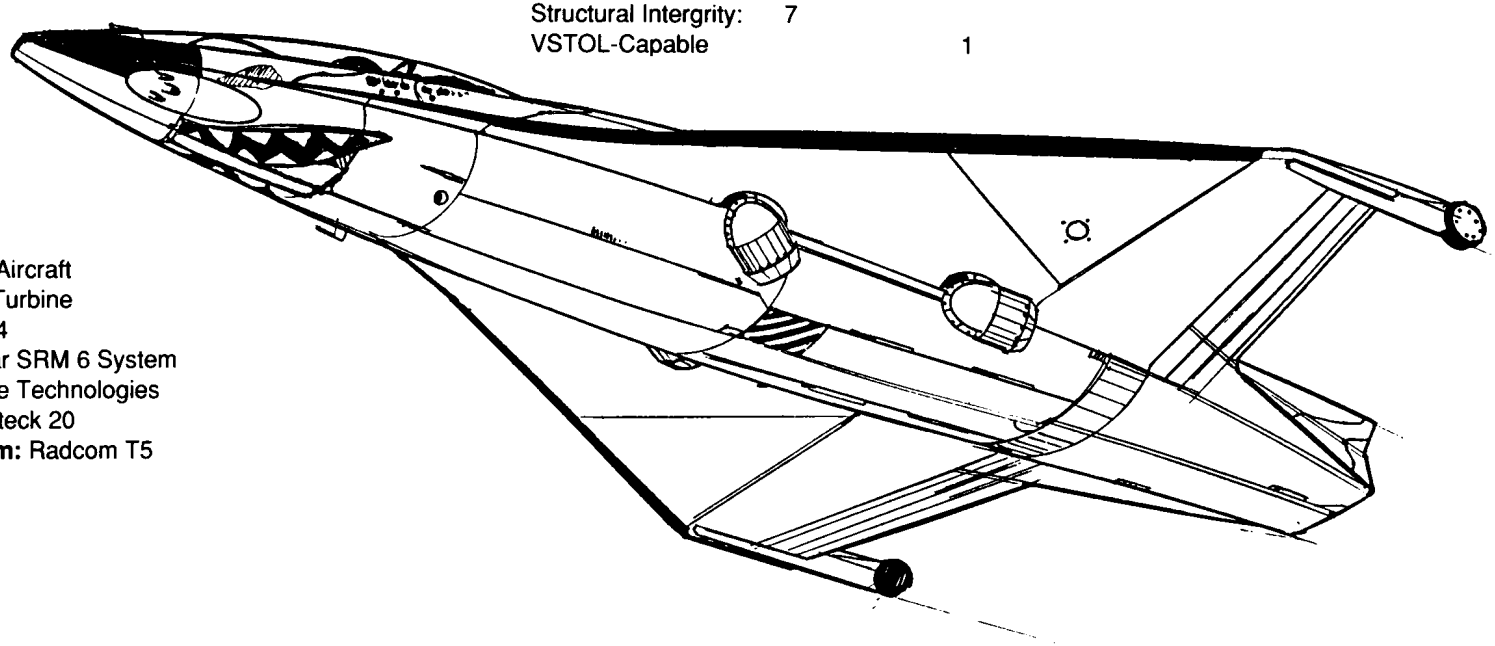
Notable Vehicles and Crew:

Flight Officer Rachel Erika and "Dawg"

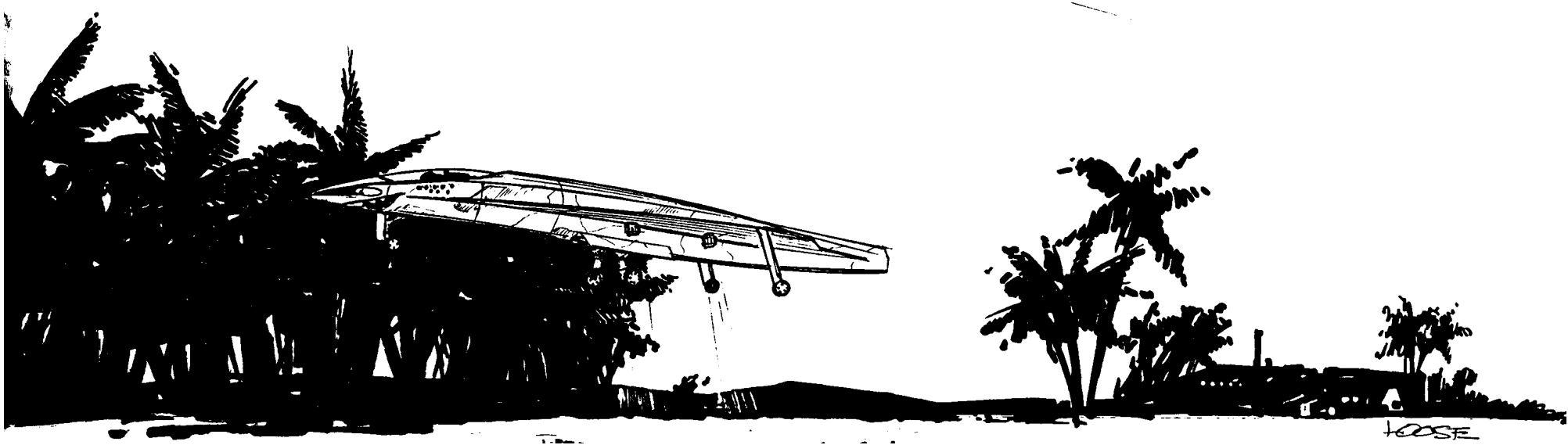
Flight Officer Rachel Erika and her *Guardian* "Dawg" are assigned to support the garrison forces on the Liao world of Hall. Though Erika has yet to see combat, she shows great promise during mock dogfights. In one of these, she was recently credited with a *Transit* kill. No one can be sure how well her skill will show up under actual battle conditions, however.

Type: **Guardian**		*Tons*
Movement Type: Conventional Fighter		
Tonnage:	20	20
Thrust:	7	
Overthrust:	11	
Engine:		10
Rating:	140	
Type:	Turbine	
Control:		2
Fuel:		2
Thrust Points:	60	
Heat Sinks:	0	0
Structural Intergrity:	7	
VSTOL-Capable		1

Armor:		1
Loc.	Points	
Nose	3	
Cockpit	3	
Lt./Rt. Wing	2/2	
Fuselage	3	
Engine	3	
Weapons and Ammo:		
Type	Facing	
SRM 6	Nose	3
Ammo(15)	Nose	1



Mass: 20 Tons
Movement Type: Conventional Aircraft
Power Plant: Rawlings 140 Air Turbine
Frame: Muilila Aerospace Type 4
Armament: 1 Sian/Ceres Cougar SRM 6 System
Manufacturer: Mujika Aerospace Technologies
Communications System: Duoteck 20
Targeting And Tracking System: Radcom T5



14 SKULKER WHEELED SCOUT TANK

Overview:

The Skulker Scout Tank is much larger than any of its cousins, such as the Swift Wind Scout Car. It also has a four-man crew complement, which is larger than what most wheeled scout vehicles have. The increased size in crew and tonnage allows the Skulker to act as a mobile communications outpost as well as a reconnaissance vehicle.

Skulker Scout Tanks are an old design based on an unknown heavy armor personnel carrier. Although found in all parts of the Inner Sphere, the tank is most common in the Draconis Combine.

Capabilities:

Wheeled Scout Cars have been a popular means of information-gathering ever since the invention of the internal combustion engine. Though any vehicle can be used as a scout car, the addition of electronic surveillance equipment has made specific scout vehicles extremely valuable.

The Skulker is not the best recon vehicle available in the Inner Sphere because many of its systems are old and outdated, especially the antiquated Communique Equipment communications and recon systems.

Like many recon vehicles, the Skulker is capable of deploying and monitoring various light remote sensors. The Skulker's sensor drop compartments were designed with smaller, more compact devices in mind, however. Newly manufactured sensors cannot be carried in the drop tubes, but must be implanted by hand, limiting the tactical usefulness of the vehicle.

Most Skulkers do not use advanced relay equipment, such as the CeresCom Recon system found on the Swift Wind. The cost of these systems is what keeps them from being retro-fitted into the Skulker. It is usually cheaper and more effective for an army to buy more Skulkers and then chain the communications from one tank to the next.

The forward-mounted laser is the newest addition to most Skulkers. There was originally a tube antenna on the front, which was later exchanged for a machine gun. Because, the crew compartment's ventilation system is poor, the buildup of fumes inside the cabin severely restricted the machine gun's use. Finally, some sensor equipment was removed and a complete laser system was installed.

Battle History:

In 3025, the Draconis Combine and the Federated Suns waged one of the bloodiest campaigns of recent years on Galtor III. Though the Davion forces were ultimately victorious, the Kuritans managed to inflict plenty of damage with the help of captured Skulkers.

During most campaigns, each side usually takes many prisoners. In this one, however, the Kurita forces had armed their Techs and used them to cover the withdrawal of the 8th Galedon Regulars. As a result, the Galedon Tech Defense League was nearly decimated, suffering more than 91 percent casualties. Suddenly , the Combine was no longer interested in exchanging the captured Davion Techs, because most of their own Techs were gone and they needed the prisoners' expertise for themselves.

Federated Suns intelligence then discovered the location of the prisoner of war camp where the captured Davion Techs were awaiting transshipment to the Combine. Rather than making a straightforward 'Mech or VTOL raid on the camp, one Davion Major Baum contrived an overly complicated plan to slip in with a task force of twelve captured Combine Skulkers and other wheeled transports, under his command. For some reason, it was the Chief of Davion Intelligence rather than the Davion high command that gave the go-ahead.

Task Force Baum moved out under cover of a Davion diversionary attack. They were easily able to penetrate the Combine forward lines, but ran into trouble when they reached the rear area. At this point, the Davion troopers were all wearing Combine uniforms and using what they thought were proper Combine passwords. They had no way of knowing that those codes and passwords had been planted by the Kurita Intelligence services for just such a contingency. When the improper password was given at a road block, the Kurita forces immediatsly radioed for help and opened fire. Two Skulkers and four transports were destroyed before Task Force Baum broke through the road block. A reserve recon lance was sent to intercept the column. In the first engagement, the Davion task force lost three more Skulkers and all their transports. The Kuritans shattered the remaining Skulkers and then hunted them down one by one. Major Baum was captured and taken, along with the Techs he had been trying to rescue, into the Draconis Combine.

Variants:

There are many variants of the Skulker, but most of these modifications are either cosmetic or electronic. Many military units will salvage the equipment from enemy scout vehicles for use in their own. Because the Skulker is so large, it can carry almost any piece of equipment. The addition of the laser's heat sinks ensures that overheating will not damage the delicate electronics.

Notable Vehicles and Crew:

Matahari

"Matahari" is the name of a special stealth Skulker designed by the Capellan Confederation. It uses several engine baffler systems found on helicopters, and communications and detection equipment similar to the Hi-Scout Drone Carrier, considered the best detection vehicle available.

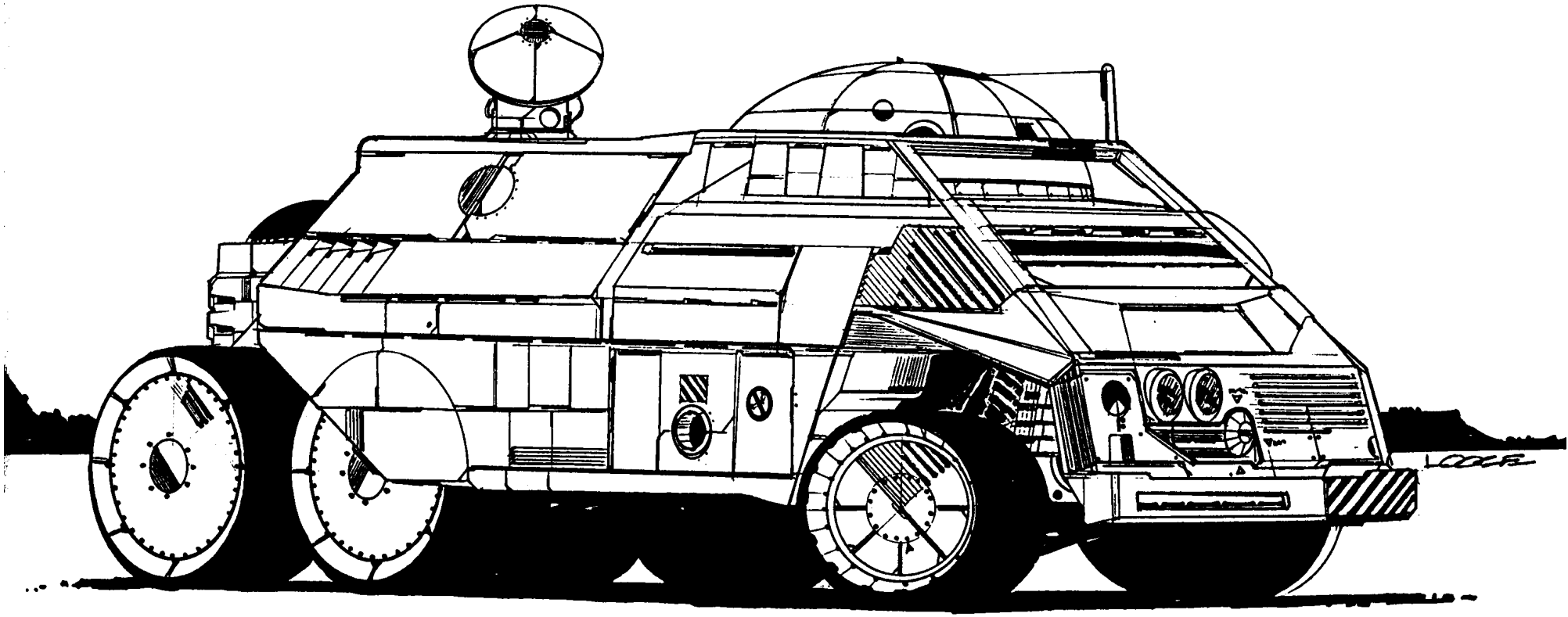
Nancy Taweel, Ronda Stundt, Isis Arditti, and Betty Saunders

These four women are veterans of over 60 scouting missions. Having worked for every possible House in the Inner Sphere, they are now in the employ of the 12th Star Guards. As each woman has been given her own command, it looks as though they have plans to stay in their current posts.

Mass: 20 Tons
Movement Type: Wheeled
Power Plant: GM Classic 120
Cruise Speed: 76 kph
Flank Speed: 119 kph
Armor: ProtecTech Light
Armament: Standard Systems Medium Laser
Manufacturer: Joint Equipment Systems
Communications System: Communique Equipment
Targeting And Tracking System: None

Type: **Skulker Wheeled Scout Tank**		*Tons*
Movement Type:	Wheeled	
Tonnage:	20	20
Cruise Speed:	7	
Flank Speed:	11	
Engine:		8
Rating:	120	
Type:	I.C.E.	
Control:		1
Lift Equipment:		0
Power Amplifier:		.1
Heat Sinks:	3	3
Internal Structure:		2
Turret:		0

Armor:	64	4.5
Loc.	Points	
Front	18	
Lt./Rt. Side	18/18	
Rear	18	
Weapons and Ammo:		
Type	Facing	
Medium Laser	Front	1
Sensors		.4



16 WARRIOR H-7 ATTACK HELICOPTER

Overview:

The *Warrior* H-7 is a tried and true attack helicopter, manufactured by a small division of Lockheed/CBM. First produced in 2950, *Warrior*s can now be found operating throughout the Inner Sphere, and even in some areas of the Periphery.

The *Warrior* was privately designed and produced by Lockheed as a cheap and easily produced alternative to light 'Mechs. As the Lyran Commonwealth suffered many defeats because it lacked the mobility that swifter, lighter 'Mechs provide, Lockheed offered the *Warrior* to the LCAF. After six years of formal testing, with millions spent in R & D and tooling up production lines, the LCAF finally told Lockheed/CBM that the Steiner forces had no need for their "flying toy."

Because of that decision, Lockheed/CBM ordered its VTOL division shut down. A few orders from mercenary units and Periphery worlds kept the production line open for a while longer, but by 2957, the Lockheed VTOL plant had closed its doors. But not for long, however.

The ninth battle of Hesperus, which took place later that year, resulted in the destruction of a significant percentage of House Steiner's 'Mech facilities. The LCAF was now frantic for weapons of any kind, even flying toys. They placed a substantial order with Lockheed/CBM at the end of 2957, and the *Warrior* has been in production ever since.

Capabilities:

The *Warrior* is designed around the SarLon AutoCannon. Firing a ten-round burst of 30 mm hypervelocity slugs with each pull of the trigger, the SarLon AC/2 is the most accurate direct fire weapon in any arsenal, which makes it one of the most deadly. The SarLon is mated to a N&D HandsFree tracking and targeting system. Using a HUD display and slaving the autocannon and missile packs to a helmet sight worn by the pilot, the N&D frees the pilot's hands for other functions. To engage a target, the *Warrior* pilot has only to look at it and to pull a trigger.

The TharHes SRM 4 is a standard design. Like the SarLon, it is targeted through the same slaved helmet sight. The TharHes missile system provides the helicopter with close-in protection against targets that cannot be effectively engaged by the SarLon.

The aircraft itself is a standard rotary wing design. The two counter-rotating rotor systems negate the need for a tail rotor, as there is no drive torque to be canceled. The tail boom mounts a ducted tail fan that is capable of driving the *Warrior* up to speeds of 162 kph, while emitting a very low IR signature.

The *Warrior* is also capable of carrying up to 250 kilograms of remote sensors and their monitoring set. This capability allows the 'copter to seed an area with sensors and then retire behind any convenient cover. Once the *Warrior* acquires a target, it can then move into an advantageous attack position without ever losing contact with the target or exposing itself prematurely.

Tactically, the *Warrior* is best used when it can engage its target at long range and does not have to defend a specific piece of terrain. The SarLon allows the *Warrior* to stand off from its target while peppering it with shots. If the 'Mech attempts to close in, the *Warrior* can simply move off. There is a price to pay for this mobility, however. Like all VTOLs, the *Warrior* is a relatively fragile craft, and its weapon systems, though accurate, do not cause heavy damage. A *Warrior* cannot afford to place itself in a position where accurate return fire is likely or prolonged. Thus, the standard tactic against helicopters is to close quickly with them. A 'Mech willing to take the damage can always drive off a *Warrior* defending a position. Once the 'Mech is in close, the helicopter's life can be measured in seconds.

Battle History:

Many *Warrior*s are assigned to garrison units and airmobile infantry regiments to provide quick response fire support. In many cases, the *Warrior*s will be the heaviest combat unit on the planet.

Such was the case in 3021 in the Combine system of Kimball. The planet Kimball II had the majority of the population and the greatest industrial and military concentrations in the system. Kimball VI had a population of only 100,000, a small militia, a mercenary helicopter unit, and no 'Mechs. That is exactly why Redjack Ryan ordered Wilson's Hussars to raid the planet. The only reason that Kimball VI has been settled was to exploit its rich bauxite deposit. Ryan needed the mining and ore processing equipment, and it looked as though Kimball would be easy pickings.

The Hussars dropped onto Kimball VI and made for the mines in a mountain range 30 kilometers to the north. Entering the foothills, the Recon Lance was engaged by twelve *Warrior* H-7s. The Hussars' light 'Mechs needed help because they could not effectively fire on the *Warrior*s, though the situation was not yet critical. When the Recon Lance called for help, Wilson brought up the rest of the company and tried to engage the *Warrior*s.

Buzzing around like flies, the *Warrior*s refused to let Wilson's 'Mechs close with them. The Hussars would charge the *Warrior*s, only to see them scatter and reform again. Wilson should have ignored the helicopters and gone straight toward the mines, but he continued to chase the helicopters instead. That chase ended in a box canyon. The *Warrior*s plunged into the canyon' with the Hussars close behind. Wilson thought that now he finally had the elusive machines. Just then, the *Griffin* next to him exploded as a wave of SRMs rained down on his force. All along the ridge tops, the planetary militia had appeared, armed with SRM launchers and infernos.

Wilson made a hasty retreat, leaving behind three crippled 'Mechs. The *Warrior*s harassed the bewildered 'Mechs all the way back to their drop zone. There they boarded their DropShip and went home to Butte Hold to explain their failure to Redjack Ryan.

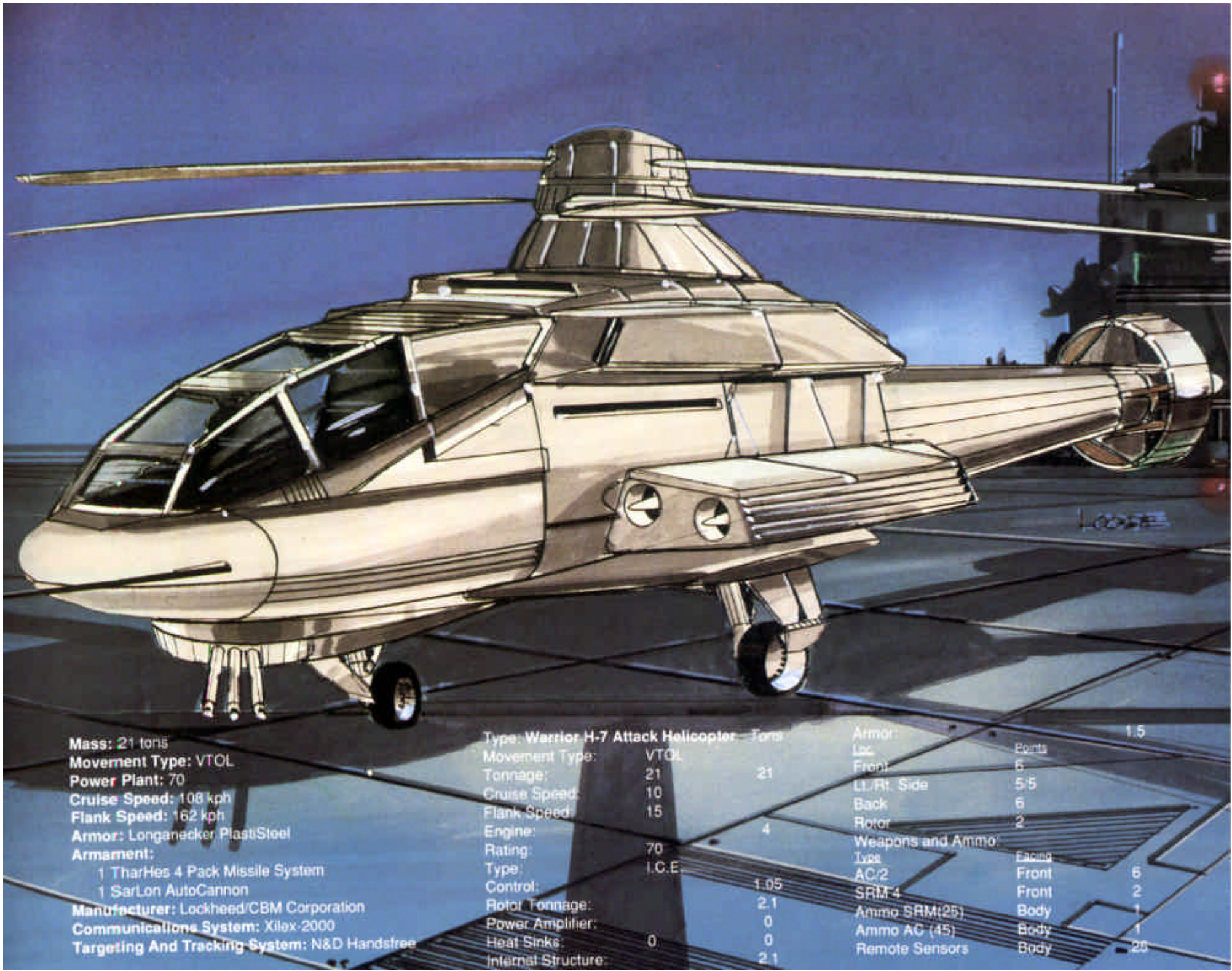
Variants:

As with most sucessful combat vehicles, there are several variants of the *Warrior*. The *Warrior* H-7A replaces the missile system with an Auto Gun and half a ton of ammunition, with the extra space being taken up by a SarLon MaxiCannon 5. The *Warrior* H-7C substitutes a Valiant Heavy CrossBow LRM 10 Rack with 240 missiles for the Sarlon AutoCannon. Both of these variants increase the punch of the weapons systems, but also require that the Warrior engage its targets at much closer range.

Notable Vehicles and Crews:

Nancy Laws

Nancy Laws is the commander of Law's Flight, the mercenary helicopter company that defeated Wilson's Hussars on Kimball VI. Though she was as surprised as anyone else by the bloodless (at least for her troops) victory over Wilson's Hussars, she behaves as though it were an enviable consequence of her leadership and tactical skill. After the battle, Law's Flight was sent to Liezen, where their primary mission has been counter-insurgency operations in the mountain ranges. Law's Flight has shot up a number of goats, trees, and rocks in the last few years, but precious few rebels. They have gotten sloppy, bored, and now have only four operating *Warrior*s left.



Mass: 21 tons
Movement Type: VTOL
Power Plant: 70
Cruise Speed: 108 kph
Flank Speed: 162 kph
Armor: Longanecker PlastiSteel
Armament:
1 TharHes 4 Pack Missile System
1 SarLon AutoCannon
Manufacturer: Lockheed/CBM Corporation
Communications System: Xilex-2000
Targeting And Tracking System: N&D Handsfree

Type: Warrior H-7 Attack Helicopter *Tons*

Movement Type:	VTOL	
Tonnage:	21	21
Cruise Speed:	10	
Flank Speed:	15	
Engine:		4
Rating:	70	
Type:	I.C.E.	
Control:		1.05
Rotor Tonnage:		2.1
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		2.1

Armor:		1.5
Loc.	Points	
Front	6	
Lt./Rt. Side	5/5	
Back	6	
Rotor	2	
Weapons and Ammo:		
Type	Facing	
AC/2	Front	6
SRM 4	Front	2
Ammo SRM(25)	Body	1
Ammo AC (45)	Body	1
Remote Sensors	Body	25

18 HARASSER MISSILE PLATFORM

Overview:

The Harasser is manufactured by the same company that produces the Galleon Light Tank. In 2829, House Marik commissioned the Harasser as a companion vehicle to the Galleon. The Harasser's speed would allow it to keep up with the swiftly moving Galleons, while at the same time keeping it out of trouble. Its missile capabilities would also greatly augment the offensive firepower of a Galleon unit.

The first Harassers where never absorbed into Galleon units, however. Because the Free Worlds League military suffered severely in the initial stages of the Second Succession War, the Mark high command had to assign all of its reserve and garrison 'Mechs to bolster its battered front-line units. The new Harasser was quickly issued to hastily raised urban defense garrisons or to reserve troops as a "poor-man's" artillery piece. Over time, however, as 'Mechs and more powerful fusion-driven vehicles became scarce, more and more Harassers were issued to front-line units. It has only been in recent years that teams of Galleons and Harassers have finally been committed to battle.

Capabilities:

The Harasser is an inexpensive vehicle to manufacture. In fact, it utilizes many of the communications and electronic systems found in the Galleon.

The Harasser's best defense against enemy fire is its amazing speed. When moving full out, it is difficult for vehicles, or even 'Mechs, to score a hit on a Harasser. Its GM Classic power plant can propel the hovercraft over terrain at speeds of over 160 kph, and is well known for its reliability. The one problem with the automotive plant is that the turret must be removed before the power plant can be replaced. This greatly increases the time needed for routine plant replacement as well increasing the chance of damaging the turret components.

The design of the weapons system allows rapid target engagement. The vehicle commander has a set of turret controls that override the gunner's. The commander identifies a target and then aligns the turret in the general area of the target. He releases control to the gunner, and begins anew to search for a new targets. The commander's control system can also serve as a secondary set of fire controls in case the gunner station is destroyed. Many Harasser units end up disabling the commander's firing trigger, however, because the commanders so often inadvertently fire a salvo of missiles while trying merely to realign the turret.

While the two SureShot Mk VI Short-Range Missile Racks give the Harasser greater firepower than most vehicles of its class, its armor protection is quite light. One or two solid hits are all that is needed to put the Harasser out of action. Most commanders try to compensate by keeping the Harasser always moving at top speed. Though this reduces the accuracy of their own attacks, it helps throw off the aim of hostile units. In a static battle, the Harasser has little chance of surviving.

Battle History:

One of the best-known Harasser victories occurred on the Marik border world of Suzano in the year 3000. (Ironically, this planet once had a factory that produced Harasser tanks. By the time of this raid, the plant had been reduced to slag.)

Because the Marik high command considered other planets bordering House Steiner to be in more danger, they had stripped Suzano of most of its 'Mech forces. When an advance group from an undetected Liao JumpShip raided the planet that year, the Confederation forces caught the garrison troops completely unaware. The Liao raiders easily disabled or captured the defenders, which consisted of only a few light 'Mech lances and militia infantry units, within a week. Surprised at their quick victory, the Liao units decided to stay and secure the planet.

Meanwhile, Marik's 3rd and 5th Infantry Support Companies were on maneuvers in a remote area of Suzano during the time of the invasion. Knowing that the Marik high command's decision to relocate Suzano's 'Mechs would bring trouble, the company commanders took their Harassers into the wild to prepare for just such an invasion. In a three month-long series of guerrilla raids and precision strikes, the 3rd and 5th ISC had severely damaged the invaders and threatened them with certain destruction. Within a week, the Liao troops had been forced offworld.

Variants:

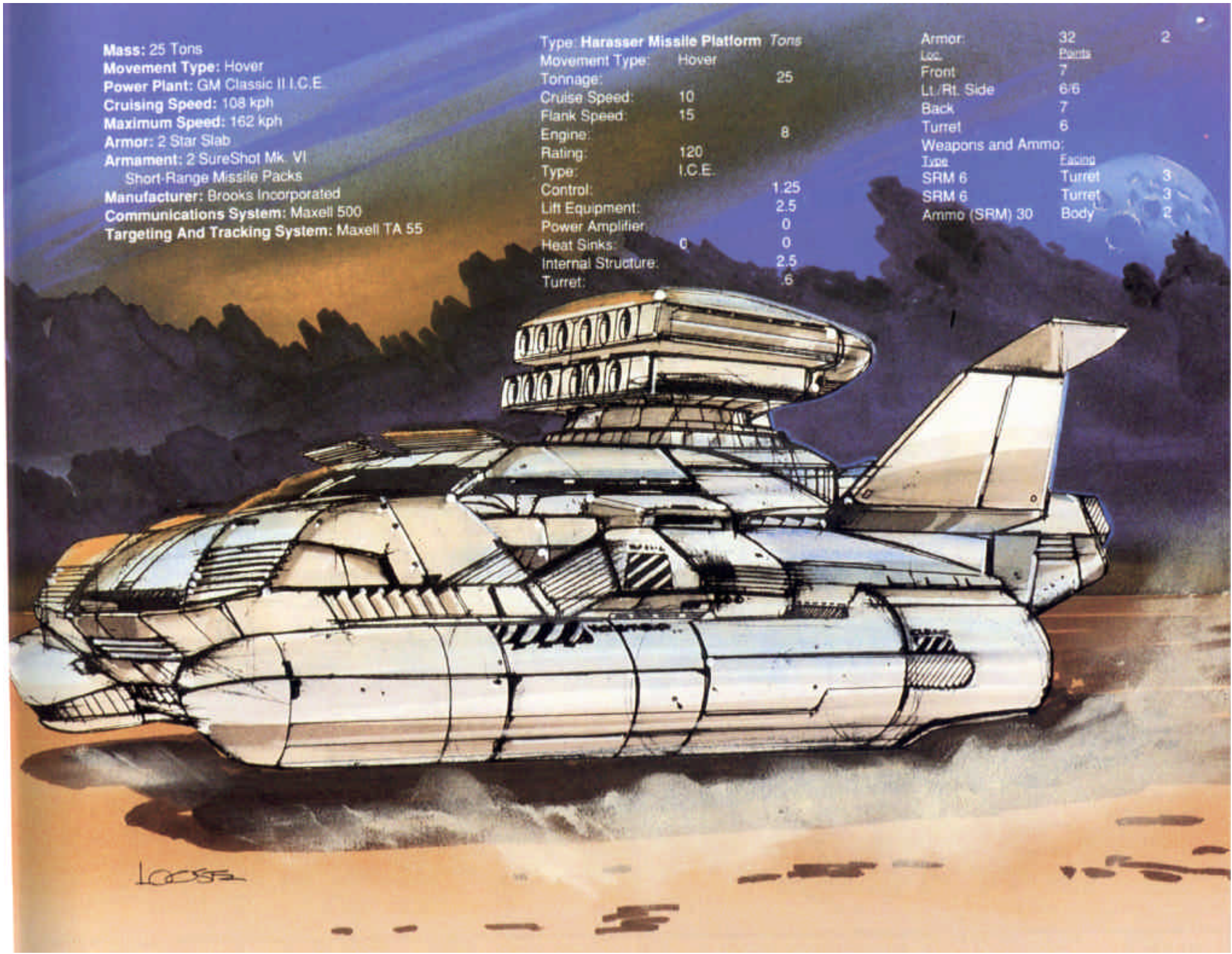
Over the years, many variations of the Harasser have become popular. One of the most common variations replaces the vehicle's two missile racks with one FarFire 10 Long-Range Missile System and 24 loads of ammunition. Another popular variation replaces the missile racks with laser weapons of various sizes.

Two lesser-used options replace the missiles with flamers or communications-detection gear. These are used only for very specialized missions.

Notable Vehicles and Crews:

Marklin "Chevy" Chevalier

Chevy, as he is known by his friends, owns one of the first Harassers to come off the assembly line, and he is rumored to have won it in a card game. Over the years, Chevy has kept his Harasser, the "Aces and Eights," in peak condition for both fighting and display. He is the current commander of the 5th Infantry Support Company stationed on Suzano.


Mass: 25 Tons
Movement Type: Hover
Power Plant: GM Classic II I.C.E.
Cruising Speed: 108 kph
Maximum Speed: 162 kph
Armor: 2 Star Slab
Armament: 2 SureShot Mk. VI
Short-Range Missile Packs
Manufacturer: Brooks Incorporated
Communications System: Maxell 500
Targeting And Tracking System: Maxell TA 55
Type: **Harasser Missile Platform** *Tons*
Movement Type: Hover
Tonnage: 25
Cruise Speed: 10
Flank Speed: 15
Engine: 8
Rating: 120
Type: I.C.E.
Control: 1.25
Lift Equipment: 2.5
Power Amplifier 0
Heat Sinks: 0 0
Internal Structure: 2.5
Turret: .6
Armor: 32 2
Loc. Points
Front 7
Lt./Rt. Side 6/6
Back 7
Turret 6
Weapons and Ammo:
Type Facing
SRM 6 Turret 3
SRM 6 Turret 3
Ammo (SRM) 30 Body 2

J. EDGAR LIGHT HOVER TANK

Overview:

The J. Edgar is one of the few vehicles produced by the now-defunct Alphard Trading Corporation. To expand its market and increase profits, ATC decided to make a number of vehicles, military and civilian, to sell to any world, government, or person willing to buy them. Although the vehicles sold fairly well in early years, the diversification failed as the years passed. Fewer and fewer vehicles were sold, until finally ATC closed down all manufacturing facilities.

The J. Edgar was the last military vehicle that the Alphard Trading Corporation produced. Designed as a cheap, fast, effective fighter, the J. Edgar was only a marginal success. The fairly small hovercraft sported two small missile units that were fairly effective. Unfortunately, military buyers wanted more from their vehicles, and so the J. Edgar lost popularity and was eventually pulled from the market. Although now rare, they are not highly valued.

Capabilities:

The J. Edgar is a sturdy lightweight hovercraft. Utilizing a fusion engine popular in its time, the J. Edgar can travel as fast as almost any hovercraft available in the Inner Sphere. As fusion engines have become almost unattainable, however, the Leenex plant is usually stripped out for use in more worthwhile military vehicles. Internal combustion engines usually replace the original fusion engine.

The Harvester Corporation had been making weapons systems even before the Alphard Trading Corporation existed. In fact, at the time the J. Edgar was produced, the Harvester SRM 2 Rack was one of the most popular missile systems available, which is why these weapons were mounted instead of another weapons system. The missile racks are fairly effective against vehicles, but do not pose much of a threat to a 'Mech.

The original StarSlab armor is still used on some J. Edgars, but most Techs strip the more valuable Starslab for use on 'Mechs. The popular (and less expensive) Protectech armor usually replaces this armor.

Other pieces of equipment include the Alphard Original Two Communications System and the TracTex Alpha-1 Targeting and Tracking System. Because these two systems are Alphard Trading Corporation originals, they are obsolete and replacement parts are difficult to find. Like the armor, more popular systems replace the original.

Battle History:

Little battle history is known about the J. Edgar because the vehicle was popular long ago. Nevertheless, there is one account that has become a legend. The truth behind this story has never been verified.

During an unknown battle on an unknown planet, the commander of a group of J. Edgar hovercraft was commanded to assault a force obviously much stronger than his. The exact composition of the enemy varies from story-teller to story-teller, but one version includes 20 *Atlas*es, 27 'Mechs of various sizes, and even a giant mobile weapons platform. The typical version, however, is that the unit of 12 J. Edgars attacked a unit of 30 larger, slower tanks. The enemy unit had encamped in a large clearing inside a ring of trees. Unfortunately for the J. Edgar commander, the enemy unit was too far away to be bombarded, and there was no artillery or air support available. Not wanting to disappoint his superior officers or to get a court-martial, he ordered an all-out attack.

The enemy unit was not prepared for the J. Edgars' rapid onslaught. While the tanks were momentarily confused, the hovercraft moved inside the minimum range of the tanks' guns and missiles. At that point-blank range, they targeted their attacks against vulnerable points on the tanks. The J. Edgar commander himself accounted for over a dozen enemy tanks.

Stunned by the brave attack, the enemy tanks retreated from their position, only to be destroyed when their own DropShip miscalculated its landing trajectory and came down on top of them.

Variants:

Variants of the J. Edgar usually replace the missile systems with quad machine guns and sometimes flamers. The J. Edgar is so old, however, that if the weapons are damaged, the whole vehicle is usually sold for parts.

Notable Vehicles and Crews:

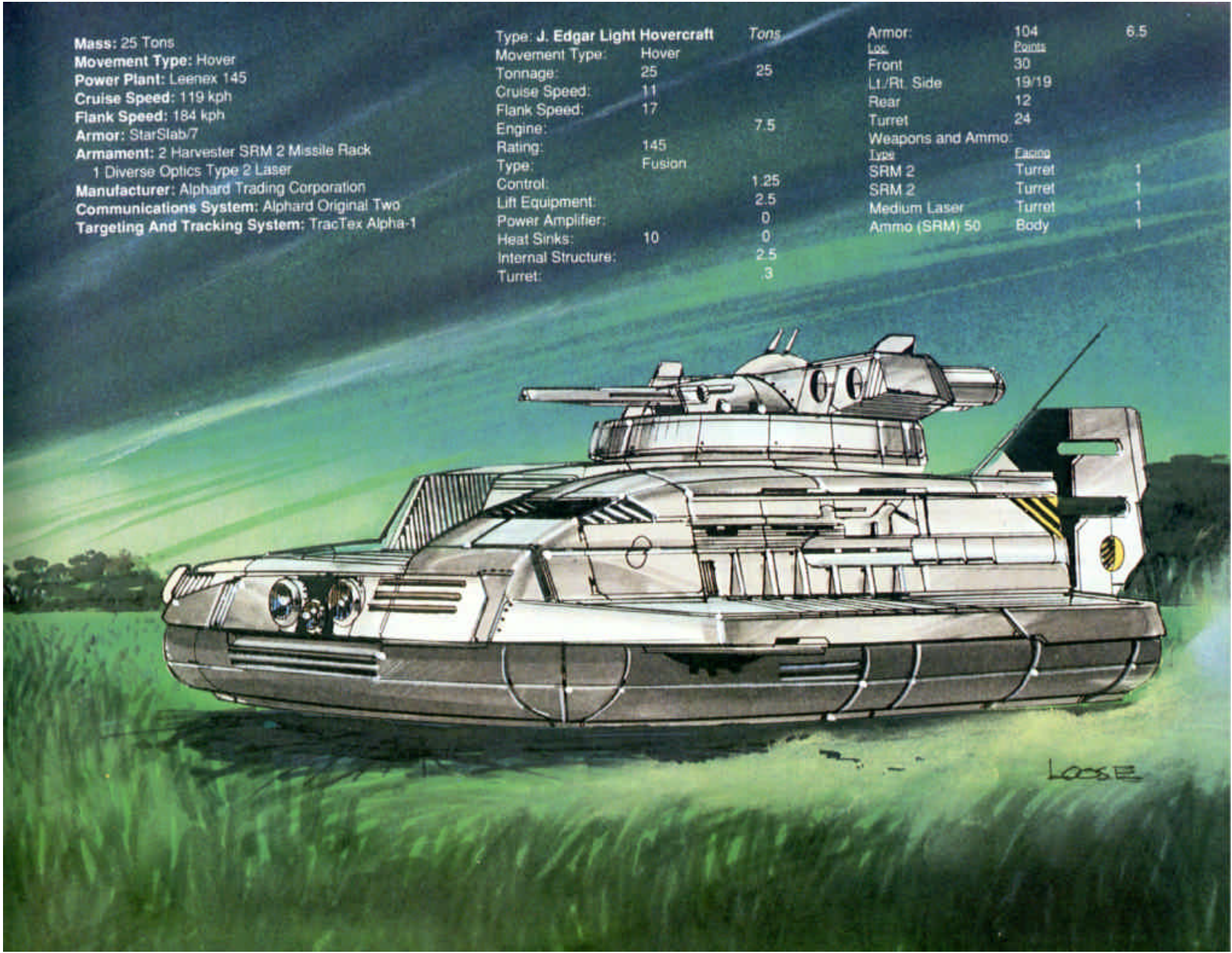
Roebinood

Roebinood is the famous commander referred to in the above tale. There are many tales involving Roebinood and his men, but most are simply fantasies told to amuse children.

Mass: 25 Tons
Movement Type: Hover
Power Plant: Leenex 145
Cruise Speed: 119 kph
Flank Speed: 184 kph
Armor: StarSlab/7
Armament: 2 Harvester SRM 2 Missile Rack
1 Diverse Optics Type 2 Laser
Manufacturer: Alphard Trading Corporation
Communications System: Alphard Original Two
Targeting And Tracking System: TracTex Alpha-1

Type: **J. Edgar Light Hovercraft**		*Tons*
Movement Type:	Hover	
Tonnage:	25	25
Cruise Speed:	11	
Flank Speed:	17	
Engine:		7.5
Rating:	145	
Type:	Fusion	
Control:		1.25
Lift Equipment:		2.5
Power Amplifier:		0
Heat Sinks:	10	0
Internal Structure:		2.5
Turret:		.3

Armor:	104	6.5
Loc	Points	
Front	30	
Lt./Rt. Side	19/19	
Rear	12	
Turret	24	
Weapons and Ammo:		
Type	Facing	
SRM 2	Turret	1
SRM 2	Turret	1
Medium Laser	Turret	1
Ammo (SRM) 50	Body	1



SCORPION LIGHT TANK

Overview:

The Scorpion Light Tank is another vehicle from the successful Quikscell Company. As is typical with all their products, the Scorpion is small, inexpensive, and easy to repair.

The Scorpion has earned the name "Budget Tank" because it is so inexpensive, as compared with most tanks. Using only one main weapon and one defensive weapon, the Scorpion's low cost makes it attractive to buyers from poorer worlds, especially the Bandit Kings and Periphery Pirates.

Aside from its attack functions, the Scorpion also performs as a scout or transport vehicle. Field commanders often use the tank in large groups because the individual Scorpion is weak in relation to most other vehicles.

Capabilities:

The Scorpion is not a particularly effective vehicle, though it can fight well enough against other similar units. The tank's main weapon, the Deleon Autocannon, can inflict marginal damage against targets at fairly long range, but it has the typical tracking problems of any autocannon at ranges of less than 90 meters.

The 20 mm Gatling gun is a time-proven weapon, giving the Scorpion good defensive firepower with plenty of punch. Though some users of the tank have tried 30 mm machine guns, the Gatling gun's high rate of fire makes larger shells unnecessary.

Unlike most tanks of its weight class, the Scorpion lacks any SRM racks, so effective in killing light vehicles. This was done because Quicksell wanted to keep costs down and because the autocannon has double the range of any short-range missiles.

Battle History:

Bandit Kings sometimes become more than a minor nuisance to the Five Successor Lords. Whenever one of them becomes too great a threat, the Lord will send out an assault force to remind such a "king" of just how powerless he really is.

Helmar Valasek is one of these kings. For months, he had been raiding Kurita worlds in search of water for his desert-dry planets. When the High Command realized what was going on, they decided that it was time to teach the Bandit a lesson. Mobilizing a small 'Mech force, the Kurita leaders jumped into the Santander system, and landed on Helmar's home planet of Santander V.

When word of the Kurita force reached Helmar, he immediately devised a plan that might give him a chance against the invaders, without requiring the sacrifice of any of his own 'Mechs so badly in need of parts and repair. He had recently "borrowed" several platoons of Scorpion light tanks, which he set up secretly in a known storage supply area. Valasek believed this to be an obvious choice for a Kurita punitive attack.

Ten hours after jumping into the system, the Kurita troops assaulted Valasek's ambush area . The moment the Kurita troops touched down, the Bandit's Scorpions opened fire at close-range, dealing some heavy damage to the invading 'Mechs. Because the Kurita 'Mechs were outnumbered more than three to one, and there was nowhere to retreat, the Combine troops went into hand-to-hand combat against the small tanks. Casualties were high on both sides. When the dust settled, however, Valasek had scavenged some 'Mech parts and the Kuritans had persuaded him not to attack their worlds for the time being.

This battle became known as the "Scorpion's Nest," and is now a popular training exercise for new Kurita MechWarriors. It teaches how to deal with swarms of small vehicles, and how to remain cool in combat.

Variants:

Because the Scorpion is found in most armies, it is often equipped with the House's preferred weapon. The most popular Scorpion variant replaces the autocannon with SRM racks.

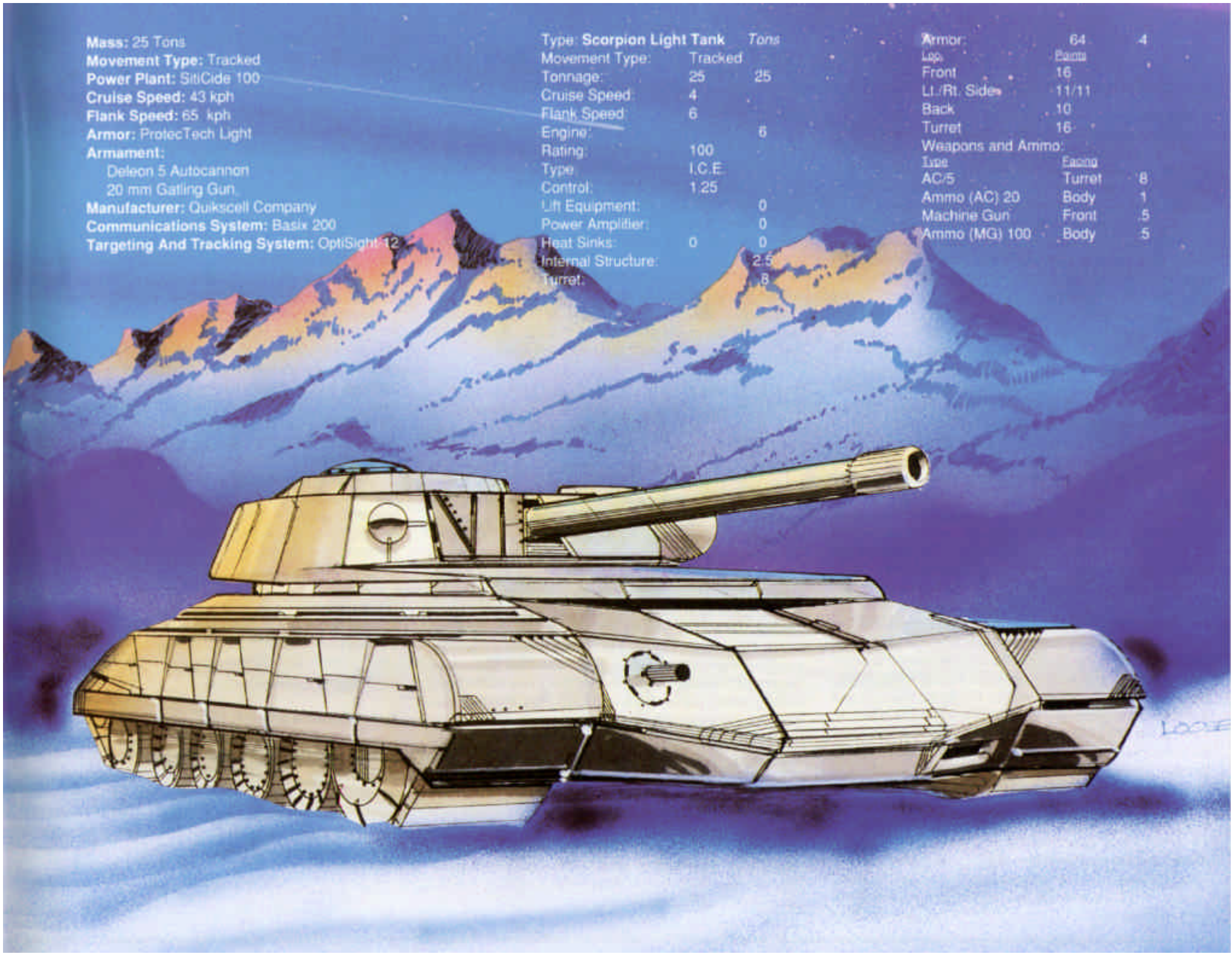
Notable Vehicles and Crew:

Rummage Sale

"Rummage Sale" is the name of a Scorpion made famous as a courier and messenger tank during all the battles for Halstead Station. "Rummage Sale" has never once sustained damage.

Jalex Schenker and Parson Smith

These two men are the owners of one of the largest Scorpion suppliers and repair services in the Inner Sphere. Operating in Davion space near Terra, Schenker and Smith have won all their Scorpions through various games of chance.


Mass: 25 Tons
Movement Type: Tracked
Power Plant: SitiCide 100
Cruise Speed: 43 kph
Flank Speed: 65 kph
Armor: ProtecTech Light
Armament:
Deleon 5 Autocannon
20 mm Gatling Gun
Manufacturer: Quikscell Company
Communications System: Basix 200
Targeting And Tracking System: OptiSight 12
Type: **Scorpion Light Tank** Tons
Movement Type: Tracked
Tonnage: 25 25
Cruise Speed: 4
Flank Speed: 6
Engine: 6
Rating: 100
Type: I.C.E.
Control: 1.25
Lift Equipment: 0
Power Amplifier: 0
Heat Sinks: 0 0
Internal Structure: 2.5
Turret: 3
Armor: 64 4
Loc Points
Front 16
Lt./Rt. Sides 11/11
Back 10
Turret 16
Weapons and Ammo:
Type Facing
AC/5 Turret 8
Ammo (AC) 20 Body 1
Machine Gun Front .5
Ammo (MG) 100 Body .5

SEA SKIMMER HYDROFOIL

Overview :

After the Exodus era, the wet navy all but vanished. Each newly colonized planet had only one government, and so had no need to build a wet navy to sink another government's wet navy. Nor could a colony world hide behind an ocean when invaded from space.

Some military missions did still remain for wet navies, however, even on planets with single governments. Counter-insurgency operations on a planet's waterways and the control of civilian shipping were still functions on worlds whose populations were rebellious. To carry out such operations, the military generally used conventional land hovercraft supplemented by armed commercial vessels, rather than expensive, specially designed military vessels.

It would be surprising to find such a specially designed military hydrofoil on a planet where no active rebellion exists. The exception was the planet Skye in the Lyran Commonwealth. Its military hydrofoils were part of a reserve unit commanded (and paid for) by rich young men who wished to avoid the draft and to wear fancy military uniforms at social functions.

In 2867, a group of young Lyrans of military age (most the offspring of prominent Social Generals) approached the LCAF with a proposal. As the Archon had invoked the Military Disaster Act, they expected to be drafted into the LCAF as expensive cannon fodder. Wouldn't it be better, they asked, for them to form their own military unit, equipped, maintained, and paid for with their own resources? All that they asked in return was that the unit be incorporated into the Skye militia, and be allowed to equip itself as the group saw fit. With more than a little prodding from some highly placed civilians, the LCAF relented and authorized the group to form the 348th Reserve Detachment of the Skye Militia. At worst, the LCAF commanders assumed that they would be getting a free platoon of lightly armed infantry.

They were wrong. Most of the young people belonged to the New Glasgow Yacht Club, and they contracted with Skye Pleasure Craft Ltd. to build twelve armed hydrofoils for the 348th. Thus, three months later, the members of the 348th could be seen "patrolling" the lakes and rivers around New Glasgow. They were resplendent in their dark blue and gold uniforms, and were usually accompanied by pleasure-loving civilians, as they did their "duty" for the honor of Skye.

Capabilities:

The Sea Skimmer is a standard hydrofoil craft. It utilizes a standard displacement hull, on which are mounted three wings, or foils, one on the bow, and one each on the port and starboard sides of the hull. These foils retract into the hull for low-speed operations or when the Sea Skimmer is operating in depths of less than 1 meter. At high speed, the foils are lowered, which lifts the hull up out of the water, thus reducing overall drag and allowing the Sea Skimmer to achieve speeds in excess of 190 kph.

Its primary weapon system is a Coventry 4-Tube Missile System, which is located in a turret providing a 360-degree field of fire. BrowningSperry machine guns provide close-in protection to the ship's sides and stern.

Battle History:

For 28 years, the 348th Reserve Detachment of the Skye Militia kept the rivers and lakes near New Glasgow free from the oppression of the Draconis Combine. With the Combine nowhere near Skye at this time, the mission was not so hard to accomplish. Once a week, the Detachment would assemble at the yacht club, take "vital supplies" and "civilian observers" on board, and go off on maneuvers for the day.

All that changed in 2895 when Combine forces jumped into the Skye system. Skye had been reinforced by two 'Mech regiments and twelve infantry and armor regiments. The reserves were mobilized, and the 348th was sent to support the troops holding the city of Inverness in the Mantty River Delta. Contrary to all expectations, the 348th acquitted themselves well in their swift Sea Skimmers. They used the delta as a highway through the Kurita lines, running raiding parties back and forth.They also provided many hard-pressed infantry units with needed fire support in the delta's swamps.

In an even more noteworthy example, Sea Skimmers were used to deploy a tactical nuclear device that halted a Kurita thrust. A battalion of Kurita 'Mechs had broken through the lines and was advancing over the flood plains toward Inverness. The Skye defenders had nothing left to stop them. All defending aircraft had been shot down weeks before, and there were no more functional artillery pieces. The 348th was the only reserve force left, and it had only two operational Sea Skimmers.

The commander of the Inverness garrison made a desperate decision. Contrary to the rules of war, he decided to use a nuclear device to stop the Kurita 'Mechs. The Mantty River was at flood level, held back from inundating the surrounding farm land only by a dam ten kilometers behind what were now the Combine front lines. The last two Sea Skimmers were each loaded with a one-kiloton nuclear demolition charge and ordered to destroy the dam.

At first, the dash up the river was easy. As the Sea Skimmers streaked by at 190 kph, the startled Kurita troops had no time to react before the vessels went out of range. As the skimmers approached the dam, however, a Kurita *Locust* and a *Stinger* blocked their path. Both skippers were experienced veterans by now and immediately began evasive maneuvers. Each let go a salvo of short-range missiles aimed at the *Stinger*. It staggered under the impact and fell into the river. The Sea Skimmers dashed through the opening, taking some hits form the *Locust*'s laser, but they were still able to function. Suddenly, the rear Sea Skimmer was lifted out of the water as the downed *Stinger* rose. The *Stinger* was knocked down again, never to rise up, but that second Sea Skimmer had its foils sheared off and its hull punctured. The *Locust* moved in to finish it off, as the first Sea Skimmer sped for the dam.

With the *Locust* trailing far behind, the Sea Skimmer approached the dam. Kurita infantry had taken control of it, and were now throwing everything they had at the speeding hydrofoil. Some weapons hit, but not enough to stop it. Seconds later, the infantry, the dam, and the last remnant of the 348th vanished in a nuclear fireball.

Variants:

The are no known variants of the Sea Skimmer. Over the years, unofficial modifications included stripping out the machine guns and replacing them with SRM 2s or upgrading the SRM 4 to an SRM 6.

Notable Units and Crews:

Commodore Lisa Miles and The Lady's Slipper

Commodore Lisa Miles was the last commander of the 348th Reserve Detachment. She was the daughter of Jonathan Miles, one of the original founders of the 348th, and she inherited the *Lady's Slipper* upon his retirement. Lisa Miles and her crew were awarded The Honor of Skye posthumously.

KARNOV UR TRANSPORT

Overview:

The *Karnov* UR Transport is a heavy lift helicopter. It is no longer known when the *Karnov* first entered service, but most experts believe that it is a Terran design hundreds of years old. Equally puzzling is the fact that the *Karnov* is currently sold by the New Earth Trading Company. NETC has no known VTOL production facilities, nor does any other firm admit to producing the *Karnov* on a subcontractual basis with NETC. It is already a century since New Earth first began to offer new *Karnov*s for sale, however. Their sales representatives simply write up the orders and the *Karnov*s arrive on the next NETC DropShip.

Whatever its origin, the *Karnov* has proven to be a reliable and hardy machine. All of the Successor State armed forces and many mercenary units use at least some *Karnov*s for supply and logistics missions. Many commercial firms also use the *Karnov* for local transportation of cargo, and as a flying crane.

Capabilities:

The *Karnov* UR is built around a DAV 190 I.C.E. aircraft engine, which is known for its superior reliability and ruggedness. Centrally mounted in the top of the fuselage, the DAV connects by drive shafts that extend down the fixed wing to pylons, where the twin rotor blades are housed. The pylons are able to rotate in a 90-degree arc, which allows the rotors to deliver lift vertically, horizontally, or at any angle in between. The tilt rotor design allows the *Karnov* UR horizontal speeds of close to 184 kph. This makes it one of the fastest heavy transport VTOLs in use.

This speed does not come without cost, however. The rotors are so large that they must be rotated to a vertical position when landing or else they will strike the ground. Many new pilots forget this simple rule and have destroyed their vehicles.

The *Karnov* has variable landing gear. At maximum extension, the helicopter can straddle a load up to 3.3 meters tall. With the gear fully collapsed, the interior cargo bay ramp can be lowered and cargo loaded on or off.

Its StarSlab armor gives the *Karnov* a reasonable chance of survival if attacked by a lightly armed attacker. Its rotors are quite delicate, however, and offer rather large targets. Many crashed *Karnov*s can be seen on a battlefield with their fuselage intact but their rotors totally shot away.

Battle History:

Like most support vehicles, the *Karnov* UR is not designed for combat. Slow when fully loaded, lacking weaponry and with vulnerable rotors, the *Karnov* is a sitting duck for any combat unit. Some logistical units have managed to make a name for themselves using the *Karnov*, however.

Hsien's Hotheads had four *Karnov*s in their supply section when the unit landed on Loongana in Marik space in 3012. The Hotheads were making a resource raid for Steiner and expected an easy time, but the Marik garrison was expecting them. What should have been a cakewalk for the Hotheads became a wild and confused free-for-all. At one point in the battle, Colonel Hsien decided to commit his orbital reserves. A company of light 'Mechs were to drop into what was thought to be an open field in the enemy rear area. Again, the Marik defenders were well-prepared, having mined all potential drop zones. When the 'Mech company landed, every single one was crippled by mine explosions, and stranded in the middle of the field. Though Hsien needed to withdraw, he could not abandon his reserve company. He ordered the *Karnov* section to recover the crippled company.

The Marik defenders were still entangled with the rest of the Hotheads, but did send a company of foot infantry to ensure that their potential MechWarrior prisoners or salvage did not get away. The infantry could not enter the minefield because some of the 'Mechs still had functioning weapons, and the 'Mechs could not move out on their own. A standoff occurred, with the Marik infantry content to wait in the woods for the arrival of some heavier equipment to deal with the crippled units.

When the *Karnov*s came in over the treetops and positioned themselves over four of the 'Mechs, everyone was astonished. The Marik commander was not able to organize his troops until well after the first four airlifted 'Mechs vanished over the hills. On their next pass, the *Karnov*s were not as lucky, however. All took hits from Marik small-arms fire, with one of the *Karnov*s crashing into the field and setting off another mine. The three other helicopters did succeed in safely making off with their cargo. Twice more during the afternoon, the *Karnov*s came over the field. A pilot positioned the helicopter over a 'Mech, lowering the cargo sling down to the frantic MechWarrior, and then lifted the 'Mech out. The Hothead lost one more *Karnov* in the process, but they retrieved all their 'Mechs and warriors.

The last two *Karnov*s made a final flight to the minefield to pick up their downed comrades.This time, the Marik infantry company had finally gotten some help. As the helicopters crested the treeline, first one, then the other exploded. A Marik *Rifleman* lumbered over to check the flaming wreckage.

Hsien's Hotheads lifted off later that evening, but without the eight *Karnov* crewmen. Their widows were granted a MechWarrior's pension by the regiment, and the crewmen were posthumously awarded the Order of Tamar Tigers.

Variants:

Variant models of the *Karnov* are not supplied by NETC. In fact, the basic design has not changed in a single detail since NETC started supplying the craft 100 years ago. In most cases, variants on the *Karnov* are made in the field by arming it with some form of small weapon. Often, the internal cargo bay is used to mount machine guns or missile racks.

Notable Vehicles and Crew:

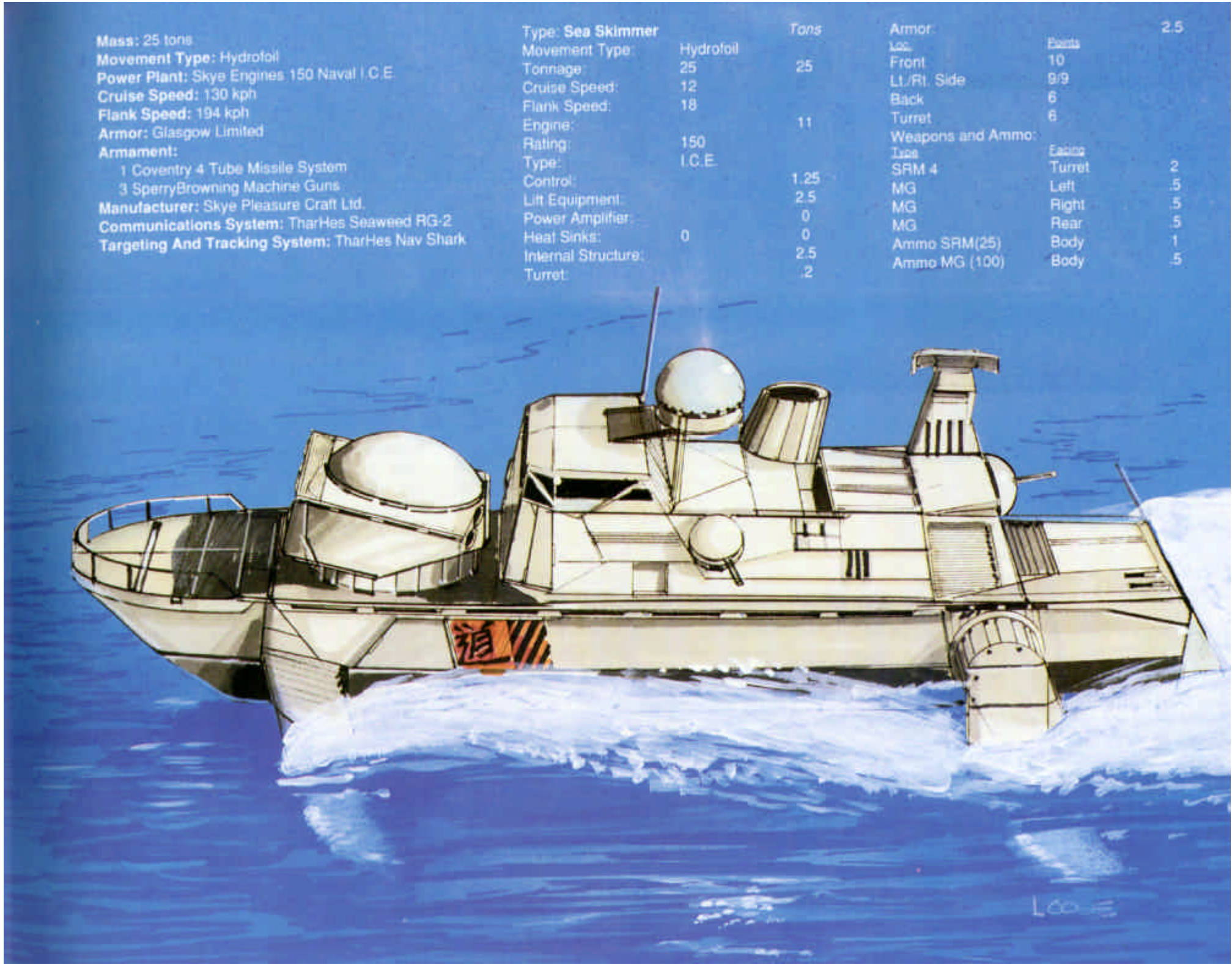
Manfred Von Kalowski

Manfred Von Kalowski is a Marik *Karnov* pilot assigned to a garrison unit on Irian. Every day, his red-painted *Karnov* carries equipment and machinery up to the construction site of the new 'Mech factories. Manfred is viewed as an oddity, not only because of the paint scheme of his helicopter, but also because he likes to wear a leather flying helmet, jacket, and a long white scarf while piloting his *Karnov*. His eccentricities have ensured that no rear seat pilot will fly with him any longer than he must.

Mass: 25 tons
Movement Type: Hydrofoil
Power Plant: Skye Engines 150 Naval I.C.E.
Cruise Speed: 130 kph
Flank Speed: 194 kph
Armor: Glasgow Limited
Armament:
1 Coventry 4 Tube Missile System
3 SperryBrowning Machine Guns
Manufacturer: Skye Pleasure Craft Ltd.
Communications System: TharHes Seaweed RG-2
Targeting And Tracking System: TharHes Nav Shark

Type: **Sea Skimmer**		*Tons*
Movement Type:	Hydrofoil	
Tonnage:	25	25
Cruise Speed:	12	
Flank Speed:	18	
Engine:		11
Rating:	150	
Type:	I.C.E.	
Control:		1.25
Lift Equipment:		2.5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		2.5
Turret:		.2

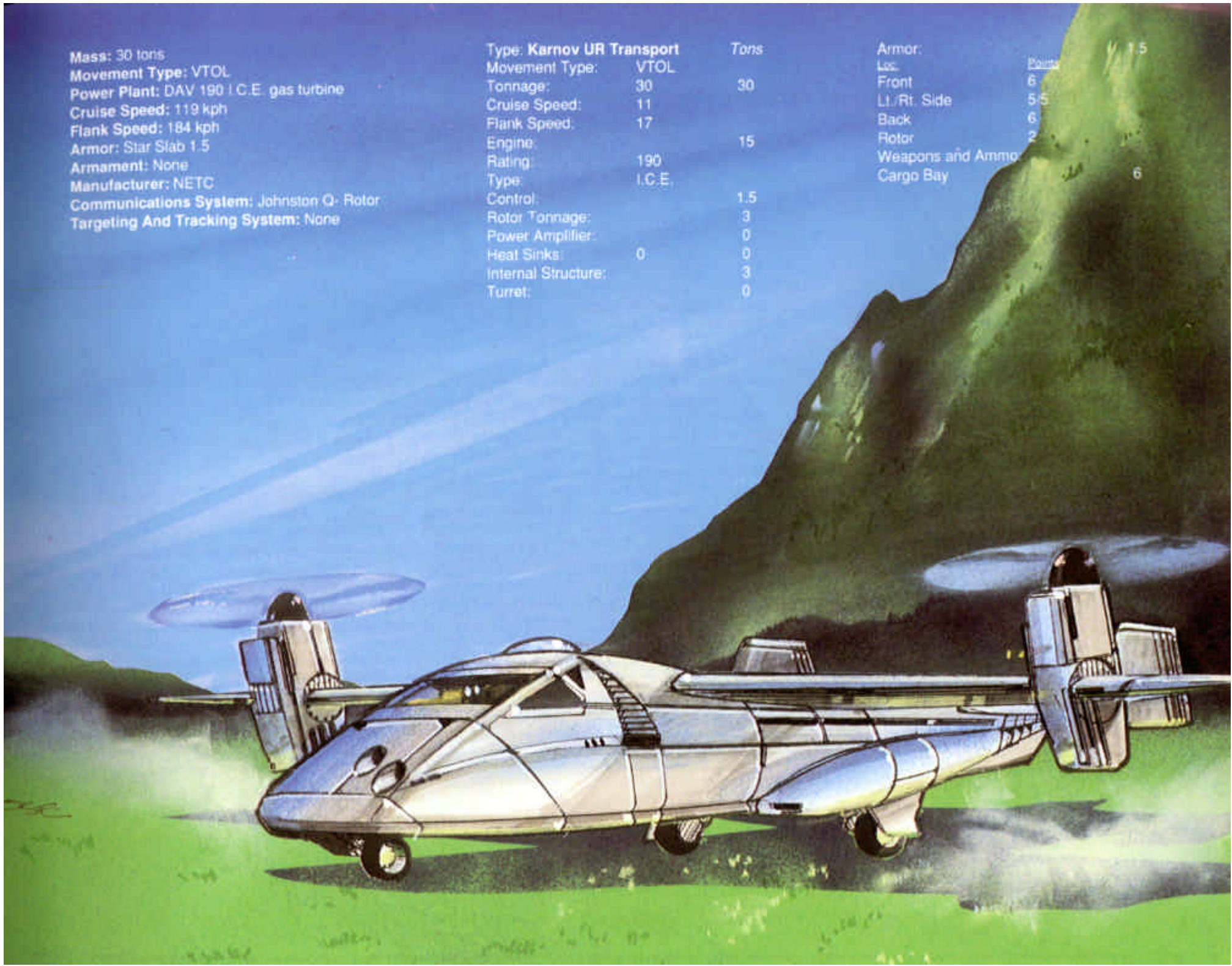
Armor:		2.5
Loc.	Points	
Front	10	
Lt./Rt. Side	9/9	
Back	6	
Turret	6	
Weapons and Ammo:		
Type	Facing	
SRM 4	Turret	2
MG	Left	.5
MG	Right	.5
MG	Rear	.5
Ammo SRM(25)	Body	1
Ammo MG (100)	Body	.5



Mass: 30 tons
Movement Type: VTOL
Power Plant: DAV 190 I.C.E. gas turbine
Cruise Speed: 119 kph
Flank Speed: 184 kph
Armor: Star Slab 1.5
Armament: None
Manufacturer: NETC
Communications System: Johnston Q- Rotor
Targeting And Tracking System: None

Type: **Karnov UR Transport**		*Tons*
Movement Type:	VTOL	
Tonnage:	30	30
Cruise Speed:	11	
Flank Speed:	17	
Engine:		15
Rating:	190	
Type:	I.C.E.	
Control:		1.5
Rotor Tonnage:		3
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		3
Turret:		0

Armor:		1.5
Loc.	Points	
Front	6	
Lt./Rt. Side	5/5	
Back	6	
Rotor	2	
Weapons and Ammo		
Cargo Bay		6



HUNTER LIGHT SUPPORT TANK

Overview:

The Hunter is a popular tank produced by Defiance Industries. Defiance is also a well-known manufacturer of all types of weapons, and its designers have even created two new heavy tanks, the Rommel and the Patton.

As its name makes clear, the Hunter Light Support Tank is a support vehicle. Like most support vehicles, the Hunter is not equipped to last in a stand-up fight. It does not, therefore, operate out in the open amid the heavy fighting, but remains behind in sheltering terrain to provide the battlefield commander with indirect fire support.

The Hunter is designed to be a cheap, effective combat vehicle that an army can use as backup in case it needs covering fire in order to pull out of combat. Equipped with the heaviest long-range support weapons available, it can carry out this function very well.

After a time, the Hunter became a fairly steady seller for Defiance Industries. New Hunters are still found in many armies in the Inner Sphere.

Capabilities:

The Hunter's large missile load makes it an extremely effective support vehicle. As Defiance does not produce the huge long-range missile rack that the tank requires, the battle-proven FarFire Maxi served instead. The FarFire Maxi is the best support weapon available, and is used on many different vehicles. The rack is mounted in the popular "missile-box" style toward the rear of the vehicle, facing forward. This allows the Hunter to fire over defensive barriers without exposing itself to enemy fire.

The Zippo Flamer is mounted as a purely defensive weapon, and is used only to set fires to deter pursuers when the tank is retreating from a battle. In fact, the flamer is normally used only as a cookfire for the vehicle crew. The FarFire's extreme range usually keeps Hunter tanks from ever getting close enough to need their flamers in batle.

The TharHes Mini-Talk and the TharHes AGART are not the Hunter's original targeting and tracking systems. Months after the first few hundred tanks were sold, a problem in the power link-ups caused the comm gear to surge and burn out. The problem turned out to be in the tracking system rather than in the communications system, and so Defiance began installing the TharHes AGART Tracking System. The only problem with this replacement was that some crewmembers of the original Hunters complained when they could no longer patch their communications gear through the tracking system to receive various clandestine television stations.

Combat History:

The Hunter is well-known for the part it played in the Battle for Halstead Station. At one point during that famous fight, several units of Hunters on both sides squared off on the outskirts of a battle in progress and began to pound each other's troops to pieces. When the battle was over, only the Hunters remained. The two Hunter commanders, each realizing that he could not win a long-range fight, met in the middle of the war-torn field, shook hands, and fought hand-to-hand to determine the winner. Both commanders were knocked unconscious at about the same time.

Meanwhile, in another part of the Halstead Station battle, a group of five Davion Hunters moved into position on five different hillsides around an area that Kurita was using as a holding point for its damaged 'Mechs. The Hunters on the far north hill opened fire with three salvoes. The missiles, firing at optimum range, created havoc among the damaged 'Mechs. Though not at full fighting capability, the Kurita 'Mechs slowly moved to attack the unseen marauders to the north.

After the force had moved 20 meters, the Hunter to the northwest immediately opened fire. Once again confused, the damaged 'Mechs changed course in their sluggish approach toward the most obvious enemy. This time, a new enemy fired.

Every time the 'Mechs moved in a new direction in response to the attacks, it eventually wore down both their 'Mechs' capacities and their pilots' nerves. Wounded and rattled, the Kurita MechWarriors eventually ejected from their battered 'Mechs in a show of surrender to superior forces. The Hunter commander permitted the warriors to walk away from the battlefield, but without letting them learn the identity of their conquers.

By appropriating these Kurita 'Mechs, the Hunter commander turned the tide of this major battle in favor of Davion. Had those 'Mechs been repaired in time, later analysis showed that Kurita would have won the day.

Variants:

Variants on the Hunter are rare, because there is no room to add extra weapons and usually no reason to remove the LRM-20.

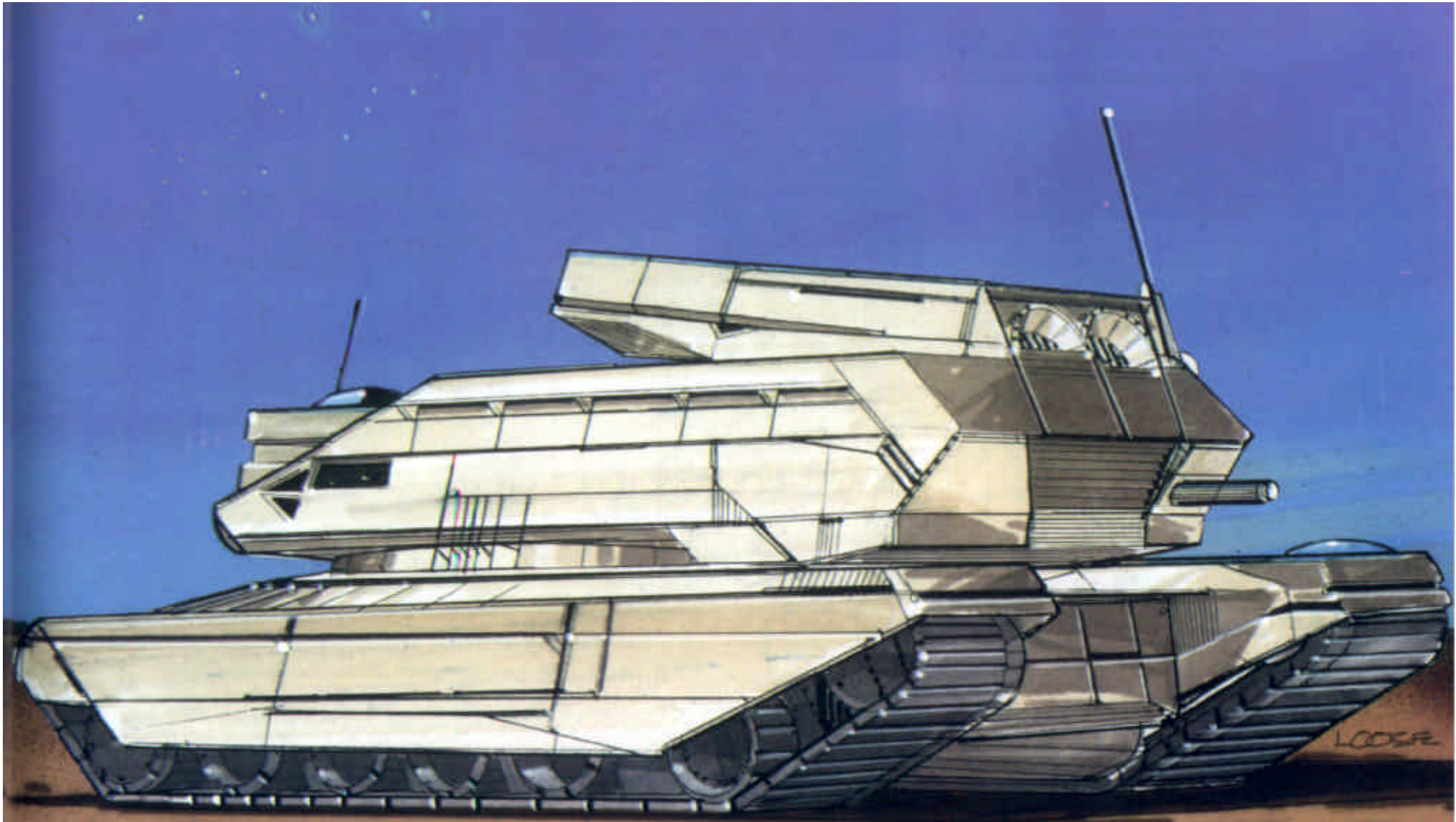
Notable Vehicles and Crew:

Jeff Dahl

Commander Dahl is the originator of the famous "Hidden Vehicle" tactic used at Halstead Station. It was compassion that prevented him from letting the wounded Kurita pilots see his tank unit. Dahl was aware of the Kurita codes of honor, and knew that it would have been an unforgivable loss of face for these men to report to their commanding officer that a five-vehicle support unit had defeated them.

Sejanus Aelia and Losinja Harama

Aelia and Harama were the Davion and Kurita commanders, respectively, who decided to fight hand-to-hand at the Battle for Halstead Station. Neither was demoted, but Aelia was severely reprimanded and Harama was sent back to command garrison troops.



Mass: 35 Tons
Movement Type: Tracked
Power Plant: Magna 175
Cruise Speed: 54 kph
Flank Speed: 82 kph
Armor: StarSlab/5.5
Armament:
FarFire MaxI Rack
Zippo Flamer
Manufacturer: Defiance Industries
Communications System: TharHes Mini-Talk
Targeting and Tracking System: Tharhes AGART

Type: **Hunter Light Support Tank**		Tons
Movement Type:	Tracked	
Tonnage:	35	35
Cruise Speed:	5	
Flank Speed:	8	
Engine:		10.5
Rating:	175	
Type:	Fusion	
Control:		2
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	10	0

Internal Structure:		3.5
Turret:		0
Armor:	96	6
Loc.	Points	
Front	32	
Lt./Rt. Side	24/24	
Back	16	
Turret	0	
Weapons and Ammo:		
Type	Facing	
LRM 20	Front	10
Ammo (LRM) 12	Body	2
Flamer	Rear	1

PEGASUS SCOUT HOVER TANK

Overview:

Unlike most recon vehicles, which are used by one particular House or unit, the Pegasus can be found in almost every major military organization. It is easily the most popular reconnaissance vehicle ever produced.

The Pegasus is a unique recon unit, having fairly heavy armor and sufficient firepower to disable an armor unit. (Most recon tanks mount only defensive weapons, and their armor is too inadequate to sustain heavy damage.) In addition, the Pegasus's speed is comparable to that of most other recon vehicles.

The Exeter Organization first produced the Pegasus in the early years of the First Succession War. Since that time, the Pegasus has earned a reputation as the sturdiest and most reliable recon tank ever produced.

Capabilities:

The Pegasus's durability stems from its chassis design. The chassis is unique, produced in hexagonal plates that interlock through a series of hooks and grooves. Each plate is set into a hollow framework, which has its own hooks and grooves, and then is welded into place. This gives the Pegasus the structural flexibility a fast hovercraft needs, while making it sturdy enough to withstand weapon hits. According to the Exeter Organization design staff, the Pegasus's stress and strain thresholds exceed that of any other hovercraft by over 64.3 percent.

The Exeter LongScan system adds to the Pegasus's reputation as an excellent recon vehicle. Using a series of "scanning induction webs" that run throughout the vehicle, the system can scan for enemy vehicles and troops up to 30 kilometers away. The ReconLook Communications unit allows the Pegasus to identify units by their silhouette, speed, and seismic and electronic noise.

The Salamander Systems CommPhase unit connects the StarStreak Heavy Missile Racks to the communications system. After the LongScan and ReconLook systems have identified all the targets, the CommPhase gives the gunner the best possible targets within range. The gunner then has the option either to let the computer fire at the most threatening target or to override the computer control systems and pick the target himself.

The StarStreak missile systems were originally developed by an unknown company that was bought out by Exeter after it went bankrupt. Using the highest number of short-range missiles available, the StarStreaks have an excellent chance of critically damaging any vehicle on the battlefield.

The Pegasus is not equipped to communicate with orbiting DropShips or JumpShips, unlike many other recon units. An additional transmitter, called a TransBoost, can be installed to give the Pegasus tight-beam microwave communications ability. This is usually done when a Pegasus is investigating an area controlled by hidden enemy troops.

The Pegasus carries four men: one driver, one gunner, one radio/detection man, and a commander, who doubles as a second radio man. The interior of the Pegasus is remarkably comfortable, though an average man cannot stand up straight in it. There is a small food preparation area toward the rear of the tank.

Battle History:

Although most missions involving a Pegasus are considered classified, there is one report of a Kurita Pegasus investigating the Steiner world of Tamar for possible troop buildups. The Pegasus spent hours maneuvering from position to position to get a closer look at a base guarded by several 'Mechs.

Eventually, the Pegasus moved close enough to see the base where the Tamar Jagers were massing for an assault. Upon discovering Steiner's target, the planet Memmingen, the Pegasus immediately set up the TransBoost dish and informed its JumpShip (which was hiding along the ecliptic plane) of the Jagers' strength and intended target.

Unfortunately, the Steiner forces detected the transmission and later captured the Pegasus and its crew. The fate of the Kurita unit has never been revealed. Because of its efforts, however, the Combine had a welcoming committee of three regiments on Memmingen. The Jagers took great losses before retreating back to the Commonwealth.

Variants:

Recon personnel always modify their vehicles according to personal tastes. The most typical change is either to replace the weapons or to remove them altogether. Some soldiers feel that if they do not mount weapons, then no one will fire at them. Another common variant is to remove the sensors and add more ammunition for the SRMs.

Notable Vehicles and Crew:

Tim Larson, Jack Brown, Leo Buscema, and Nora Webster

These four Marik crewmen and their Pegasus "Lazy Jane" dropped onto the Liao planet Renown to incite the inhabitants against their Liao leaders. Although they convinced several groups to revolt, most of the populace remained loyal. The rebellion fizzled out, and Brown, Buscena, and Webster were imprisoned.

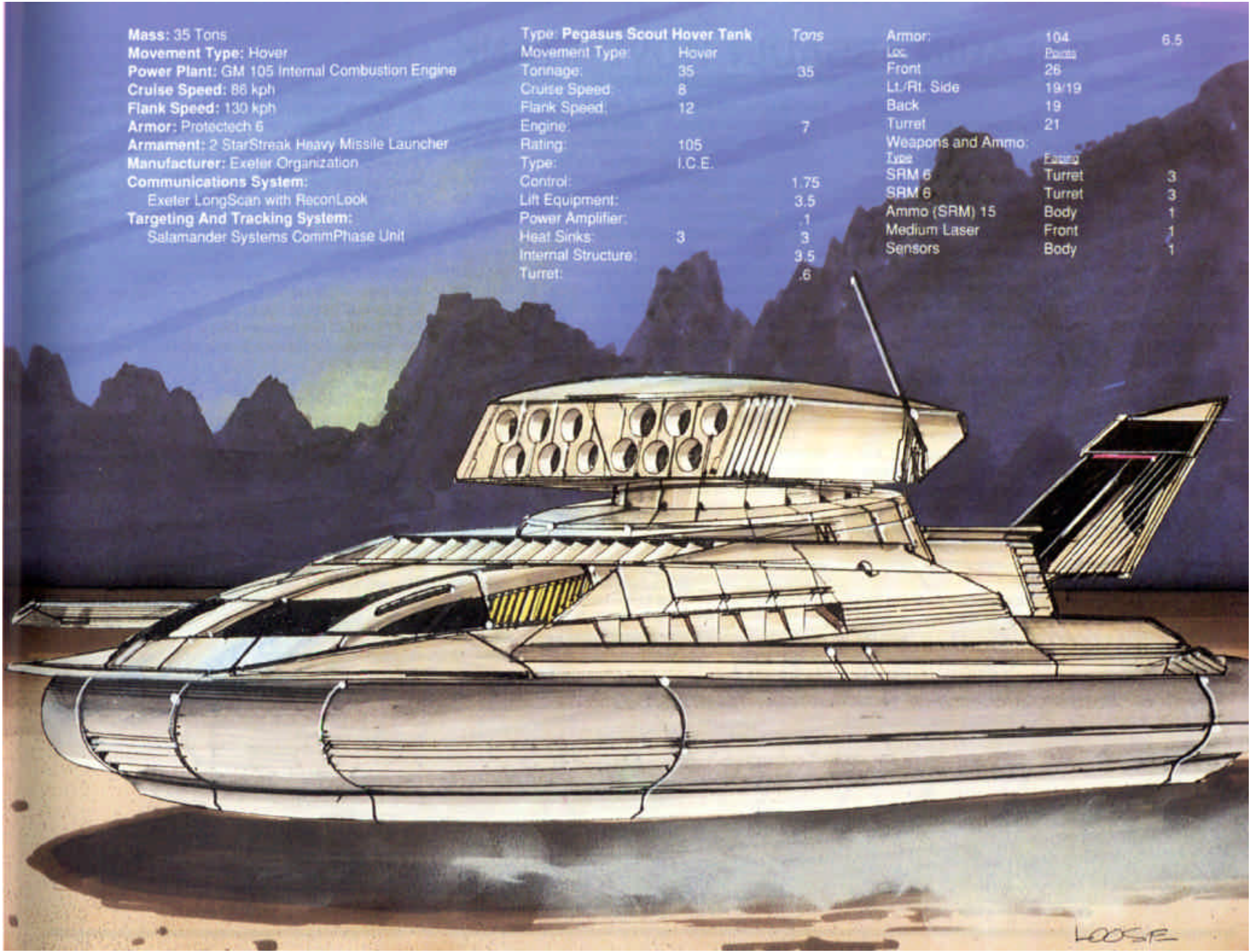
The night before his crewmate's executions, Larson drove the Pegasus in a daring raid against the keep of the planetary governor. After rescuing the crew, Larson bombarded the keep. The Pegasus easily outdistanced the keep's garrison, and the crew remained hidden for two months until its DropShip picked them up.

Mass: 35 Tons
Movement Type: Hover
Power Plant: GM 105 Internal Combustion Engine
Cruise Speed: 86 kph
Flank Speed: 130 kph
Armor: Protectech 6
Armament: 2 StarStreak Heavy Missile Launcher
Manufacturer: Exeter Organization
Communications System:
Exeter LongScan with ReconLook
Targeting And Tracking System:
Salamander Systems CommPhase Unit

Type: **Pegasus Scout Hover Tank**		*Tons*
Movement Type:	Hover	
Tonnage:	35	35
Cruise Speed:	8	
Flank Speed:	12	
Engine:		7
Rating:	105	
Type:	I.C.E.	
Control:		1.75
Lift Equipment:		3.5
Power Amplifier:		.1
Heat Sinks:	3	3
Internal Structure:		3.5
Turret:		.6

Armor:	104	6.5
Loc.	Points	
Front	26	
Lt./Rt. Side	19/19	
Back	19	
Turret	21	

Weapons and Ammo:		
Type	Facing	
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 15	Body	1
Medium Laser	Front	1
Sensors	Body	1



32 SALADIN ASSAULT HOVER TANK

Overview:

The Saladin is the last of the medium hover tank line released by Scarborough, Ltd. While the other two tanks, the Saracen and the Scimitar, were attack vehicles, the Saladin was designed to be a defensive vehicle. Instead of mounting a variety of weapons systems like its predecessors, it mounts only one weapon: a heavy autocannon.

At first, Scarborough buyers were skeptical about the Saladin. They were expecting something that could replace and complement the Scimitar and the Saracen. Only by offering incentives, such as free delivery and training for vehicle crews, did the Scarborough sales teams convince customers to buy the Saladin. No arms buyer in the Inner Sphere could resist having their logistics done for them at no cost, and free training certainly would not hurt. The Saladin sold almost as well as the Saracen did.

Capabilities:

Like its predecessors, the Saladin is a very fast hovercraft. By the time it was produced, Scarborough, Ltd. had developed several improvements to its hover systems, such as operating without hovercraft skirts. Although the Saladin lacks the greater part of skirtless hovercraft technology, it still has some advanced internal systems. The driver's compartment has many innovations, including a power boost that allows the Saladin to traverse rocky terrain easier than normal hovercraft can.

Unlike the other two Scarborough hovercraft, the Saladin does not have a turret and carries only one weapon. The project design engineers used the same chassis as the other two hovercraft and even kept the majority of the internal components, including the engine. The main design criterion was to use the newly developed Scarborough Original 20 Autocannon, the heaviest weapon feasible for combat vehicles. To compensate for the increased weapon weight, the turret and some armor were removed from the original chassis, and the autocannon was mounted in a static assault gun-mount.

The Scarborough Original 20 Autocannon is equivalent to 200 mm autocannons produced by other companies. Although it experienced some developmental problems, it does inflict massive amounts of damage, enabling the Saladin to cripple or kill a light or medium 'Mech. Saladins are used differently from most tanks because the main weapon is mounted forward, and not in a turret. A Saladin will either move toward the enemy, shoot, pass the enemy, and then turn around for another pass, or it will stand and face the enemy, firing as they come forward. Often the most acceptable tactic is a combination of both.

The heaviest armor on the Saladin is placed forward, allowing it to take substantial frontal damage and still keep operating. Armor on the sides and rear was kept to a minimum in order to increase its front armor.

Battle History:

Bandit Kings favor using vehicles in raids because they generally have more vehicles than 'Mechs, and most would rather risk vehicles than 'Mechs. When Emerson Winchester, operating out of the Marian Hegemony, desperately needed 'Mech parts, he planned to raid the Marik planet Lesnovo using five Saladin hover tanks captured in his last raid. Days later, a Winchester JumpShip moved into Marik space.

When the JumpShip reached Lesnovo's jump point, the attack force dropped on the dark side of the planet. The Saladins moved quickly toward the supply base. Upon finding his target, the raid commander ordered his tanks to close, attack the defense forces, load the parts, and get out.

The defending troops consisted of two light 'Mechs: a *Stinger* and a *Locust*. The Saladins readily disabled the *Stinger*, but the *Locust* was difficult to kill because it could move as fast as the Saladins. Eventually, however, the *Locust* was destroyed, and the raiders took the parts.

Unfortunately, the province's garrision force discovered the Raider's JumpShip in the system. Although observing the sanctity of the JumpShip, the Marik forces captured the DropShip, retrieved the parts, and executed the pirates. Tapes of the groundside skirmish were sent to Scarborough, Ltd. so that the Saladin designers could see how their new vehicle performed in combat. The leader of the Marik force was paid handsomely for the safe retrieval of the tapes.

Variants:

The Saladin's weight and chassis size make it difficult to alter. Troops that dislike the Saladin's narrow combat role use one of the other Scarborough, Ltd. medium hover tanks rather than modifying the Saladin.

Notable Vehicles and Crews:

Johann Eggar, Stanislov Cherenkov, and Joe Smith

These three crewmen are the only soldiers in recorded history to have lost over 30 vehicles in combat. They do not lose them because they are incompetent, however, but because they always receive the most difficult, and sometimes suicidal, missions. They always name their vehicle "Bertha." So far they have gone thrugh three Manticores, one Behemoth, eight Hetzers, and 22 Saladins.

Mass: 35 Tons
Movement: Hover
Power Plant: ConLee 105/I.C.E.
Cruise Speed: 86 kph
Flank Speed: 130 kph
Armor: ProtecTech 4
Armament:
Scarborough Original 20
Manufacturer: Scarborough, Ltd.
Communications System:
Scarborough Talky-2
Targeting And Tracking System:
Scarborough Assault-1

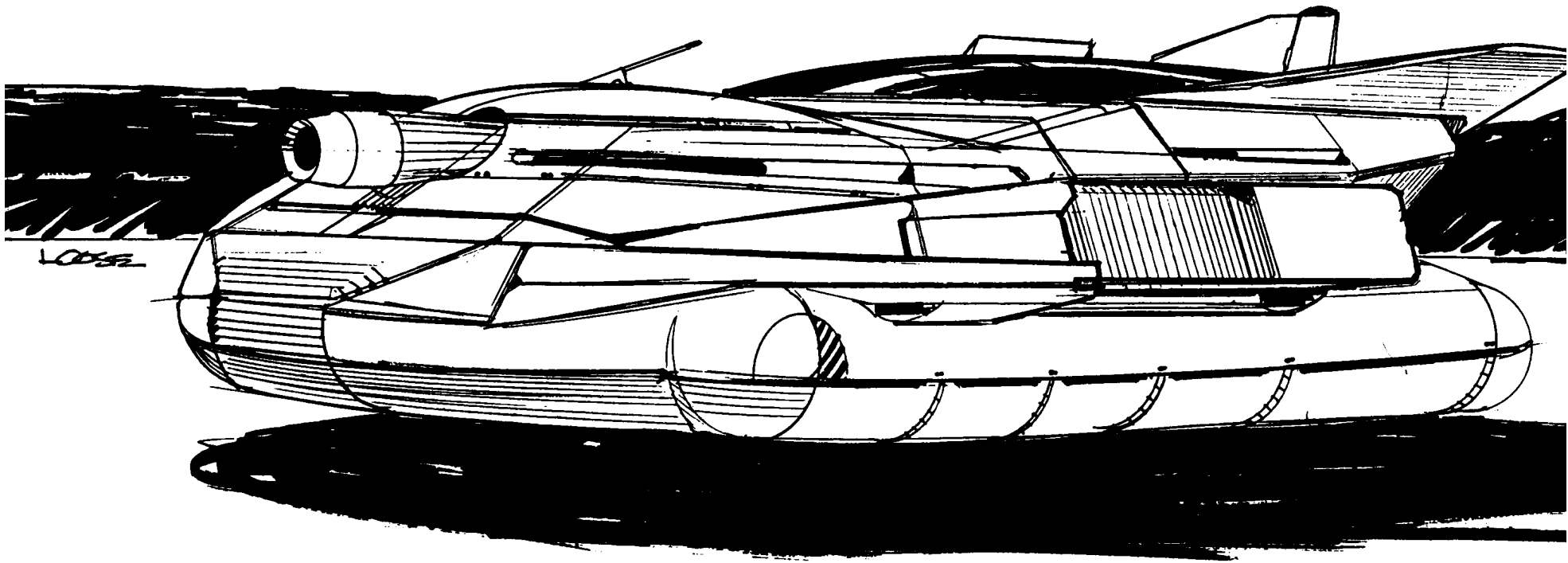
Type: **Saladin Assault Hover Tank**

		Tons
Movement Type:	Hover	
Tonnage:	35 Ton	35
Cruise Speed:	8	
Flank Speed:	12	
Engine:		7
Rating:	105	
Type:	I.C.E.	
Control:		2
Lift Equipment:		3.5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		3.5

Turret:		0
Armor:	32	2
Loc.	Points	
Front	17	
Lt./Rt. Side	5/5	
Back	5	
Turret	–	

Weapons and Ammo:

Type	Facing	
AC/20	Front	14
Ammo (AC) 15	Body	3



34 SARACEN MEDIUM HOVER TANK

Overview:

The Saracen is the first in a line of medium hover tanks produced by Scarborough, Ltd. Built in the latter part of the Third Succession War, the Saracen does not have the fusion reactor power plant prevalent in older vehicles. Scarborough, Ltd. hoped that the simplicity of an internal combustion engine and the availability of parts and supplies would interest prospective buyers. This marketing tactic apparently worked. Within three years, Scarborough had released two other similar hover tanks: the Scimitar and the Saladin.

The Saracen is found throughout the Inner Sphere, though the Free Worlds League uses most of the vehicles currently in service. Marik issues the Saracen to units that have support or screening missions, such as cavalry and recon lances. Its speed, armor, and armament allow it to perform equally well in both functions.

Capabilities:

The Saracen has a variety of weapons systems. The Coventry StarLight LRM is one of the most effective long-range combat systems available, second only to the more popular StarLight LRM 15. Although an autocannon was originally intended for the Saracen, the designers decided that the Coventry missile system would make the tank more versatile in combat. The LRM system gives the Saracen the ability to indirectly engage targets without exposing itself to return fire.

The three Guided Technologies SRM 2 racks were installed for three reasons. The first reason was the cost—the SRM 2 racks were among the cheapest available. Additionally, Guided Technologies weapons systems are known for reliability and availability of spare parts. Finally, a triple SRM 2 system increased the survivability of the Saracen's short-range weapon systems. A single hit could knock out an SRM 6, but it would require multiple hits to totally eliminate all of the SRM 2s.

The Saracen's speed allows it to move quickly from one firing position to another. In a delaying action, this ability allows the tank to easily break off an engagement, fall back to a new position, and then engage the advancing enemy afresh, with both direct and indirect fire.

Combat History:

Though fairly new, the Saracen has already proved itself in combat and become a favorite with the troops. While fighting on Holt, a lance of Saracens was cut off from its support units, and ended up facing an enemy 'Mech unit. The 'Mechs were too close for the Saracens to use their long-range missile firepower, and so the lance switched to the smaller, but more effective, short-range missiles. Before the enemy troops knew what hit them, the Saracen missile barrage had disabled two light 'Mechs and damaged a medium 'Mech. Taking advantage of their amazing speed, the Saracens disengaged from combat while friendly 'Mechs renewed their attack on the enemy 'Mechs.

As the Saracen lance reached its headquarters, it discovered enemy 'Mechs attacking the base. This time, however, they could use their long-range missiles. The artillery support knocked out several surprised 'Mechs and caused enough chaos to allow the base defenders to drive off the invaders.

In an action on Pella II, a Marik raiding force was withdrawing back to its DropShip under heavy pressure from recently arrived Liao 'Mechs. The Marik commander deployed his two Saracen lances as a screening force, while the remnants of his command made its way back to the DropShip,100 kilometers away.

The Saracens employed classic delaying tactics. From behind cover, the Saracens would fire a barrage of long-range missiles at the pursuing Liao 'Mechs. When the Liao forces deployed to assault the Saracens, the tanks would speed away to their next position, to repeat the tactic once again. For over 36 hours, the Saracens gave up space for time. Eventually reduced to three operating vehicles, the Saracens sped up the loading ramp of the waiting *Overlord* and lifted off, leaving a very frustrated Liao commander behind.

Variants:

There are no registered variants of the Saracen. However, Scarborough, Ltd. produced two more medium hover tanks built from the same chassis: the Scimitar and the Saladin.

Many crews dislike Saracen duty, believing that the tank is too light to be effective in a fight. As there is an extra quarter-ton of weight available, many tank crews attempt to make the Saracen look stronger by adding extra tubes to the LRM and SRM racks.

Notable Vehicles and Crews

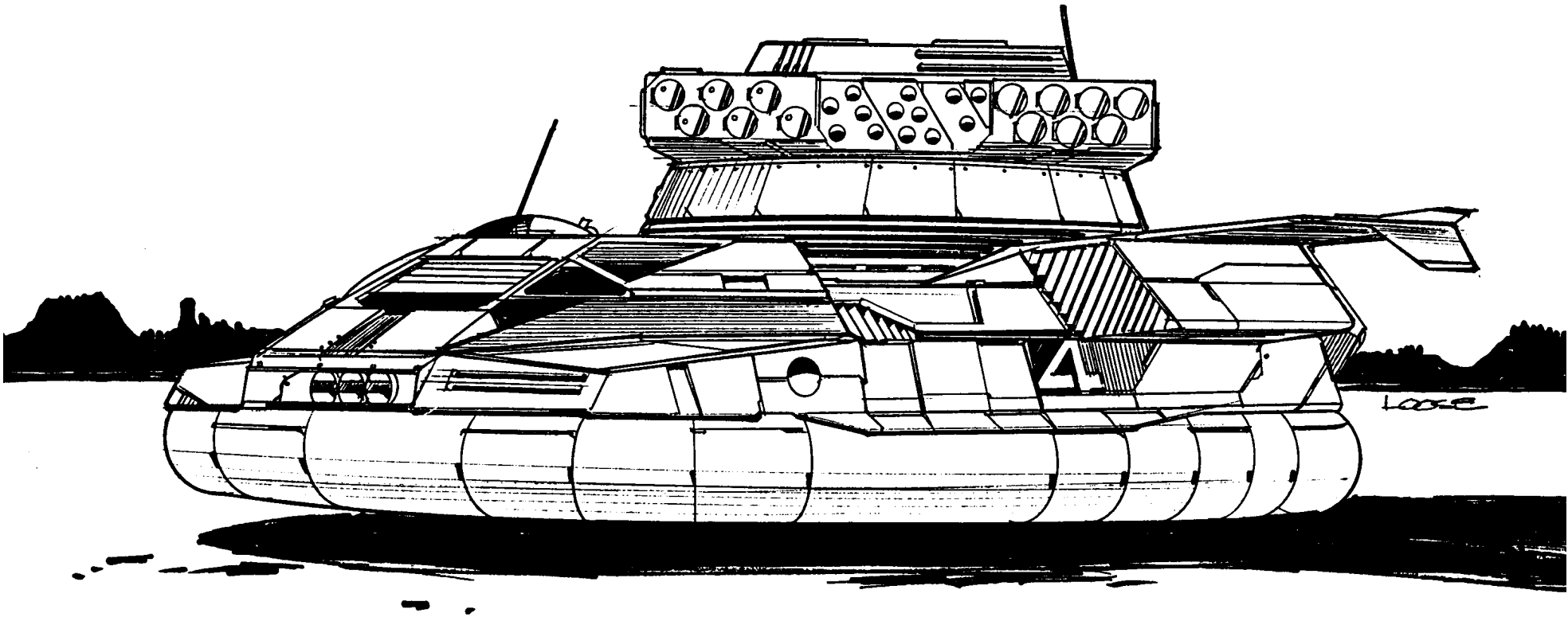
Aaron Jones, Tenoko Smith, and Anthony Caruthers

These three were crewmen with the Saracen named "the Loch Ness Monster" as part of the delaying force during the action on Pella. They are credited with one *Stinger* kill. After they made it back to the DropShip, their vehicle had exactly two SRM missiles left.

Mass: 35 Tons
Movement: Hover
Power Plant: ConLee 105/I.C.E.
Cruise Speed: 86 kph
Flank Speed: 130 kph
Armor: ProtecTech 7
Armament:
Coventry StarLight LRM
3 Guided Technologies SRM 2
Manufacturer: Scarborough, Ltd.
Communications System:
Scarborough Talky-1
Targeting And Tracking System:
Scarborough Track-1-1

Type: **Saracen Medium Hover Tank**		*Tons*
Movement Type:	Hover	
Tonnage:	35 Ton	35
Cruise Speed:	8	
Flank Speed:	12	
Engine:		7
Rating:	105	
Type:	I.C.E.	
Control:		1.75
Lift Equipment:		3.5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		3.5
Turret:		.8

Armor:	112	7
Loc.	Points	
Front	24	
Lt./Rt. Side	20/20	
Rear	24	
Turret	24	
Weapons and Ammo:		
Type	Facing	
LRM 10	Turret	5
Ammo (LRM) 24	Body	2
SRM 2	Turret	1
SRM 2	Turret	1
SRM 2	Turret	1
Ammo (SRM) 50	Body	1



36 SCIMITAR MEDIUM HOVER TANK

Overview:

After the success of the Saracen, Scarborough, Ltd. released two more medium hover tanks based on the Saracen's chassis and internal systems. The first release was the Scimitar, whose weapons systems varied slightly from its predecessor. At first, the Saracen used a long-range missile rack as its main armament. However, its secondary weaponry, three short-range missile racks, could not fire at the long-range missile rack's short range, and the long-range missiles could not fire at the short-range missile rack's extreme range. Thus, the Saracen could not concentrate its firepower against one target.

Scarborough engineers replaced the long-range missiles with an autocannon to solve the range/firepower problem. Although the autocannon had problems acquiring targets under 90 meters (which was the SRM's short range), it could easily acquire targets at the SRM's medium range, which the LRMs could not. In addition, the autocannon had range comparable to the long-range missiles.

Five years after releasing the Saracen, Scarborough introduced the Scimitar. Initial sales were high because of the success of the Saracen. Although sales have fluctuated over the past years, Scarborough, Ltd. continues to produce the Scimitar.

Capabilities:

The Scimitar is a better-designed vehicle than the Saracen. Like most hovercraft, the Scimitar is very fast, making it easy to engage and disengage an enemy. Its armor is as thick as that on many medium 'Mechs.

The Armstrong AutoCannon 5 is often used in 'Mechs, such as the *Clint*. Scarborough engineers chose this weapon because it had already been proven in combat. On the average, the autocannon's range and hitting power is better than the Saracen's LRM 10 rack. The autocannon weighs three tons more than the long-range missile rack, but one ton of autocannon ammo has more rounds than one ton of LRM ammo.

The success of the Saracen's short-range missile system prompted Scarborough engineers to use several smaller short-range missile racks rather than one large one. The Saracen's Guided Technologies SRM 2 racks were also installed in the Scimitar because the Guided Technologies equipment was reliable and because Saracen customers would likely buy a vehicle for which they already had replacement parts.

Other than the autocannon, the only new systems installed in the Scimitar are the communications and weapons guidance systems. Based on the original models in the Saracen, the Scarborough Talky and Scarborough Tracky systems needed slight modification to accomodate the new weapons.

Battle History:

Scarborough, Ltd. was correct; those who had bought the Saracen immediately bought the Scimitar. Because the two vehicles were so similar, a Scimitar could replace a damaged Saracen without reducing a lance's effectiveness.

This ease of replacement caused the undoing of a Liao light armor group. Fighting Saracens on Pella II for over eight months, the Liao armor was almost out of supplies. To regain supplies, the Liao commander devised a plan to raid the Marik supply dump.

First, tanks armed with short-range weapons would move in from the north and attack under the range of the Saracens' long-range missiles. While most of the Saracens were engaged, the rest of the armor would attack from the south and steal as many supplies as possible. After the supplies were taken, the first element would retreat back into the hills.

Unbeknownst to the Liao commander, however, Marik Scimitars had replaced the Saracens guarding the supply dump. Although Liao recon had seen the Scimitars, it assumed that the tanks were Saracens.

The Liao attack proceeded as planned. The short-range units moved in quickly from the north, loosing short-range missiles and laser fire. Instead of finding themselves under the range of Saracen long-range missiles, however, they found themselves in the short-range of autocannons. The Scimitars tore the Liao light element to shreds.

The second element of the Liao force fared no better than the first. Although the first element transmitted radio messages to the Liao commander, the whole Liao attack force had already been committed. Five minutes after the attack began, every vehicle in the Liao group was either destroyed or disabled. The Liao commander sued for peace and retreated off-planet.

Variants:

Like the Saracen, the Scimitar has no registered variants. Some crews will, however, add a larger barrel to the autocannon so that the gun looks like the super-heavy autocannon found on the Demolisher or the Hetzer.

Notable Vehicles and Crews:

Johnston Arley, Forest Orenge, and Terry Schwartz

These three Steiner crewmen manned their Scimitar "Who's Next?" in a Kurita raid against the planet Phalan. For holding off a Combine 'Mech lance without support, all three crewmen received the McKennsy Ground-Pounder's Medal, one of the highest honors a vehicle crewman can receive. (This award is bestowed to a crewman who performs bravely and successfully in the face of overwhelming odds.)

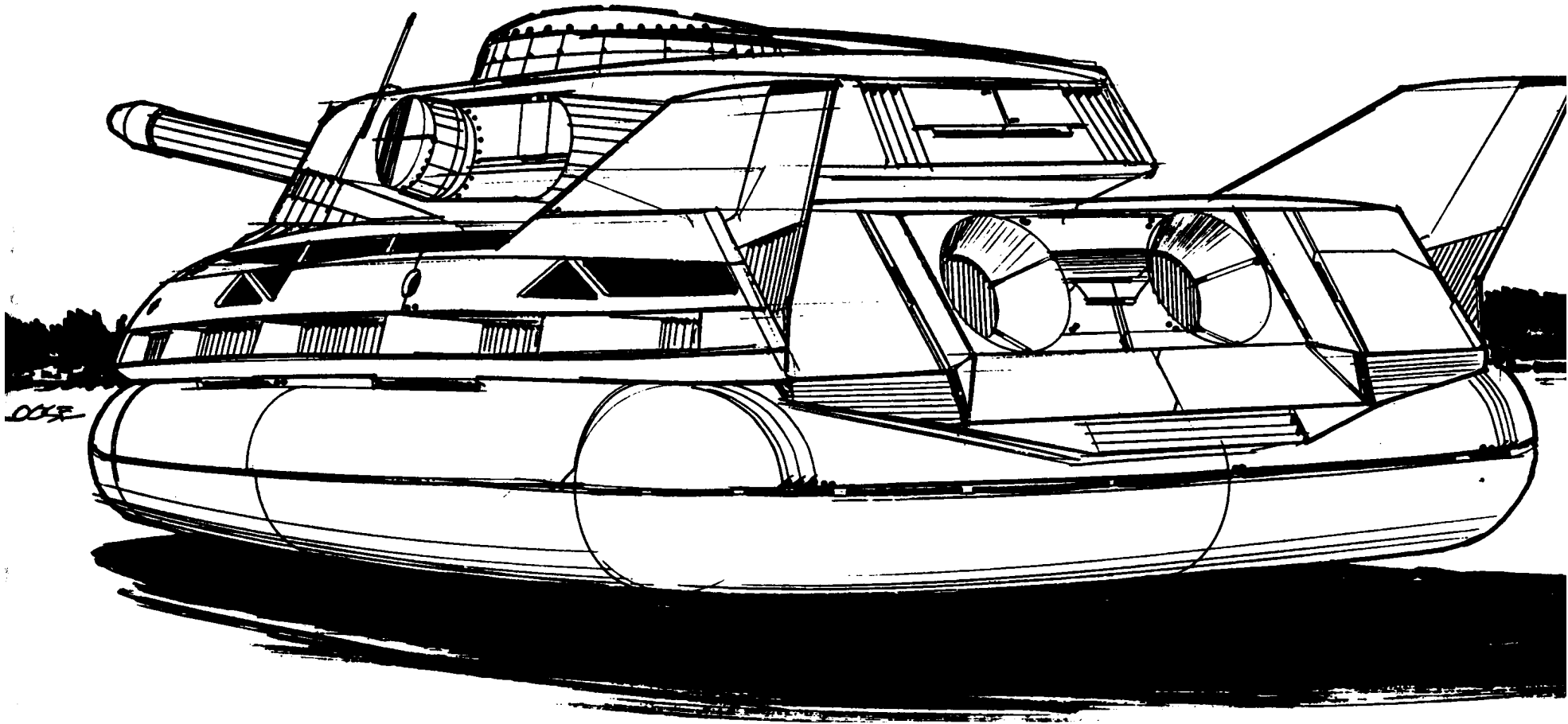
Mass: 35 Tons
Movement: Hover
Power Plant: ConLee 105/I.C.E.
Cruise Speed: 86 kph
Flank Speed: 130 kph
Armor: ProtecTech 7
Armament:
Armstrong AutoCannon 5
2 Guided Technologies SRM 2
Manufacturer: Scarborough, Ltd.
Communications System:
Scarborough Talky-2
Targeting And Tracking System:
Scarborough Tracky-2

Type: Scimitar Medium Hover Tank		Tons
Movement Type:	Hover	
Tonnage:	35 Ton	35
Cruise Speed:	8	
Flank Speed:	12	
Engine:		7
Rating:	105	
Type:	I.C.E.	
Control:		2
Lift Equipment:		3.5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		3.5
Turret:		1
Armor:	96	6

Loc.	Points
Front	21
Lt./Rt. Side	18/18
Back	18
Turret	21

Weapons and Ammo:

Type	Facing	
AC/5	Turret	8
Ammo (AC) 20	Body	1
SRM 2	Turret	1
SRM 2	Turret	1
Ammo (SRM) 50	Body	1



STRIKER LIGHT TANK

Overview:

The Striker is a joint effort between Valiant Systems, long known for quality war equipment, and Wunderland Enterprises, a newer company that has made a name in the communications and electronic equipment industry. The two companies decided to work together when it became obvious that neither one had the capability to produce military vehicles. They realized that by combining their resources, they could create a profitable joint company.

The Striker Light Tank was the first vehicle produced by Valiant and Wunderland because it had the greatest potential marketability. Combining both short-range and long-range fire capability, the vehicle could be used anywhere for almost any function.

To ease the engineering difficulties of developing new chassis and suspension systems, wheels were used instead of the more popular track and hover systems. Wheeled vehicles are also cheaper to produce than either tracked or hover types, which meant the manufacturers could hope to sell the tanks in large quantities.

Capabilities:

The Striker is a fairly effective fighting vehicle. Though many other vehicles also employ missile systems of different ranges, the Pilum and Heavy CrossBow missile systems make an excellent combination because they can use the same tracking and targeting systems.

The Pilum is a new system developed by Valiant especially for the Striker. Although not originally battle-tested, the Pilum has proven to be as effective, and sometimes more effective, than many other "typical" light missile systems.

Unlike the Pilum, the CrossBow was an early design from Valiant. After they had tested it extensively, the firm sold the original design to other weapons manufacturers, who used it as a basis for their own missile systems. As the original design was basically unmodified from company to company, Valiant engineers correctly assumed that their missile system worked well.

The communications, targeting, and tracking system designed and developed by Wunderland Enterprises is unique in combining all the electronics into a single-component unit. Though this has the advantage of being cheap to produce and easy to repair, a lucky hit can effectively blind the whole tank.

Battle History:

During a Davion attack on the Kurita world of Styx, a company of Strikers on defense found themselves in a difficult situation. A *Leopard* Class DropShip landed six kilometers from their position to deposit an attack group of light 'Mechs. Following proper defensive doctrine, the company of Strikers moved into position behind a series of hills and opened fire with their long-range missiles on the incoming 'Mechs. This pinned the 'Mechs down because they did not have the long-range capability of the Strikers.

Minutes later, another *Leopard* landed to the east, depositing another group of light 'Mechs. Once again following standard operating procedure, the Strikers moved into a wedge formation to allow maximum firepower against both units. The Strikers succeeded in also pinning down the new unit of 'Mechs.

Five minutes after the second DropShip left, two more DropShips landed to the south and west of the Strikers, and deposited another two units of light 'Mechs. This time, the commander of the Strikers moved his vehicles into a simple circle and awaited the slaughter to come.

Because of the surrounding high hills, the Strikers could not see all the 'Mechs all the time. Every once in a while, a token attack would come from the surrounding terrain; eventually, even these stopped. Two hours later, the commander of the company took his Striker out to investigate the silence. He discovered that the 'Mechs had crawled away and left them alone.

Variants:

The most popular modifications of the Striker remove either the short-range missile racks and add another long-range missile rack or else increase the size of the LRM 10. Another common modification is to substitute extra or larger short-range missile racks for the Valiant LRM. Some other versions of the Striker break the SRM 6 pack into three SRM 2 packs.

Depending on the situation, weapons will be removed and extra ammunition for the other weapon installed.

Notable Vehicles and Crew:

"Wild Bill" Knutson and "Psycho" Moll

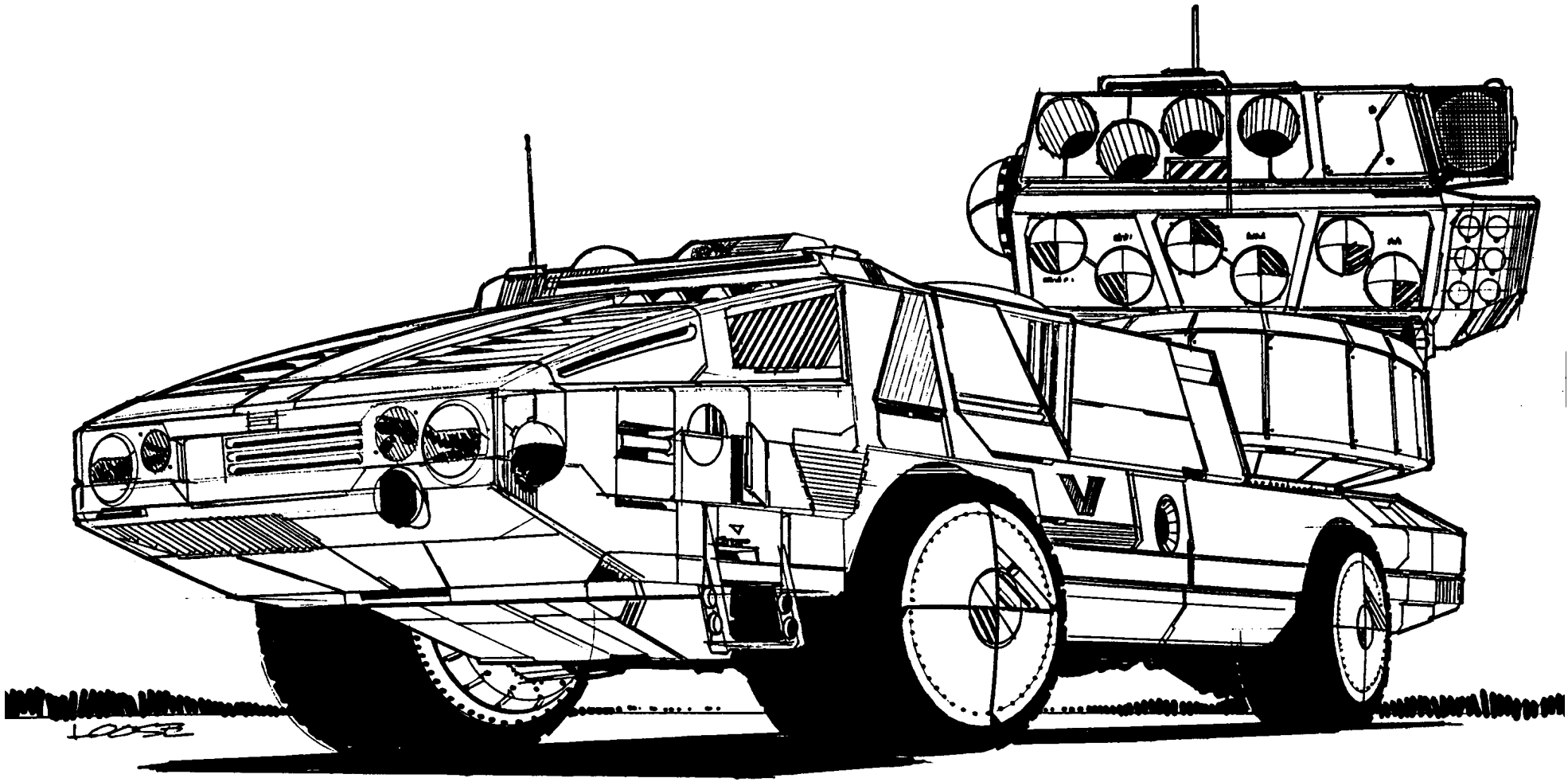
These two Striker crewmen earned their nicknames on a daring, suicidal attack against a *Union* Class DropShip. When the DropShip had landed and unloaded its forces, Wild Bill and Psycho ran their Striker into the open door of the DropShip and attacked it from the inside. Although their stay was brief, they did manage to damage the ship enough that it could not immediately leave.

After a quick exit from the *Union,* Psycho managed to get through to a unit of friendly artillery, who succeeded in destroying the DropShip.

Mass: 35 Tons
Movement Type: Wheeled
Power Plant: InterComBust 175
Cruise Speed: 54 kph
Flank Speed: 86 kph
Armor: Valiant Buckler
Armament:
1 Valiant Pilum Short Range Missile Rack
1 Valiant Heavy CrossBow LRM Rack
Manufacturer: Valiant Systems
Communications System: Wunderland XXI-3 Series
Targeting And Tracking System: Wunderland XXI-3 Series

Type: **Striker Light Tank**		*Tons*
Movement Type:	Wheeled	
Tonnage:	35	35
Cruise Speed:	5	
Flank Speed:	8	
Engine:		11
Rating:	155	
Type:	I.C.E.	
Control:		1.75
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		3.5
Turret:		.8

Armor:	104	6.5
Loc.	Points	
Front	24	
Lt./Rt. Side	20/20	
Back	18	
Turret	22	
Weapons and Ammo:		
Type	Facing	
SRM 6	Turret	3
Ammo (SRM) 30	Body	2
LRM 10	Turret	5
Ammo (LRM) 12	Body	1



ENGINEERING VEHICLE

Overview:

Engineers and engineering equipment are an important part of any army. It is the engineers who construct the buildings, runways, and other mundane items that allow a military unit to function effectively.

Engineering Vehicles are also an important combat asset. They can dig trenches, remove obstructions from a road, and make bridges for vehicles to cross. These vehicles can sometimes tip the balance of victory toward the side that has them.

Capabilities:

Most Engineering Vehicles have several similar characteristics, the first of which is an oversized engine. This gives the vehicle extra horsepower to move heavy objects such as trees or other vehicles. A special overdrive system ensures that the engine will not burn itself out.

Many Engineering Vehicles are equipped with several digging mechanisms for making slit trenches or foundations for buildings. The most popular variety has a double-scoop shovel, which allows the engineer to control each scoop separately. These shovels are often mounted on a small turret so that the engineers can dig without having to move the vehicle.

Bulldozer blades are another item common to Engineering Vehicles. Using its bulldozer and its trencher, an engineering vehicle can prepare a dug-in position for a 'Mech or heavy vehicle within 15 minutes.

Other popular pieces of equipment for Engineering Vehicles are heavy cutters or trenchers. Cutters are used to cut down trees or other vertical obstacles. Though these cutters are not particularly accurate, a skilled operator can make remarkable use of them. Trenchers, which are for digging, can normally cut a two-meter by one-meter trench at a rate of three meters per minute. Trenchers and cutters are normally mounted on the back of an Engineering Vehicle to keep them from blocking other equipment such as shovels or dozer blades.

Battle History:

Engineering Vehicles have been an important part of wars since the latter half of the 20th century. During some of the smaller wars of that era, Engineering Vehicles were used to clear off vast areas of land for the construction of air strips and hospitals. Other times, they were used to dig foxholes and other infantry emplacements.

During the Succession Wars era, Engineering Vehicles still carry out the same types of missions. These vehicles are typically assigned in company strength to regimental combat teams for the purpose of digging prepared positions for infantry and vehicles, clearing or creating obstacles on the battlefield, and building bridges and fords over rivers. Engineering Vehicles may also carry out the important role of removing damaged or destroyed units from the battlefield. The sight of these workhorses hauling tanks and 'Mech limbs away to a repair facility is a common one.

One of the most notable uses of Engineering Vehicles occurred during the battle of Loric in 2978. While attempting to relieve elements of the Eridani Light Horse, the 12th Star Guards had broken through the main lines, but had been halted by some ad hoc Marik forces defending a river line. The 12th Star Guards sent a force of Condors to secure the other side, but the river was too swift and its banks too steep to allow 'Mechs or more conventional vehicles to cross.

The Star Guards possessed four Engineering Vehicles and a company of engineers. The engineers immediately went to work throwing up a pontoon bridge, while the vehicles began to prepare a fording point. Marik AeroSpace Fighters and long-range artillery kept the engineers under constant fire, destroying three pontoon bridges before they could be completed. The engineer company was decimated almost to a man. The Engineering Vehicles cut down the banks to the river and prepared the river bottom for a 'Mech crossing. Though three of the vehicles were destroyed in the process, the final vehicle was able to complete the crossing point, which allowed the Star Guards to cross to relieve the beleaguered Eridani Light Horse.

Variants:

Although there are many Engineering Vehicle designs, they all perform the same basic functions. Their differences tend to consist of the type of equipment they carry. Shovels and cutters are the most popular equipment, but winches, drills, towing, and even bridge-laying equipment are common additions. Some vehicles mount an AC/20 as a quick means of destroying obstacles.

Notable Vehicles and Crew:

El Magnifico's Engineering Company

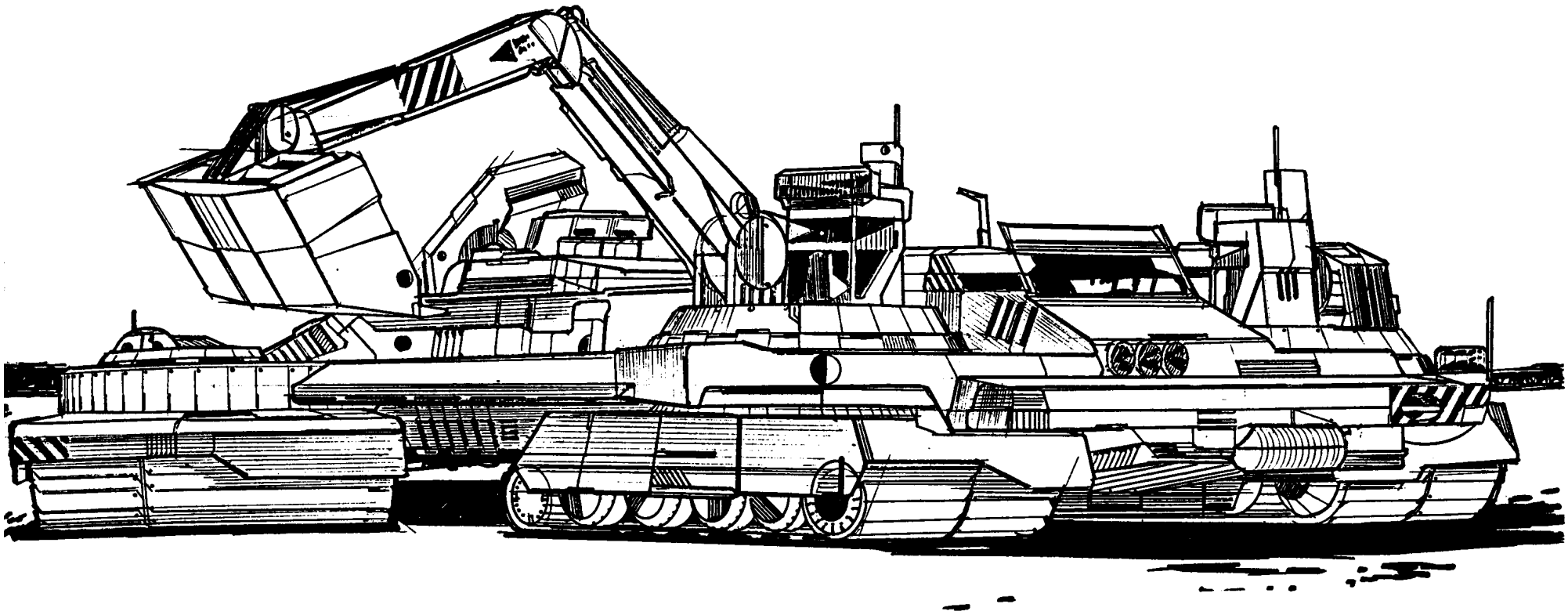
"El Magnifico" is the code-name for the 12th Star Guards' engineering unit, which employs some of the best engineers in the Inner Sphere. The story goes that they actually did build New Rome in a day, but didn't want to show off, so they tore part of it down and rebuilt it again.

Though the unit was decimated during the battle of Loric, the grateful Steiner government replaced all of the unit's equipment, in addition to paying the normal bonuses.

Mass: 40 Tons
Movement Type: Tracked
Power Plant: 240 WorkHorse, with PowerChain
Cruise Speed: 65 kph
Flank Speed: 97 kph
Armor: Basic Metal Plate
Typical Engineering Equipment:
Power Digger Dual Shovel
Trenchcutter Digger
Manufacturer: Various
Communications System: Various
Targeting and Tracking System: None

Type: **Engineering Vehicle**		*Tons*
Movement Type:	Tracked	
Tonnage:	40	40
Cruise Speed:	6	
Flank Speed:	9	
Engine:		23
Rating:	240	
Type:	I.C.E.	
Control:		2
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		4
Turret:		0

Armor:	32	2
Loc.	Points	
Front	8	
Lt./Rt. Side	8/8	
Rear	8	
Turret	0	
Weapons and Ammo:		
Type	Facing	
Equipment	Front	9



HETZER WHEELED ASSAULT GUN

Overview

The Hetzer Wheeled Assault Gun was designed to provide cheap fire support to troops assigned to planets important enough to protect but not important enough to warrant a full garrison of troops. Primary customers are the Capellan Confederation of House Liao and planets in the Periphery.

Although the Crusher Super Heavy Cannon gives the vehicle enormous fire potential, the Hetzer's lack of a turret and other diversified weaponry make it a nightmare for crews taking it into non-defensive combat situations.

Another problem with the Hetzer is that it is a wheeled vehicle. Though this keeps production costs down (the whole point of the Hetzer), it restricts the vehicle's mobility. Troops can always tell when a Hetzer is around because paths must be cut to allow it to travel over any terrain that is not flat.

Most regular combat crews consider the Hetzer to be a "rolling coffin," because it is so difficult to escape its cramped crew compartment in case of fire. Indeed, most troopers prefer any duty to climbing into a Hetzer, and so many sergeants use Hetzer assignments as a form of punishment for low performance.

Capabilities:

The Hetzer is a very simple vehicle to manufacture. Using a basic truck chassis and engine, Quikscell welds armor plate into a box-shape, cuts out holes for hatches and weapons, and places enough equipment inside to allow the vehicle to be marginally effective on the battlefield (or at least not totally ineffective). The simplicity of the procedures also allows Quikscell to employ unskilled labor, which definitely improves the firm's profit margins.

The manufacturing technique may be cheap and fast, but it can result in a very slipshod product. Many crewmembers have complained that their newly issued vehicles do not have all of the equipment properly installed. In many cases, gun sights and ammo racks have been found thrown into the crew compartment. If the crew is lucky enough to find a bag of bolts also included, they can install these components themselves. More often than not, however, the crews are unable to install this critical equipment, and so quite a few brand new vehicles are immediately listed as inoperable on the unit status reports. Because of this problem, many crews refuse to exchange their older vehicles for new ones, for at least they know that their current machine works.

Another minor problem with the Hetzer is its electrical system. As the Hetzer's battery is not large enough to power its weapons system and radios for any length of time, the engine must constantly be turned on to recharge the battery. Not only does this waste fuel, but it can also lead to the Hetzer giving away its position at an inopportune moment.

The Hetzer's only saving grace is its Crusher SH Cannon. This 150 mm autocannon is well known for its reliability and accuracy. With the burst of ten hyper-velocity slugs that the Crusher fires, it can savage any 'Mech in less than ten seconds. In addition, the Hetzer carries enough ammunition to sustain it in a long engagement.

Battle History:

The only known victory of Hetzers over a superior force occurred on the planet Barras, in Liao space. The commander of the Hetzer battalion grew so bored with the simple routine of garrison duty that one day he decided to put his unit through full field exercises and to stage wargames. One of these was a Command Post exercise in which the companies called in reports to the battalion command post just as though a real battle were occurring; the staff then responded by maneuvering the battalion against their phantom attackers.

While all this was going on, a Marik 'Mech company performing reconnaissance in force dropped into the middle of the wargame. When reports began to arrive at the Liao Command Post, the commanders responded vigorously, without ever realizing that the attack was a real one. It was not until the Hetzer battalion had crushed the Marik company and forced them offplanet that anyone knew how serious the situation had been.

Variants:

A few variants on the Hetzer have become popular over the years, but the cannon remains the preferred weapon. The rare modifications have been on an individual basis, with long- or short-range missile racks and even lasers and flamers sometimes replacing the Crusher Cannon.

Some forces use Hetzers with advanced scouting and detection equipment. Such equipment is so prohibitively expensive that it is usually reserved for better-armed and mobile units.

Notable Armor Units and Crews:

Anjin Smith

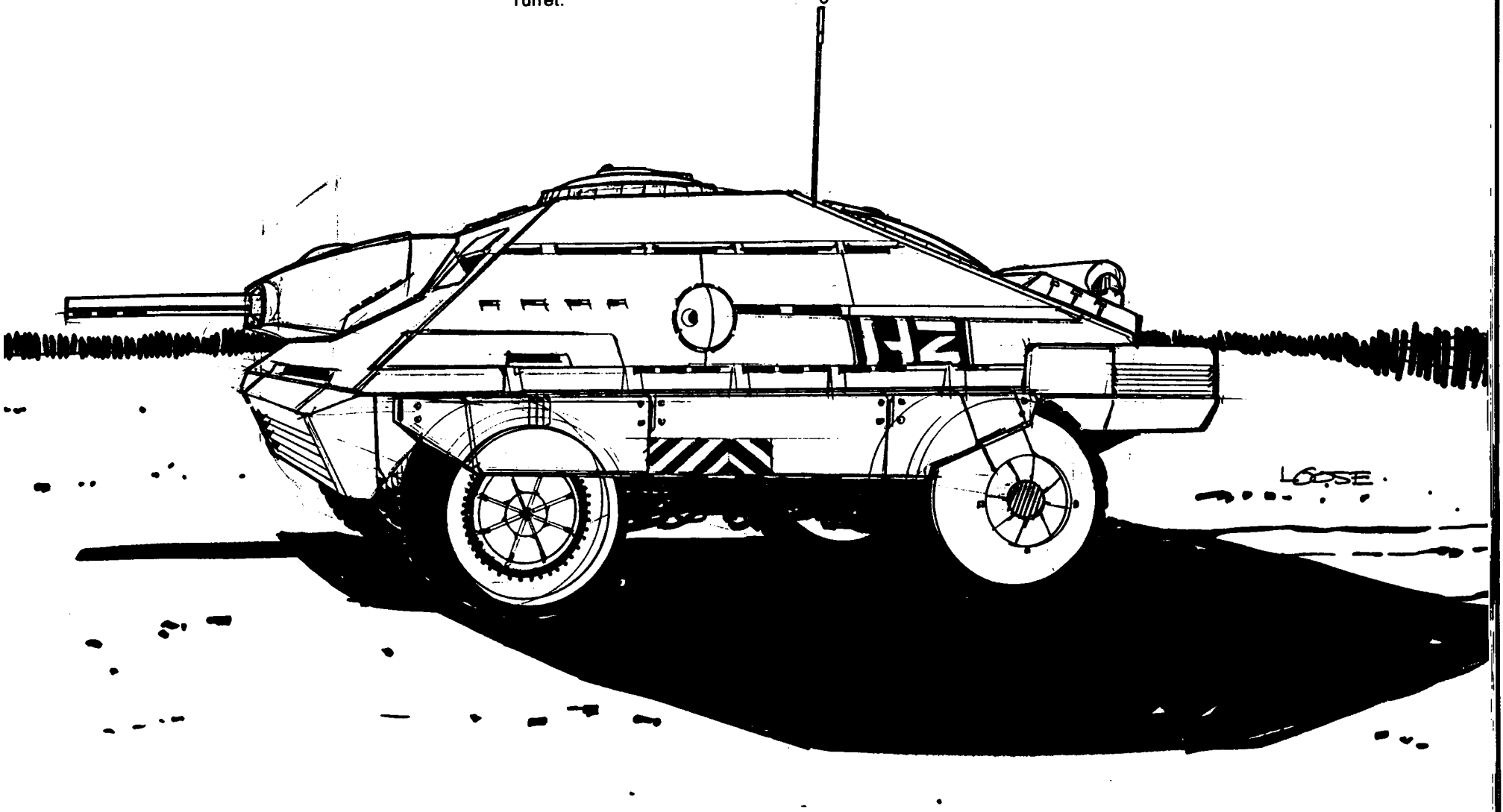
Anjin Smith, a Liao sergeant, is the only known member of a Hetzer crew who has not requested a transfer to a different vehicle unit at some time in his career. Smith has been through more than 15 engagements, having managed to destroy at least one 'Mech and two other vehicles in every fight.

Mass: 40 Tons
Movement Type: Wheeled
Power Plant: SitiCide 140 I.C.E.
Cruising Speed: 43.2 kph
Maximum Speed: 65.8 kph
Armor: Star Slab 6
Armament: 1 Crusher SH Cannon
Manufacturer: Quikscell Company
Communications System:
Johnston Q-Band
Targeting And Tracking System:
Scantrex DualTac

Type: **Hetzer Wheeled Assault Gun** *Tons*

Movement Type:	Wheeled	
Tonnage:		40
Cruise Speed:	4	
Flank Speed:	6	
Engine:		10
Rating:	140	
Type:	I.C.E.	
Control:		2
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		4
Turret:		0

Armor:	96	6
Loc.	Points	
Front	30	
Lt./Rt. Side	22/22	
Rear	22	
Turret	0	
Weapons and Ammo:		
Type	Facing	
AC/20	Front	14
Ammo (AC) 20	Front	4



GOBLIN MEDIUM TANK

Overview:

The Goblin is unique among battle tanks in that it carries a small infantry support unit. The support unit is used either to add extra firepower to the tank's already formidable main gun or to provide it with security when the tank is operating in urban areas.

No one is sure who originated the design concept for the Goblin, but it is assumed to have first been produced during the Star League era. Whatever the case, Johnston Industries took over production of the vehicle for House Davion late in the First Succession War.

Capabilities:

The Goblin uses a weapons set-up popular among the newer vehicles used in the Inner Sphere. Instead of mounting a bulky autocannon or cumbersome missile units, this tank uses a large laser with enough heat sinks to keep it cool and a small power amplifier to charge it. This type of weapon system has the advantage of a gun with good range and firepower, but without the need to carry ammunition. Many other weapon types may run out of ammunition during a sustained firefight, while the laser can effectively fire as many times as needed during an engagement.

The BlazeFire Systems Heavy Laser is a standard turret-mounted large laser. The BlazeFire targeting and tracking system has optional link-ups for the rest of the tank's three-man crew, so that one of them can fire if the gunner becomes disabled. The MiniGun is controlled by the driver.

The Goblin's most interesting feature is the infantry compartment in the rear of the tank, which is large enough to hold seven infantrymen and their equipment, or one support weapons team, such as a medium recoiless rifle. The compartment is padded and reasonably comfortable for the inside of a small tank.

The infantry carried by the Goblin is not expected to win a stand-up fight on its own. Neither the Goblin commanders nor the infantry leaders intend an individual tank squad to act as a main offensive weapon in an attack. Rather, the tank is intended for use in groups of four or more, which would provide a Goblin lance with a whole platoon of infantry support. This larger infantry unit can function as support for the Goblin unit's attacks, as an independent battlefield unit, using the Goblin's heavy armored personnel carriers, or to aid other infantry units on the battlefield.

Battle History:

During a Davion raid on the planet Weisau, a large unit of Goblins became cut off by enemy forces. Just as the infantry were ready to disembark, the Goblin commander saw the last Davion 'Mech lance destroyed by enemy assault 'Mechs. The whole unit then made a hasty but prudent retreat into the surrounding hills.

This situation put the Goblin unit into a difficult situation. Realizing that they were cut off from supplies on a hostile planet and with no news of a DropShip coming to pick them up, the commander and the sub-commanders of the Goblin and infantry units devised a plan. They hoped to transmit their location to friendly troops still in the system, or at least to wreak enough havoc among the enemy to significantly influence the outcome of any future raid on Weisau.

The Goblin commander sent out his infantry on a raiding and reconnaissance mission. Their primary assignment was to find food and equipment stores and then to report the location of these back to the Goblin unit's temporary headquarters in the hills. The infantry's secondary mission was to raid any small towns and villages they encountered. Their tertiary objective was to hit any 'Mech and vehicle repair stations found, though only with the utmost caution.

Within a week, the infantry had discovered three small villages and a 'Mech service outpost. The outpost was to be the first target. The Davion commander held back the infantry as more useful for a later fight, and sent the Goblins in to attack the outpost. They managed to destroy it before the outpost troops could relay a message to their own commanders.

The infantry attacked the first village under cover of night. The village was only lightly defended and certainly not prepared for a sneak attack. After only a few minutes the infantry captured a long-range communications station. The commander decided to use this station after the other villages were under his control.

The second and third villages fell just as quickly as the first. The last village was somewhat more prepared than the first two, however, and so the fighting lasted longer. The village defenders never really had a chance against the combined forces of the infantry platoons supported by the Goblin's lasers.

After the last village fell, the Goblin commander used his captured comm gear to contact any DropShips that had been in the system, even though he had no real hope of contacting friendly ships. It turned out that DropShips had been sent to look for them. After receiving the SOS, the DropShips arrived to pick up the unit a day later.

Variants:

Many units remove the Goblin's large laser, replacing it with long- or short-range missile systems for better firepower. There have been many reports of Kurita Goblins with an SRM 6 rack in the turret and five machine guns controlled by the infantry, but these are rarely seen except on the Kurita border.

Notable Vehicles and Crews:

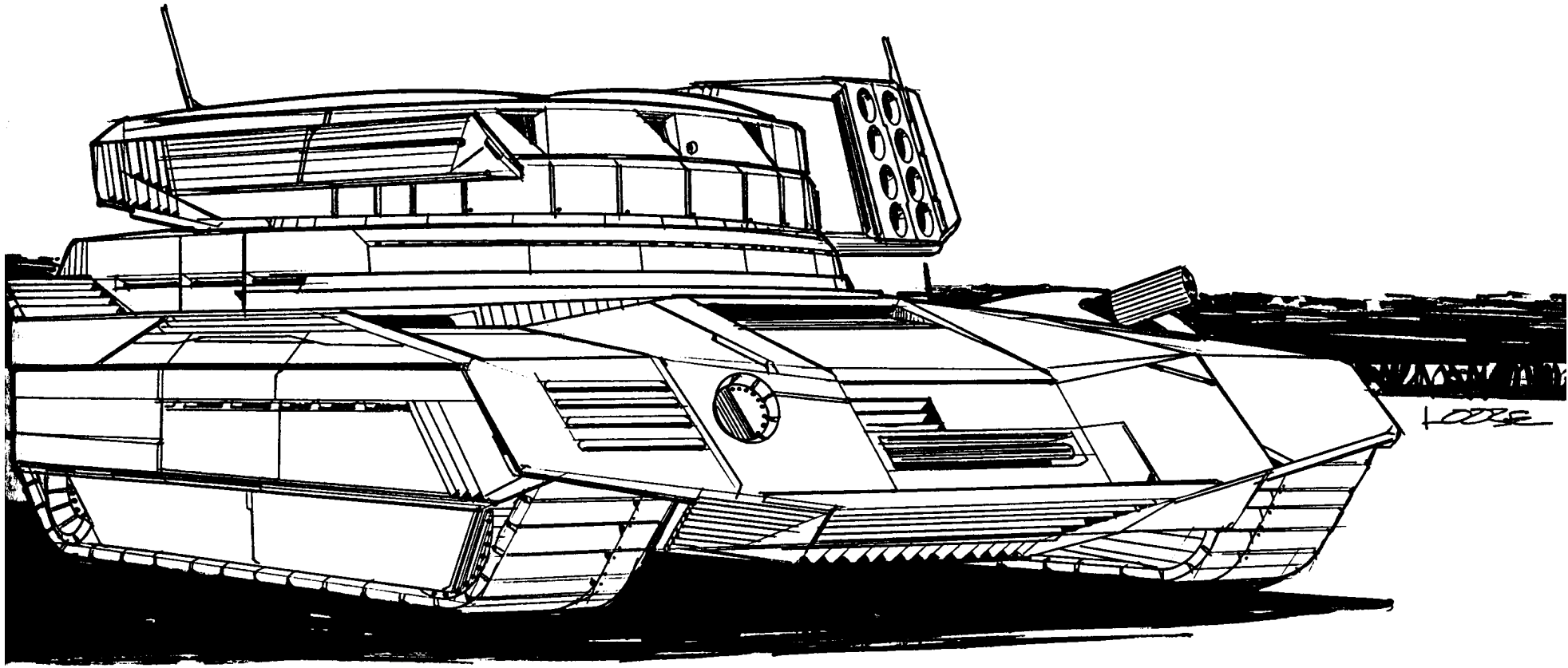
Nick Vigilante

Davion Goblin Commander Lieutenant Nicholas Vigilante was promoted to Captain after his daring raid against a Long Tom howitzer train and its Kurita crew. From its hiding place in a valley, the gun was harassing Davion 'Mechs every chance it got. Though the Davion defenders had sent out several search parties to locate the gun, none had been successful. It was Lieutenant Vigilante's infantry squad that finally discovered the howitzer by chance. The squad immediately called to Vigilante and their Goblin, "the Hornet's Nest," for support. As Vigilante was unable to move the tank into the heavily wooded area, he dismounted and personally led his infantry against the howitzer, destroying both gun and crew.

Mass: 45 Tons
Movement Type: Tracked
Power Plant: LongWay 180
Cruise Speed: 43 kph
Flank Speed: 65 kph
Armor: Protectech 9
Armament:
BlazeFire Systems Large Laser
Johnston MiniGun
Manufacturer: Johnston Industries
Communications System: CommuTech XL
Targeting And Tracking System:
BlazeFire Tracker with RangeCheck

Type: **Goblin Medium Tank**		*Tons*
Movement Type:	Tracked	
Tonnage:	45	45
Cruise Speed:	4	
Flank Speed:	6	
Engine:		14
Rating:	180	
Type: I.C.E.		
Control:		2.25
Lift Equipment:		0
Power Amplifier:		.5
Heat Sinks:	8	8
Internal Structure:		4.5
Turret:		.5

Armor:	128	8
Loc.	Points	
Front	30	
Lt./Rt. Side	24/24	
Rear	20	
Turret	30	
Weapons and Ammo:		
Type	Facing	
Large Laser	Turret	5
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
1 Infantry Squad		1



'MECHBUSTER FIGHTER

Overview:

The *'MechBuster* is the Draconis Combine's answer to dwindling AeroSpace assets. Designed in 3023, the *'MechBuster* is assigned to replace AeroSpace Fighters in providing air support for garrison forces. This allows the fighters to be deployed in more active units.

Though its offensive capabilities are good, the *'MechBuster* has been a disappointment to the Kurita military. Its small bomb load, limited ammo, and scant reserves of combat fuel mean that it cannot remain over the battlefield for very long. Moreover, its lack of a VSTOL capability keeps the craft tied to fixed air bases, which would probably be captured or destroyed in the first hours of an invasion.

It is unlikely that House Kurita will continue to produce *'MechBusters*. Wakazashi has slated the craft's assembly line to be converted to *Shilone* production as soon as the proper machine tools are located. Until that time, there is only one workshift on the line, and it is engaged in producing spare parts rather than new machines.

Capabilities:

The Shinobi 250 Turbine is a downrated version of the company's 260 Turbine. Downrating allows a 75 percent parts compatibility between the two engines, a factor that can make a supply officer's job much easier. Unfortunately, this compatibility does not help the military much because the 260 Turbine is found only on commercial vehicles.

The Shinobi 250 also had development problems that delayed deployment of the *'MechBuster*. The prototype *'MechBuster* used turbine blades manufactured by a powder casting technique long thought to be lost. The project engineers claimed that this technique resulted in an operating life of 10,000 hours for the blades. Though true for 99.9 percent of the blades, .1 percent had catastrophic failures after ten hours of operation. As every engine used 100 blades, this meant that one in ten engines would fail within ten hours of running. After losing one prototype and spending thousands of man-hours trying to identify those .1 percent, the military finally ordered Shinobi to replace the blades with traditional dropped forged types.

The aircraft is built around the Zeus 75 autocannon. The Zeus 75 fires a four-round burst of hyper-velocity depleted uranium armor penetrators (HDUAP). A single hit can destroy most 'Mechs of up to 70 tons. Unfortunately, both weapon and ammunition are quite heavy. This factor has resulted in other aspects of the aircraft being substandard. Its fuel capacity is limited, as is its ammunition load. The Zeus's excessive weight has also precluded VSTOL operations.

The dive-bombing characteristics of a ground support fighter are another important factor in the craft's success. The *'MechBuster* utilizes an RCA Instract Mk II targeting computer. The Instract projects a HUD onto the canopy of the fighter. When the bombs are armed, a sighting reticle is projected, indicating where the bombs would strike if released. All the pilot has to do is to center the crosshairs on the target and to release the bomb. He does not have to make any adjustments for attack angle, drift, or altitude, for Instract does all that. The combat-effectiveness of this system has still not been fully explored.

Battle History:

In 3024, three Steiner 'Mech regiments dropped onto the Kurita world of Sevren. During the initial hours of the invasion, it became imperative that a company of Winfield's Brigade be stopped before they took a strategic bridge. Loss of the bridge would mean that a battalion of the Dieron Regulars would be cut off and have to face the 30th Lyran Guards alone. Two air lances of *'MechBusters* were sent to do the job.

The *'MechBusters* came diving out of the sky, and laid a pattern of high explosives in the midst of a Steiner recon lance. Two of the light 'Mechs went down. On their second pass, the Zeuses opened fire, and two more 'Mechs were immobilized. A lucky burst from a *Rifleman* brought down one of the attackers, but the other three escaped unharmed. Four more passes were made, bringing down one 'Mech each.

Having expended their ammo, the *'MechBusters* flew back to their air base, knowing that the rest of the company would be easy pickings after they were rearmed. Unfortunately, the Steiner forces knew of their airfield. An airmobile battalion of infantry had seized it while the *'MechBusters* were out on their mission. The aircraft ran out of fuel and were forced to ditch near a Kurita infantry company. At that point, the pilots were issued assault rifles and drafted into the company's rapidly diminishing ranks. An hour later, the battered company from Winfield's Brigade seized the bridge.

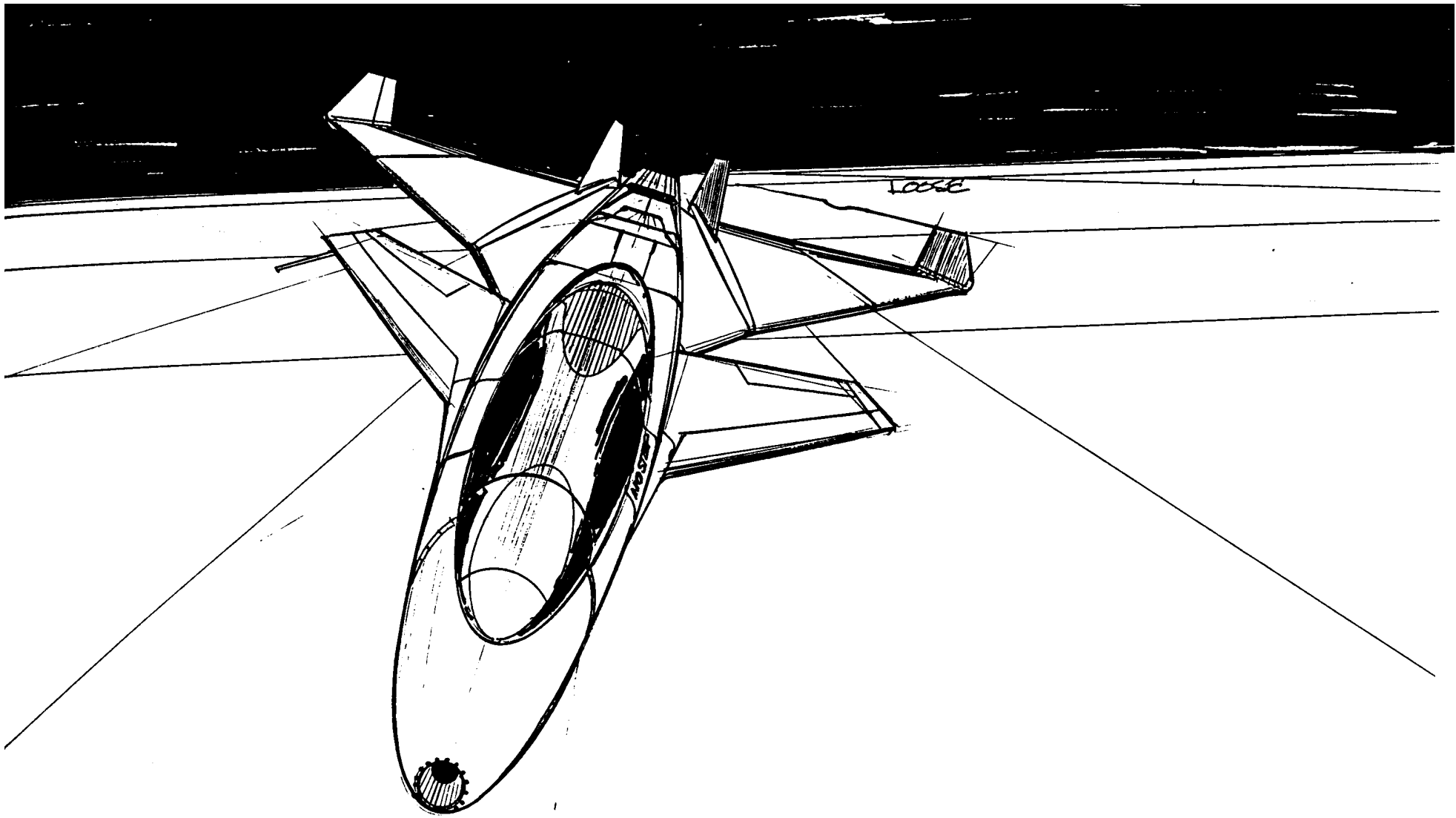
Variants:

The size and weight of the Zeus autocannon can open up a lot of space when removed. A common *'MechBuster* variant mounts four SRM 6s along with extra fuel and ammunition. Another experiment has been to mount three medium lasers, heat sinks, and power amps. Though none of these variants has the one-shot-one-kill capability provided by the Zeus, they do go a long way in increasing the *'MechBuster*'s loitering time over the battlefield.

Notable Vehicles and Crew:

Mike Sthal and Backstabber

Mike Sthal comes from a family of the Dispossessed. Though trained to be a MechWarrior, he saw his opportunity vanish when his father's *Griffin* slipped from a building and fell five stories before exploding on impact. He enlisted with the Combine after being promised a 'Mech of his own. Instead, he was sent to flight school and given a *'MechBuster*. He has proven quite proficient with his "Backstabber," having chalked up four 'Mech kills to his credit. Though he makes an outward show of being resigned to his lot, Sthal is waiting for the day he can capture an intact 'Mech and desert from the Combine.



Mass: 50
Movement Type: Aircraft
Power Plant: Shinobi 250 Turbine
Frame: Wakazashi I
Armament: 1 Zeus 75 Mark IX Autocannon, Type 20
Manufacturer: Wakazashi Enterprise
Communication System: Duoteck 5
Targeting And Tracking System: RCA Instract Mk II

Type: '**MechBuster**		*Tons*
Movement Type: Conventional Aircraft		
Tonnage:	50	50
Thrust:	5	
OverThrust:	8	
Engine:		25
Rating:	250	
Type:	Turbine	
Control:		5
Heat Sinks:	0	0
Structural Integrity:		5
Fuel	60	2

Armor:		3
Loc.		Points
Nose		10
Cockpit		6
Left/ Right Wing		6/6
Fuselage		12
Engine		8
Weapons and Ammo:		
Type	Facing	
AC/20	Nose	14
Ammo (5)	Fuselage	1

CONDOR HEAVY HOVER TANK

Overview:

The Condor is one of the few heavy hover tanks available. Although expensive to buy and to maintain, this immense hovercraft is capable of moving as fast as the speediest 'Mech. Despite the cost, the Condor is used by armies throughout the Inner Sphere.

Many standing armies use the Condor as a main attack vehicle for reserve and garrison units. Amazing speed and formidable weaponry make this heavy hover tank an excellent combat machine.

Capabilities:

With a flank speed of 119 kph and a cruising speed of 76 kph, the Condor is fast, even for a hover tank. Most commanders exploit its speed in combat situations. Although equipped with fairly heavy weaponry, the Condor usually moves while firing, rather than standing and fighting like tracked or wheeled tanks of similar size.

Red Devil Industries acquired the Defiance B3M medium lasers for the Condor in a unique manner. Defiance initially refused Red Devil's request for a license to manufacture the B3M, offering instead to supply them with B3Ms at the going market rate.To avoid paying full price for the weapons or engaging in a costly R&D effort to design a new laser, Red Devil decided to offer a bounty for used or slightly damaged lasers, which they overhauled and then mounted in their Condors.

The bounty program had one unexpected side effect, however. 'Mechs and vehicles known to be armed with the B3M (such as the Zeus) began to draw more than their fair share of attacks during battles and, consequently, suffered more damage. Among troopers, the machines soon acquired the reputation of being death traps. Alarmed that this would reflect on their own good name, Defiance finally relented and allowed Red Devil to manufacture the B3M under license.

The procurement of the Condor's secondary weaponry proceeded along more traditional lines. The Whirlwind Autocannon was added as a long-range weapon system. The SureFire MiniGun is mounted as an anti-personnel weapon. Both weapons systems have proven to be both effective and reliable.

Combat History:

One of the most impressive uses of Condors occurred in 2978 during the Steiner counteroffensive on Loric. The 3rd Battalion of the 34th Provisional Dixie Armored Regiment was assigned to support the advance of the 12th Star Guards. The Star Guards' mission was to break through the Marik forces guarding Digger's Pass in order to relieve elements of the Eridani Light Horse, who had dropped into the Marik rear areas. For four months, the Marik forces held the pass, repulsing all assaults. When the Steiner forces finally managed to achieve a narrow breakthrough, the 3rd Battalion sped forward in their Condors.

The 3rd Battalion advanced ten kilometers before meeting resistance from Marik reserve units. The Marik forces were dug in behind the Duren River and had just completed destroying its only bridge. Not fordable by 'Mechs, the Duren was to serve as the Marik forces' final line of defense. After speeding across the surface of the swiftly flowing river, the Condors engaged and destroyed the still-unorganized Marik forces, but found themselves cut off from the rest of the Steiner army by the river. Instead of withdrawing back to Steiner lines, the commander of the 3rd decided to establish a bridgehead on his side of the river while the engineers were constructing a new bridge.

The Marik forces counterattacked continuously, which put the engineers under the constant constraint of air and artillery bombardment. In the end, however, the 3rd Battalion used the Condor's high speed to quickly concentrate and crush any attack on the bridgehead. By the end of three days, the Steiner engineers had succeeded in putting up a bridge heavy enough that the 'Mechs of the 12th Star Guards could advance across to relieve the Eridani Light Horse.

Variants:

Many variants of the Condor are available. The main reason for modifying the vehicle is usually because so many commanders find the tank too lightly armed and armored for its size.

House Davion troops usually strip out the lasers, heat sinks, and power amplifiers in order to add another autocannon and more ammo and armor. This modification gives the Condor a better chance of surviving a direct hit by a heavy weapon as well as better overall firepower.

House Liao variants, on the other hand, replace the machine gun and flamers with additional lasers, heat sinks, and power amplifiers. The Liao commanders prefer to arm the vehicle with a large number of similar weapons because it simplifies fighting techniques.

Notable Vehicles and Crew:

Michael Dobson, Michelle Dobson, Jonathan Dobson, and Dysan Dobson

The Dobson family owns and operates one of the Condors that was with the 3rd Battalion in the battle for Loric. According to Michael, the father, "It was our love that held us and our tank together."

Mass: 50 Tons
Movement Type: Hover
Power Plant: Jones 165
Cruising Speed: 86 kph
Flank Speed: 130 kph
Armor: StarSlab/9.5 Mk II
Armament:
2 Defiance B3M Medium Lasers
1 SureFire MiniGun
1 GM Whrilwind Autocannon
Manufacturer: Red Devil Industries
Communications System: TharHes Kr-A P/comm
Targeting And Tracking System: TharHes Mars-1

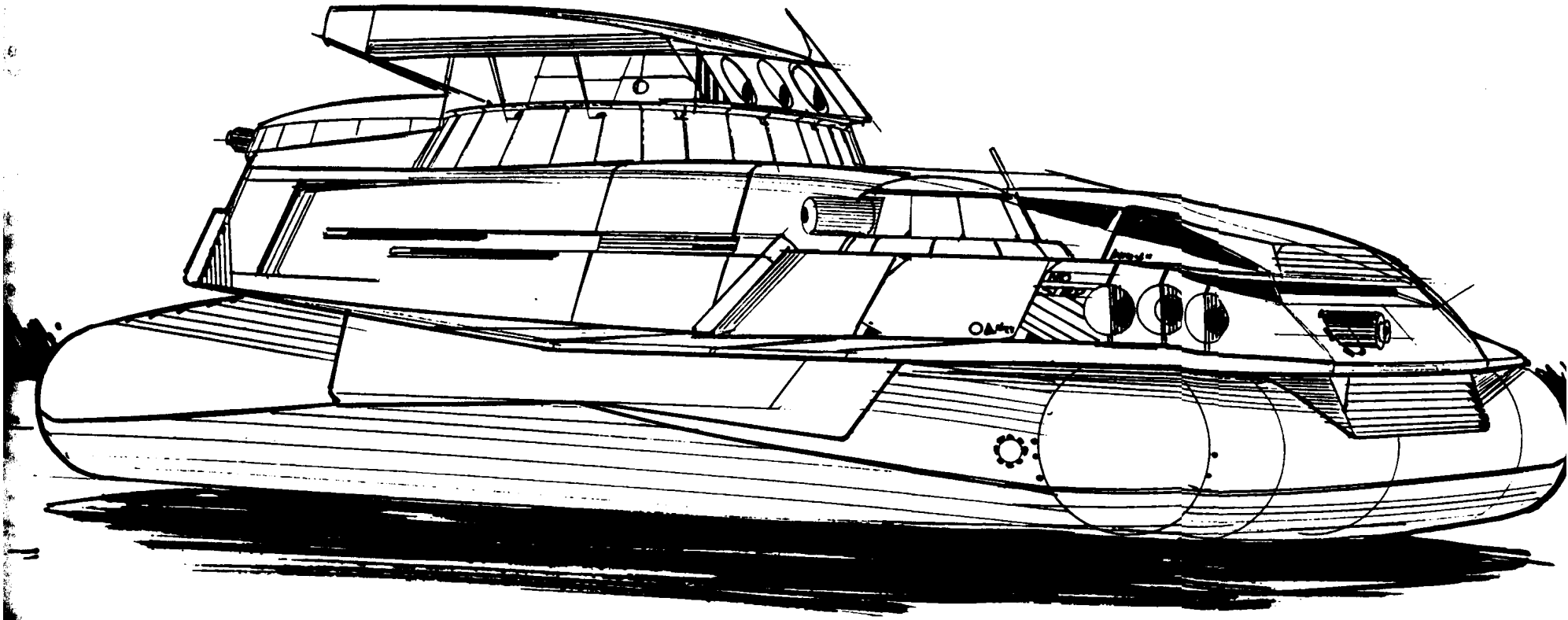
Type: **Condor Heavy Hover Tank**

		Tons
Movement Type:	Hover	
Tonnage:		50
Cruise Speed:	8	
Flank Speed:	12	
Engine:		12
Rating:	165	
Type:	I.C.E.	
Control:	2.5	
Lift Equipment:		5
Power Amplifier:		.2
Heat Sinks:	6	6
Internal Structure:		4
Turret:		1
Armor:	96	6

Loc.	Points
Front	30
Lt./Rt. Side	15/15
Back	14
Turret	22

Weapons and Ammo:

Type	Facing	
Medium Laser	Turret	1
Medium Laser	Turret	1
AC/5	Turret	8
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5
Ammo (A/C) 20	Body	1



50 DRILLSON HEAVY HOVER TANK

Overview:

The Drillson Heavy Hover Tank is the newest addition to the Steiner military, in keeping with the Lyran commanders' predisposition toward heavy combat vehicles. Unlike most Steiner designs, however, the Drillson has not sacrificed speed for heavier armor. Indeed, the tank can hold its own against some of the fastest 'Mechs and vehicles around.

The Drillson is normally assigned as a supplement to regular 'Mech forces. Its armor is heavy enough to withstand the severe punishment typical of a 'Mech battlefield, and its speed allows it to keep up with any advance. Though it is as vulnerable to fire as any other hovercraft, the Drillson's variety of weapons and heavy firepower make it a formidable vehicle.

The first Drillson was manufactured in 3025 by Cyclops Incorporated, a newcomer to the field of military hardware, and its targeting control system has caused quite a stir in the normally placid and unimaginative military design community. With its wraparound video monitors and helmeted sight recital, the Cyclops Evil Eye system is expected to set a new military standard.

Capabilities:

The Drillson's main weapon is the turret-mounted Cyclops Eye Laser, unique among heavy lasers for having a small emission blister instead of the typical long barrel. This gun uses both laser technology and particle-beam technology. Instead of firing a beam of coherent light or a stream of electrons, the Cyclops Eye fires a combination of both. The excited photons release electrons, which in turn release more excited photons, creating a beam of tremendous power. Though not any more effective in combat than the other lasers, the Cyclops Eye Laser is much easier to maintain and manufacture.

Another interesting feature of the Drillson is the Evil Eye Tracking & Targeting System. Though it does not use any new components, the interface between the gunner and the turret is unique. The gunner sits inside the lower turret ring in front of a wraparound video monitor that provides him with a 360-degree view. The gunner has the choice of operating the video monitors to operate in IR, visual light, or radar spectrums—or of switching between them. The gunner's helmet projects a sight reticule onto the screen, which lines up the turret with whatever target the gunner is viewing. The various weapons systems then adjust themselves so that the weapon will hit the target.

The other weapon systems on the Drillson are fairly standard. The HoverTech Short-Range Missile Racks and the Light CrossBow Long-Range Missile Rack have been mounted on 'Mechs for years. The two Kicker Machine Guns are also a fairly standard design, using large-caliber ammunition at the expense of rate of fire.

Battle History:

During an unsuccessful raid on Almach, several Liao BattleMechs found themselves backed into a swamp by two platoons of Davion hover tanks.The swamp slowed down the 'Mechs so much that they could not disengage from the enemy forces.

The Liao commander may have been unlucky, but he was not stupid. He immediately ordered all his units to fire on the swamp and on anything else that was flammable. Knowing that many Davion tanks utilized sighting systems that only functioned in the visual-light spectrum, he hoped to create a screen of smoke and steam that would totally blind the Davion tanks, allowing his force a chance to withdraw.

The plan worked, except that the smoke blinded the sensors of both sides. This, in turn, made all fire control and tracking systems next to useless. Fortunately for the pursuing Davion forces, they were equipped with Drillson hover tanks whose radar capability functioned even though the normal IR and visual systems were out. Using their radar systems, the Drillsons would be able to engage the Liao 'Mechs at close range. As they moved into the darkened swamp, the Drillsons went hunting for Liao 'Mechs.

As the hours passed, the Liao BattleMechs occasionally fired into the swamp to create more smoke. Responding immediately, the Davion Drillsons would visually estimate the enemy's location and then open fire. This see-and-shoot tactic was only marginally effective for either side, but the Liao forces still could not break out of the swamp.

Sensing that his men were becoming restless, the Davion commander ordered his units into a battle line, then moved them forward at high speed. Minutes later, one of Drillsons ran into a Liao 'Mech and destroyed its legs. The other tanks immediately converged, opening fire on the crippled 'Mech and destroying it. After using the ramming tactic several more times, the Davions finally forced the Liao troops to surrender.

Variants:

The most common variant of the Drillson replaces the LRM 10 rack with more SRM 2 racks. The laser is never removed because of the usefulness of the Evil Eye.

Notable Vehicles and Crews:

Bernard "Banzai" Simon

Bernard Simon was the Davion commander who used the ramming technique so successful against the Liao invaders on Almach. His action earned him the nickname "Banzai." (He does not have any known connection to the well-known Davion physician of the same name).

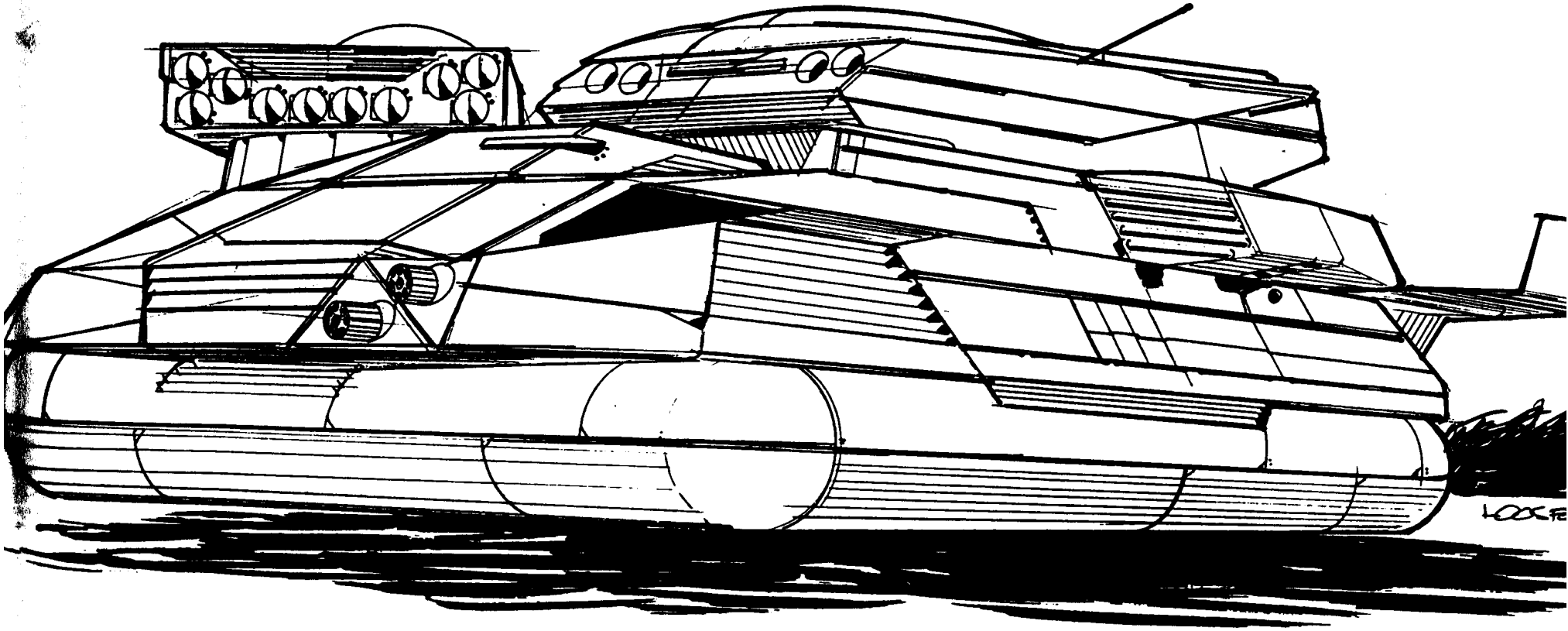
Mass: 50 Tons
Movement Type: Hover
Power Plant: MaxLift Hover Engine
Cruise Speed: 97 kph
Flank Speed: 151 kph
Armor: ArcShield Heavy
Armament:
Cyclops Eye Laser
2 HoverTech Short-Range Missile Racks
Light CrossBow Long-Range Missile Rack
2 Kicker Machine Guns
Manufacturer: Cyclops, Incorporated
Communications System: Cyclops 1
Targeting And Tracking System: Evil Eye

Type: **Drillson Heavy Hover Tank**		Tons
Movement Type:	Hover	
Tonnage:	50	50
Cruise Speed:	9	
Flank Speed:	14	
Engine:		14.5
Rating:	215	
Type:	Fusion	
Control:		2.5
Lift Equipment:		5
Power Amplifier:		0
Heat Sinks:	10	0
Internal Structure:		5
Turret:		.7
Armor:	112	7

Loc.	Points
Front	25
Lt./Rt. Side	21/21
Rear	20
Turret	25

Weapons and Ammo:

Type	Facing	
Large Laser	Turret	5
SRM 2	Turret	1
SRM 2	Turret	1
Ammo (SRM) 50	Body	1
LRM 10	Front	5
Ammo (LRM) 12	Body	1
Machine Gun	Front	.5
Machine Gun	Front	.5
Ammo (MG) 100	Body	.5



52 MAXIM HEAVY HOVER TRANSPORT

Overview:

Although there are many different styles of infantry transport available, commanders hate using three or four vehicles to transport an infantry platoon during long trips. The Maxim Transport Hovercraft, however, is large enough to carry a full platoon of infantry and their support weapons.

In addition to infantry transport, the Maxim is also an excellent fire platform. Mounting nine weapons, the Maxim can provide indirect long-range, short-range, and covering fire for the infantry it transports.

Capabilities:

Unlike other infantry transports, the Maxim is large and comfortable. The passengers have room to move around, check weapons, and discuss tactics. The seats are all padded and face toward the center of the vehicle so that the soldiers are relatively comfortable and are able to talk to each other, thus boosting morale.

A large number of weapons were mounted on the Maxim for several reasons. First, infantry feel more secure if their transport can defend itself while they are inside. Second, the Maxim can provide covering fire for exiting troops. Troops exiting a vehicle are easy targets, and a transport that can fight back will discourage most attackers. Third, once the Maxim has debarked its infantry, it can support other vehicles in combat. Although this is not standard procedure, the Maxim carries enough firepower to make a difference.

The weapons on the Maxim are arranged to give a great deal of firepower in all directions. The long-range missile racks are mounted on the rear of the hovercraft so that the back-blast will not affect exiting troops. The four machine guns are fitted on dual mounts, one on either side of the SureShot VI Short-Range Missile Launcher. This allows the Maxim to use its heaviest weapons on a single target.

The lifting skirts of the hovercraft are specially designed to deflate and lower when infantry are leaving the craft. This means that the Maxim does not have to shut down its engine in order to lower to ground level, as do most other hovercraft.

Battle History:

Maxim hovercraft are a popular method of mass transportation for troops. Each of the five Houses has some Maxims, but House Steiner has the largest registered fleet.

More than once, Steiner has used Maxim hovercraft to transport infantry and support weapons across long distances on a planet. On one occasion, over 27 Maxims were used to transport an entire infantry regiment of the Arcturan Lancers across a continent to stop a 'Mech company from attacking the city of Indruston on the planet Dixie. Dropped off in a nearby forest, the infantry immediately set up every support weapon they had.

Three days later, the enemy 'Mechs arrived. Firing their heavy support weapons at extreme range, the Lancers immediately felled several 'Mechs. Unable to pinpoint the attackers, the 'Mechs charged the woods to avoid further casualities and to close with the invisible enemy.

The infantry units damaged several more 'Mechs before they reached the woods. The remaining 'Mechs, however, destroyed most of the infantry support weapons. As the infantry pulled back, the 'Mechs came crashing though the woods, firing at anything that moved. Hundreds of men were slaughtered while retreating from the marauders.

Just as the 'Mechs broke through the other side of the forest, they were immediately attacked by the 27 Maxim hovercraft that had transported the infantry. After sustaining six losses, the 'Mech force retreated back to its drop zone.

Variants:

Most Maxim variants simply use different weapons systems. Preferring short-range missiles over long-range missiles, some units replace the FarFire Racks with more or heavier SRM packs. Sometimes, more weapons are added to the turret.

Notable Vehicles and Crews:

Trojan

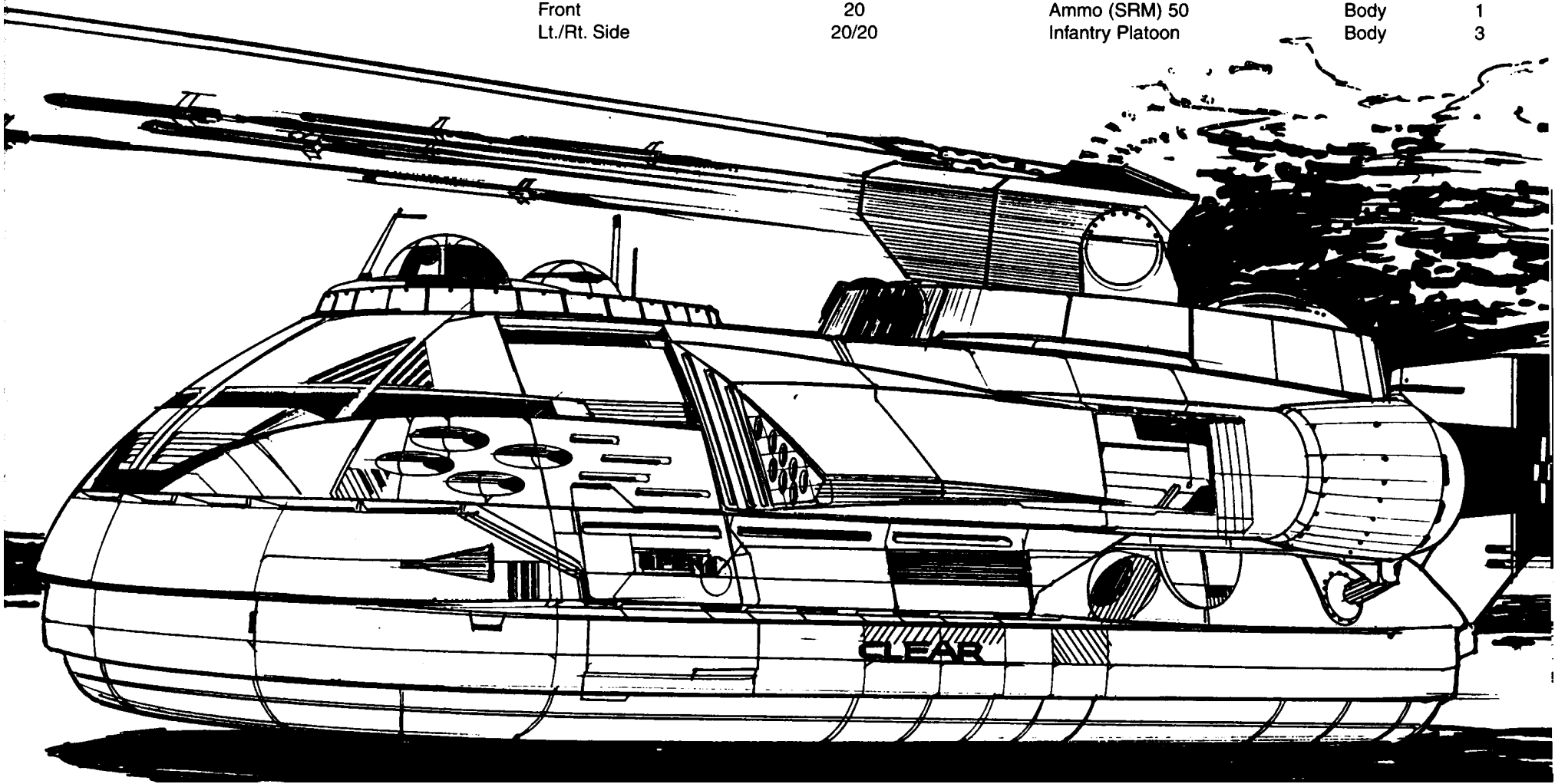
On the planet New Wessex, the Steiner Maxim hovercraft "Trojan" left the city Hallanan as a decoy to convince Kurita troops that an infantry regiment was deserting the city. When the enemy troops arrived in the city, the Steiner forces gunned down the invaders.

Mass: 50 Tons
Movement Type: Hover
Power Plant: PowerTech 165 HighLift
Cruise Speed: 86.4 kph
Flank Speed: 129.6 kph
Armor: ArcShield V
Armament:
1 SureShot VI Short-Range Missile Launcher
3 LongFire V Long-Range Missile Rack
2 SureShot II Short-Range Missile Launcher
3 Heavy Machine Guns
Manufacturer: Maxim Transport Industries
Communications System: Maxim New Standard I/O
Targeting And Tracking System: Maxim New Standard TargetTrack

Type: **Maxim Heavy Transport Hovercraft**		Tons
Movement Type:	Hover	
Tonnage:	50	50
Cruise Speed:	8	
Flank Speed:	12	
Engine:		12
Rating:	165	
Type:	I.C.E.	
Control:		2.5
Lift Equipment:		5
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		5
Turret:		.5
Armor:	88	5.5
Loc.	Points	
Front	20	
Lt./Rt. Side	20/20	
Back	12	
Turret	16	

Weapons and Ammo:

Type	Facing	
SRM 6	Turret	3
Ammo (SRM) 15	Body	1
Machine Gun	Turret	.5
Machine Gun	Turret	.5
Machine Gun	Turret	.5
Ammo (MG) 200	Body	1
LRM 5	Front	2
LRM 5	Front	2
LRM 5	Back	2
Ammo (LRM) 24	Body	1
SRM 2	Left	1
SRM 2	Right	1
Ammo (SRM) 50	Body	1
Infantry Platoon	Body	3



PLANETLIFTER AIR TRANSPORT

Overview:

The *Planetlifter* is a typical example of a conventional heavy transport aircraft. These craft are assigned directly to a planetary garrison commander, allowing him to quickly shift his combat assets from one battlefield to another. This strategic mobility functions effectively as a force-multiplier, allowing a garrison to be spread out for population control and as a counter to small unit raids, but still able to concentrate quickly to blunt major assaults.

Capabilities:

The Marik-produced *Planetlifter* can carry up to 70 tons of cargo. The forward armored section of the aircraft can take up to 20 tons, while another 50 tons can be carried in an unprotected bay. The bulkhead separating the two areas is removable, to allow the aircraft to carry loads that cannot be stored conveniently in one bay or the other.

The loading procedures for a *Planetlifter* are unique. Vehicles and infantry can load in the normal manner, via cargo ramps in the tail or the nose. 'Mechs can also be quickly and safely loaded onto the *Planetlifter* because the entire length of the upper fuselage detaches from the lower fuselage. A *Planetlifter* lowers itself to ground level on its variable landing gear, detaches the lower fuselage, and then rolls away. The 'Mech to be transported then lies down on top of the now-exposed cargo bay floor, and is secured by the ground crew. The aircraft then rolls back over the lower fuselage, attaches itself, and is ready to take off. An experienced crew can land, load a *Warhammer,* and take off again in under 15 minutes.

The *Planetlifter* is a very rugged machine. With its VSTOL (Very Short Take Off or Landing) capabilities, it needs not operate only from established airfields. This capability endears it to garrison commanders who have continually seen their established airfields captured or destroyed by the first wave of an invading force. Even if all of a commander's airfields are knocked out, the *Planetlifter* gives him the ability to move his forces to and from any area that has at least 400 meters of open space.

Battle History:

The most famous battle involving *Planetlifters* occurred in 3002, when a Steiner raiding force attacked the Marik planet of Autumn Wind.

The Steiner task force consisted of the *Union* Class DropShip *Bolan's Blood* and the 'Mech company Cassion's Commandos. The DropShip and Company Commanders, Commander Reynolds and Hauptman Cassion, had been operating together for the previous two years, ranging up and down the Marik border, hitting one world and then another. When they returned from their most recent mission, they were met by their new Task Force Commander, Leutnant Colonel O'Rielly, who had been recently reassigned to combat duty from the Administrative Section. Leutnant Colonel O'Rielly explained their new mission, a deep penetration raid into Marik space to hit three industrial complexes located on the planet of Autumn Wind. Marik opposition was expected to be light: a few battalions of locally raised militia, three *Planetlifters*, and a regiment of jump infantry that was refitting.

Reynolds and Cassion saluted and went to formulate their battle plan. They had been used to having a nominal Task Force Commander assigned from the growing pool of hopeful "Social Generals." Normally, such a commander would just go along for the ride, get his required time in "combat," and return to the rear areas, where he could continue his climb up the social ladder.

Cassion and Reynolds's battle plan was based on their two years' experience. Autumn Wind possessed no space defense force or conventional fighters, so the *Blood* would land directly on the planet near the first industrial complex. The Commandos would disembark and, with fire support from the *Blood,* destroy the complex. The 'Mech company would then re-embark on the DropShip. A suborbital flight would take the *Blood* to the next complex, and so on down the line.

Much to the Hauptmann's shock, Leutant Colonel O'Rielly rejected the plan and laid out his own. Each of the Commando lances would drop from space to land 20 kilometers away from their assigned complexes in order to reorganize themselves after the drop. The lance would then move to destroy the complexes. Afterward, they would rendezvous at a central point for pickup by the DropShip. This strategy, O'Rielly explained, would not allow the Marik commander to concentrate his forces in a timely manner, and would allow the DropShip to land and give support to any lance that got into trouble.

Even though Cassion and Reynolds protested this new plan vigorously, O'Rielly was adamant. When he threatened them with summary court-martial, however, they had to relent.

Colonel Joseph Yetti was the commander of the 751st Jump Regiment and was assigned temporary control of the military defenses of Autumn Wind. When informed of the Steiner force moving toward the planet, he quickly mustered the 751st, loaded them onto *Planetlifters*, and moved the regiment to an assembly area equidistant from the four complexes. When the Steiner drop began, Yetti loaded the 751st and hit the recon lance just as they started to move from their drop zone. The other three lances continued their advance on the other complexes, but the local militia slowed them down. The *Blood* was ordered to land and support the recon lance. By the time it made planetfall, the lance had been destroyed and its attackers had vanished.

Even as the *Blood* landed, the 751st was hitting the Commandos' Fire Lance. The *Blood* lifted again to support the stricken lance, but to no avail. They arrived too late.

Two hours later, Cassion's Lance had been able to brush aside the defending militia and move to within sight of its assigned complex. At that moment, two *Planetlifters* flew overhead, and two battalions of the 751st were floating down toward them. Cassion could take no more. He ordered his lance to break off, and called in the *Blood* to pick them up at a clearing ten kilometers to the north.

Yetti intercepted that signal and sent his final battalion in on the remaining *Planetlifter* to secure the landing zone. As the *Blood* started its final approach, it was met by a barrage of missiles. One lucky hit later, the *Blood* was a cripple on the ground. The command lance was able to fight its way clear to the DropShip, but there was no way off the planet. Late that afternoon, Cassion's Commandos and the DropShip *Bolan's Blood* surrendered to Colonel Yetti and the battered 751st Jump Regiment.

Variants:

The most common variant of the *Planetlifter* is a gun ship conversion. In this configuration, one or more autocannon, missiles, and other weapons systems are added to the armored cargo section of the aircraft.

Notable Aircraft and Crew:

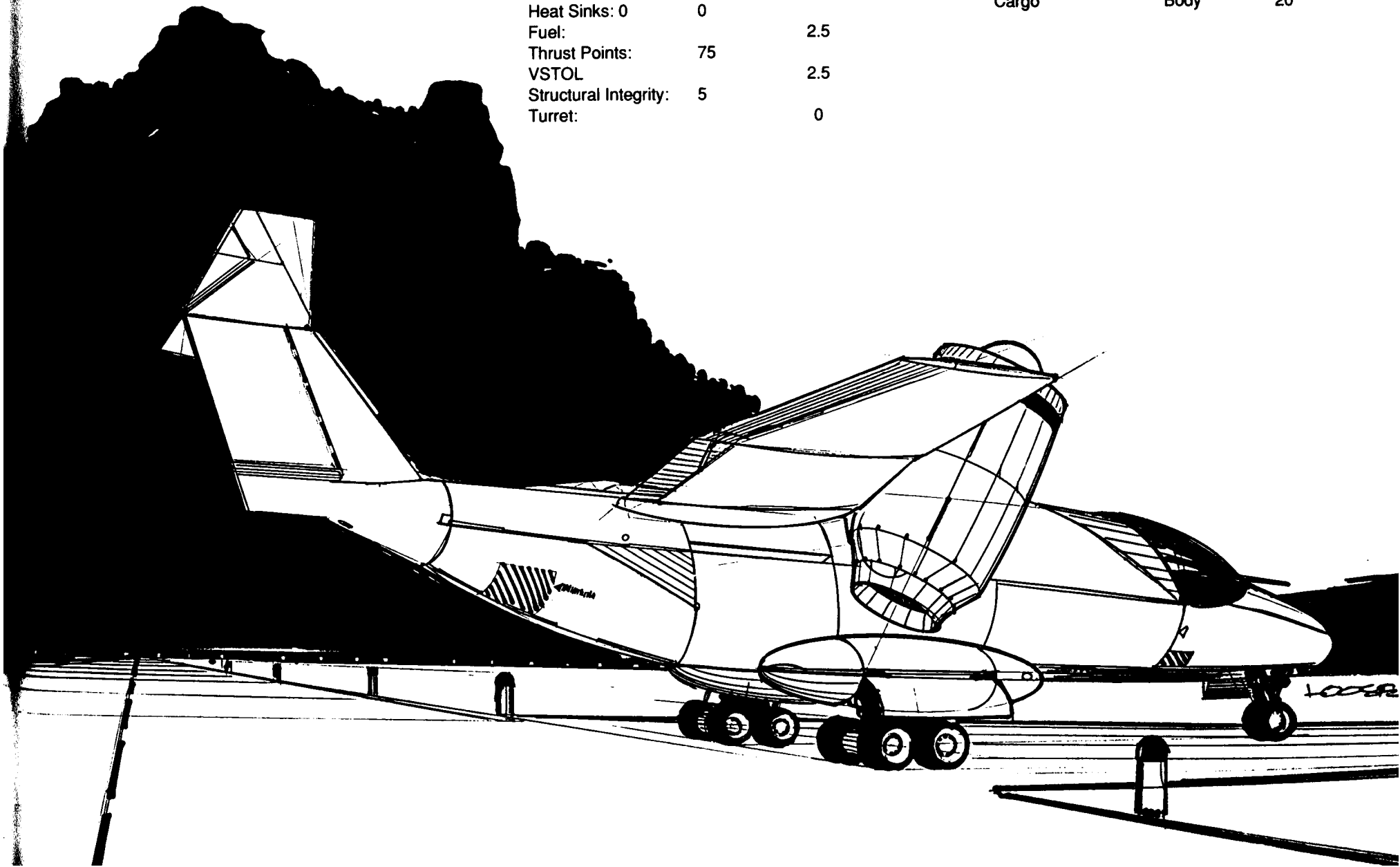
Joseph Yetti

Colonel Joseph Yetti was promoted for his use of three *Planetlifters* in defense of the Marik planet of Autumn Wind.

Mass: 50 Tons
Movement Type: Aircraft
Power Plant: GM 200 Turbine
Frame: Imstar type XI
Armor: Riese Reliable
Armament: None
Manufacturer: Imstar Aerospace
Communications System: Irian UHF

Type: **Planetlifter**		*Tons*
Movement Type: Conventional Aircraft		
Tonnage:	50	50
Thrust:	4	
Overthrust:	6	
Engine:		17
Rating:	200	
Type:	I.C.E.	
Control:	5	
Heat Sinks: 0	0	
Fuel:		2.5
Thrust Points:	75	
VSTOL		2.5
Structural Integrity:	5	
Turret:		0

Armor:		3
Loc.	Points	
Nose	12	
Cockpit	8	
Lt./Rt. Wing	4/4	
Fuselage	10	
Engine	10	
Weapons and Ammo:		
Type	Facing	
Cargo	Body	20



VEDETTE MEDIUM TANK

Overview:

The Vedette is one of the only vehicles produced by the New Earth Trading Company. During the time that New Earth was researching robotics, another section of the company started producing military vehicles. The Vedette was the first and most popular of these vehicles.

The Vedette is a standard unit of "measure" among military crews. For example, most vehicle crewmen will ask of a new tank, "How many Vedettes do you figure that thing is equal to?" The Vedette has become a standard because it is a simple but effective vehicle. Mounting only one main weapon and one secondary weapon, the Vedette is considered to be a "typical" tank.

Capabilities:

Unlike many modern military vehicles, the Vedette mounts only one main weapon. This does not make it a less effective vehicle than a newer tank, but does reduce its ability to deal with a wide variety of targets. By contrast, the very popular Manticore tank has a weapon for every combat range, which makes it able to effectively engage targets anywhere on the battlefield.

The tank's main weapon is the Armstrong J11 AutoCannon (identical to the one mounted on the *Shadow Hawk*). The New Earth Trading Corporation chose this weapon because it is the most weight-efficient, has excellent long-range capability, and is easy to replace. The designers did try other weapons such as lasers and PPCs, but these did not fit well on the Vedette's chassis and required heat sinks and power amplifiers, which the tank's size could not carry.

The ScatterGun is a small-caliber machine gun mounted in the bow of the tank in a mini-ball turret, giving the driver an excellent arc of fire. The ScatterGun fires shells at very high velocity, which compensates for its small caliber.

The Vedette's main selling point is its speed, which is fast even for a medium tank. Most tank manufacturers ignore high speed for vehicles over 35 tons, because 150+ rated engines are very inefficient. The Vedette can use its speed to great effect by moving into optimum autocannon range, opening fire, and then retreating as fast as possible to another fire position. Most modern tanks, especially medium to heavy, do not use mobility as their main defense. They rely on heavy armor and firepower to win the battle.

The Vedette's communication and tracking systems are ComStar originals. These were developed especially for the New Earth Trading Corporation in return for certain favors, such as food and supplies. Unlike normal ComStar equipment, these two systems have repair and service manuals available.

Battle History:

One of the battles that has earned 'Mechs their reputations as lords of the battlefield occurred at the Battle of Merak in Marik space. There was a civil war going on at the time, and several companies of vehicles squared off against an equal number of 'Mechs. There where more Vedettes than any other vehicle, and there were more 50-ton 'Mechs than any other type. Strictly on a tonnage basis, the battle was even.

The two sides moved into position inside one of Merak's major cities, but fighting did not break out until both sides had surrounded several units of the other's forces. Again, the battle was even.

Combat was heavy, and both sides were taking heavy casualties. With superior maneuverability and firepower on the side of the 'Mechs, they eventually began to overcome the vehicle-equipped forces. Once the 'Mech forces had numerical superiority over the ground units, the balance of power quickly shifted and the 'Mechs totally succeeded in destroying every tank around.

Variants:

A popular variant of the Vedette mounts an AC/2 in place of the AC/5, and adds a short-range missile rack for short-range firepower. Another variant popular with Liao troops replaces the autocannon with two medium lasers and six heat sinks.

Notable Vehicles and Crew:

Ronald R. Harrison III and Rich Watson

Commander Harrison and his driver Watson are remembered in the annals of Davion history for their unwavering bravery in battle. Unfortunately, both were killed while acting as a one-vehicle diversion in a Davion attack against an *Overlord* DropShip on the Marik world of Castor.

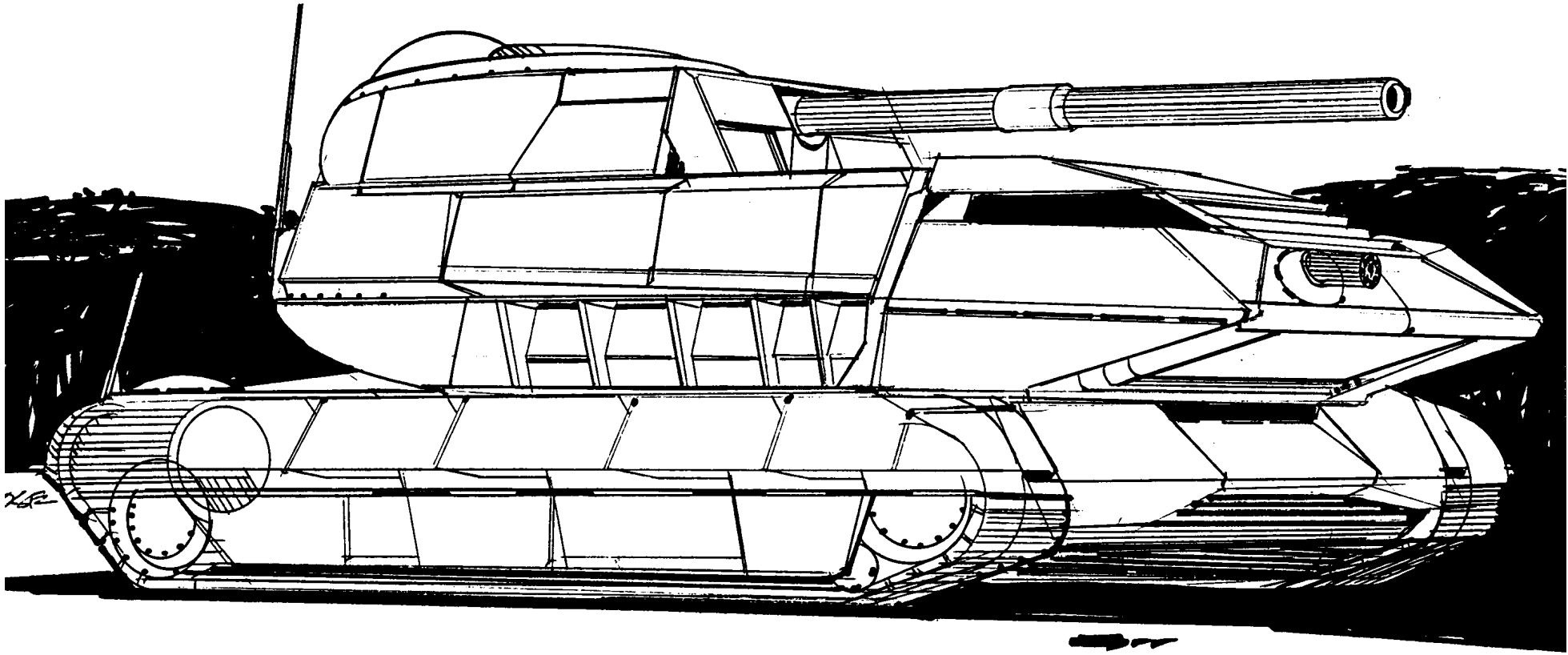
Walter Leba and William Sirjamers

These two Vedette crewmen mysteriously got behind enemy lines during an important battle on Holt. How they got behind the enemy is still unknown, but they were both promoted to academy duty after the battle.

Mass: 50 Tons
Movement Type: Tracked
Power Plant: Locom-Pack 250 InterComBust
Cruise Speed: 54 kph
Flank Speed: 86 kph
Armor: ProtecTech 6
Armament:
Armstrong J11 AutoCannon
ScatterGun Light Machine Gun
Manufacturer: New Earth Trading Company
Communications System: ComStar Rover
Targeting And Tracking System: ComStar Test-2

Type: **Vedette Medium Tank**		*Tons*
Movement Type:	Track	
Tonnage:	50	50
Cruise Speed:	5	
Flank Speed:	8	
Engine:		25
Rating:	250	
Type:	I.C.E.	
Control:	2.5	
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:		0
Internal Structure:		5
Turret:		.8

Armor:	96	6
Loc.	Points	
Front	20	
Lt./Rt. Side	18/18	
Back	20	
Turret	20	
Weapons and Ammo:		
Type	Facing	
AC/5	Turret	8
Ammo (AC) 20	Body	1
Machine Gun	Front	.5
Ammo (MG) 200	Body	1



BULLDOG MEDIUM TANK

Overview:

Bulldog Enterprises, manufacturers of this medium tank, is a successful manufacturer of non-military vehicles. In producing the Bulldog, the firm was attempting to expand into new markets.

The Bulldog did not cause much of a stir when it first became available, as there were already so many medium class vehicles on the market. Although the tank mounts formidable weaponry, it does not necessarily outperform any other tank, and so has been only a marginal success commercially.

Capabilities:

The Bulldog is considered a standard tank design. Mounting only one heavy weapon and a few secondary weapons, it is a jack-of-all-trades rather than a specialist at certain types of missions.

Bulldog Enterprises developed this tank's large laser to lower their production costs by not having to purchase equipment from other companies. The laser is a fairly typical design, using a powerful energy capacitor to release the energy held in a krypton gas container. Other systems were tested, but the gas laser was the most effective.

Bulldog did not have the time or money to also design the short-range missile racks, and so they made a deal with HoverTech, who provided Bulldog with the plans to produce the missile system. The HoverTech Quad SRM system is also used on many other vehicles, as well as on a few 'Mechs.

The Bulldog Minigun is a small machine-gun mounted on the bow of the tank. Like most miniguns, it sacrifices a heavy-caliber round for a high rate of fire. The driver controls the minigun.

Combat History:

On a battle for the planet Rio, House Davion sent a battalion of Bulldogs to stop an invading Liao force. The commanders knew little about the Liao force except for its position.

When the Bulldog unit arrived, they met with a nasty surprise. The unit had stumbled into an assembly area containing over three battalions of vehicles and infantry. After the Bulldog commander relayed this information to his superiors, he received a hastily devised plan to delay the Liao army until reinforcements could arrive.

The Bulldog commander immediately put the plan into action. Ordering his unit into a line behind cover, he targeted what appeared to be the command center of the invading horde. All 36 large lasers fired at once, almost vaporizing the command post. The Davion commanders knew that this would not stop the Liao forces, but only delay them.

After a few moments of stunned silence, the Liao long-range missile units began to fire blindly at the Davion battle line, while small, fast vehicles made their way out of the camp to search for the unseen attackers. The Bulldog unit immediately pulled out and headed toward a nearby mountain range.

There were several small engagements on the way to the range whenever small Liao scout vehicles or medium hovertanks discovered and overtook the Davion unit. These light units were no match for either the tank's large laser or its two medium missile racks. The Liao vehicles all managed to send radio messages to their fellow vehicles before being destroyed, which resulted in the Liao forces eventually cornering the Davion tank unit in a rocky box canyon.

Although the whole Liao force had not followed the Davion unit, there were enough medium and heavy vehicles to ensure that the Bulldogs would not leave the box canyon alive. The Bulldog unit pulled back into as many defensive positions as the rocks would allow, and fired at anything that entered the canyon. Many vehicles were destroyed in Davion laser and missile crossfires, but ammunition shortage and attrition eventually caught up with the Davion unit. All 36 tanks and crew were destroyed.

Davion reinforcements eventually arrived to drive off the Liao forces, but not soon enough to save the brave Bulldog crewmen. A marker was erected at the site where the last Bulldog was destroyed, and each each crewman was posthumously promoted two ranks.

Variants:

Many Bulldog units need to have different types of firepower available to them, especially long-range. In such cases, two AC/2 and 135 rounds of ammunition or an LRM 20 with 18 rounds of ammunition are the usual replacements for the large laser, power amplifier, and heat sinks.

Notable Vehicles and Crew:

Spot

"Spot" is the name of the Bulldog owned by Kurita General Franz Hamlin. The tank is a veteran of over 200 engagements, and has yet to be seriously damaged in a battle.

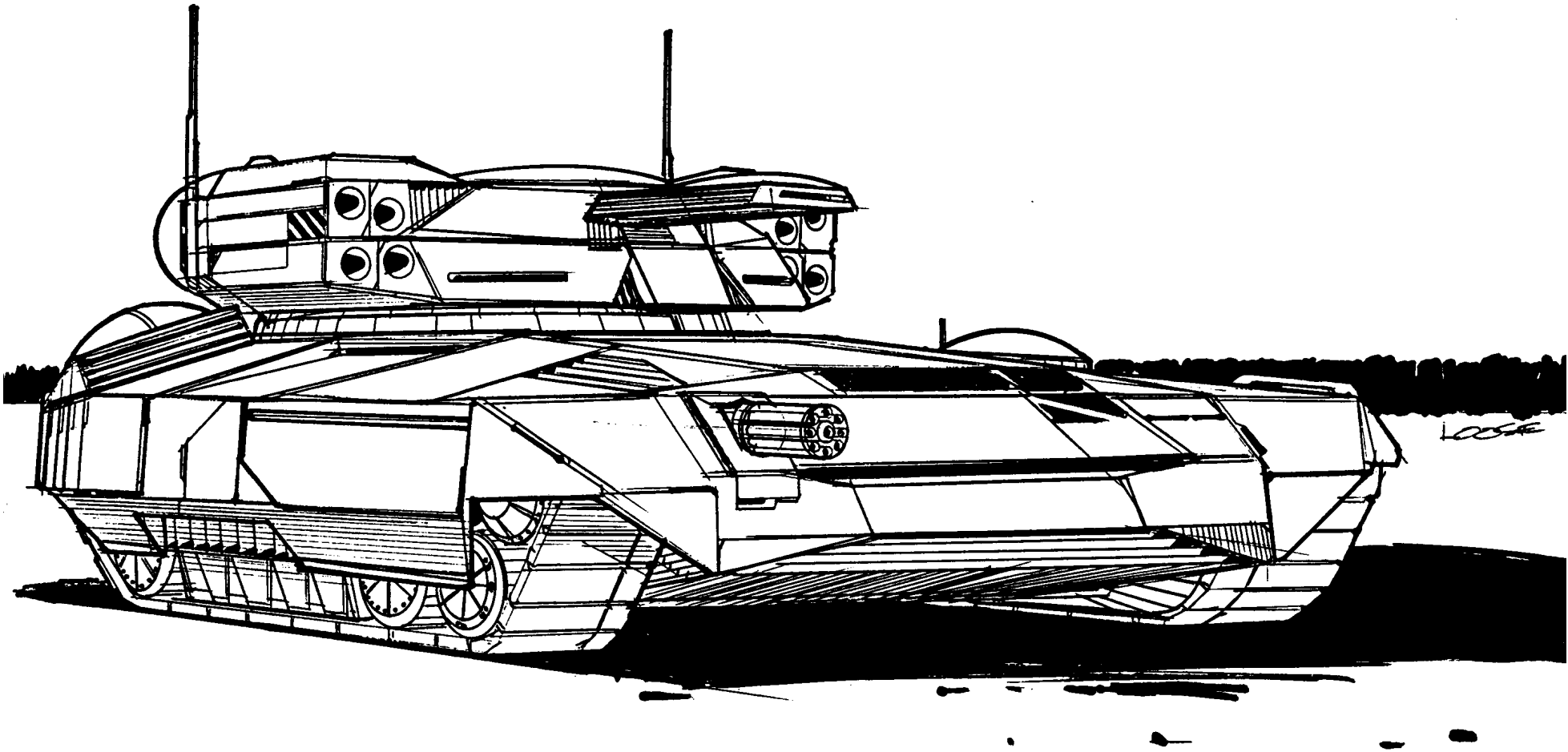
Major Cameron Burke

Major Burke is the commander of the Davion Bulldog unit that performed so admirably against the Liao army on Rio. Major Burke's family is distantly related to Davion royalty.

Mass: 60 Tons
Movement Type: Tracked
Power Plant: Bulldog 240
Cruise Speed: 43 kph
Flank Speed: 65 kph
Armor: Bulldog
Armament:
Bulldog Laser
2 HoverTech Quad Missile Systems
Bulldog Minigun
Manufacturer: Bulldog Enterprise
Communications System: Xilex-2000
Targeting And Tracking System: Xilex-2000

Type: **Bulldog Medium Tank**		*Tons*
Movement Type: Tracked		
Tonnage:	60	60
Cruise Speed:	4	
Flank Speed:	6	
Engine:		23
Rating:	240	
Type:	I.C.E.	
Control		3
Lift Equipment:		0
Power Amplifier:		.5
Heat Sinks:	8	8
Internal Structure:		6
Turret:		.9

Armor:	104	6.5
Loc.	Points	
Front	24	
Lt./Rt. Side	20/20	
Back	20	
Turret	20	
Weapons and Ammo:		
Type	Facing	
Large Laser	Turret	5
SRM 4	Turret	2
SRM 4	Turret	2
Ammo (SRM) 50	Body	2
Machine Gun	Front	.5
Ammo (MG) 100	Front	.5



HI-SCOUT DRONE CARRIER

Overview:

Intelligence-gathering is a major part of any war. In the early years of the Succession Wars, the only units that could accurately gather information were scout 'Mechs such as *Stingers* or *Wasps*. Though orbital intelligence was the most effective means of gaining information, it was often defeated by enemy jamming systems or the simpler method of attacking the scanning DropShip.

Many military vehicle manufacturers accurately predicted that the 'Mech would soon become a costly war tool, and that scout 'Mechs would be the most expensive. This was because the scout 'Mechs would always be assigned the most dangerous situations and thus would suffer the highest attrition rates. ScolTeck decided early on to produce the most effective scout vehicle possible. Devoting all possible resources to developing sensor systems, ScolTeck released the Hi-Scout Drone Carriers in the year 3000.

ScolTeck Hi-Scout Drone Carriers are used by the armies of nearly all the Successor States. Their main function is to detect invaders that might land on important but lightly defended worlds. Sometimes, the drones are also used for battlefield communications and detection.

Capabilities:

The Hi-Scout is the best detection unit available. With its StelthMat-Q Communications System, the Hi-Scout can find and identify enemy units on almost any part of a planet without being detected itself. Its maximum detection range is 60 kilometers, although the use of the vehicle's drone sensor units may increase this range. The Hi-Scout has infrared, seismic, sound, motion, radio, radar, and hyperpulse detection systems.

The NapFind and PathTrack Sensor Drones use some of the most complex communications equipment ever developed. The NapFind's sensor range is 10 kilometers, and the PathTrack's sensor range is 20 kilometers.

The NapFind drone uses a skirtless hover system, the most advanced lift system available in the Inner Sphere. Developed in conjunction with other military vehicle manufacturers, the system employs something called a "venturidisk," the details of which have not been released to the public. The NapFind sensor system is one of the most advanced available, using infrared, seismic, sound, and motion detection systems.

The PathTrack is a tracked drone, similar in design to the NapFind, except that it has more powerful detection systems. The PathTrack has all the detection capabilities of the NapFind, except that it may also detect and intercept radio transmissions and relay them back to the Hi-Scout.

The Hi-Scout's MultiTrack Coordination System allows the vehicle to relay information from drone to drone, creating a "sensor chain" that increases detection range by over 100 percent. The only problem with this system is that some worlds have an unusual amount of background radiation, which can interfere with the MultiTrack.

The Hi-Scout also contains normal communications systems that enable it to transmit over 500 different channels, using all of them at the same time.

Like many command-type vehicles, the Hi-Scout carries a small self-defense weapon to discourage nosy infantry units or light vehicles. The missile system uses the TacTex MiniFind as a guidance system.

Battle History:

As the Hi-Scout is not a combat vehicle, there are no outstanding combat reports. As a communications and detection vehicle, however, the Hi-Scout has proven to be invaluable.

During a border raid into Davion space, a Kurita attack group had to make a blind landing after the unit's DropShip sensors were damaged on the way in. Fortunately for them, the unit had recently purchased a Hi-Scout Drone Carrier with a full complement of sensor-drones. The Kuritans immediately dispatched the drones on recon missions.

When the drones reported back hours later, they had very little information about enemy activity. Wondering what could have gone wrong, the Hi-Scout's commander patched his StelthMat-Q into the Davion communications satellite system to increase the Hi-Scout's base range from 60 kilometers to 600 kilometers. The attack group immediately reported to the unit commander that they had landed on the wrong side of the planet and that the original Kurita forces, previously under radio silence, were victorious.

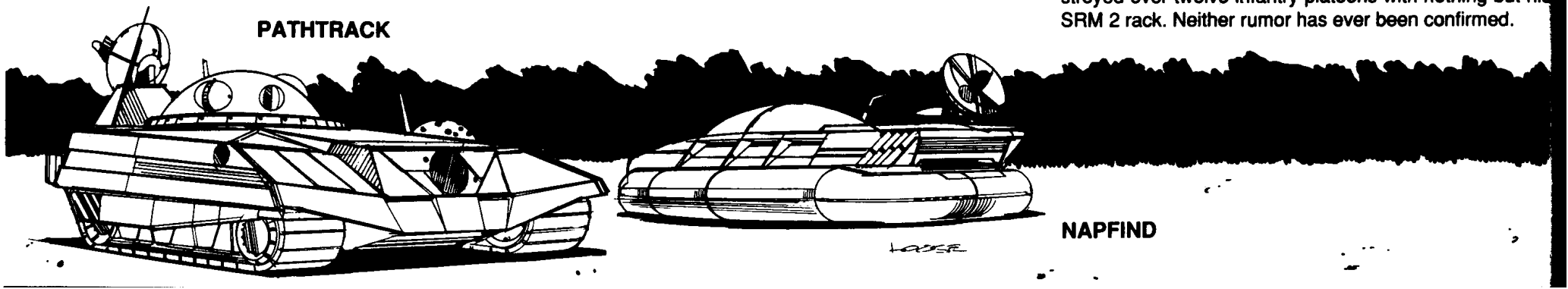
Variants:

Very few variants on either the Hi-Scout or the sensor drones are available. It is possible to obtain drones that are water-capable, or even space-capable, but these are rare and expensive. Though some differences in style do exist for the Hi-Scout, the changes are mostly cosmetic.

Notable Vehicles and Crew:

Brandon X

Brandon X is the code name of a Redjak Ryan scout who is known for his persistence and bravery in combat. It is rumored that Brandon stayed inside his Hi-Scout for over two weeks while occupying hostile territory. It is also rumored that during those two weeks, Brandon X also destroyed over twelve infantry platoons with nothing but his SRM 2 rack. Neither rumor has ever been confirmed.



PATHTRACK

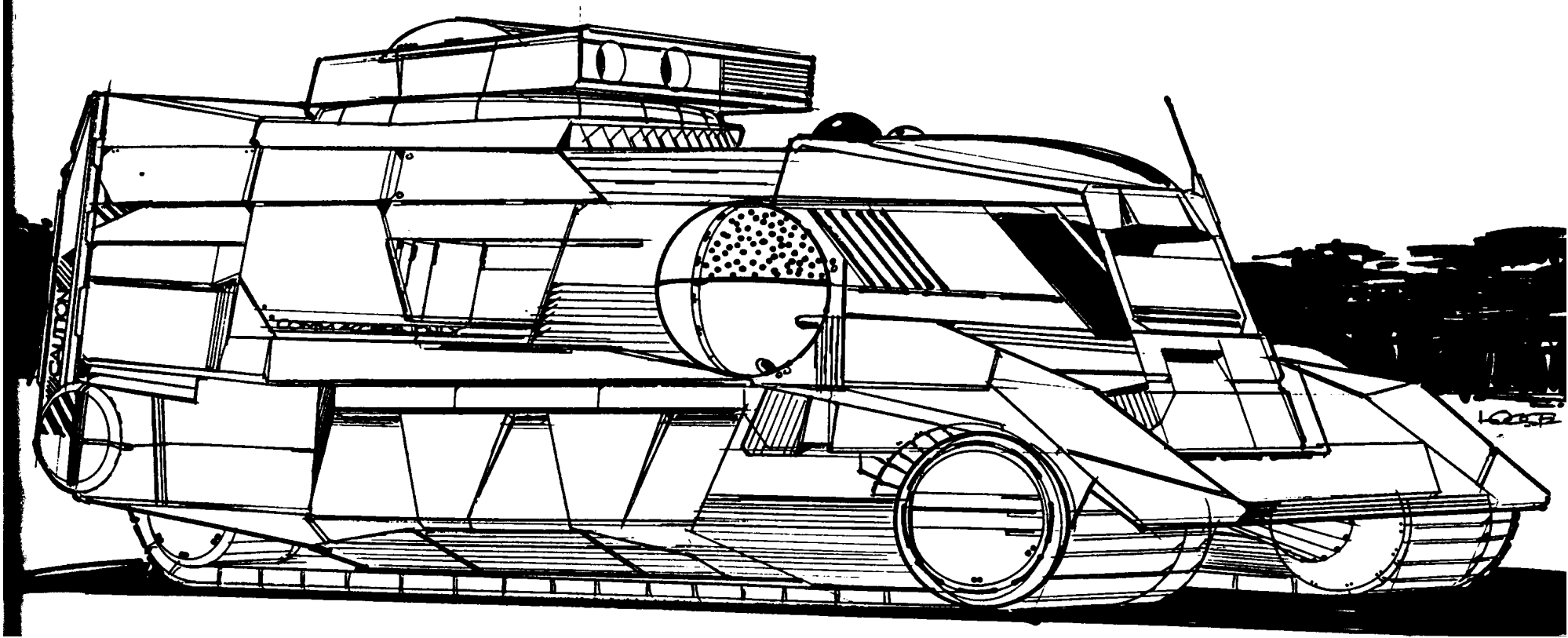
NAPFIND

Mass: 60 Tons
Movement Type: Tracked
Power Plant: Vlar 300
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Armor: ArcShield V
Armament: SureShot Mk. II Short Range System
Manufacturer: ScolTeck Associates
Communications System: StelthMat-Q with MultiTrack
Targeting and Tracking System: Tac Tex Mini-Find
DroneCarryingBay: ScolTeck Holder
Hover Sensor Drone: Scol Teck NapFind
Tracked Sensor Drone: Scol Teck Path Track
Note: Further information on the Hi-Scout or drones is classified.

Type: **Hi-Scout Drone Carrier**		Tons
Movement Type: Tracked		
Tonnage:		60
Cruise Speed:	4	
Flank Speed:	6	
Engine:		23
Rating:	240	
Type:	I.C.E.	
Control:		3
Lift Equipment		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure		6
Turret:		.5
Armor:	88	5.5
Loc.	Points	
Front	18	
Lt./Rt. Side	18/18	
Back	16	
Turret	18	
Weapons and Ammo:		
Type	Facing	
SRM 2	Turret	1
Ammo (SRM) 50	Body	1
Sensing/Communications Equipment	Body	5
Drone Carrying Bay	Body	15
3 Tracked Drones		
3 Hover Drones		

Type: **ScolTeck PathTrack**		Tons
Movement Type: Tracked		
Tonnage:		3
Cruise Speed:	8	
Flank Speed:	12	
Engine:		1
Rating:	25	
Type:	I.C.E.	
Control:		.15
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		.3
Turret:		0
Armor:	8	.5
Loc.	Points	
Front	2	
Lt./Rt. Side	2/2	
Back	2	
Turret	0	
Weapons and Ammo:		
Type	Facing	
Sensor Equipment	Body	.75
Remote	Body	.30

Type: **ScolTeck NapFind**		Tons
Movement Type: Hover		
Tonnage:		2
Cruise Speed:	25	
Flank Speed:	38	
Engine		.75
Rating:	10	
Type:	Fusion	
Control:		.1
Lift Equipment:		.2
Power Amplifier:		0
Heat Sinks:	10	0
Internal Structure:		.2
Turret:		0
Armor:	0	0
Loc.	Points	
Front	0	
Lt./Rt. Side	0/0	
Back	0	
Turret	0	
Weapons and Ammo:		
Type	Facing	
Sensor Equipment	Body	.55
Remote	Body	.2



LRM/SRM CARRIER

Overview:

Ever since the development of the first rocket centuries ago, military units have used mobile missile systems to provide cheap and effective fire support.

The Long-Range Missile Carrier and the Short-Range Missile Carrier are two typical examples of missile support units. Manufactured by almost every major military supplier, these vehicles are found in every army of the Inner Sphere. The main attraction is their ease of manufacture, quick troop-training times, and relative cheapness. The drawbacks, however, are that most carriers are slow and very thin-skinned. Once engaged in direct combat, the carrier's life expectancy is measured in seconds.

Capabilities:

The chassis for missile carriers vary in basic design, but they are all essentially military transport lorries adapted to carry the huge missile launchers and loading equipment. Those adaptations generally consist of reinforcing the suspension systems and armoring the crew and critical components areas.The armor is not to protect the vehicle from enemy fire, but rather to protect the crew and critical components from the missile's back blast.

A barrage fired from a missile carrier is a fearsome sight. One vehicle can launch 60 missiles every ten seconds, and most carry enough ammunition to keep up that rate of fire up for over a minute.

The number and size of the missiles that a lorry can mount depend on its own size. The actual missiles used vary according to which House owns the vehicle. For example, Davion troops may use DeltaDart LRMs and HoverTech SRMs, while Kurita forces may use Shigunga LRMs and NCK SRMs.

Missile carriers are fire support units, and so do not usually have turrets. As support units, they almost never see front-line combat. However, many transport lorries mount missiles on a rotating platform that can be turned from outside the vehicle.

The missile carrier's rate of fire is both an asset and a liability. On one hand, a well-timed barrage can determine the outcome of a battle quickly. Conversely, the unit expends ammunition at a prodigious rate, which requires a functioning supply system to keep one in battle for any extended period.

Battle History:

House Liao is a heavy user both of long- and short-range missile support units. During a Davion raid on the Liao planet of St. Ives, Davion troops were traveling through a narrow pass in order to reach their objective. According to their intelligence, no Liao 'Mechs were around, but there would be some defending troops. What the Davion invaders did not know was that there were ten short-range missile carriers and four platoons of infantry guarding the pass. The infantry retreated up the pass to draw the Davion troops in, and then the short-range missile carriers immediately opened fire. Of the original 100 Davion tanks that entered the pass, 50 were disabled or destroyed in the first salvo of missiles. The second and third salvoes took out the other half.

In another instance, a large unit of House Liao LRM 5 carriers, five ammo trucks, and several light 'Mechs were attacking the Marik world of Harsefeld. Their mission was to capture an important storehouse being guarded by infantry and tanks. When the Liao forces arrived, the Marik troops were expecting them, and opened fire from emplacements set up long before the battle.

Seeing that their 'Mechs would not be able to get close to the small town and storehouse, the Liao commander ordered the LRM units to set up behind a tall ridge line, where they could use indirect fire to weaken the town. Within a minute and a half, they had fired 2400 missiles at their targets. Ten minutes later, the carriers were reloaded, and then rained another 2400 missiles on the town. After the smoke cleared, the Marik commander surrendered without ever firing a shot.

Variants:

The only variation on a weapon system as simple as a missile carrier is the name of the manufacturer that happened to produce it. Though other types of support units do exist, including AC/2 and laser carriers, they are far from being as effective as missile carriers.

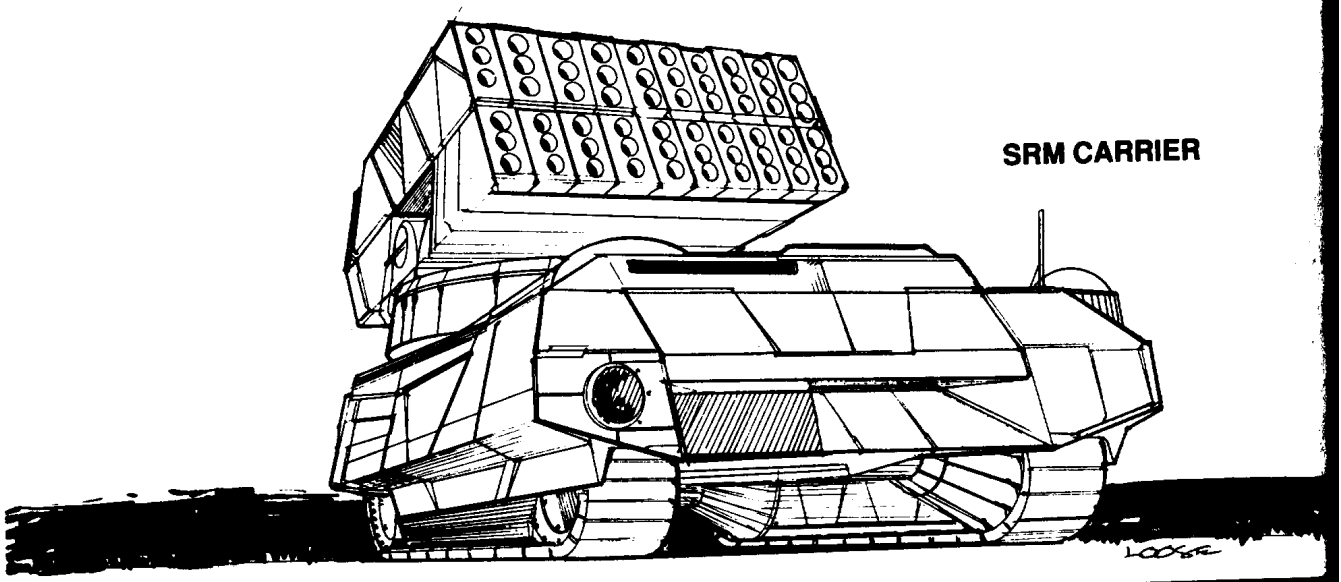
Notable Vehicles and Crews:

John Hunt

John Hunt is the Liao commander of a mixed battalion of long- and short-range missile units. Although not a particularly hot-headed person, he has been known to bring his full complement of units to bear on enemy units at the slightest provocation.

"Good Times" Orlonzo

Commander Orlonzo leads a small unit of missile carriers in the service of Kenski's Raiders. He is called "Good Times" because he is constantly promising his men better times once the current contract is fulfilled.

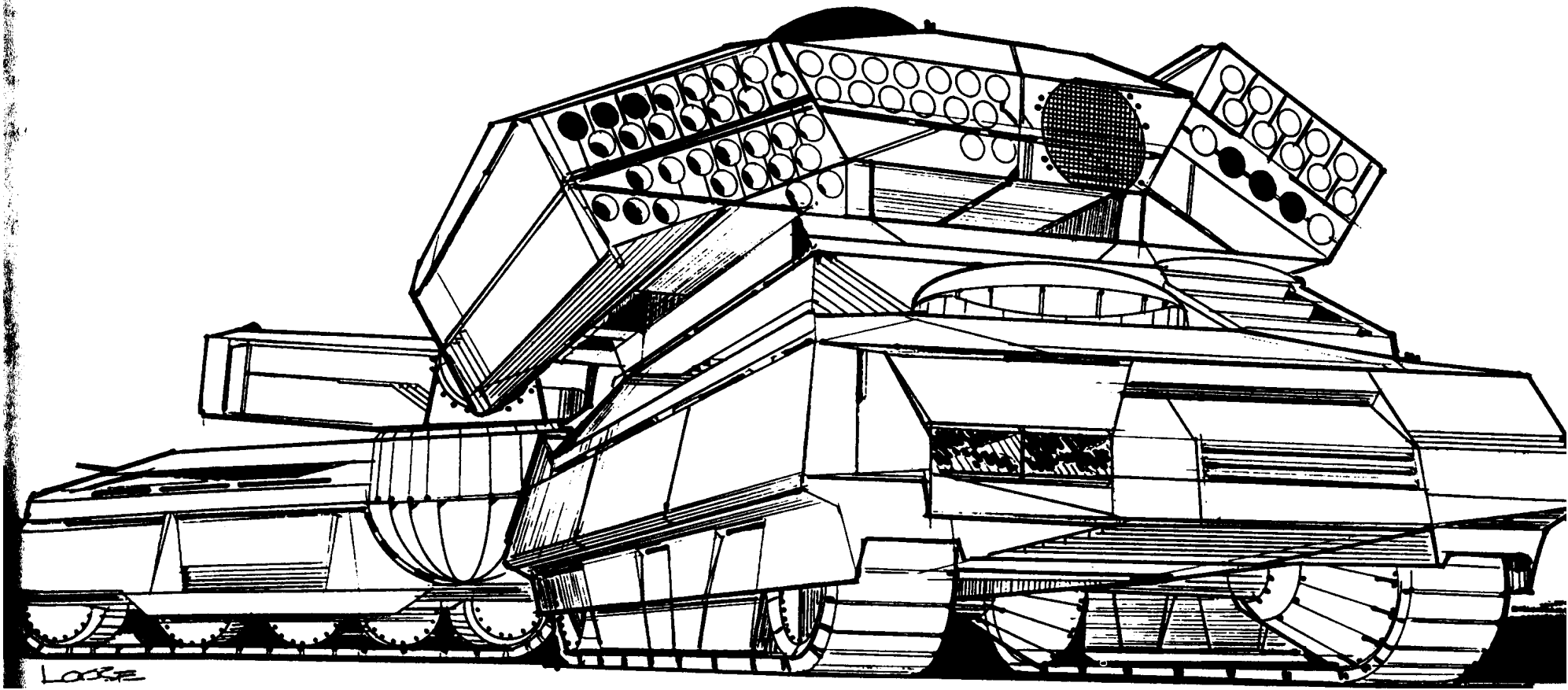


SRM CARRIER

Mass: 60 Tons
Movement: Tracked
Power Plant: InterComBust 180
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: Simple Armor Plate
Armament:
3 FarFire Long Range Missile Racks XX or
10 Holly Short Range Missile Packs VI
Manufacturer: Various
Communications System: Communicator
Targeting and Tracking System:
FireScan with IndirecTrack

Type: **LRM Carrier**		Tons
Movement Type:Tracked		
Tonnage:		60
Cruise Speed:	3	
Flank Speed:	5	
Engine:		14
Rating:	180	
Type:	I.C.E.	
Control:		3
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		6
Turret:		
Armor:	48	3
Loc.	Points	
Front	12	
Lt./Rt. Side	12/12	
Back	12	
Turret		
Weapons and Ammo:		
Type	Facing	
3x LRM 20	Front	30
Ammo (LRM) 24	Body	4

Type: **SRM Carrier**		Tons
Movement Type:Tracked		
Tonnage:		60
Cruise Speed:	3	
Flank Speed:	5	
Engine:		14
Rating:	180	
Type:	I.C.E.	
Control:		3
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		6
Turret:		0
Armor:	48	3
Loc.	Points	
Front	12	
Lt./Rt. Side	12/12	
Back	12	
Weapons and Ammo:		
Type	Facing	
10 x SRM 6	Front	30
Ammo (SRM) 60	Body	4



MANTICORE HEAVY TANK

Overview:

The Manticore is one of the best-designed and powerful tanks ever created. The vehicle is most commonly seen among the forces of Houses Steiner and Kurita, though the tank also sees service among the armies of the other three Houses.

Although the Manticore mounts a variety of weapons and is heavily armored for a vehicle of its weight, it is not equipped to deal with super-heavy vehicles such as the Demolisher or the Behemoth. The tank was simply not designed to be a stand-up fighter.

Capabilities:

Mounting a large variety of weapon systems, the Manticore is capable of handling almost any combat situation. Because it is so useful, the Manticore is one of the few fusion-powered vehicles whose power plant has not been appropriated to supply 'Mech forces.

The tank's main weapon is the Parti-Kill PPC. Unlike other particle cannons, the Parti-Kill does not use an energy collection capacitor or similar chamber. Instead, it uses a series of magnetic collection bottles that gather their energy straight from the fusion reactor. These energies are then channeled through a larger magnetic bottle and released from the cannon. This fires an energy "shell" that loses cohesion and disintegrates at 540 meters. The Parti-Kill's bolts are unstable at ranges under 90 meters.

The Manticore's next main weapon is its SureShot Mk VI SRM rack. The weapon is mounted on top of the main turret, just above and behind the particle cannon. It is mounted on vertical and horizontal swivel mounts, giving the pack a full 120-degree arc of fire independent of the turret.

The Manticore is capable of indirect fire with its FarFire Medium Missile Rack. Like most long-range missile units, the Manticore's missiles are patched through a complex series of fire-control systems that can track targets over any type terrain. The TargiTrack 717 Targeting System gives the tank the ability to combine its fire simultaneously with other missile units to maximize the effectiveness of a missile strike against a particular target.

Battle History:

The Manticore has proven itself to be a tough fighting vehicle, even against superior odds. On one of the many battles for the planet Morningside, a unit of invading Kurita BattleMechs was intercepted by a small Steiner Manticore force. The Steiner troops knew the surrounding terrain better than the invading forces, but the Kurita unit was better equipped.

The battle started out as a meeting engagement between the two sides. The Manticores fired on the 'Mechs with their PPCs and long-range missiles. Momentarily shaken, the Kurita forces staged a withdrawal. Moments later, however, the Kurita 'Mechs had regrouped and turned back to fight the tanks. Three Steiner 'Mechs and over ten tanks were destroyed in this first engagement.

Both sides staged a momentary retreat, and then moved back into fighting positions. This time the Steiner defense forces were more wary of the Kurita 'Mechs, and used their long-range missiles for indirect fire instead of trying to move in close for an attack with the shorter-range weapons. Most of this fire was concentrated on the Kurita long-range firepower 'Mechs, such as *Archer*s and *Trebuchet*s. At the end of this second engagement, the Kurita forces had lost six 'Mechs and the Steiner forces had lost only five Manticores.

Seeing that they could no longer rely on long-range firepower, the Kurita forces moved in as quickly as possible and attacked the Steiner Manticores. This was the most effective tactic against the defending units because it prevented them from bringing the power of their main gun to bear on the close targets. Although eight 'Mechs were destroyed, the Steiner forces lost over 20 tanks.

Luckily for the remaining Manticore units, the Kurita commander considered his losses were too high to continue the fight, even though he had severely crippled the Steiner defenders. The Kuritans pulled back and left the planet.

Variants:

TechniCorp does not allow purchasers of the Manticore to make any modifications. Any tampering or exchanging of Manticore equipment immediately voids the service contract, and TechniCorp will make no repairs on a modified vehicle. Strangely enough, most customers respect this restriction.

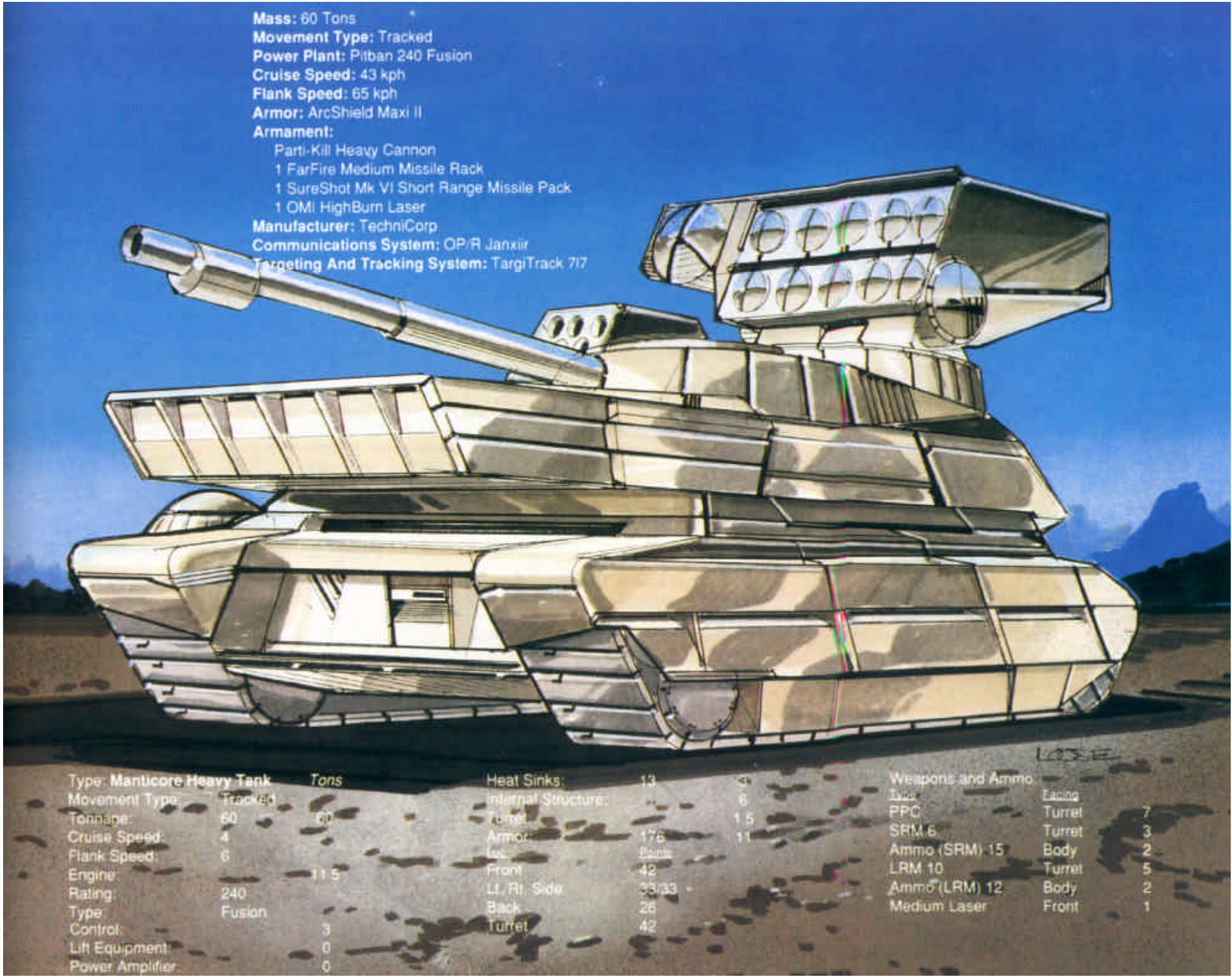
Notable Vehicles and Crew:

Joe Bob Jones, Billy Smith, "Tex" Walters, and Jimbo Peterson

These four Manticore crewmen use their tank, the "Lone Star", as a super-heavy recon vehicle. On several occasions, they have taken on and destroyed several units of lighter enemy recon units. Their famous battle cry of "Yee-Ha" is the last thing enemy recon troops ever hear.

Lady Jane

"Lady Jane" is the first Manticore registered as having killed an *Atlas* assault 'Mech. It is currently on display at the NAIS War Museum.



Mass: 60 Tons
Movement Type: Tracked
Power Plant: Pitban 240 Fusion
Cruise Speed: 43 kph
Flank Speed: 65 kph
Armor: ArcShield Maxi II
Armament:
Parti-Kill Heavy Cannon
1 FarFire Medium Missile Rack
1 SureShot Mk VI Short Range Missile Pack
1 OMI HighBurn Laser
Manufacturer: TechniCorp
Communications System: OP/R Janxiir
Targeting And Tracking System: TargiTrack 7I7

Type: **Manticore Heavy Tank** *Tons*

Movement Type:	Tracked	
Tonnage:	60	60
Cruise Speed:	4	
Flank Speed:	6	
Engine:		115
Rating:	240	
Type:	Fusion	
Control:		3
Lift Equipment:		0
Power Amplifier:		0

Heat Sinks:	13	3
Internal Structure:		6
Turret		1.5
Armor:	176	11
Loc	Points	
Front	42	
Lt. Rt. Side	33/33	
Back	26	
Turret	42	

Weapons and Ammo

Type	Facing	
PPC	Turret	7
SRM 6	Turret	3
Ammo (SRM) 15	Body	2
LRM 10	Turret	5
Ammo (LRM) 12	Body	2
Medium Laser	Front	1

PIKE SUPPORT VEHICLE

Overview:

The Pike Long-Range Support Vehicle is one of the first produced in the Magistracy of Canopus, located along the rim of the Free Worlds League. The Magestrix, leader of Canopus, commissioned the Pike, along with several other vehicles, in 2987, in hopes of bringing more trade into her relatively impoverished domain. Like many other vehicle producers, she surmised that eventually the Lords of the five Successor Houses would not be able to resupply and maintain the immense 'Mech armies they were throwing away on useless border skirmishes. Kyalla was willing to produce and sell military vehicles to the Lords until they could no longer field their full 'Mech strength, while she saved her own 'Mechs for a later time.

The Pike's main function on a battlefield include destroying small vehicles and infantry units, and harassing 'Mechs, especially 'Mechs like the *Archer,* whose main weapon is long-range missiles.

Capabilities:

The Pike is the closest a military unit can get to having a short-range artillery weapon without having to purchase Snipers or Long Toms. Although Snipers or Long Toms do more damage, they are usually in great demand, hard-to-find, and very expensive.

The three ZeusBolt Long-Range Guns give the Pike the longest range-weapon capability on the battlefield. The three guns are mounted in one turret and share the same targeting and tracking system. This unique system tracks the flight path of the shells for all three guns at once, automatically adjusting for azimuth and elevation. This makes the ZeusBolt 74.3 percent more accurate than any similar system available.

The main drawback of the Pike is, ironically, its main weapon. The three ZeusBolt Long-Range Guns do not inflict much damage. Indeed, a hit from a ZeusBolt Gun is equivalent to the hit of a machine-gun shot or one short-range missile hit. To compensate for this, the engineers of Canopus Industries Alpha gave the Pike over 200 rounds of ammunition. This allows the tank to fire more times at a target, and presumably to do more damage.

The Pike is also equipped with two small short-range missile racks for self-defense. These SRMs can fire accurately at targets at ranges of 120 meters or less, which would be difficult, even futile, for the ZeusBolt.

The Pike's engine is equipped with the EmissionKill system. This device cuts down on the exhaust emissions given off by the 14-ton engine, theoretically making it difficult to see the Pike in infrared. Pike crews are not convinced that the system works, however. They also claim that the EmissionKill system drastically increases the tank's fuel consumption. Most crews remove the EmissionKill system the first chance that they get.

Battle History:

Although the Pike is 38 years old, it has not seen much combat use. It is difficult enough getting goods exported into the Inner Sphere, and nearly impossible to find a buyer for untried military vehicles. ComStar was the first customer for the Pike.

The ComStar Pikes were distributed among various worlds whose hyperpulse generators were considered at risk. One of these dangerous areas was near Santander V, homeworld of the Bandit King Helmar Valasek. Valasek carried out raids against this planet, not because he wanted the generator, but because he was looking for water and 'Mech parts. Unfortunately for ComStar, Valasek always managed to stumble across the generator, no matter where it was moved. After becoming weary of recapturing the generator from bandit troops, ComStar moved a number of Pikes onto the planet for defense.

Months later, Valasek once again raided the planet for water, and, predictably, found the generator. This time, however, Pike units guarded the generator. At the approach of the incoming Bandit forces, the Pikes fired at long range. This took the bandits by surprise and threw them into confusion, which allowed the Pikes to fire on the raiders again and again. By the time the Bandits were able to reorganize and close into effective range, the Pikes had destroyed several 'Mechs. Deciding to cut their losses, the Bandits withdrew. Since that battle, no further raids have been carried out against the ComStar installation.

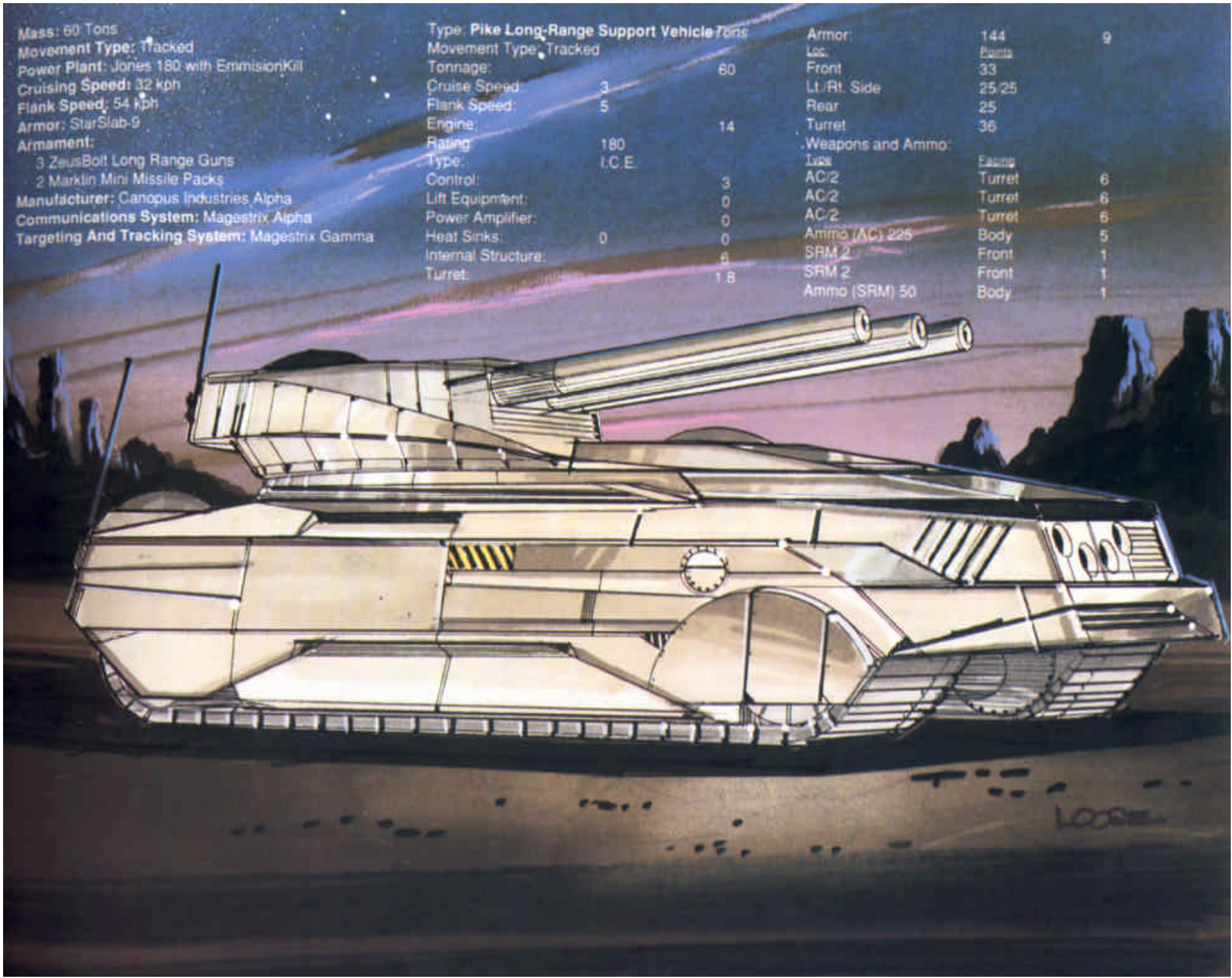
Variants:

There are no known variants of the Pike, because there are so few available in the Inner Sphere.

Notable Vehicles and Crew:

Jarles "Jonesy" Jones and Margarita Arnlex

These two crewmen command the only Pike lance in Kenski's Raiders, one of the largest vehicle users in the Inner Sphere. During a defensive action on Holt, their unit managed to destroy a medium 'Mech lance during a series of hit-and-run raids.


Mass: 60 Tons
Movement Type: Tracked
Power Plant: Jones 180 with EmmisionKill
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: StarSlab-9
Armament:
3 ZeusBolt Long Range Guns
2 Marklin Mini Missile Packs
Manufacturer: Canopus Industries Alpha
Communications System: Magestrix Alpha
Targeting And Tracking System: Magestrix Gamma
Type: Pike Long-Range Support Vehicle
Movement Type: Tracked
Tonnage: 60
Cruise Speed: 3
Flank Speed: 5
Engine: 14
Rating: 180
Type: I.C.E.
Control: 3
Lift Equipment: 0
Power Amplifier: 0
Heat Sinks: 0 0
Internal Structure: 6
Turret: 1.8
Armor: 144 9
Loc. Points
Front 33
Lt./Rt. Side 25/25
Rear 25
Turret 36
Weapons and Ammo:
Type Facing
AC/2 Turret 6
AC/2 Turret 6
AC/2 Turret 6
Ammo (AC) 225 Body 5
SRM 2 Front 1
SRM 2 Front 1
Ammo (SRM) 50 Body 1
LOOSE

MONITOR NAVAL VESSEL

Overview:

Though most planets in the Inner Sphere are water-poor, many of the heavily populated or industrialized worlds tend to be water-rich. Large population and industrial centers often spring up along rivers and deltas. River commerce becomes a major factor in the economic growth of the planet, and thus becomes a target for military action. Swamps and deltas also provide refuge to guerrillas and any remnants of whatever army last occupied the planet, because 'Mechs and other land-bound vehicles find such terrain impassable. To control these vital arteries of commerce, and to deny guerrillas a sanctuary, planetary garrisons use heavily armed river and coastal patrol craft.

For the most part, these craft are little more than field conversions of commercial river boats. Some specially designed patrol craft have also entered service, and the *Monitor* produced by Nav Hull is an example of just such a surface naval vessel.

Capabilities:

In commercial interstellar trade, a planet usually imports only the components that it cannot manufacture locally to produce a particular item. For example, a planet with a viable light industrial base might only import computer chips and monitors, with its local firms manufacturing keyboards and housings. Later on, all the components are assembled to produce personal computers. Though this subassembly method of production is very cost-efficient, it has only rarely been used to produce armaments.

Nav Hull decided that if this practice was so successful for commercial products, it might also work well for its naval patrol vessels. The company markets the *Monitor* in kit form to planets able to manufacture a standard displacement hull and to supply the necessary internal combustion engine and power system.The Nav Hull kit contains armor plating, a communications package, complete navalized Demolisher turret, and detailed instructions on how to assemble the kit on a variety of hull shapes.

The *Monitor* is a formidable craft. Drawing only a half-meter of water, it can freely travel through many river channels that more conventional craft could not navigate. The armor plating is proof against any type of weapon, whether wielded by guerrillas or 'Mechs. Its two 185 mm cannon are able to sink another vessel in one salvo. For close-in defense in the confines of a narrow river, the vessel carries three sets of SRM 2s.

The *Monitor* is a slow craft, with a top speed of only 54 kph. Though this is sufficient to overhaul most commercial barges and rivercraft, a faster guerrilla ship might be able to outdistance it. For this reason, the *Monitor* carries a reinforced squad of jump troops. If needed, the jump troops can launch directly up from their compartment, via deck hatches.

As Nav Hull's *Monitor* kits have sold so well, the firm intends to expand into other forms of naval vessels.

Battle History:

Monitor duty can be rather boring and definitely non-heroic, for no great glory usually comes from sitting behind one meter of armor plating and blasting a wooden barge to kindling. One *Monitor* has managed to achieve quite a reputation during its brief career, however.

In mid 3025, a full-scale rebellion broke out on the Kurita-occupied planet of Verthandi. In the first month of the rebellion, a Kurita *Monitor* named the *Vengeance* was docked at Port Gaspin. When a load of food and ammunition arrived, the stevedores carried it aboard. These dockworkers were actually a rebel squad under the leadership of Frances Marrion, most recently an art student at the University of Regis. Frances and her men overpowered the Kurita crew and steamed upriver in the *Vengeance*. Over the next three months, Marrion and the now renamed *Swamp Fox* terrorized the Kurita troops trying to restore order to the Silvan Basin. The *Swamp Fox* might be seen coming out of the morning fog to shell a Kurita warehouse or troop barracks. Troops using the captured jump packs would land in the midst of a Kurita morning formation, kill the troops, and then rocket out before the enemy could react. Within four months, the Basin and the river were totally in rebel hands, leaving only the city of Regis still in the hands of the Combine.

The *Swamp Fox* and Frances Marrion were killed just before the start of the new year, however. The Draconis Combine had ordered in four 'Mech regiments and twelve regiments of supporting troops to put down the rebellion. Their first order of business was to destroy the *Swamp Fox*, with a supply depot near the river to serve as bait. As the *Swamp Fox* came into firing range, four 'Mechs that had been hidden underwater now stood up, blocking all retreat. In the ensuing battle, two Kurita *Marauders* were destroyed and one *Shadow Hawk* was crippled. In the end, however, the *Swamp Fox* and her crew were sent to the bottom.

Notable Vehicles and Crew:

Frances Marrion and The Swamp Fox

Frances Marrion was an art student at the University of Regis when the rebellion on Verthandi broke out. Shocked and angered by the atrocities committed by the Kurita garrison troops during the riots in Regis, she joined the rebellion. After returning to her native city, which was located in the Silvan Basin, Frances and some of her friends captured a Kurita *Monitor* Class patrol vessel, which they named the *Swamp Fox*. Marrion became a legend during the four months that the *Swamp Fox* operated in the delta. Indeed, the first mission of the newly arrived Kurita 'Mech regiments was to destroy her and her vessel. Unlike the heroines of other epic tales, this one did not survive her final battle.

Mass: 75 tons
Movement Type: Surface Naval
Power Plant: 195 Nisson Naval Deisel
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: NavPlate
Armament:
2 185mm ChemJet Guns
3 SureShot Mk II SRM Packs
Manufacturer: Nav Hulls Inc.
Communications System: Omicron 1500
Targeting And Tracking System: Omicron VII

Type: **Monitor Naval Vessel** *Tons*
Movement Type: Displacement Hull

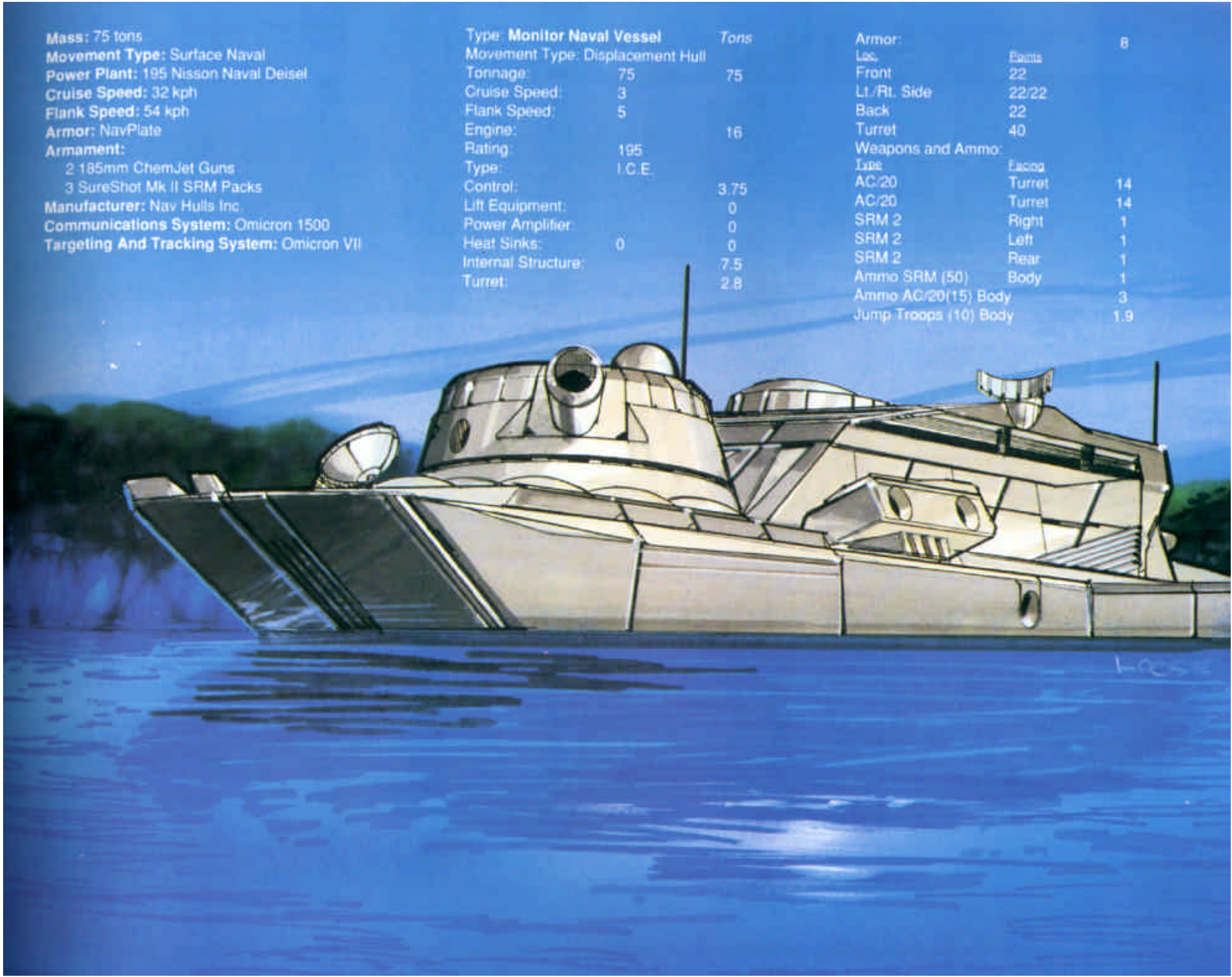
Tonnage:	75	75
Cruise Speed:	3	
Flank Speed:	5	
Engine:		16
Rating:	195	
Type:	I.C.E.	
Control:		3.75
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		7.5
Turret:		2.8

Armor: 8

Loc.	Points
Front	22
Lt./Rt. Side	22/22
Back	22
Turret	40

Weapons and Ammo:

Type	Facing	
AC/20	Turret	14
AC/20	Turret	14
SRM 2	Right	1
SRM 2	Left	1
SRM 2	Rear	1
Ammo SRM (50)	Body	1
Ammo AC/20(15)	Body	3
Jump Troops (10)	Body	1.9



DEMOLISHER HEAVY TANK

Overview:

Since its introduction into combat, the Demolisher Heavy Tank has earned a reputation as one of the most deadly vehicles on the battlefield. Although frightened enemy troops have often exaggerated their reports, the Demolisher is definitely a superb battle machine.

It was the first heavy tank produced by Aldis Industries, and still is the most popular. The Aldis engineers conceived of the Demolisher project in the early days of the Succession Wars as a solution to the 'Mech technology problem. The Aldis designers hoped to create a vehicle heavy enough to destroy any 'Mech, which they could sell to the worlds unable to afford 'Mech forces.

The first line of Demolishers was an amazing success. Many worlds not protected by standing 'Mech armies bought hundreds of Demolishers. This tall, squat, four-tread model is the one most often thought of as a Demolisher to this day. However, Aldis Industries soon released the Demolisher Mk II, a shorter version with a better suspension system and only two tread units.

Capabilities:

The Demolisher is an efficient battle machine. Its two turret-mounted 185 mm guns use a popular propellant system that mixes two chemicals in suspension to propel the huge shells out of the barrel. In the original model, this system produced an enormous amount of heat, and so the chassis was modified to act as a makeshift heat-sink system. Until the appearance of the Demolisher Mk II, crewmembers had to wear special coolant suits because of the unbearably hot temperatures inside of the tank during a sustained firefight. The Mk II solved the problem by channeling most of the ejection gases out the barrel.

Another problem with the original Demolisher was that its targeting, tracking, and communications systems drew too much power from the main battery. To compensate, the Aldis engineers first designed massive power amplifiers to be installed as part of the engine. Their next attempt to solve the problem produced a smaller, more efficient engine with internal power amplifiers. Though this engine was no larger than a normal one of the same horsepower, its cost was significantly higher. With the eventual development of more power-efficient tracking and communication systems, the Demolisher became equipped with a regular engine.

The number of crew in a Demolisher varies. Sometimes, there is a commander, a driver, two gunners, two loaders, and one communications/engineer crewman. Other times, the commander acts as the driver. There are even versions that have only one gunner and no loaders. The number of crewmen in the tank depends on when it was produced. The newer the model, the less crew it will have.

Battle History:

As with any military vehicle, the battle history of the Demolisher is a mix of victories and defeats. Most worlds that bought the Demolisher did not buy any support vehicles or light 'Mechs to help fight, and so the heavy tank became known for its ability to destroy anything on the battlefield, thus earning its title as the 'Mech Slayer." Though reports of its battle prowess are often exaggerated, the Demolisher is nevertheless a devastating vehicle.

Early in the first war, an unknown 'Mech force attacked the storehouse on the Kurita planet Kessel. At the time, the Kurita 'Mech forces normally stationed there had moved off to attack a Steiner world, leaving a lance of Demolishers as the only defensive units.

The invaders' force was composed of four light 'Mechs, two medium 'Mechs, and two assault 'Mechs. Acting on information that the normal defensive force had gone, the attackers believed that their "token" force would be sufficient to destroy any opposition. What they did not know was that the storehouse was guarded by a unit of Demolishers, else they would have brought 'Mechs more capable of long-range fire.

Overconfident, the attacking forces first moved in one of their assault 'Mechs to scare any defending troops into surrender. The Demolisher crews were so terrified that all four of them fired at the huge 'Mech at once and destroyed it outright.

Seeing one of their number so quickly defeated, the other invader 'Mechs regrouped and attacked in waves, hoping to wear down the opposition. This was exactly the wrong tactic to use against Demolishers. As soon as two or three of the charging 'Mechs came into range, the four Demolishers destroyed them before they could inflict enough damage to take out even one of the heavy tanks.

Eventually, the remains of the invading 'Mech force decided it was wiser to depart the planet, but not before a lucky head shot destroyed the attackers' second assault 'Mech.

Variants:

There are no known variants of the Demolisher, although some troops will remove armor and install small defensive weapons if there are enemy infantry and small vehicles nearby. Aldis Industries offers a variety of Demolisher "update" packages that improve the capabilities of the tank. The most popular updates are automatic shell-loaders and a combination commander/gunner position.

Notable Vehicles and Crew:

Hildegarde

"Hildegarde" is the name of a Marik Demolisher that has been through more than 27 engagements. In every one of these battles, Hildegarde has been hit by a barrage of light weaponry and the crew killed. The tank itself has almost never been hurt.

Durk Gunston, Todd Lee, Lou Crescent, Tara Young, and Pierre Jaquay

These five men are the latest crew for the Marik Demolisher named Hildegarde. They are the first crew to make it through two engagements in the tank without getting killed. Betting on their survival is a popular form of wagering among the troops of House Marik.

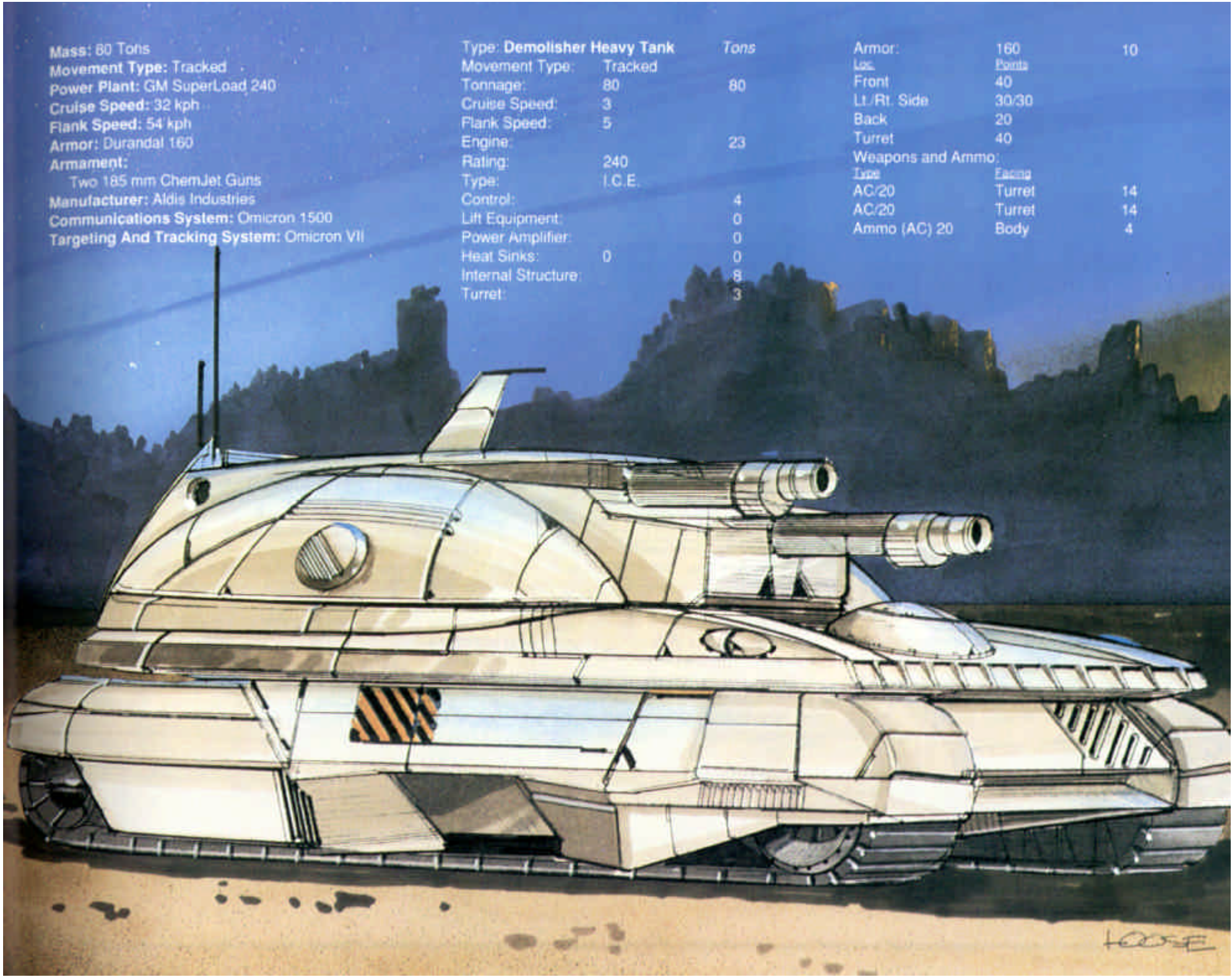
Mass: 80 Tons
Movement Type: Tracked
Power Plant: GM SuperLoad 240
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: Durandal 160
Armament:
Two 185 mm ChemJet Guns
Manufacturer: Aldis Industries
Communications System: Omicron 1500
Targeting And Tracking System: Omicron VII

Type: **Demolisher Heavy Tank**		*Tons*
Movement Type:	Tracked	
Tonnage:	80	80
Cruise Speed:	3	
Flank Speed:	5	
Engine:		23
Rating:	240	
Type:	I.C.E.	
Control:		4
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		8
Turret:		3

Armor:	160	10
Loc.	Points	
Front	40	
Lt./Rt. Side	30/30	
Back	20	
Turret	40	

Weapons and Ammo:

Type	Facing	
AC/20	Turret	14
AC/20	Turret	14
Ammo (AC) 20	Body	4



PARTISAN HEAVY TANK

Overview:

One of the most destructive weapons on the battlefield is the strafing or bombing AeroSpace Fighter. To counteract these attacks, many companies produce some type of antiaircraft system. Two of the most popular are the *Rifleman* and *JagerMech* BattleMechs produced by Kallon Industries. These two 'Mechs are powerful AA systems because they can each deliver such a large volume of accurate fire.

Although Kallon no longer has the facilities to produce as many 'Mechs as formerly, they hoped to meet the demand for anti-aircraft systems to replace the damaged or destroyed AA 'Mechs already in use. They filled the gap with the development of the Partisan Heavy Tank.

The Partisan uses four long-range autocannon of the same design found on both the *Rifleman* and the *JagerMech*. Providing good firepower with long range is what makes these guns so effective against aircraft.

Capabilities:

The Partisan's anti-aircraft weapons consist of four medium autocannon mounted on a quad turret. Though no different than other guns of the same size, these weapons do fire shells unlike those of other combat weapons. Most similar guns use regular-impact explosives, while the Partisan's guns fire proximity-fused rounds. This type of ammunition explodes when it gets within five to ten meters of an airborne target, which gives the whole system better accuracy than a normal gun shooting at aircraft.

Another difference between the Partisan and other gun carriers is the AntiAir Flak Systems-1 tracking and targeting equipment. This system can track up to 200 targets at once, determine the range to each, and then fire at the optimum target. The gunner is equipped with a Target Identification Screen (TIS) that read out a list of targets, starting with the closest and ending with the farthest. Using a simple light-pen system, the gunner can override the computer's fire orders with his own. (The gunner can also remove the TIS from the Partisan and use it up to 20 meters away from the vehicle.)

The two MiniGuns are also hooked into the antiaircraft equipment. Although small and not suitable for anti-aircraft work, these two guns can provide useful extra defensive fire against ground targets. The driver of the Partisan controls the two MiniGuns, but the gunner has the option of overriding the driver's fire order if he needs the extra firepower.

The Partisan's targeting equipment also has an optional fire switch that allows it to fire at ground targets. When engaged with battlefield targets, the gunner always chooses this option, and the computer will not switch back to anti-aircraft. As the computer does not have an identification system for ground targets as it does for flying targets, the gunner must use the system's sights to engage those targets. When the Partisan is firing at ground targets, the shells of the four guns are automatically disarmed of their proximity fuses, which makes them normal-impact rounds.

Another feature built into the fire-control system is a data-link that allows several Partisans to act as one large antiaircraft unit. All the computers hook into one large net that picks the best possible targets shown on all the radar screens. The computer then fires at either the most threatening target or the most dangerous group of targets. Needless to say, this antiaircraft defense line can be death to any fighter attack.

Battle History:

A famous Davion battle involving a line of Partisans using datalink occurred on Galtor when a flight of Kurita *Shilone* fighters attacked a group of storehouses. The fighters had been sent as part of a raiding force that was harassing several nearby planets. The Davion units on the other planets were attempting to fight off what looked like major assaults. These attacks were only decoys, however, sent out to lure Davion 'Mechs away from the Galtor storehouses.

The Kurita fighters were not trying to destroy the storehouse; rather, they were trying to disable the defending units so that infantry could move in and take the warehouse by storm. The only weapons the fighters could use without danger of hitting the warehouse were their long- and short-range missiles.

The only defensive units guarding the storehouses were ten Partisan antiaircraft vehicles. These vehicles had set up in prepared emplacements that left only their turrets and MiniGuns showing. When the *Shilones* attacked, the Partisans were ready.

The first attack wave came and went quickly, scoring only rare hits on the Partisans. The next attack wave came moments later, but now the fighters were more cautious. They did score several minor hits against the Partisan line, but the ground guns destroyed two of the fighters.

Though the Kurita commander could not afford to lose any more fighters, his orders were to destroy the defending units, no matter what the cost. He knew that taking out those antiaircraft guns would require that his fighters hold back none of their own weapons. He therefore ordered his fighters to attack full force.

On the next attack run, the Partisan unit destroyed over a dozen fighters, while the fighters destroyed only two antiaircraft guns. The proximity-fused shells of the Partisan's guns continually destroyed the missiles fired by the *Shilones*, and the heavy emplacements stopped their lasers.

After two more unsuccessful runs, the *Shilone* commander retreated what was left of his flight. No reinforcements were called for, and no other attacks were made.

Variants:

There are two popular variants on the Partisan. The first replaces the AC/5s with AC/2s, thus extending the vehicle's range by 180 meters. A second variant replaces the AC/5s with long-range missile racks. The latter modification is not always as effective because its targeting and tracking system has trouble coordinating each missile's trajectory.

Notable Vehicles and Crews:

Larry Vigilante

Antiaircraft gunman Vigilante was the defender of the storehouses on Galtor. Because the Partisans were hooked together by datalink and set on automatic, AAG Vigilante had little else to do but watch and wait. The only exceptions were the few times that a fighter got too close, when Larry had to take over one or two of the Partisans.

Richard Hall

Gunner Hall used his Partisan's guns as a most effective antivehicle system in the Battle for Halstead Station. His tank accounted for over five kills of enemy 'Mechs.

Mass: 80 Tons
Movement Type: Tracked
Power Plant: Internal Combustion 240
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: StarSlab 7
Armament:
4 Flak AutoCannon
2 Auto Guns
Manufacturer: Kallon Industries
Communications System: JoLex Systems
Targeting And Tracking System:
AntiAir Flak Systems-1

Type: **Partisan Heavy Tank**		*Tons*
Movement Type:	Tracked	
Tonnage:		80
Cruise Speed:	3	
Flank Speed:	5	
Engine:		23
Rating:	240	
Type:	I.C.E.	
Control:		4
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		8
Turret:		3.2

Armor:	96	6
Loc.	Points	
Front	22	
Lt./Rt. Side	18/18	
Back	16	
Turret	22	
Weapons and Ammo:		
Type	Facing	
AC/5	Turret	8
AC/5	Turret	8
AC/5	Turret	8
AC/5	Turret	8
Ammo (AC) 40	Body	2
Machine Gun	Front	.5
Machine Gun	Front	.5
Ammo (MG) 100	Front	.5

SCHREK PPC CARRIER

Overview:

For many years, both enemy vehicles and 'Mechs considered the Demolisher to be one of the most awesome heavy tanks on the battlefield. The Demolisher's main guns had the side effect of generating unbearable amounts of heat, however, requiring its crew to wear specially designed coolant suits. Even the coolant suits could not protect the crewmen during a sustained fire fight, and they would die either from the super-hot temperatures or the inability to continue fighting.

Ten years and hundreds of coolant suits later, Aldis Industries announced that they had developed a vehicle comparable in size and firepower to the Demolisher, but without the heat problems. This vehicle was the Schrek PPC Carrier.

Utilizing the latest innovations in particle projector technology, the Schrek is capable of literally vaporizing the armor off of any 'Mech with one shot. However, many potential buyers are put off by the cost and the use of a viable fusion power plant. Many argue that they can purchase a much more effective 'Mech for the price. Only time will prove the commercial viability of this deadly vehicle.

Capabilities:

On the battlefield, the Schrek's main function is to act as long-range heavy fire support to vehicles and 'Mechs. Its three HellStar PPCs allow the vehicle to engage and destroy practically any unit in combat. Light 'Mechs may be able to close with the Schrek, but one hit from its PPCs can usually disable or kill anything under 20 tons. The heavier 'Mechs do not have the speed to engage the Schrek before its PPCs cause major damage. The greatest threat to the Schrek are medium 'Mechs, for they combine both speed and firepower.

The Schrek's fusion plant has given the Aldis sales force some unexpected problems. Currently, there are very few combat vehicles using fusion power plants. Consequently most of the Techs assigned to vehicle units are trained to maintain conventional internal combustion engines. While the Techs were supposedly retrained, many Schreks started to break down as the result of improper maintenance on their engines. Aldis has responded by offering a free training program to anyone who purchases ten or more vehicles. However, the response to this program has not been as favorable as expected.

One advantage of the Schrek over the Demolisher is that the Schrek was built mainly for defilade fire, or fire from prepared, hidden emplacements. The Schrek's high-angle, sloped armor and low profile make it a difficult target to spot and destroy. In addition, the Schrek's two treads create less ground pressure than the Demolisher's four, allowing it to move over softer terrain.

The Schrek's greatest limitation is its lack of close-range attack capability. The PPC has difficulties concentrating a particle stream at ranges of less than 120 meters, and so the Schrek must avoid closing with the enemy. When it is in a favorable battle position, however, the vehicle's heavily armored turret and front slope give it the protection needed to fight well.

Battle History:

On one occasion, an undisclosed invader attacked Butte Hold, homeworld of Periphery Bandit King Redjack Ryan. While Ryan and his troops were away from the planet, the unknown attackers began to raid several outposts. Once they had stolen enough of Ryan's equipment and supplies, they set up a semi-permanent campsite just outside a major city. It was obvious to the city forces that an attack was being prepared.

Fortunately, the city defense force had acquired several Schreks, and so they were not totally unprepared. After a day of setting up dug-in firing positions for the Schreks and other vehicles still in working order, the defenders believed they could hold out until Ryan's return.

The invader's force consisted mostly of light and medium 'Mechs, but also included several AeroSpace Fighters. Though the attack began as an attempt to overwhelm the city defenders, the five Schreks had totally decimated the enemy units within a half an hour. This included the *Cyclops* piloted by the enemy leader. Within five minutes of the start of the attack, the concentrated firepower of the Schreks had reduced the assault 'Mech to a slag heap.

Variants:

There have been very few variants of the Schrek over the years. Sometimes, however, troops do mount the Schrek with external machine guns or small lasers if they believe that a small enemy raiding force may be near, but even this is rare.

Notable Armor Units and Crews:

Frederick "Sniper" Jones

A private in Halsten's Brigade, a heavy armor unit, Jones has earned his title of "Sniper" by never missing a critical shot when it is needed most. On several occasions, the Brigade was called on for defensive firepower against an overwhelming 'Mech force, but Jones has never failed to pick out a commander and to kill him with a lucky triple PPC shot to the head.

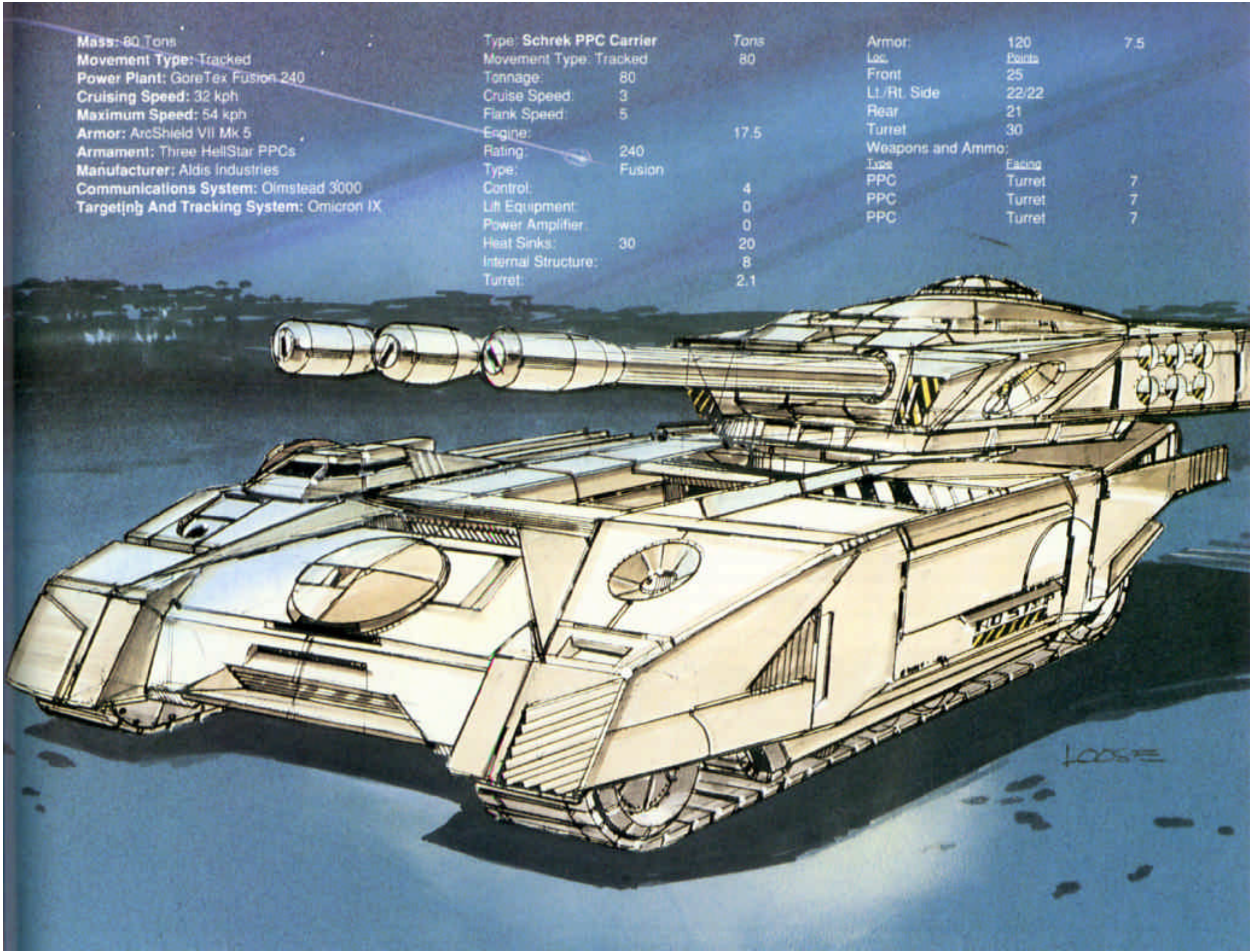
Mass: 80 Tons
Movement Type: Tracked
Power Plant: GoreTex Fusion 240
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor: ArcShield VII Mk 5
Armament: Three HellStar PPCs
Manufacturer: Aldis Industries
Communications System: Olmstead 3000
Targeting And Tracking System: Omicron IX

Type: **Schrek PPC Carrier**		*Tons*
Movement Type: Tracked		80
Tonnage:	80	
Cruise Speed:	3	
Flank Speed:	5	
Engine:		17.5
Rating:	240	
Type:	Fusion	
Control:		4
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	30	20
Internal Structure:		8
Turret:		2.1

Armor:	120	7.5
Loc.	Points	
Front	25	
Lt./Rt. Side	22/22	
Rear	21	
Turret	30	

Weapons and Ammo:

Type	Facing	
PPC	Turret	7
PPC	Turret	7
PPC	Turret	7



STURMFEUR HEAVY TANK

Overview:

The SturmFeur is the largest missile-carrying tank available in the Inner Sphere. Mounting a huge number of long-range missile racks, this heavy tank is capable of disabling or destroying any known vehicle.

The SturmFeur was commissioned by the LCAF, which wanted a vehicle that could support other units without having to worry about being attacked. They also wanted the tank to have indirect fire capability so that it could fire over obstacles such as hills or trees.

The first SturmFeur rolled off the assembly line in 3018. It boasted enough missiles to support almost any number of units within range and a new radar guidance system that guaranteed superior indirect fire capability.

Capabilities:

The SturmFeur went through many design changes before the current model became standard. The problem with other designs was that some of the missiles would collide when all were fired at once. Some of the solutions tried were rotary missile packs and vertical launch-tubes, but these also suffered from the mid-air collision problem. The final solution was a combination of missile-fire strips and a new terminal guidance system. One missile rack was mounted facing up and slightly forward in the right and left rear top deck of the tank. The new guidance system launched the missiles straight up and then arced them toward their target. The other missile rack was mounted in the turret, firing on a much flatter arc. This guaranteed that there would be no missile collisions.

Mounted coaxially to the turret missiles are a machine gun and the SturmFeur HighLight tracking module with BlindFire Radar targeting system. The HighLight keeps track of each missile rack's target, no matter where it is. The BlindFire Radar system can track over 200 targets simultaneously, and is one of the fastest and most advanced units available.

The only complaint SturmFeur crews have is that the vehicle's interior provides the four-man crew with no room to move. Each control seat is mounted on a rack that slides out of the sides of the tank. Once seated, the crewman straps in and slides the chair back into the SturmFeur. This means that the crew cannot move inside the vehicle, though the chairs do swivel to allow access to all the controls of a particular station.

Although the SturmFeur is a heavy tank, it has a remarkably low profile. The missiles are mounted inside the vehicle with only their exit ports visible. The engine, loading equipment, and ammunition is stored between the missiles. The turret is the only external piece of equipment visible on the SturmFeur's boxlike chassis.

Battle History:

The SturmFeur is a very new vehicle and has not seen much combat. However, there are a few reports of engagements with these tanks against other vehicles invading Steiner space.

The SturmFeur's first combat run occurred on Hesperus II, a Steiner planet that still possesses a working 'Mech production facility. The world is heavily guarded to prevent a full scale attack, but one Marik faction believed that a small group could slip past the heavy defenses, land near the production sites, and steal as many 'Mech parts they could carry. The plan was to jump into the Hesperus system at a nonstandard jump point. The jump point that they choose was on the orbital plane opposite from Hesperus II, with the sun between the ship and prying Steiner eyes. The DropShip would then power down and wait until the planet had swung around the sun. When operating on low power, the DropShip would be all but undetectable to the Steiner defenses. Once Hesperus swung into position, the DropShip would make a low-power entry into the upper atmosphere and then land with its small 'Mech raiding force on top of the production sites.

The raiding force consisted of four recon 'Mechs, two medium 'Mechs, one heavy 'Mech, and a few armored transports. The attack went exactly as planned, except that the raiders found more Steiner DropShips around the planet than usual. In order to avoid detection by the Steiner ships, the DropShip was forced to land about 30 kilometers off-target.

What the Raiders did not realize was that the large amount of DropShip activity around Hersperus was due to the arrival of a shipment of SturmFeurs to reinforce the defense garrison. Ten minutes after the pirate force had landed, the newly landed SturmFeur groups were on their way to their new garrison positions.

Moving cautiously and slowly toward the 'Mech production site, the Raiders made their way through a mountain range. They went two at a time, which allowed the other 'Mechs to provide covering fire.

Fifteen minutes after the first Marik 'Mech made it to the edge of the mountains, a group of six SturmFeurs in the other valley detected them on remote radar sensors. The commander of the unit sped out on a skimmer to find out what was going on. When he saw the column, he immediately called down fire from his entire unit. The force was sent running back to their DropShip minutes after the attack started.

Variants:

The SturmFeur is so new and specialized that there are no variants available. It is rumored that some SturmFeurs have been given to House Davion for experimentation, but that several were "lost" along the way.

Notable Vehicles and Crew:

Alan Gilmore

Alan Gilmore is the commander of the SturmFeur unit that so effectively drove off the invasion of Hesperus II. Although commended for his quick thinking, Gilmore also had to give a five-hour presentation on high-angle missile fire to the Hesperus general staff.

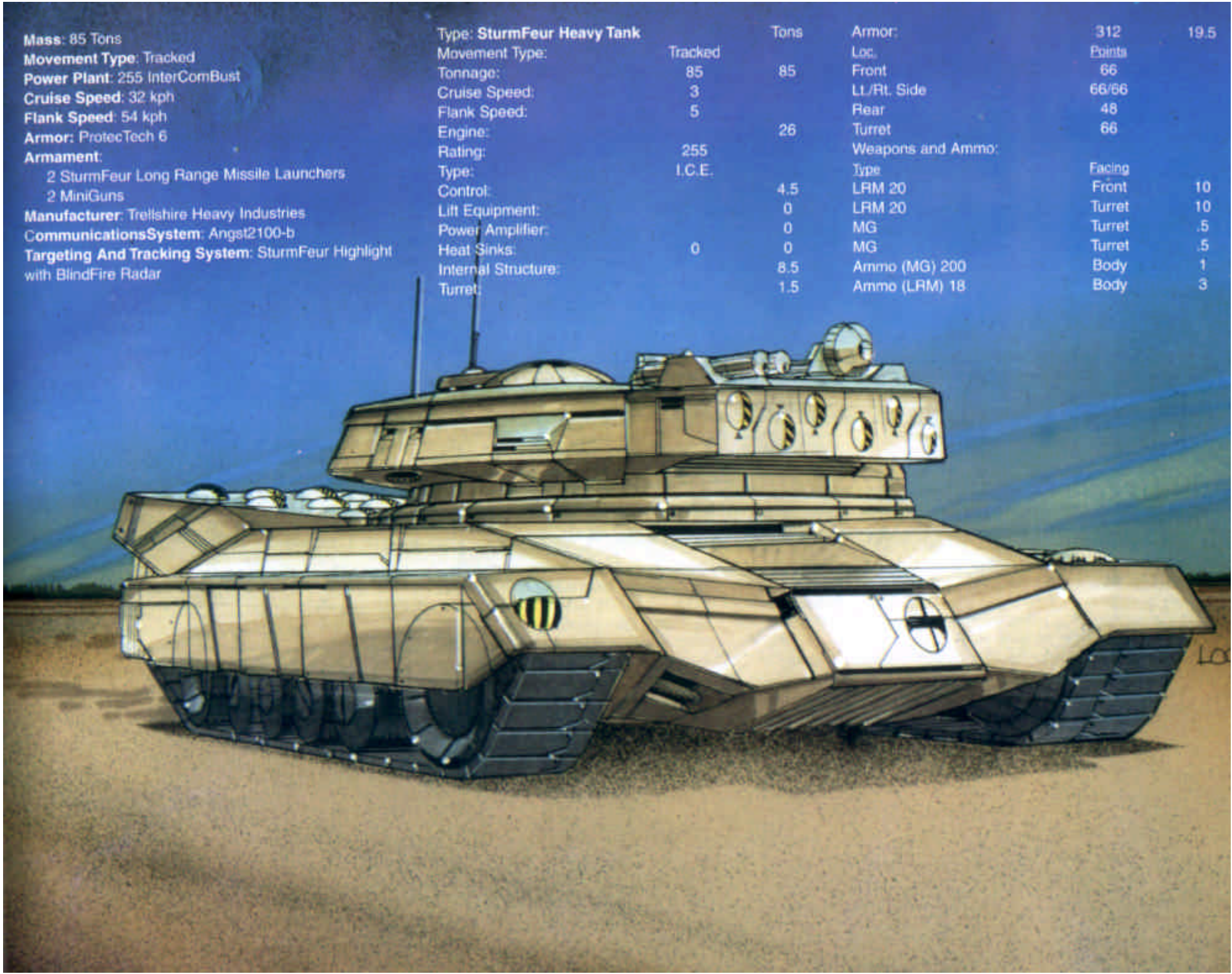
Jillian Haldemen-Smith

Commander Haldemen-Smith is the leader of a newly formed SturmFeur support unit in Miller's Marauders. Although many have asked where she got the unavailable Steiner vehicles, her only reply is that "she found them behind the baking soda."

Mass: 85 Tons
Movement Type: Tracked
Power Plant: 255 InterComBust
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: ProtecTech 6
Armament:
2 SturmFeur Long Range Missile Launchers
2 MiniGuns
Manufacturer: Trellshire Heavy Industries
CommunicationsSystem: Angst2100-b
Targeting And Tracking System: SturmFeur Highlight with BlindFire Radar

Type: **SturmFeur Heavy Tank**		Tons
Movement Type:	Tracked	
Tonnage:	85	85
Cruise Speed:	3	
Flank Speed:	5	
Engine:		26
Rating:	255	
Type:	I.C.E.	
Control:		4.5
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		8.5
Turret:		1.5

Armor:	312	19.5
Loc.	Points	
Front	66	
Lt./Rt. Side	66/66	
Rear	48	
Turret	66	
Weapons and Ammo:		
Type	Facing	
LRM 20	Front	10
LRM 20	Turret	10
MG	Turret	.5
MG	Turret	.5
Ammo (MG) 200	Body	1
Ammo (LRM) 18	Body	3



ONTOS HEAVY TANK

Overview:

The Ontos, which means "the thing" in Greek, is a copy of an obscure 20th-century vehicle that saw limited use. It is reported that the project manager for Grumman Amalgamated combat vehicle division was a history buff who was a bit lazy about coming up with new designs. When assigned the task of designing a new heavy tank, the story goes that he merely flipped through some of his old books, saw the original Ontos—and voilà, a new tank was born.

The Ontos heavy tank mounts eight medium lasers and four LRM-5s, a combination that gives it better overall firepower than would a single large system, such as the AC/20. This combination also effectively covers all normal engagement ranges.

Like its Terran predecessor, the Ontos has been nicknamed "the thing with a sting" by its crews and those who have seen it in action. Its weapons can disable almost any battlefield target.

Capabilities:

Like many vehicles its size, the Ontos gets concentrated firepower from a single type of weapon—in this case, the medium lasers. This feature enhances its overall effectiveness on the battlefield and provides for simplified maintenance and supply. With its eight Martel Model 5 medium lasers mounted in a single turret, the Ontos can destroy almost any light 'Mech or vehicle with one salvo and can inflict heavy damage to anything else.

There was originally a problem with the heat sink/power amplifier interface in the turret of the Ontos. Whenever all eight lasers fired at the same time, the massive heat built up would surge through the heat sinks and fuse the power amplifier. This problem was eventually solved by adding the Laser Coordination Link, which assured that the lasers would fire in a sequence, rather than all at once.

The two LongFire LRM racks were added to give the Ontos firepower as protection against long-range attacks on the tank. Although the eight lasers are formidable, they cannot attack at the same distances that the LRMs can. The two racks are mounted above the lasers on the right and left.

Like all heavy vehicles, the Ontos is slow. This lack of speed means that it cannot effectively exploit a breakthrough, but in most defensive situations, commanders would be hard-pressed to find a more effective vehicle.

Battle History:

House Liao launched an attack against the Marik world of Myrvoll in the year 3000. Though the reason for the attack was never released, it is assumed that Liao wanted to test the Marik forces' readiness to defend themselves against a sneak attack.

The attack group was composed of several companies of motorized infantry and their support vehicles. After landing on Myrvoll's light side in two commercial DropShips, the infantry immediately mounted up and started toward their various objectives.

The first target was a water purification plant 20 kilometers away from the dropsite. The infantry swarmed over the plant, and destroyed it within minutes. The second target was a repair facility ten kilometers away from the purification plant. The Liao infantry destroyed it, too.

The Marik defense forces were not at all effective during the initial stages of the raid. With the Liao forces threatening multiple targets at once, the Free Worlds League forces had to try to protect everything at once. In a lucky stroke, however, their spies managed to capture a copy of the Liao battle plan, thus discovering that Liao's next objective was a mining facility in the mountains. Not wasting any time, the Marik defenders moved to set up an ambush in the mountains.

The Marik units set up just as the Liao troops moved into the mountain range. The defense force consisted of 18 Ontos heavy tanks and some supporting infantry, the only units that could reach the ambush site on such short notice. The Ontos units initially engaged the infantry with indirect missile fire. Believing that they were being shelled by light artillery units, the Liao forces sped up and charged the Ontos' positions. At 300 meters, the front ranks of the Liao forces ran into a barrage from 144 lasers. The front ranks of the Liao infantry broke immediately, and started to retreat to their support vehicles. In the ensuing chaos, the Marik troops destroyed or captured all the Liao troops. The Capellan DropShips were barely able to lift before the dropsite was overrun by the victorious Marik forces.

Variants:

Because many people believe it is inefficient to mount so many lasers on an I.C.E. vehicle, the most popular Ontos variation replaces the heat sinks, medium lasers, and power converters with two LRM 20s and five tons of ammunition.

Notable Vehicles and Crew:

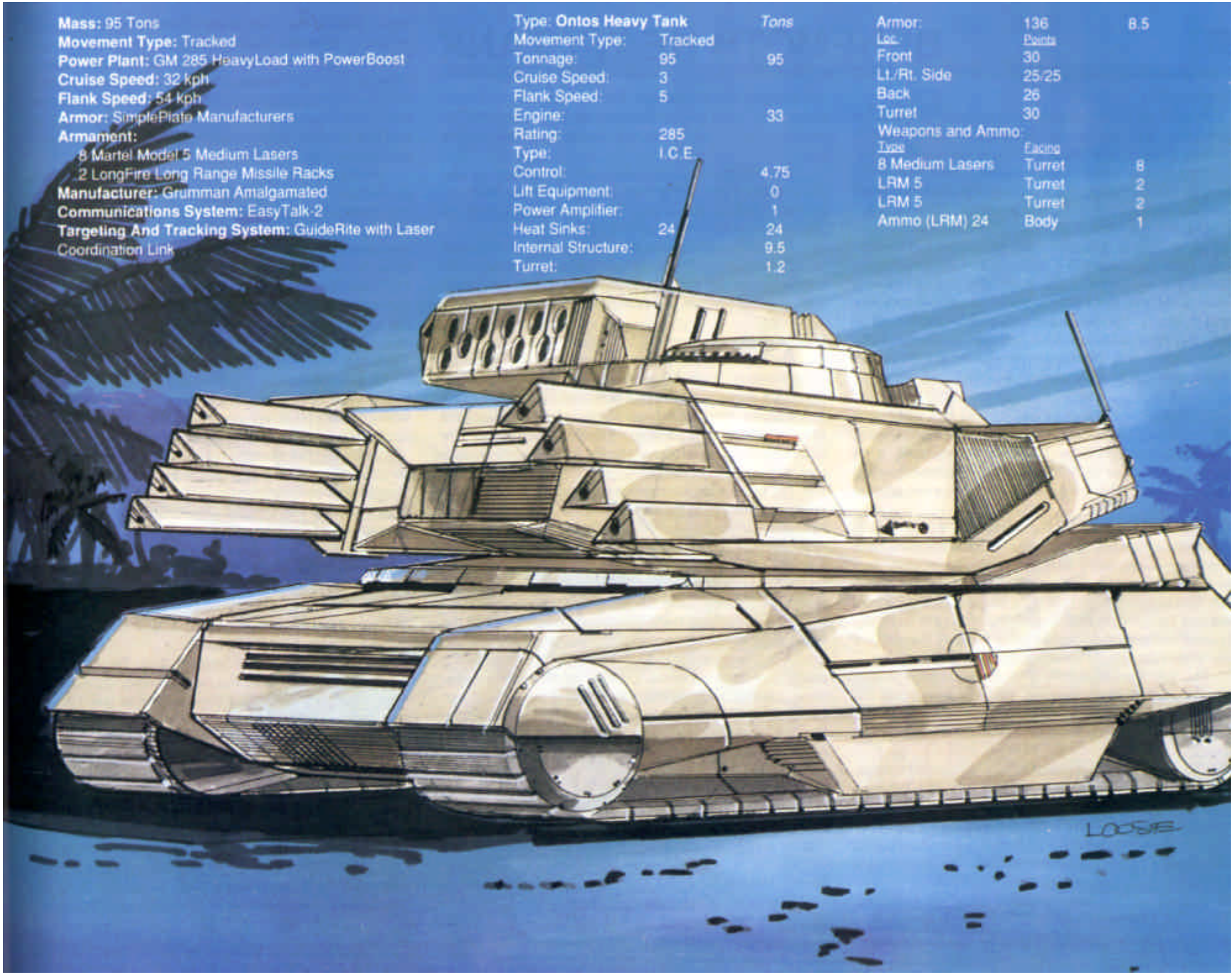
John Strange

John Strange is the gunner of the Kurita Ontos, the "Lover's Kiss." He is well-known for placing all eight laser shots into the same location on an enemy 'Mech.

Mass: 95 Tons
Movement Type: Tracked
Power Plant: GM 285 HeavyLoad with PowerBoost
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: SimplePlate Manufacturers
Armament:
8 Martel Model 5 Medium Lasers
2 LongFire Long Range Missile Racks
Manufacturer: Grumman Amalgamated
Communications System: EasyTalk-2
Targeting And Tracking System: GuideRite with Laser Coordination Link

Type: **Ontos Heavy Tank**		*Tons*
Movement Type:	Tracked	
Tonnage:	95	95
Cruise Speed:	3	
Flank Speed:	5	
Engine:		33
Rating:	285	
Type:	I.C.E.	
Control:		4.75
Lift Equipment:		0
Power Amplifier:		1
Heat Sinks:	24	24
Internal Structure:		9.5
Turret:		1.2

Armor:	136	8.5
Loc	Points	
Front	30	
Lt./Rt. Side	25/25	
Back	26	
Turret	30	
Weapons and Ammo:		
Type	Facing	
8 Medium Lasers	Turret	8
LRM 5	Turret	2
LRM 5	Turret	2
Ammo (LRM) 24	Body	1



BEHEMOTH HEAVY TANK

Overview:

In 2947, Aldis Industries (soon to be the producer of the Demolisher and the Schrek), received a commission to produce a super-heavy tank for House Davion. Their assignment was to forego maneuverability and speed in the interests of heavy armor and massive firepower. Five years later, Aldis released the 100-ton Behemoth Heavy Tank.

Many studies had shown that a tank's main weakness was its inability to deal with superior numbers of smaller units, such as infantry or scout vehicles. Another study showed that a main battle tank must have at least one very powerful weapon to be able to stand up against even the lightest 'Mech. The Behemoth's design resolved both of these problems. With two of the heaviest cannon available and numerous smaller weapons, the Behemoth is a match for almost any combat situation.

Capabilities:

Two SarLon MaxiCannons give the Behemoth heavy firepower with long range. Using these weapons, a hit scored against other battlefield vehicles will almost guarantee a kill. These two are extremely deadly, even against many 'Mechs.

The LongFire Light Missile Racks give the Behemoth added long-range hitting capability. To allow the Behemoth to withstand extensive damage, the design uses four smaller missile racks, rather than two or even one larger rack. One lucky hit might take out a single rack, but it would take four lucky hits to disable all of them. As the racks are mounted facing forward on the back of the tank, they can fire over small hills without exposing the tank to enemy fire.

The two Harvester 20K SRM 6s are a time-proven weapon used on many vehicles. They were added to the Behemoth's arsenal to provide extra firepower, as short-range missiles provide the best killing-power against vehicles.

The Aldis engineers added the Behemoth's other weapons, the four Harvester 2K SRM 2s and the four MainFire MiniGuns, as an afterthought. To give it this extra firepower, the engineers decided to sacrifice armor. The original commission called for 21 tons of armor, but the final design uses 13 tons. The lighter weapon's main purpose is to destroy smaller units that the tank's main weaponry may not have time to deal with. One SRM 2 and two MiniGuns are mounted in a ball turret on the right and left sides of the Behemoth, which gives the weapons wide arcs of fire. The remaining two SRM 2s are mounted in a half-turret in the front.

The Behemoth's very heavy armor is equal to that mounted by some of the most powerful 'Mechs, and can withstand almost any attack. The armor is built in plated sections, for easier removal and repair.

The tank's main drawback is its slow speed. Because its maximum speed is only 32 kph, the Behemoth might not be able to regroup or retreat at crucial moments, and could end up being overrun in a prolonged battle.

Battle History:

Although the Behemoth's history includes many famous incidents, Aldis Industries especially likes to promote the tank's success during one of House Steiner's raids on Kurita space. After some hasty planning for the assault, the Steiner commanders put any unit available into action. The force included several heavy 'Mechs, three infantry companies, and one Behemoth.

The raid's main purpose was to prevent a Kurita attack group from reaching the site of a battle being waged 200 kilometers away. The original plan called for a series of hit-and-run raids against the Kurita forces, in order to draw them out into the open, where they would be overwhelmed by the long-range firepower of the 'Mechs and the Behemoth. The infantry could then mop up whatever was left.

As it turned out, the Kurita troops were closer to the battle than expected. In order to engage the enemy as quickly as possible, the Steiner 'Mechs and infantry left the slower Behemoths behind. Looking for something to destroy, the Behemoth eventually found a fairly large fuel dump some 30 kilometers to the east. It had been camouflaged to avoid being sighted from the air. Not seeing any enemy troops, the Behemoth closed in for what looked like an easy kill.

Unfortunately, a Kurita *Spider* had remained behind to protect the base. Before the Behemoth knew what hit it, the *Spider* had planted a solid kick to the tank's right side, slightly damaging the armor. The Behemoth crew tried desperately to swing the turret around, but the *Spider* had already used its jump jets to escape.

The Behemoth crew decided on a desperate course of action. Hoping that their heavy armor would protect them and thinking that the *Spider* would not follow, the crew drove the tank into the middle of the dump, and then attempted to blow up the whole base by opening up with every weapon they had. Though they did not manage to destroy the whole base, they did succeed in creating so much smoke and fire that the *Spider*'s sensors were useless. Now they were fighting on even terms!

Strangely enough, the *Spider's* superior mobility proved to be its undoing. For two hours, the Behemoth and the *Spider* played a game of cat-and-mouse, with each side scoring occasional hits. As the battle raged on, the *Spider* unwittingly jumped three meters in front of the Behemoth, which immediately fired all its weapons and destroyed both the *Spider*'s legs. The MechWarrior immediately surrendered when the Behemoth crew threatened to run their 100-ton tank over his head.

Variants:

The Behemoth is one of the few vehicles without a history of variant models. There have been a few instances where flamers have replaced the tank's SRM 2s, but these occurred on a purely individual basis.

The main modification has been when individual unit commanders decided to strip the Behemoth of its roomy internal crew compartment to make space for transporting extra equipment or supplies. Five crewmen can normally sleep and eat in relative comfort in this extra-spacious compartment.

Notable Vehicles and Crews:

Enrique Arlene, Arthur Jones, Diana Holister, Lawrence Rashide, and Nick Hyde

These five crewmen guided their Behemoth, the "Mama's Boy," on the Kurita raid so widely publicized by Aldis Industries. Since that time, each was given a commendation, a promotion, and a movie contract with Inner Sphere Productions (a subsidiary of Aldis Industries) to star in a children's action show.

Joe Smith, John Smith, Arthur Dinsdale, Alex Raxis, and Joanna Richelou

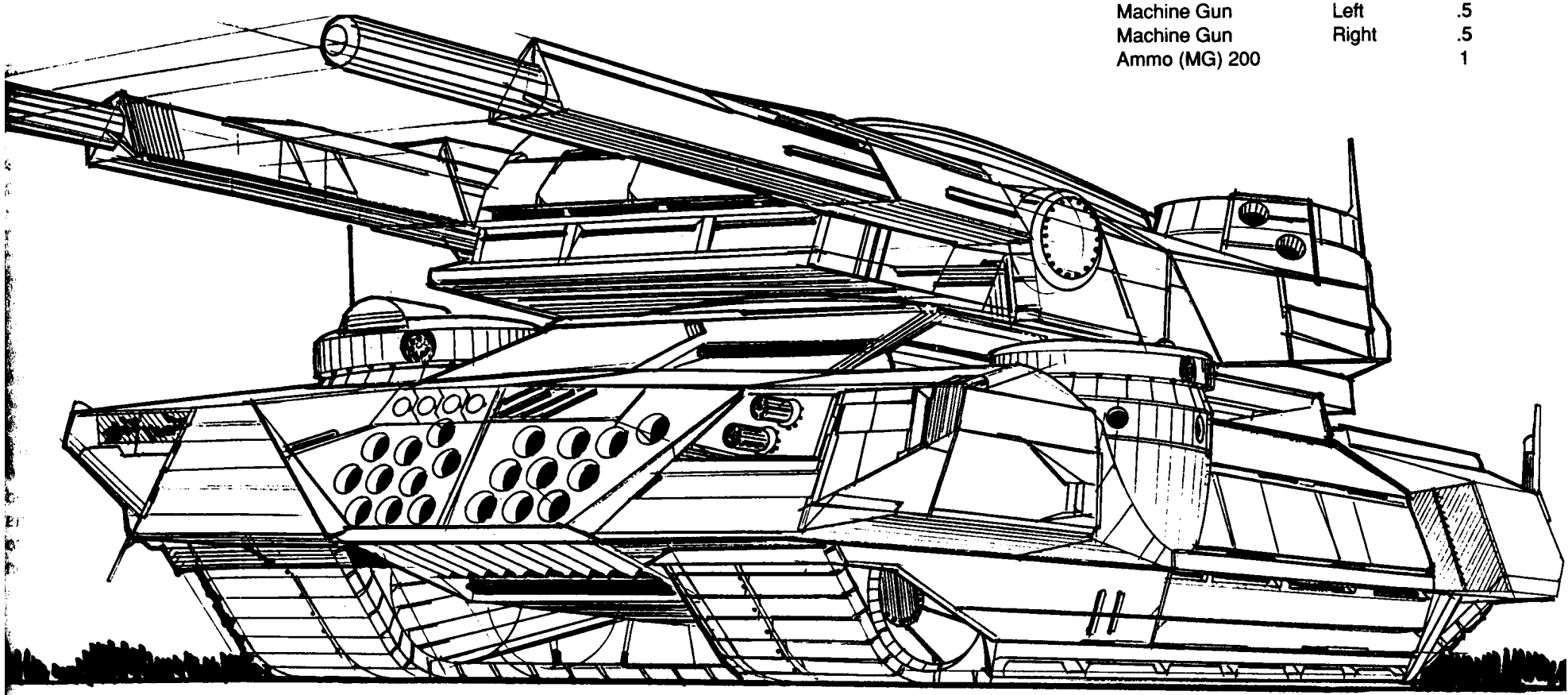
Moore's Bandits have an unusually high number of vehicles, considering the fact that they are a 'Mech regiment. The Moore commanders recently bought a Behemoth to test its capabilities. The "Shamblin' Ace" has already proven itself admirably in three major battles.

Mass: 100 Tons
Movement Type: Tracked
Power Plant: GM I.C.E. R200
Cruising Speed: 22 kph
Flank Speed: 32 kph
Armor: ArcShield Max II
Armament:
2 SarLon MaxiCannon
4 LongFire Light Missile Racks
2 Harvester 20K SRM 6
4 Harvester 2K SRM 2
4 MainFire MiniGuns
Manufacturer: Aldis Industries
Communications System: Olmstead 30
Targeting And Tracking System:
Cirxese BallistaCheck
Cirxese RockeCheck

Type: **Behemoth Heavy Tank**		*Tons*
Movement Type:	Tracked	
Tonnage:	100	100
Cruise Speed:	2	
Flank Speed:	3	
Engine:		17
Rating:	200	
Type:	I.C.E.	2
Control:		5
Lift Equipment:		0
Power Amplifier:		0
Heat Sinks:	0	0
Internal Structure:		10
Turret:		3
Armor:	208	13
Loc.	Points	
Front	46	
Lt./Rt. Side	38/38	
Back	40	
Turret	46	

Weapons and Ammo:

Type	Facing	
AC/10	Turret	12
AC/10	Turret	12
Ammo (AC) 20		2
LRM 5	Front	2
LRM 5	Front	2
LRM 5	Front	2
LRM 5	Front	2
Ammo (LRM) 48		2
SRM 6	Turret	3
SRM 6	Turret	3
Ammo (SRM) 30		2
SRM 2	Front	1
SRM 2	Front	1
SRM 2	Left	1
SRM 2	Right	1
Ammo (SRM) 50		1
Machine Gun	Front	.5
Machine Gun	Front	.5
Machine Gun	Left	.5
Machine Gun	Right	.5
Ammo (MG) 200		1



NEPTUNE SUBMARINE

Overview:

With the decline of seagoing navies in the late 21st century, the submarine all but vanished from military inventories. It has made a comeback in recent years, however, because of changes in military defense tactics.

As 'Mech combat became battles of maneuver and position rather than of firepower, any commander who could disrupt or destroy his enemy command, control, and communication (C^3) centers could win a quick, bloodless victory. Consequently, the owners of those C^3 complexes began to heavily protect and guard them, as the centers had become prime targets for attack. No matter where the C^3 complexes were located, they immediately drew the fire of every available AeroSpace Fighter, DropShip, and 'Mech in the area. It became a cliche of war that a fixed command post could not survive the first few hours of an invasion. Another proven tenet is that a commander could not control a planetary battle from a mobile command post as effectively as from a fixed installation.

Davion has attempted to avoid this problem by placing many of its C^3 complexes underwater. Using Extremely Low Frequency radios, the command posts can effectively control the land battle, while remaining invulnerable to AeroSpace Fighter and DropShip attacks. Only 'Mechs, which can walk along river and sea bottoms, are able to attack the underwater command posts, but this tends to degrade their offensive capabilities. To provide a defense against such underwater attacks, Davion reintroduced the submarine.

Capabilities:

The *Neptune* was first produced in 2950 by the Galtor Naval Yards, a builder of commercial ships. Even though the vessel displaces 100 tons, the six-man crew of a *Neptune* are cramped because of the bulk and complexity of its machinery.

The *Neptune* is an outstanding weapon. Its Doorman Naval 140 power plant allows for maximum surface or submerged speeds of 54 kph. While on the surface, the Doorman acts like a diesel engine, using hydrocarbon fuel and burning it with the oxygen in the atmosphere. A snorkel allows the diesel to be used while submerged up to a depth of twelve meters. Below twelve meters, the Doorman utilizes a hydrogen peroxide mixture as fuel, with the fuel's bound oxygen as a combustion agent. The ability to use both forms of fuel is an important economy measure for the sub. Diesel fuel is cheaper, and more readily available than the hydrogen peroxide. Moreover, using hydrogen peroxide causes a progressive degrading of the Doorman's performance over time, accelerating the time between overhauls.

The *Neptune* has a double-hull construction. The outer hull is not pressurized, serving only as a framework for the armor plating. The inner hull is the pressure hull. It is rated for dives as deep as 120 meters, though it has been taken down even deeper during emergency situations.

The Neptune is equipped with various detection and fire control devices. The periscope can extend up to twelve meters, and provides visual observation of surface targets as well as fire control. Both surface and underwater targets can be identified and targeted by the Sonar Sync Tracker, which can function as either a passive or active sonar targeting control station.

The main offensive armament of the *Neptune* is the Sea Devastator 20 Rack Torpedo system. A navalized version of the Devastator LRM, the Sea Devastator has excellent range and firepower capability. Two Sea Harvester 6 rack torpedo systems, another navalised version of a land-based missile system, back up the Sea Devastator. As a secondary weapon, the *Neptune* mounts a Sutel XII large laser. Though the laser's range is degraded when fired underwater, it provides an important means of damaging shore targets when the *Neptune* surfaces.

Battle History:

During the attack on New Ivaarsen in 3021, a *Dragon* lance of House Kurita's Fifth Galedon Regulars was ordered to destroy the Davion underwater command post, located three kilometers offshore. The *Dragons* waded into the surf and headed out toward the Davion C^3 facility.

About two kilometers from their objective and 50 meters below the surface of the water, the *Dragons* started to lose sight of one another. After closing back into visual range, they resumed plodding along. The going was slow, and occasionally a *Dragon* would slip and slowly settle face-first into the bottom muck, throwing up clouds of obscuring debris. Suddenly, a cluster of torpedoes hit the far-left *Dragon*. Though none of the shots penetrated, the 'Mech's left arm had sprung a leak and quickly filled with sea water, becoming useless.

The Davion *Neptune* let loose five more salvos of Sea Devastators at their attackers. This resulted in the torso of a second *Dragon* becoming flooded, taking its rear laser out of the fight. The *Neptune* came closer then and started to pepper the *Dragons* with Sea Harvester torpedoes. The *Dragons* could not effectively reply. Their autocannon and LRMs were useless underwater, but the *Neptune* stayed out of range of their medium lasers.

The Kurita lance commander decided to withdraw. The *Dragons* plodded slowly back through the muck, harased by the *Neptune*. One *Dragon* was lost when its center torso became flooded and its fusion reactor quenched by the onrushing sea. The other three *Dragons* managed to emerge from the sea, however, battered and nearly destroyed. The Davion C^3 complex remained in action throughout the battle for New Ivaarsen, coordinating the planetary defenders and contributing to the eventual defeat of the Combine forces.

Variants:

The *Neptune*'s primary limitation has always been its lack of torpedo reloads. Some Davion versions have, therefore, removed the Sutel XII and added another Sea Devastator system, plus another three tons of torpedoes.

Another common variant is to use the Sutel XII space to increase the number of Sea Harvestor tubes and to increase the ammunition load. Both these variants decrease the *Neptune*'s shore bombardment capabilities while increasing its effectiveness in underwater attacks.

Notable Vehicles and Crew:

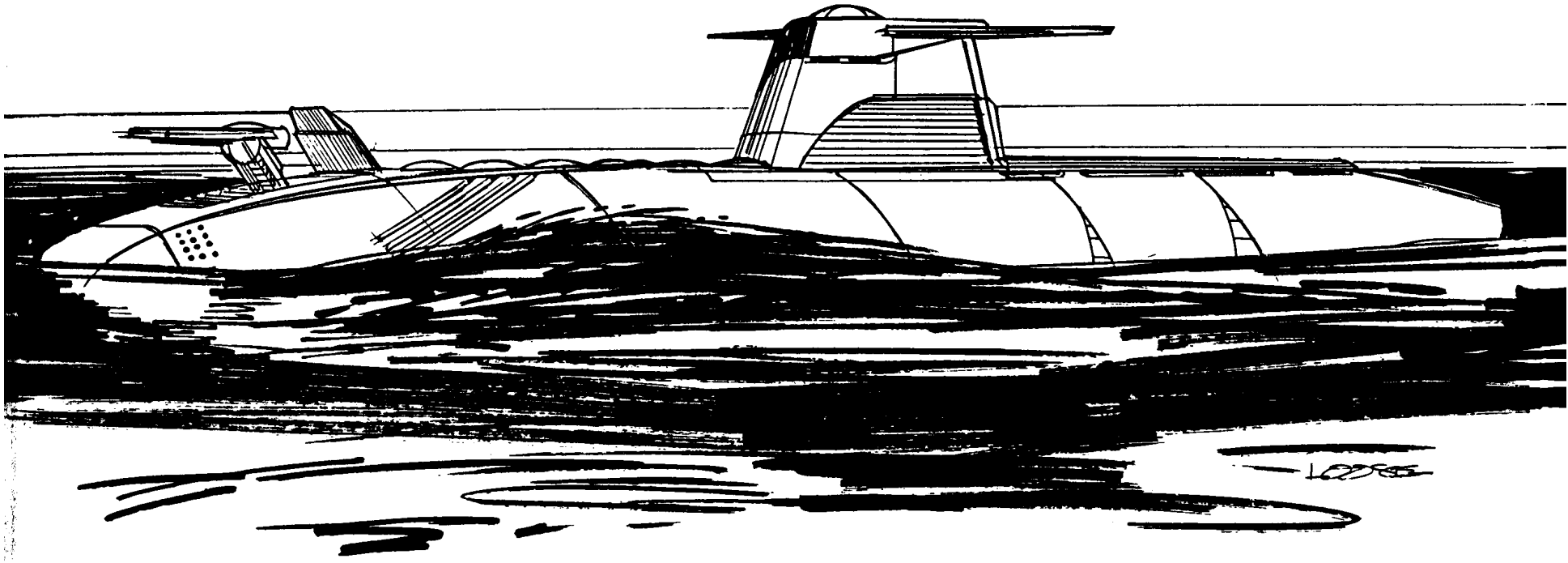
Ensign Henry Larson and the Bowfin

The *Bowfin* was the *Neptune* Class submarine that defeated the Kurita *Dragon* lance attack on the Davion underwater command post on New Ivaarsen. Later in the battle for New Ivaarsen, the *Bowfin* was ordered to make a surface attack against a Combine supply depot near the coastline. The supply depot was a dummy, however, and the *Bowfin* met fire as soon as she surfaced. Larson was badly wounded on the bridge and ordered the *Bowfin* to dive, even though he could not make it back into the con tower. His body was never recovered.

Mass: 100 tons
Movement Type: Submarine
Power Plant: Doorman Naval 140 I.C.E./HyPerOx
Cruise Speed: 32 kph
Flank Speed: 54 kph
Armor: 14.5 SeaSlab
Armament:
1 Sea Devastator 20 Rack Torpedo System
2 Sea Harvester Six Rack Torpedo System
1 Naval Sutel XII Large Laser
Manufacturer: Galtor Naval Yards
Communications System: Lynx-shur
Targeting And Tracking System: SonarSync Tracker

Type: **Neptune**		*Tons*
Movement Type: Submarine		
Tonnage:	100	100
Cruise Speed:	3	
Flank Speed:	5	
Engine:		29
Rating:	270	
Type:	I.C.E.	
Control:		5
Diving Equipment:		10
Power Amplifier:		.5
Heat Sinks:	8	8
Internal Structure:		10
Turret:		0

Armor:		14.5
Loc.	Points	
Front	78	
Lt./Rt. Side	58/58	
Back	38	
Turret	-	
Weapons and Ammo:		
Type	Facing	
LRM 20 (Torp)	Front	10
SRM 6 (Torp)	Front	3
SRM 6 (Torp)	Front	3
Large Laser	Front	5
Ammo SRM (15)	Body	1
Ammo LRM (6)	Body	1



ELECTRONIC SUITS

Fighting forces have used camouflage as a tactic for thousands of years. With the development of such practical (and cheap) electronic sensors as infrared detectors or portable radar units, however, conventional camouflage became almost useless. No matter how well or how much the human eye could see, the electronic eye could see it better.

Sneak suits, as their users refer to them, brought back the idea of camouflage. While wearing such a suit, a person could walk by detectors virtually unnoticed, and scouts and spies could sneak into an enemy encampment unseen. Unfortunately (or maybe fortunately), the cost and availability of the suits were prohibitive enough to limit sales.

In 3025, Electronic Suits have become even more difficult to find and difficult to repair. Although the technology to construct sneak suits is still around, the parts and manufacturing equipment are becoming more and more scarce.

GENERAL GAME USE

An Electronic Suit totally covers the we including the face and head. A person weari tronic Suit can operate under the same cc someone wearing a Light Environmental Suit.

Because the suit is a full-body covering a the user may wear only a limited amount of addi ment. He may carry up to three additional kil with no item bigger than a rifle. If any other w is carried, the suit will not function.

An Electronic Suit reduces by one-quarte taken from slug-throwing weapons and bows, points of damage from energy weapons. All Ele have a total damage absorptive capacity of 1! the wearer's entire body. They cannot be wo protective garments, such as flak vests.

When a suit becomes damaged, there is a it will no longer function. For the first 5 point taken, the player must make a Saving Roll of to see if the suit has shut down. For every damage taken thereafter, subtract 1 from the Target. The suit automatically stops working w damage taken equals 25 points.

The cost to repair a damaged suit is 15 C-Bills per point of damage sustained plus a surcharge of 250 C-Bills for every 5 points of damage sustained. For example, 4 points of damage would cost 60 C-Bills to repair. However, 5 points of damage would cost 75 C-Bills plus a surcharge of 250 C-Bills, for a total of 325 C-Bills. Once a suit loses all its damage points, it may not be repaired.

Electronics Suits may not be worn in combination with any other sneak suit. Suits may be turned off at any time.

Camouflage and IR Suppression Suits are used to counteract some form of direct observation, and modify the observer's LRN Saving Roll. The observer has additional modifiers for the range and type equipment that he is using. These modifiers are given in the table below.

Rules for detection by remote sensors are given in the section describing that equipment.

LRN Range And Equipment Modifiers

	Range (In Meters)		
Type	**Close**	**Medium**	**Long**
LRN Saving Roll Modifier	0	+2	+4
Naked eye	0–25	26–40	41+
Binoculars	0–40	41–75	76+
Rangefinding Binoculars	0–90	91–225	225+
I/R Scanner	0–30	31-75	76+


SCOUT RECON

ELECTRONIC CAMOUFLAGE (3/U)

The Electronic Camouflage Suit (also called a Camo Sneak) is used primarily by Scouts wishing to avoid visual detection by people or electronic devices such as TV cameras or Rangefinder Binoculars. Sensors mounted in the suit detect the color and amount of light in the immediate area. A built-in-computer analyzes the sensor's data and changes the suit's color to the mimic the surrounding environment.

Type: Electronic Camouflage Suit
Cost: 7,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 20 C-Bills

Game Use

The Electronic Camouflage Suit reduces the wearer's vulnerability to visual detection. The suit will not work unless the wearer is in or in front of some type of covering terrain. For example, the wearer would be camouflaged if he were in a forest or standing in front of a wall, but would not be hidden if standing in an open field (the horizon is beyond the range of the suit's sensors). Of course, the wearer would be hidden in an open field if he were lying down. To detect someone in an Electronic Camouflage Suit at long range, the scanner must make a roll against his LRN Base Saving Roll Target, with a modifier of +4. At medium range, the modifier is +3, and at close range, the modifier is +2. Failure indicates that the scanner has not detected the Electronic Camouflage Suit wearer.

If a character is using the *Hide in Cover* skill while wearing an Electronic Camouflage Suit, he subtracts 3 from his Skill Roll Target.

ELECTRONIC COUNTERMEASURE SUIT (3/U)

The Electronic Countermeasure Suit (also called an ECM Sneak) is used primarily by Scouts wishing to avoid electronic detectors, such as radar sensors. The suit is made of a lightweight ceramic mesh. Containing thousands of electronic detection/suppression devices, these devices detect incoming electronic detection signals. A computer built into the suit then decides what type of outgoing signal will fool the detecting sensor. This signal is then transmitted, suppressing the sensor. The left hand of the ECM Sneak vibrates slightly when the suit is jamming.

Type: Electronic Countermeasure Suit
Cost: 7000 C-Bills
Recharge: Every 5 hours
Recharge Cost: 20 C-Bills

Game Use

The Electronic Countermeasure Suit helps hide the wearer from all types of electronic sensors that emit and detect signals. The ECM Suit will not stop electronic eyes, pressure plates, or other types of physical sensors. A character wearing an ECM Suit will show up on TV cameras or Rangefinder Binoculars. To detect someone in an ECM Suit, the radar operator must add 8 to his LRN Saving Roll in addition to the modifiers listed under Radar Sensor. If the roll fails, the sensor will not detect the suit's wearer.

INFRARED SUPPRESSION SUIT (3/U)

The Infrared Suppression Suit (also called an IR Sneak) is used primarily by Scouts wishing to avoid infrared scanners and detectors. The suit itself is made of heat-absorbing materials, with environmental sensors (mostly heat detectors) placed at strategic locations throughout the suit. The suit's detectors register temperature in the area around the wearer. In a relatively cold zone, the suit reflects environmental heat and slowly dissipates the wearer's own bodily heat emissions. In a relatively warm zone, the suit absorbs and stores the heat of both the area and the wearer.

Game Use

The IR Suppression Suit reduces the chance of detection by I/R Scanners or Rangefinder Binoculars. To detect someone in an IR Suppression Suit at long range, the scanner must make a roll against his LRN Base Saving Roll Target, with a modifier of +4. At medium range, the Target Modifier is +3, while at close range, the Modifier is a +2. Against a heat sensor, the modifier is +4. If the roll fails, the scanner has not detected the IR Suppression Suit wearer. A character may not use *Hide in Cover* skill against an IR scanner or heat sensor.

Type: IR Suppression Suit
Cost: 7,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 10 C-Bills

COMBINATION SNEAK SUITS

Though none of the Suits may be worn together, it is possible to purchase Combination Suits. Combination Suits are even more expensive and difficult to find than regular sneak suits. Availability and costs are shown below for each suit combination.

Type: IR Sneak And Camo Sneak (3/R)
Cost: 21,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 30 C-Bills
Repair Cost: 30 C-Bills
Cost Per 5 Points of Damage: 300 C-Bills

Type: IR Sneak And ECM Sneak (3/R)
Cost: 21,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 30 C-Bills
Repair Cost: 30 C-Bills
Cost Per 5 Points of Damage: 300 C-Bills

Type: Camo Sneak and ECM Sneak (3/R)
Cost: 21,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 40 C-Bills
Repair Cost: 60 C-Bills
Cost Per 5 Points of Damage: 600 C-Bills

Type: IR Sneak, Camo Sneak, and ECM Sneak (3/R)
Cost: 28,000 C-Bills
Recharge Time: Every 5 hours
Recharge Cost: 55 C-Bills
Repair Cost: 90 C-Bills
Cost Per 5 Points of Damage: 900 C-Bills

Game Use

The rules for repairing Combination Suits are the same as they are for regular Suits.

PERSONAL EQUIPMENT

RECHARGERS

Rechargers are used to charge up expended power cells, such as the batteries for lasers or communicators. There are four different types of rechargers: kinetic, fossil fuel, solar, and fusion.

Kinetic rechargers are the most primitive and most common. Energy is created from some sort of physical movement, the most popular of which is a waterfall. Another common version is attached to a bicycle.

Fossil-fuel rechargers are also very common. Instead of relying on physical power, fossil-fuel rechargers convert the energy released from the fuel (usually gasoline or another hydrocarbon fuel) into electricity through a generator. These types of rechargers are most commonly found on worlds possessing fossil fuels.

Solar rechargers are an effective way to repower a battery as they require only ultraviolet radiation to operate. Although rare, these rechargers are still available.

Fusion rechargers are the rarest of all rechargers. They use fusion reactions to repower batteries and fuel cells. The chance of finding one of these is almost nil, and most have been confiscated for military use.

GENERAL GAME USE

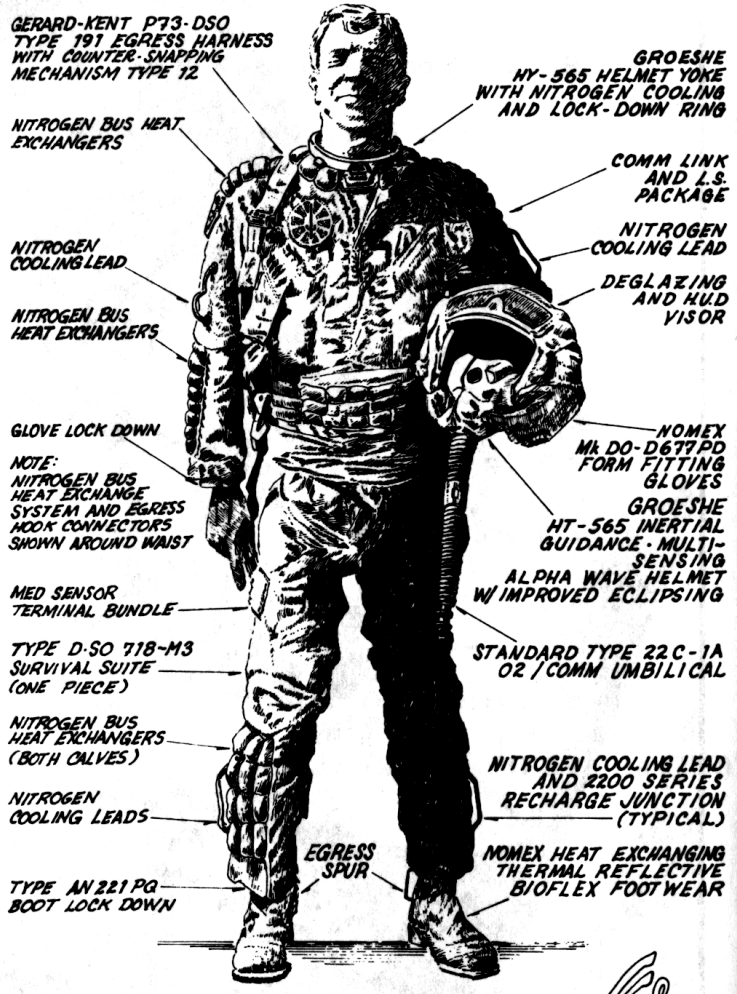
Rechargers generate power at a rate equal to their recharge rating once every hour. For example, a fusion recharger generates 100 points of power every hour, with an equivalent amount of fractional power for each fraction of an hour. Rechargers may be used as batteries.

KINETIC RECHARGER (2/C)
Type: Recharger
Cost: 10 C-Bills
Recharge Rating: 5 Power Points

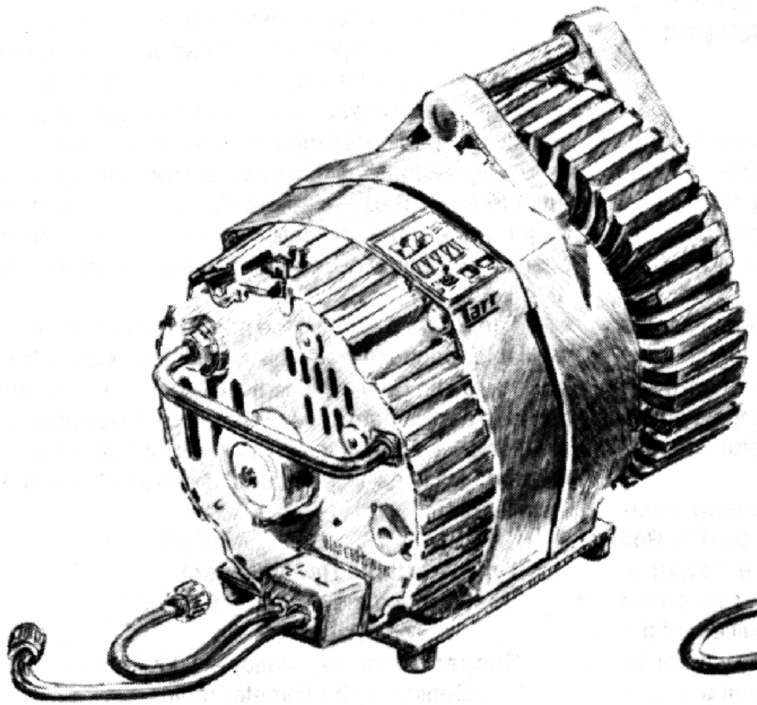
FOSSIL FUEL RECHARGER (2/C)
Type: Recharger
Cost: 50 C-Bills
Recharge Rating: 15 Power Points

SOLAR RECHARGER (2/U)
Type: Recharger
Cost: 200 C-Bills
Recharge Rating: 45 Power Points

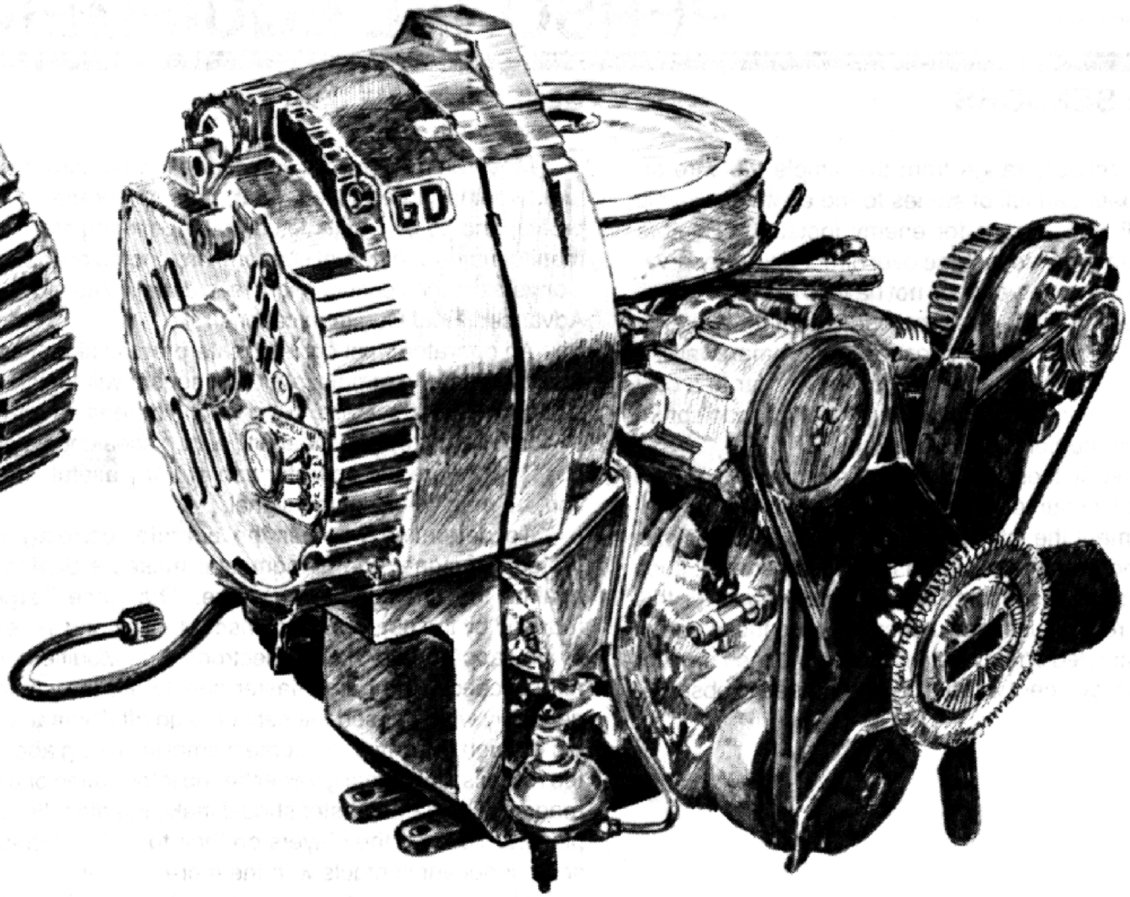
FUSION RECHARGER (3/N)
Type: Recharger
Cost: 5,000 C-Bills
Recharge Rating: 100 Power Points



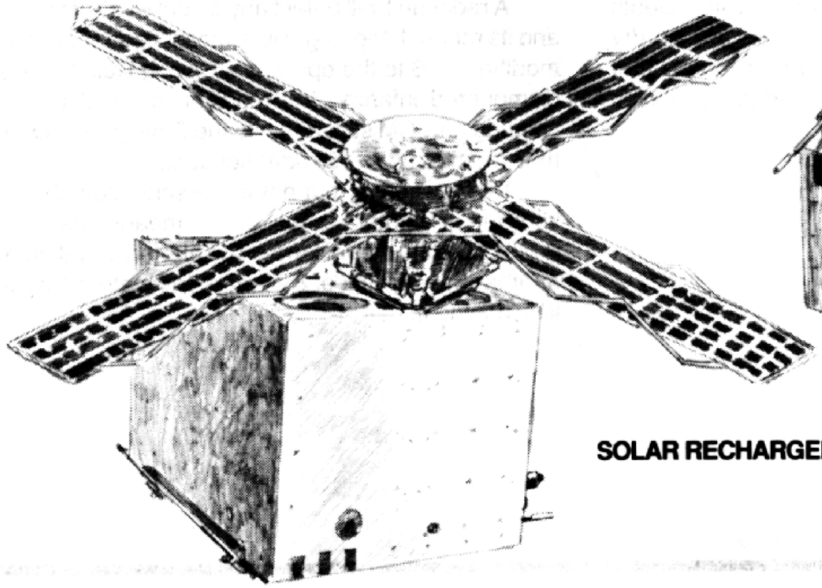
CONVENTIONAL FIGHTER PILOT



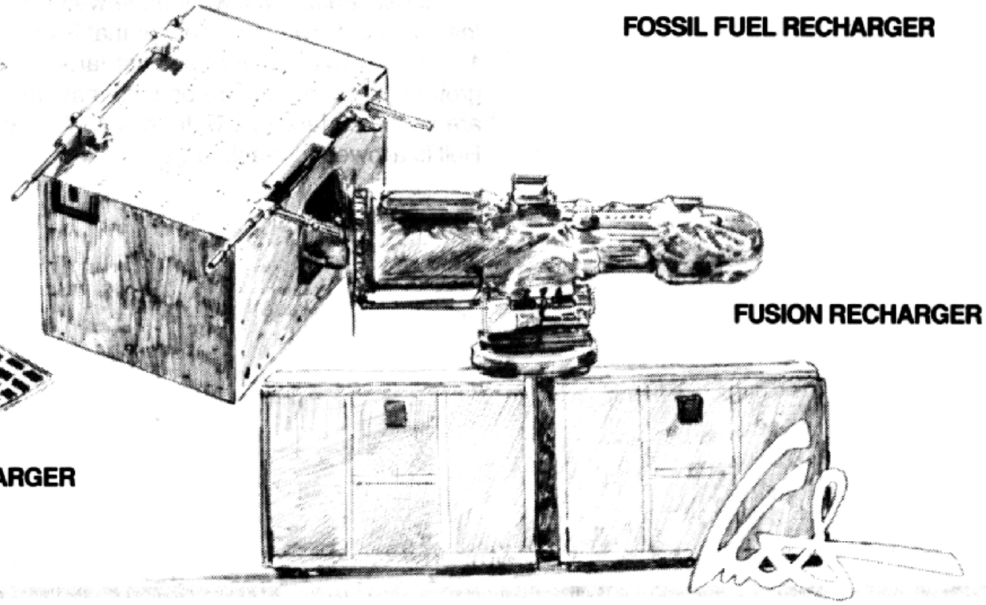
KINETIC RECHARGER



FOSSIL FUEL RECHARGER



SOLAR RECHARGER



FUSION RECHARGER

REMOTE SENSORS

Remote sensors range from the simple trip wire attached to a beer can full of stones to the esoteric seismic sensor that literally listens for enemy footsteps. Remote sensors have a great advantage over direct visual observation because the observer does not have to expose himself to detect a target. Their disadvantage is that they require the observer to interpret the sensor signal. A man walking through a field can have a signature very similar to a cow doing the same thing. Misinterpreting the signal can sometimes be either humorous or disastrous.

During the Succession Wars era, remote sensors are normally used for surveillance around a defensive perimeter or to augment the intelligence-gathering activities of a scout or reconnaissance unit. Passive field sensors, such as motion and heat sensors, are especially good for this latter task. A reconnaissance unit can spread these detectors near suspected enemy travel routes, and then monitor the column's movement without being exposed to observation.

GENERAL GAME USE

Most remote sensors detect one form of target signature, whether it be motion, heat, ground vibrations, radar profile, and so on. A single central monitoring station can monitor up to 15 different sensors, depending on their type. Conversely, the sensors might feed directly into a Level I or Advanced Field Communications Kit.

An operator must correctly interpret the signal sent to the station. For example, a motion sensor will register any motion within 10 meters, but cannot differentiate between a raccoon looking for a meal and a man sneaking up on the position. Before the operator can get any useful information, he must interpret the signal.

To determine whether the operator correctly interpreted the signal, the gamemaster makes a Saving Roll against the character's LRN score. The Base Target is reduced by the appropriate Sensor Modifier and increased by any appropriate Skill or Electronic Suit Modifiers. If the roll succeeds, the gamemaster should tell the character generally what caused the sensor to go off ("human crawling through the grass" or "some animal scurrying about"). If the roll fails, the signal gives either no information or a false reading. The gamemaster should make the die rolls for the players. To keep the players on their toes, he should mix some innocent contacts with the more dangerous ones.

Most sensors will work underwater as well as above the surface. However, a sensor that is underwater (Depth 1 or more) will not work against targets that are on dry ground. Sensors that are on land may detect targets that are on the surface of a water hex. Only one Interpretation Roll is allowed for each target.

PORTABLE RADAR SENSOR (2/C)

A Portable Radar Sensor is a small, compact radar emitter set up on a tripod stand. It can detect the movement of anything larger than 0.5 cubic meters in a 360-degree radius, and will transmit its observations back to a monitoring station up to 50 kilometers away. In addition, it can pick up any fighter that is within range and operating on the Low Altitude Map. Radar sensors do not give a picture of a target; rather, they indicate that something is moving, its position in relation to the sensor, and its range and direction of travel.

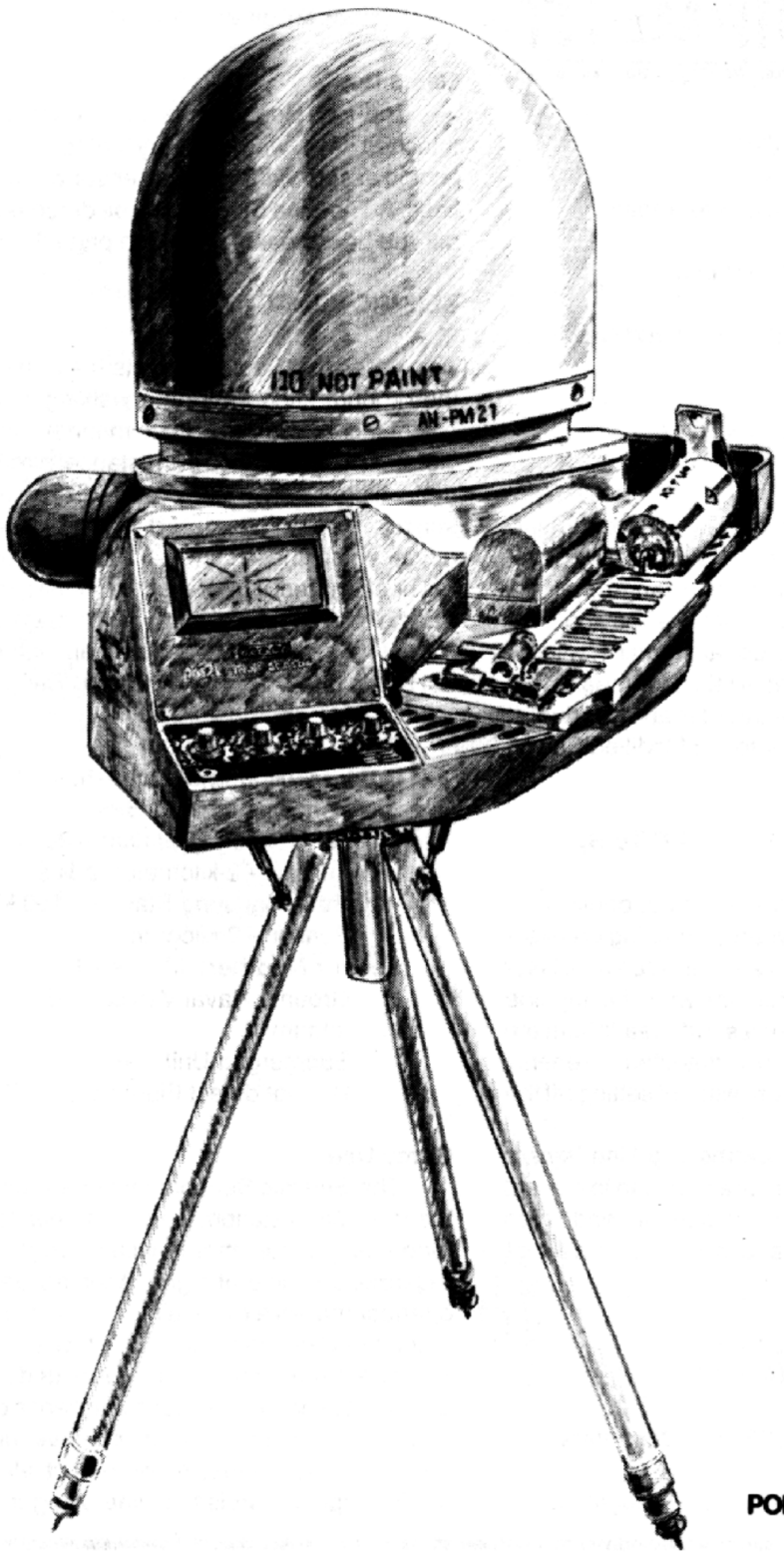
The Radar Sensor is the most effective remote sensor available. Because it actively emits radar waves, however, its targets can be alerted to its presence quickly, and thus can take appropriate action. Therefore, most radar sensors are used when their discovery will not compromise the mission, such as in perimeter defense of a well-known installation.

Type: Portable Radar Sensor
Cost: Monitoring Station – 5,000 C-Bills
Sensor – 2, 000 C-Bills
Range: Monitoring Station – 50 Kilometers
Sensor – 10 Kilometer radius
Weight: Monitoring Station–100 kilograms
Sensor – 5 kilograms
Sensor Modifier: 'Mechs, Fighters, Vehicles: –6
Infantry: –4

Game Use

A radar unit will detect any object within its line-of-sight and its range. If the target is a 'Mech, fighter, or vehicle, the modifier is –6 to the operator's Saving Roll. If the target is dismounted infantry, the modifier is –4. If the target is wearing an ECM suit, add 8 to the Saving Roll. One station may monitor up to 15 radar sensors.

If radar scans (but not necessarily detects) a 'Mech, vehicle, or fighter, a roll of 5+ means that the target is alerted to the surveillance. The alerted target then makes another Saving Roll of 8 or more to locate the sensor that is scanning it.



PORTABLE RADAR SENSOR

PORTABLE MOTION SENSOR

PORTABLE MOTION SENSOR (2/C)

Portable Motion Sensors detect motion of any object larger than five cubic centimeters in a 360-degree radius. They are normally deployed in groups of ten and are tied into a central monitoring set. When the sensor detects an object within range, it transmits this fact to the monitoring set. Motion sensors indicate only the existence of motion, not an image of what is creating the motion. To operate a motion detector, an operator must be skilled enough to tell the difference between a deer foraging through the forest and a commando moving in for the kill.

Type: Portable Motion Sensor
Cost: Monitoring Set – 500 C-Bills
Sensor – 100 C-Bills each
Range: Monitoring Set – 10 kilometers
Sensor – 10-Meter Radius
Weight: Monitoring Set – 10 kilograms
Sensor – 250 grams
Sensor Modifier: 'Mechs, Infantry, Ground, and Naval Vehicles: –2
Will not detect Fighters and VTOLs

Game Use
The sensors must be within ten kilometers of the monitoring station. They will detect any motion within a range of ten meters, and then will transmit a signal back to the operator. To identify the source of the motion, the operator must roll against his LRN score –2. If the roll fails, the motion was misinterpreted. A character may use his skill in *Stealth* to avoid detection. A successful roll against his Skill Level means that he has passed the sensor without alerting the operator.

PORTABLE HEAT SENSOR (3/C)

Portable Heat Sensors detect any heat source larger than a lit match within a one-kilometer radius. This means that any human intruder will definitely be detected. Heat Sensors do not give a picture of the heat source, but do indicate its direction and distance from the sensor.

Type: Portable Heat Sensor
Cost: Monitoring Set –1,000 C-Bills
Sensor – 200 C-Bills each
Range: Monitoring Set – 15-kilometer radius
Sensor –1 kilometer
Weight: Monitoring Set –15 kilograms
Sensor – 500 grams
Sensor Modifier: 'Mechs and Ground and Naval Vehicles: –4
Infantry: –2
Will not detect Fighters and VTOLs

Game Use
One station may monitor up to ten heat sensors as long as they are all within 15 kilometers of the station. Any target that is within a sensor's line-of-sight and range may be detected. The operator must then make a Saving Roll against his LRN score, with the appropriate modifiers, to be able to detect and identify the target. A failed roll means that he does not detect the target. If the target is an individual in an Infrared Suppression suit, add 4 to the Modified Saving Roll Target.

PORTABLE TRIP-LINE SENSOR (1 To 4/C To R)

Portable Trip-Line Sensors are the most primitive of the field sensors. They respond when something breaks a pre-set string or the beam of a light source, such as a laser or infrared emitter. The main problem with the trip-line sensor is that it must be set up over a short area (about ten meters) in a straight line. If the sensor is detected, an enemy can simply step over the beam or wire without setting off the sensor.

When something breaks the line, the Trip-Line Sensor either makes a noise (from the rattle of a beer can to a siren) or transmits a signal to a monitoring station, depending on the model. Some can even be attached to a mine that explodes when the sensor is tripped.

Type: Portable Trip-Line Sensor
Cost: Monitoring Station – NA to 5000 C-Bills
Sensor – 1 to 100 C-Bills
Range: Monitoring Station: 100 to 1,000 meters
Sensor: 10 meters
Weight: Monitoring Station – NA to 50 kilograms
Sensor: 100 grams to 2 kilograms
Sensor Modifier: +1 to –4

Game Use
Trip-Line Sensors can be very simple (a can of stones attached to a wire) or very complex. The gamemaster should assign values to the sensor within the above guidelines. A Trip-Line Sensor may be detected and disarmed as per the Lockbreaking rules on page 52 of **MechWarrior.**

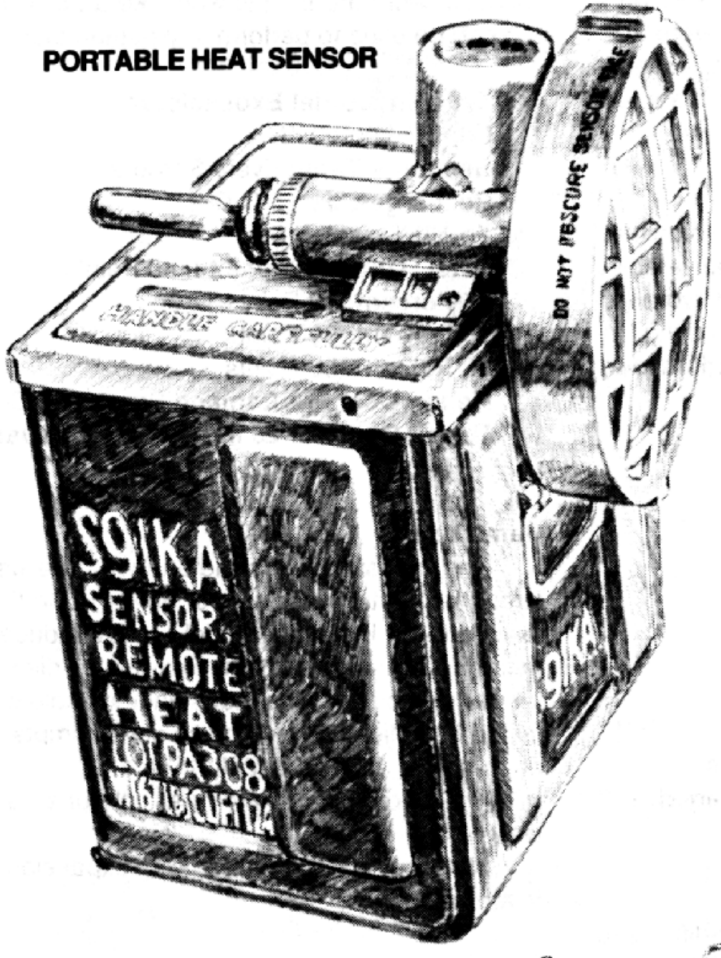
SEISMIC SENSOR (3/R)

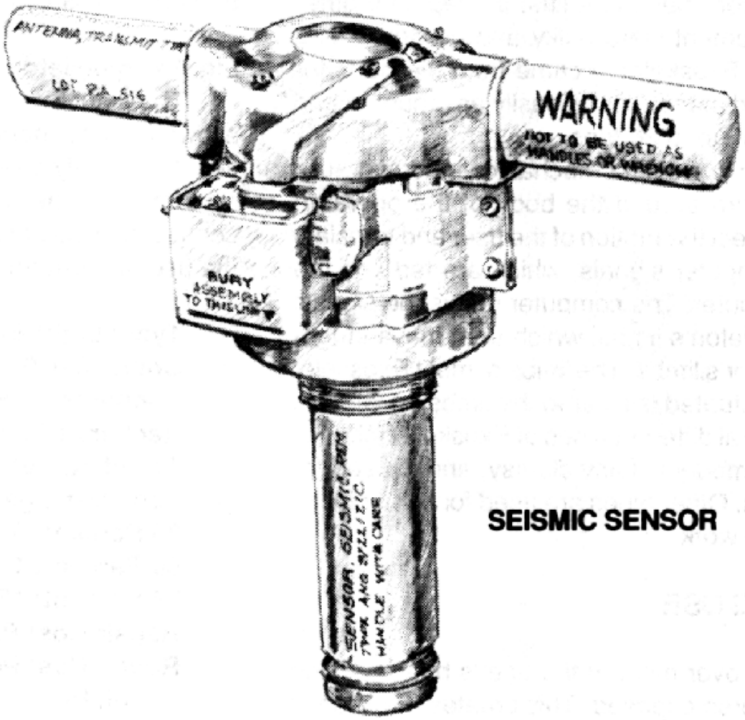
A Seismic Sensor detects the presence of motion on the ground, such as a man walking or a vehicle moving (including hovercraft), in a manner similar to that of a vibrabomb. It indicates the distance, direction, and approximate size of anything detected. The smallest target a seismic sensor can detect is a man walking. The main advantage of these sensors is that they are passive and do not need a direct line-of-sight to the target as a radar sensor does. Any object moving within range can be detected. Target identification is easier than with motion detectors, but not as good as that provided by Radar or Heat Sensors.

Type: Seismic Sensor
Cost: Monitoring Station – 5,000 C-Bills
Sensor – 1,000 C-Bills
Range: Monitoring Station – 20 kilometers
Sensor – 2-kilometer radius
Weight: Monitoring Station – 100 kilograms
Sensor – 2 kilograms
Sensor Modifier: 'Mechs –4
Ground, Naval Vehicles –2
Infantry 0
Submerged Units –6
Will not detect Fighters and VTOLs

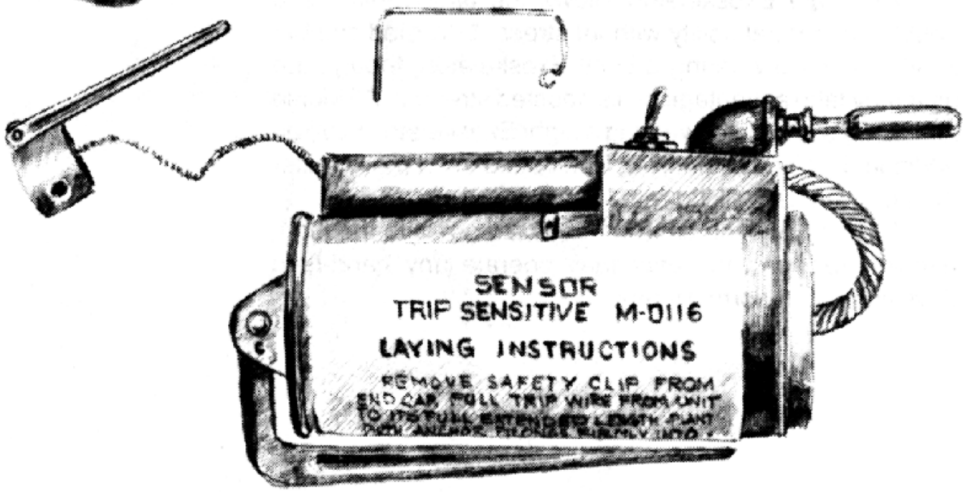
Game Use
The Seismic Sensors must be within 20 kilometers of the monitoring station, which can monitor up to five within range. Any target that is within range may be detected, regardless of line-of-sight. After he gets a reading, the operator makes a roll against his LRN score, with the appropriate modifiers, to be able to detect and identify the target. A failure means that the target is undetected. A Seismic Sensor may not be used for surveillance of the atmosphere, though it may be used to observe underwater. When deployed underwater, it will detect all underwater units within range, regardless of line-of-sight or elevation.

PORTABLE HEAT SENSOR





SEISMIC SENSOR



PORTABLE TRIP-LINE SENSOR

EXOSKELETONS

For many years, man has used machines to lift and move objects that were too heavy for a normal human. In many cases, however, these fork lifts, cranes, and other types of lifting equipment were bulky and unwieldy. The development of the Exoskeleton came from the need for equipment that could maneuver as easily as a human and yet still lift weights of up to 20 tons.

An Exoskeleton is a suit of mechanical and hydraulic hardware that is worn around the body of the operator. Various sensors detect the motion of the user and translate the motion into computer signals, which are fed into the Exoskeleton's computer. The computer relays the signals back to the Exoskeleton's limbs, which then move in tandem with the operator's limbs. The limbs of most Exoskeletons are myomer-actuated, similar to the limbs on 'Mechs.

There are several different types of Exoskeletons. The standard industrial model is fairly clumsy, and is used for moving heavy loads. Other types are used for lighter loads or for more delicate work.

GENERAL GAME USE

Exoskeletons cover most of the user's body, leaving only the face and torso exposed. This creates the chance that weapons fire may hit the Exoskeleton instead of the wearer. The To-Hit Target Number is given with the description of each type of Exoskeleton. Any time an attack hits the operator, roll against this Target Number. If the roll is successful, the Exoskeleton is damaged instead of the user. An unsuccessful roll means that the user takes damage normally. If an Exoskeleton is destroyed through weapons fire, any excess damage passes on to the user.

The amount of damage an Exoskeleton can withstand is also listed with each description. When an Exoskeleton reaches 25 percent damage; a roll of 7 or greater on 2D6 will shut it down. When an Exoskeleton reaches 50 percent damage, it will shut down on a roll of 9 or greater. At 75 percent or more damage, an Exoskeleton automatically shuts down. Shutdown Rolls are made at the end of the Damage Adjustment Phase. An automatic safety device ensures that the user will not be trapped inside the Exoskeleton if it is damaged.

The cost to repair damaged Exoskeletons is listed with each description. Only one Exoskeleton may be worn at a time. Unless otherwise specified, a person in an Exoskeleton may not use any hand-held equipment or wear an Environment Suit (or similar equipment) of any kind.

Light Exoskeleton (3/R)

The Light Exoskeleton is a small and light version that allows the user normal movement and manipulative abilities. It is mostly a series of supports, struts, and hydraulic systems that the user slips into like normal clothing. In contrast to most other Exoskeletons, the Light model allows the user to perform more delicate operations.

Type: Light Exoskeleton
Cost: 10,000 C-Bills
Recharge Time: Every 10 Hours
Recharge Cost: 5 C-Bills
To-Hit Target: 5+
Total Damage Capacity: 20 Points
25 Percent: 5 Points
50 Percent: 10 Points
75 Percent: 15 Points
Repair Cost Per Damage Point: 75 C-Bills
Repair Cost Per 25 Percent Margin Damaged: 200 C-Bills

Game Use

The Light Exoskeleton allows the user to lift up to double his normal ability without stress. Unarmed combat is difficult while wearing a Light Exoskeleton, though the user may take advantage of his boosted strength. All Melee attacks by a character wearing a Light Exoskeleton have an additional +4 To-Hit Modifier. The user cannot move faster than his normal walking rate.

A Light Environment Suit may be worn with the Light Exoskeleton, and the user may operate any hand-held devices he can normally use.

Industrial Exoskeleton (2/R)

Slightly larger than human size, the Industrial Exoskeleton weighs about 40 kilograms and is a myomer-actuated frame primarily used for moving heavy loads in restricted work areas. It is worn like an Environment Suit and can be used to perform any human task.

Type: Industrial Exoskeleton
Cost: 15,000 C-Bills
Recharge Time: Every 5 Hours
Recharge Cost: 5 C-Bills
To-Hit Target: 9+
Total Damage Capacity: 40 Points
25 Percent: 10 Points
50 Percent: 20 Points
75 Percent: 30 Points
Repair Cost Per Damage Point: 200 C-Bills
Repair Cost Per 25 Percent Margin Damaged: 500 C-Bills

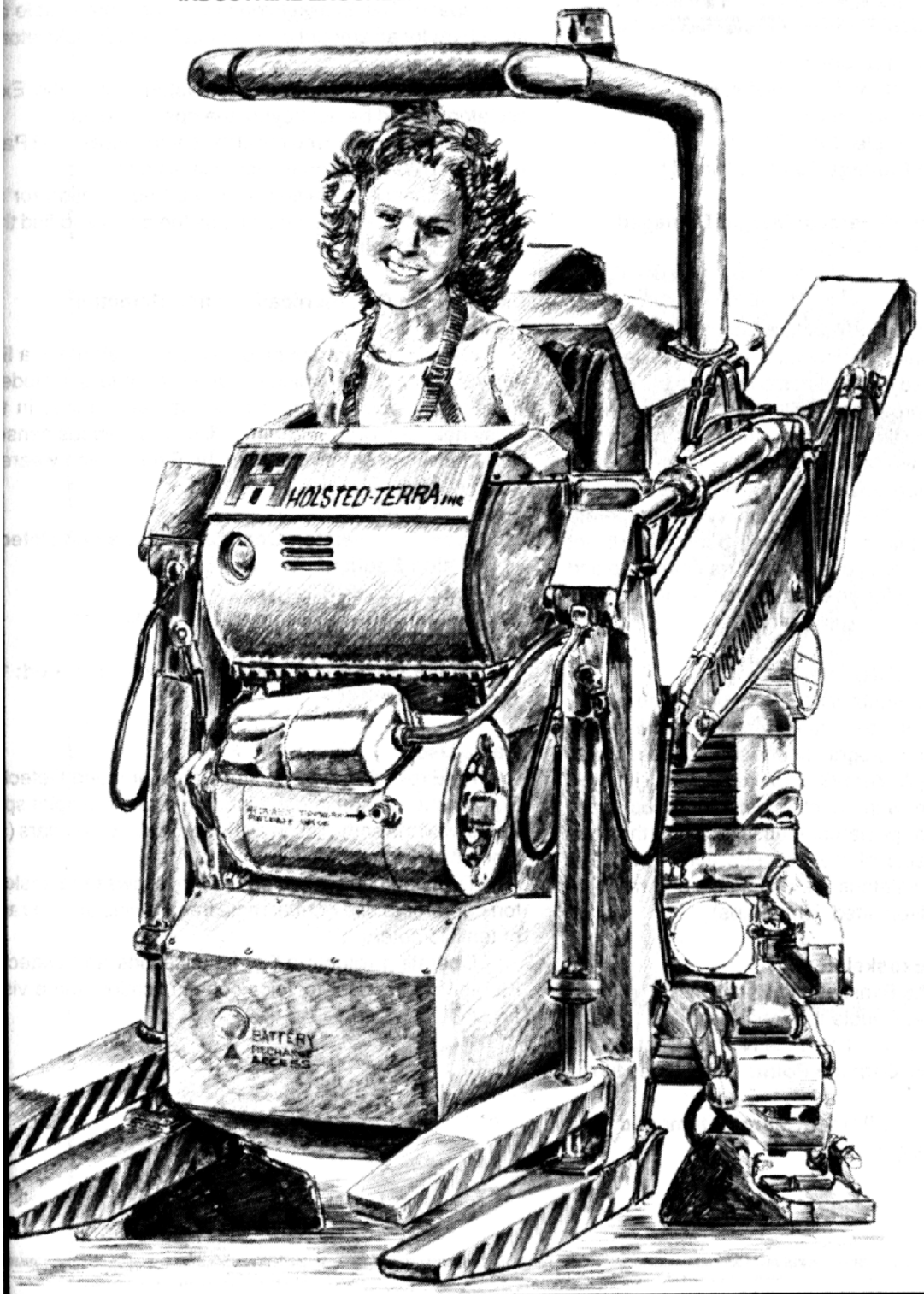
Game Use

The Industrial Exoskeleton gives the user triple his strength for lifting, pushing, or pulling. Like the Light Exoskeleton, the Industrial model greatly reduces the user's dexterity. All melee and other DEX-related die rolls receive a +4 To-Hit modifier. The Industrial Exoskeleton is not well-suited for delicate work, and so any attempts at such work are made at a +4 Target Modifier.

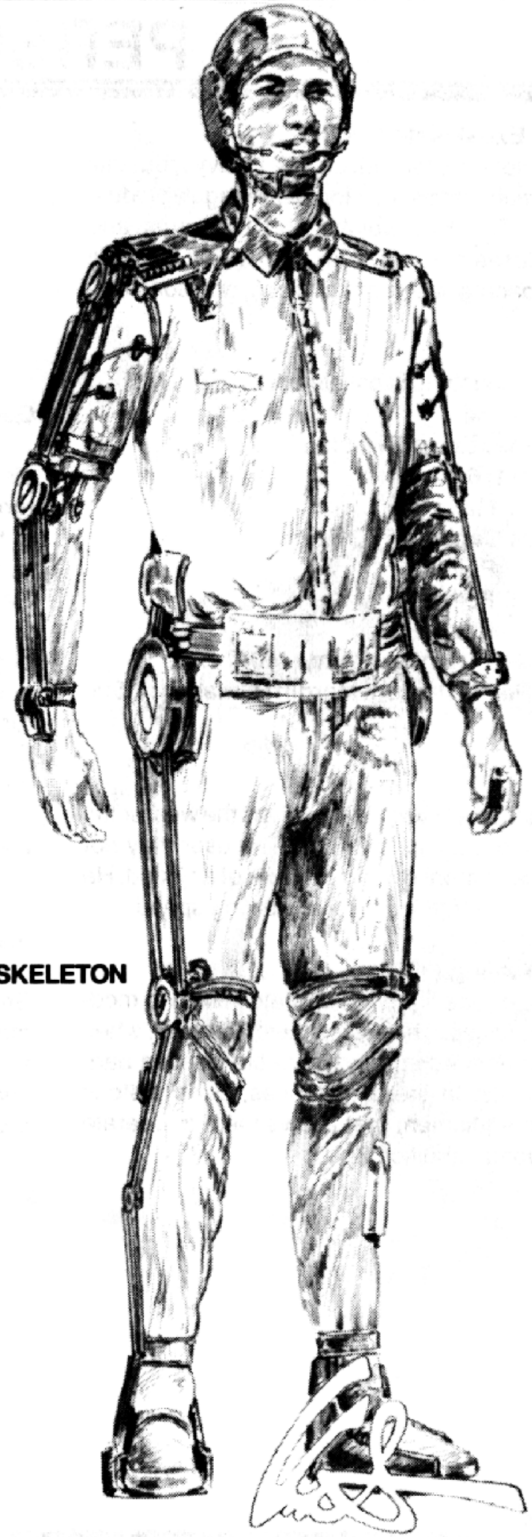
The operator may move at only one-half his normal walk rate.

Note that this description is an expansion of that found in **MechWarrior**.

INDUSTRIAL EXOSKELETON



LIGHT EXOSKELETON



Heavy Industrial Exoskeleton (3/R)

Similar to a stripped-down 'Mech, the Heavy Industrial Exoskeleton is a much larger version of the regular Industrial Exoskeleton. The HIE weighs 150 kilograms and almost totally encloses the user. It is used mainly for lifting vehicle engines, loading 'Mech ammunition, and construction work.

Type: Heavy Industrial Exoskeleton
Cost: 60,000 C-Bills
Recharge Time: Every 2 Hours
Recharge Cost: 60 C-Bills
To-Hit Target: 11+
Total Damage Capacity: 80 Points
25 Percent: 20 Points
50 Percent: 40 Points
75 Percent: 60 Points
Repair Cost Per Damage Point: 750 C-Bills
Repair Cost Per 25 Percent Margin Damaged: 2,500 C-Bills

Game Use

The Heavy Industrial Exoskeleton gives the wearer the ability to lift, push, or pull up to 2 tons. The user may not engage in unarmed combat or delicate work of any kind. He may move at only one-half his normal walking speed.

Environmental Sealing (3/R)

Exoskeletons are designed to operate in mild to moderate weather conditions. There are times, however, when an Exoskeleton is needed in uncomfortable or even dangerous environments. In these instances, Exoskeletons may be fitted with equipment that allows them to operate under even the worst conditions.

Type: Environmental Sealing
Cost: 50 Percent of the Exoskeleton Base Cost
Recharge Times: No Change
Recharge Cost: Triple Normal Cost
Repair Cost Per Damage Point: 1.5 times the Repair Cost
Repair Cost Per 25 Percent Margin Damaged: Twice the Margin Cost

Game Use

A Sealed Exoskeleton functions normally, but may also operate in the same environments as a Hostile Environment Suit. A Sealed Exoskeleton covers the entire body of the operator and provides full life support for up to the suit's normal recharge time. If the wearer is fired upon, the Sealed Exoskeleton will take the initial damage. The rolls for Sealed Exoskeleton shut-down are the same as for the original Exoskeletons. The life support systems operate normally while the suit is shut down, but they will not function if the suit is totally destroyed. The chance to find Environmental Sealing for an Exoskeleton is the same as the chance of finding the Exoskeleton.

Zero-G Exoskeleton (3/N)

While an Environmentally Sealed Exoskeleton usually suffices for any type of planetside operation, maneuvering mass in the zero- or microgravity of deep space requires special adaptation. A Zero-G Exoskeleton is simply a Sealed Exoskeleton with reaction jets for deep-space maneuvering. Also, a special computer fires small thrusters to offset torque effects of the wearer's actions while in space. Zero-G Exoskeletons are expensive and rare (except in the most well-outfitted JumpShips).

Type: Zero-G Exoskeleton
Cost: Double the Exoskeleton Base Cost
Recharge Time: Double the Recharge Cost
Recharge Cost: Four times the Normal Cost
Repair Cost Per Damage Point: Three times the Repair Cost
Repair Cost Per 25 Percent Margin Damaged: Four times the Margin Cost

Game Use

Zero-G adaptations allow an Exoskeleton to operate in deep space. The Exoskeleton will provide breathable atmosphere for an amount of time equal to the Exoskeleton's Recharge time.

Weapons fire hits the Exoskeleton first. If the Exoskeleton should be destroyed, the operator dies.

The Exoskeleton moves at the same rate as a Jet Pack (see **MechWarrior**), no matter what its size.

The chance of finding a Zero-G modification for an Sealed Exoskeleton is the same as the chance to find that Sealed Exoskeleton.

Exoskeleton Communications and Detection Equipment

An operator of an unmodified Exoskeleton has a limited range of vision, which is even less in larger models. Additionally, voice communication is quite limited in the noisy hold of a DropShip. The addition of various sensors and radios can greatly improve the Exoskeleton wearer's effectiveness.

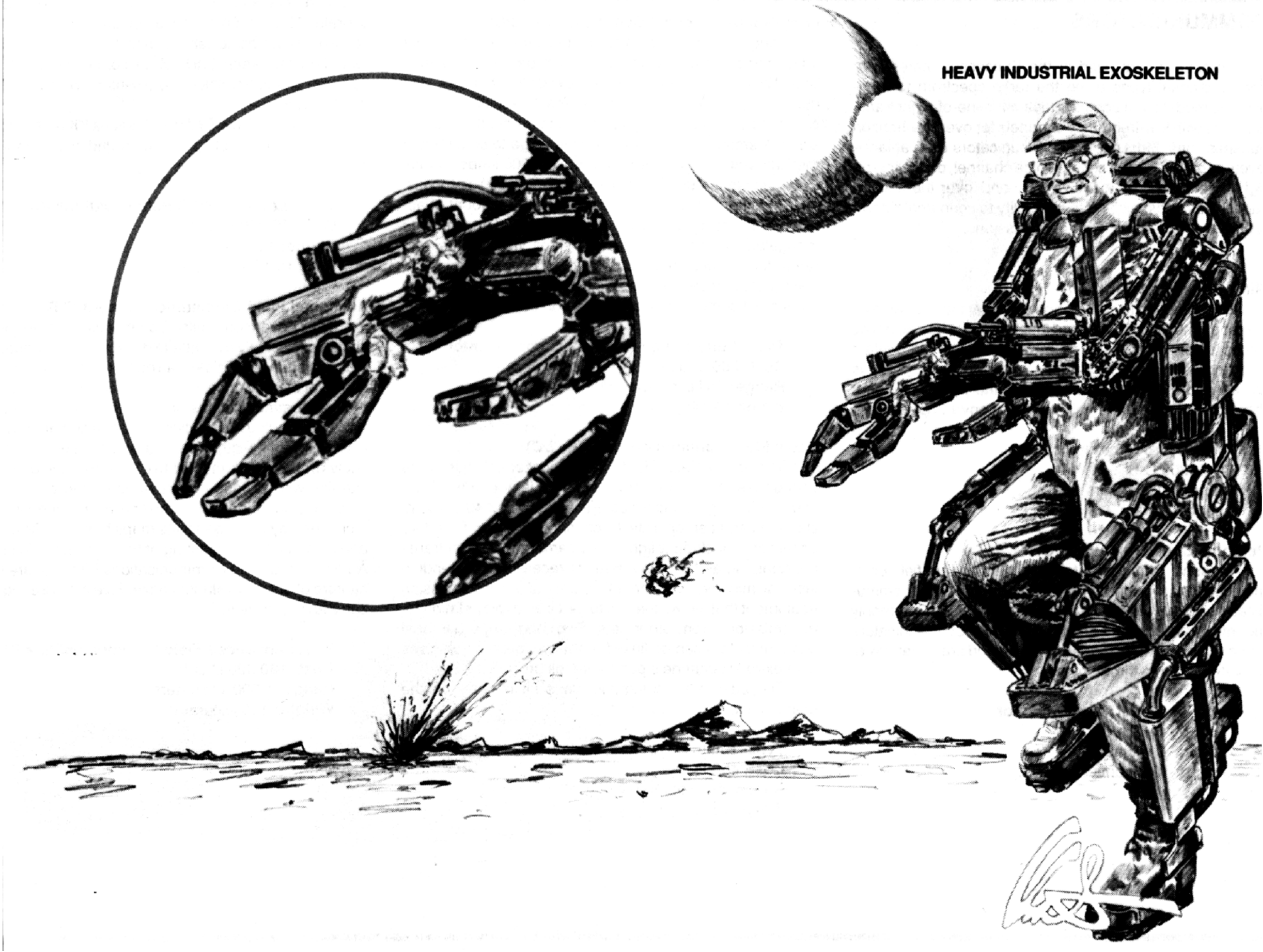
Type: Exoskeleton Communications and Detection Equipment
Cost: 2,000 C-Bills
Recharge Time: Same as for Exoskeleton
Recharge Cost: 5 C-Bills
Repair Cost Per 25 Percent Margin Damaged: 100 C-Bills

Game Use

An Exoskeleton with Communications and Detection Equipment can see into the infrared and ultra-violet spectrums, with the same range as Rangefinder Binoculars (see **MechWarrior**).

The Communications equipment allows the Exoskeleton operator to use normal radio frequencies up to a range of ten kilometers.

Operating without a Communications and Detection Kit restricts the user to voice communication and a visual arc of 60 degrees.


HEAVY INDUSTRIAL EXOSKELETON

PERSONAL EQUIPMENT

COMMUNICATORS

Communicators used in the Successor States vary from traditional types using the radio spectrum to more esoteric models that combine lasers for line-of-sight transmissions with low-frequency channels for over-the-horizon transmissions. Most military communicators used at lance levels or higher have a secure voice channel, direct line-of-sight (via lasers or microwaves), and over-the-horizon capabilities. Most also have the ability to send and receive visual and high-speed data transmissions.

MicroCommunicator (3/U)

Small enough to fit into a ring or similar piece of jewelry, Microcommunicators are used mainly by undercover police forces, spies, and anyone else who needs covert contact with another person or persons. Although their range is limited and they broadcast only on the radio spectrum, these devices are extremely useful for covert operations.

Type: Microcommunicator
Cost: 200 C-Bills
Range: 2 kilometers
Weight: 1 gram

Personal Communicator (2/C)

Personal Communicators are the standard field communications set issued to individual soldiers. Each communicator can operate over ten different channels. Commonly mounted in a soldier's helmet, Personal Communicators come equipped with small earphones, and are either voice-activated or have throat mikes.

Type: Personal Communicator
Cost: 50 C-Bills
Range: 10 kilometers
Weight: 100 grams

Long-Range Personal Communicator (3/C)

Long-Range Personal Communicators are the most advanced hand-held communications devices available. The LR Communicator can operate over 30 channels, and may use up to six channels at one time. In addition, the unit can send and receive high-speed compressed transmissions. A small recorder tapes the message to be sent and then transmits it at a speed from 100 to 1,000 times normal; incoming compressed transmissions reverse this process. These compression techniques reduce the amount of actual broadcast time, thus making it difficult for an enemy to triangulate on the set. Finally, a small video camera or range-finding binoculars can be plugged into the unit to send (but not receive) video pictures. The LR Communicator is most commonly used by platoon commanders.

Type: Long-Range Personal Communicator
Cost: 200 C-Bills
Range: 25 kilometers
Weight: 1 kilogram

Basic Field Communications Kit (2/C)

Though the Basic Field Communications Kit has all the capabilities of an LR Communicator, it is not so much for communicating as it is for coordinating. It has 40 different channels and can operate 15 channels at once. Standard accessories include a light video camera for visual transmissions, small dish antennae for receiving and sending laser or microwave communications, and retransmission equipment that allows the unit to serve as a relay station for transmissions from other sets. Two long-range personal communicators can be linked to the basic kit, which gives it an extra six channels per communicator.

The basic field communications kit is worn on the user's back.

Type: Basic Field Communications Set
Cost: 400 C-Bills
Range: 50 kilometers
Weight: 5 kilograms

Level I Field Communications Kit (3/C)

The Level I Field Kit is a "true" portable communications center. Often used by commanders coordinating lances or platoons, this kit has 60 channels, and can operate 30 of them at once. In addition to having the capabilities of a basic field kit, most Level I Kits also contain recorders that keep track of all communications. It is a common practice to link remote sensors with these kits (up to 30 of any type).

The Level I Field Communications Kit is carried on the user's back, but is set up on the ground or on a table when in use.

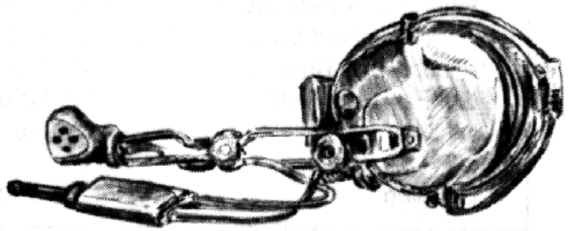
Type: Level I Field Communications Kit
Cost: 10,000 C-Bills
Range: 100 kilometers
Weight: 10 kilograms

Advanced Field Communications Kit (3/R)

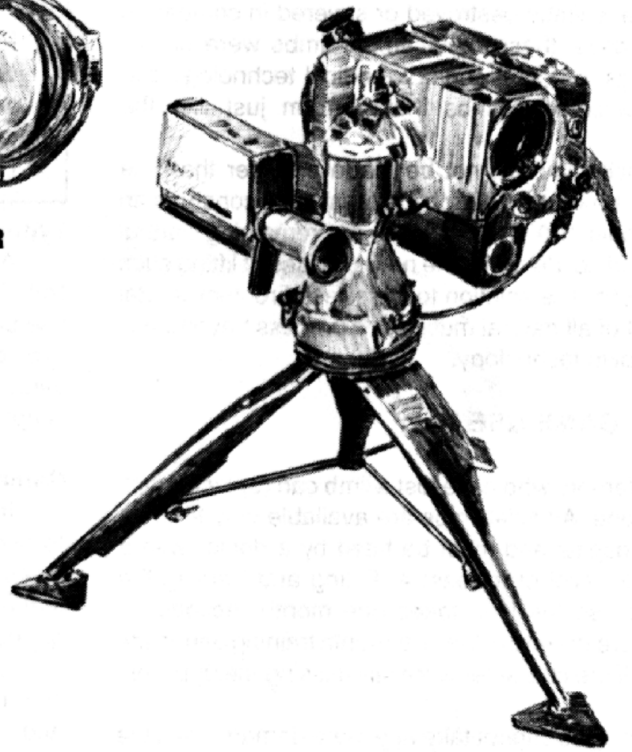
The Advanced Field Communications Kit is used almost exclusively by battlefield commanders coordinating massive offenses. This kit can operate on 200 channels and use all of them at once. One of the kit's main functions is to provide communications with orbiting DropShips that are awaiting landing instructions. In addition to having the capabilities of the other communications sets, the AFC can show an electronic map of the local battlefield. This map can link with various remote sensors (up to 60) and will automatically update the location of all friendly and detected enemy units, generate maps based on field reports, and allow limited wargaming of the current battle situation. An Advanced Field Communications Kit is so rare that the capture of one is a valuable prize. Five men are required to carry and operate it.

Type: Advanced Field Communications Kit
Cost: 100,000 C-Bills
Range: 1,000 kilometers
Weight: 100 kilograms

MICROCOMMUNICATOR

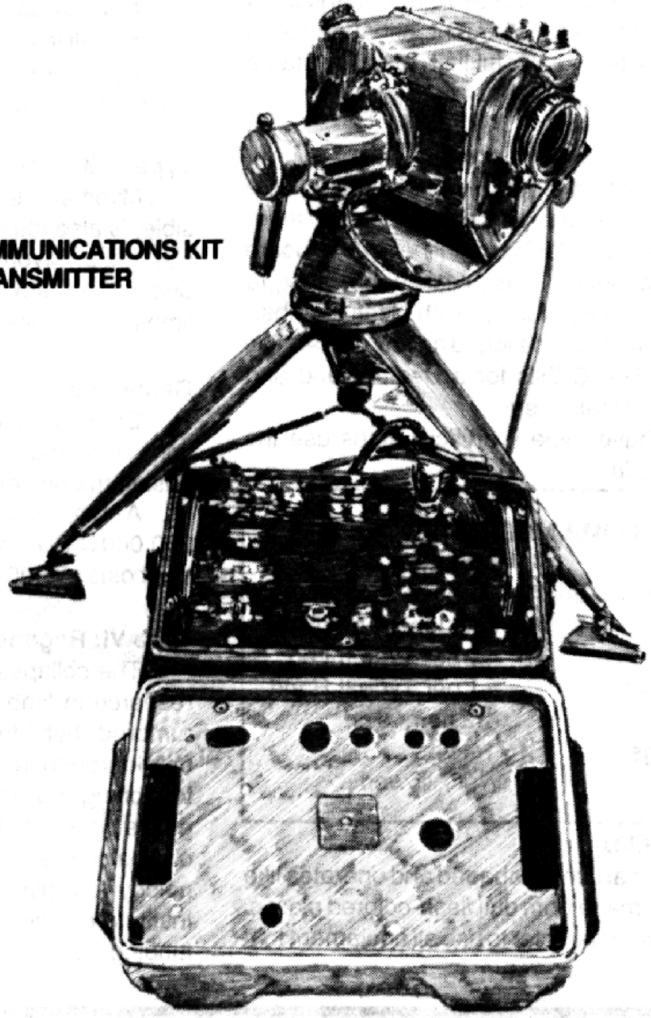


PERSONAL COMMUNICATOR



VIDEO CAMERA
AND MICROWAVE TRANSMITTER

ADVANCED FIELD COMMUNICATIONS KIT
WITH MICROWAVE TRANSMITTER



ARTIFICIAL LIMBS

For hundreds of centuries, artificial limbs have been used to replace limbs destroyed or severed in combat. In the earliest days, these replacement limbs were simply hooks or pegs, but 31st century medical technology can produce replacement limbs that perform just like the original.

An artificial limb cannot be made stronger than the original limb, however. Though it is feasible to construct an arm that can lift 100 or more kilos, the remaining natural muscles could not deal with the new stresses of lifting such a heavy weight. The solution to the stress problem is total replacement of all natural muscles, a process beyond any currently known technology.

GENERAL GAME USE

MechWarriors who have lost a limb can replace it with an artificial one. Artificial limbs are available only from an Equipped Hospital and must be fitted by a doctor with a *Medical* Skill Level of at least 4. Fitting and training the character to use the limb takes one month. Actions attempted before the end of the one-month training period are resolved as if the character were still missing the appropriate limb.

Artificial limbs cannot take any more damage than the original.

Any damage taken by artificial limbs can be repaired by using the appropriate skills, such as *Electronics* for Type III and IV limbs, or *Mechanical* for Type I and II limbs. Damaged myomer limbs may be repaired only by an MID unit or at an Equipped Hospital.

Type I: Simple (1/C)

These primitive artificial limbs date from much earlier periods in history. Simple replacements include metal hooks for hands and wooden pegs for legs. Although somewhat functional, these limbs in no way act like the originals.

Game Use

Characters that have Type I Artificial Limbs use the following Modifiers Table.

TYPE I LIMB MODIFIERS TABLE

Action	Modifier
Firing Hand-Held Weapon	+2 per Type I Hand
(Pistols fired from normal hand ignore modifier)	
Piloting Skill Rolls	+2 per Type I Leg
Gunnery Skill Rolls	+2 per Type I Hand
Walking	1/4 normal MP
Two Type I Legs	1/8 MP
Running	Not Allowed

Type II: Useful (2/C)

A useful artificial limb does not look like the original limb, but can function like it in some ways. For example, a useful limb would be a mechanical claw where a hand used to be or a leg with springs to aid movement. Although not as versatile as the original limb, a useful limb is better than a simple limb.

Game Use

If a character has a Useful Hand, he may not be able to use some equipment (such as guns) because finger holes may be too large or the device might have a keyboard that requires the use of fingers. It is possible, however, to get equipment specially made for use with Useful Limbs.

Useful Artificial Limbs may be found on any planet. The cost is usually about 500 C-Bills for a Useful Hand and about 250 C-Bills for a Useful Leg.

Characters that have Type II artificial limbs use the following Modifiers Table.

TYPE II LIMB MODIFIERS

Action	Modifier
Firing Hand-Held Weapon	+1 per Type II Hand
(Pistols fired from normal hand ignore modifier)	
Piloting Skill Rolls	+1 per Type II Leg
Gunnery Skill Rolls	+1 per Type II Hand
Walking	1/2 normal MP
Two Type I Legs	1/4 MP
Running	Not Allowed

Type III: Functional (3/U)

A Functional Artificial Limb is shaped and operates like the original limb, but is made from dull flesh-colored plastic. Functional Limbs allow a character to use all equipment that he could normally operate with a natural limb, except that his actions are somewhat slower.

Game Use

When making an Initiative Roll, a character with a Functional Limb must subtract 3 from the result. Functional Limbs are difficult to find and relatively expensive. A Functional Hand costs 2,500 C-Bills, while an arm would cost 7,500 C-Bills. A Functional Leg costs 10,000 C-Bills.

Type IV: Prosthesis (3/R)

Prosthetic limbs are much more advanced than Functional Limbs. These limbs do not look like flesh and blood, but are usually made of metal. A Prosthetic Limb functions in almost the exactly same manner as the original.

Game Use

Any character with a Type IV Limb subtracts 1 from the result on all Initiative Rolls. A Prosthetic Hand costs 10,000 C-Bills, and an arm costs 25,000 C-Bills. A Prosthetic Foot costs 2,500 C-Bills, and a leg costs 17,500 C-Bills.

Type V: Myomer (3/R)

Myomer, the wonder material that makes 'Mechs possible, is also the most advanced material for making artificial limbs. Myomer Limbs look and act exactly like the original. As with 'Mech myomers, the myomers in artificial limbs are prohibitively expensive.

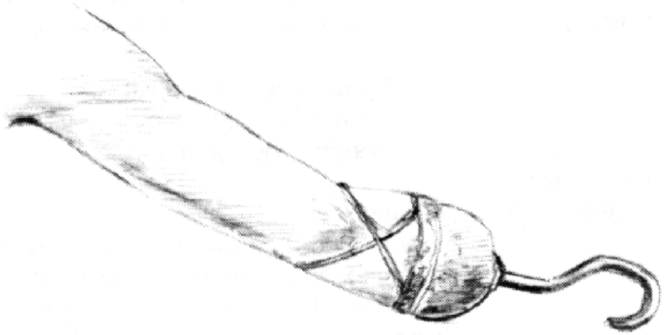
Game Use

Characters with Type V Artificial Limbs have no limitations or restrictions placed on them. For all practical purposes, the Myomer Limb functions as a natural limb.

A Myomer Hand costs 50,000 C-Bills, and an Arm costs 200,000 C-Bills. A Myomer Foot costs 25,000 C-Bills, while a Leg costs 125,000 C-Bills.

Type VI: Regeneration Technology (4/N)

The collapse of the Star League stopped virtually all research in limb replacement technology. However, it is rumored that Star League medical research was near a breakthrough in limb regeneration. This process is similar to cloning, but stimulates cell growth so that a new arm grows back onto the body. This new limb would be like the original in every aspect. No House currently has the technology to replicate this process, though the New Avalon Institute of Science is rumored to have recently received funding for research into this field.



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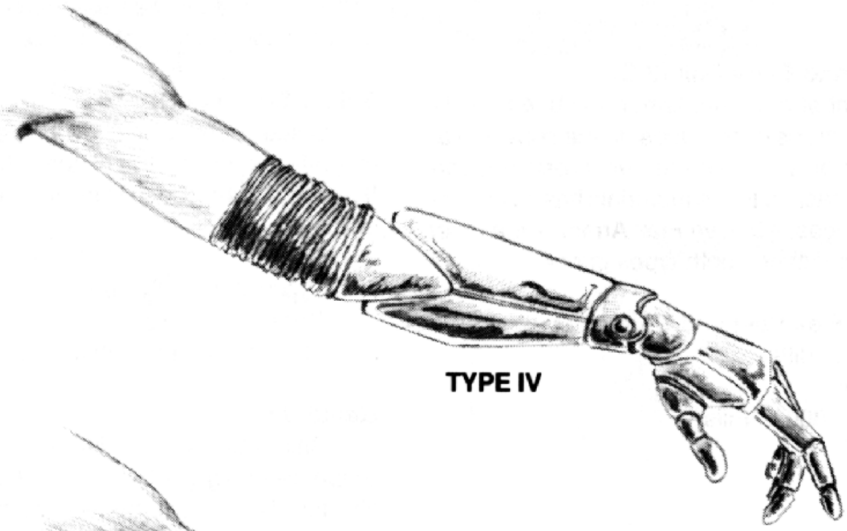
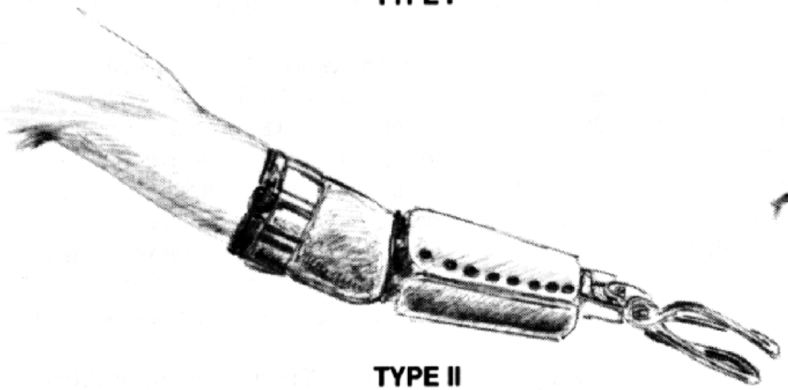


TYPE IV



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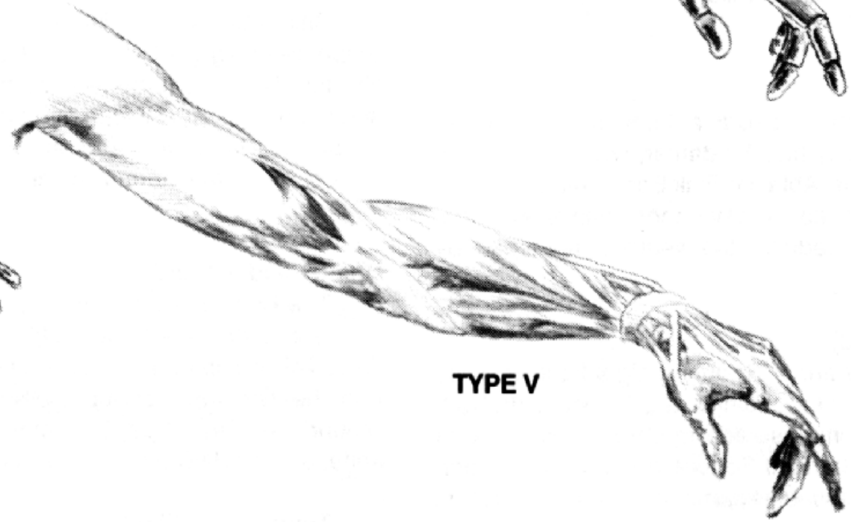
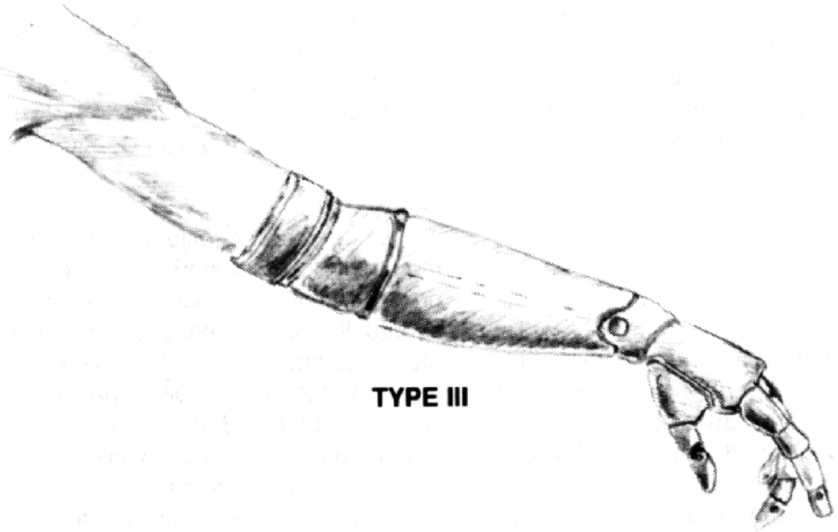


TYPE V



TYPE III

MISCELLANEOUS PERSONAL EQUIPMENT

Ablative/Flak Vest And Body Suit (3/C)

The development of personal armor has been a military necessity for hundreds of centuries. In the current era, the most popular armor materials are bullet-resistant and laser-ablative. While each of these materials has its advantages and disadvantages, Ablative/Flak Armor is the most effective because it combines both types in one.

Type: Ablative/Flak Vest and Body Suit
Vest Cost: 300 C-Bills
Patch: 15 C-Bills
Body Suit Cost: 800 C-Bills
Patch: 25 C-Bills

Game Use

Ablative/Flak Vests absorb a total of 20 points of damage, and reduce by half the damage from slug-throwing or energy weapons. Ablative/Flak Body Suits absorb 35 points of damage and reduce all weapons damage by one-half. A body suit also reduces the wearer's movement by one-half.

Starlight Scope (2/C)

Starlight Scopes are used during night fighting. They absorb light from the surrounding area, including starlight, and focus it onto a small screen to show an illuminated picture of the area. Starlight Scopes are a fairly common item that have been issued as standard equipment to most front-line units for hundreds of years.

Type: Starlight Scope
Cost: 200 C-Bills
Goggle Version: 300 C-Bills

Game Use

Starlight Scopes are attached to weapons and are used in the same way as other scopes. Another version builds the scope right into a pair of Goggles, which the user wears. Characters using Starlight Scopes in total darkness have a +4 rather than a +6 To-Hit Modifier for any shot at a range greater than ten meters. Scopes used in partial darkness remove all partial darkness penalties.

Sudden bursts of light will not damage the Starlight Scope or blind the wearer. The scope automatically shuts off when too much light enters the lens.

Sniper Scope (2/C)

Sniper scopes are low-power telescopic sights that magnify the firer's sight picture. Sometimes the scope has IR or Starlight capabilities to enhance its night-combat abilities.

Type: Sniper Scope
Cost: 50 C-Bills
Starlight or IR-capable: 300 C-Bills

Game Use

Sniper Scopes may be mounted only on rifles. Using a Sniper Scope gives the firer a –2 target modifier to any To-Hit Roll. To gain this benefit, the firer must be braced and stationary. A normal scope may not be used at night. If the scope has IR or Starlight capabilities, the –2 target modifier is applied to the normal night To-Hit Modifiers for that device.

Basic Field Kit (2/C)

The Basic Field Kit contains all the necessary equipment for camping out in the wilderness for short periods of time. This equipment includes a small butt pack, sleeping bag, heating tabs for food, utensils, collapsible cup, a ground cloth, matches, a 10-meter nylon cord, a survival knife, and similar items. One kit is required for a person.

Type: Basic Field Kit
Cost: 10 C-Bills
Weight: 2 kilograms

Game Use

Having Basic Field Equipment allows an injured character to heal normally, as per the **MechWarrior** rules, when out in the wilderness. If the character does not have a Basic Field Kit, his rate of healing is halved. A character whose Hits-To-Kill total is less than half his original rating will lose HTK points according to the **MechWarrior** rules, whether he has a Basic Kit or not.

Deluxe Field Kit (3/C)

The Deluxe Field Kit contains all the necessary equipment for a prolonged stay in the wilderness. In addition to the standard equipment, there is also a rucksack, inflatable mattress, lantern, camp stove, thermal blanket, compass, and similar items. One kit is required per person.

Type: Deluxe Field Kit
Cost: 100 C-Bills
Weight: 5 kilograms

Game Use

Having a deluxe field kit allows a character to heal normally, as per the **MechWarrior** rules, but also doubles the rate of healing for non-lethal damage. Characters whose HTK total is less than half their original rating will lose HTK points as normal, whether or not they have a kit.

Environmental Bubble (3/C)

Made of durable plastics and self-sealing ceramics, an Environmental Bubble is a temporary shelter issued to field troops operating in extremely harsh weather conditions (deserts, arctic areas, thin air, and so on). These Bubbles do not provide protection from vacuum, however. Environmental Bubbles can provide shelter and other requirements such as warmth, cooling, and sanitary facilities for a 24-hour period before needing to be recharged.

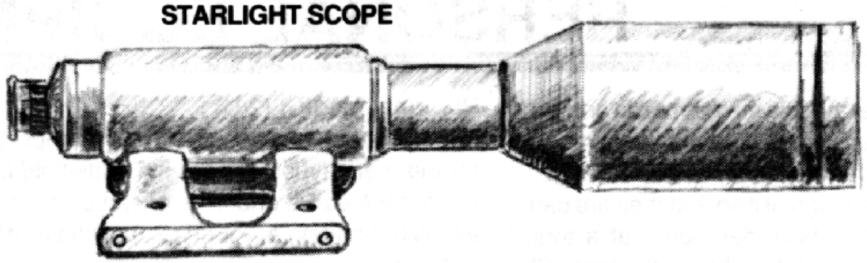
Type: Environmental Bubble
Cost: 200 C-Bills Per Occupant
Recharge Time: Every 24 Hours
Recharge Cost: 10 C-Bills per Occupant
Repair Cost Per Damage Point: 5 C-Bills
Repair Cost Per Ten Damage Points: 15 C-Bills

Game Use

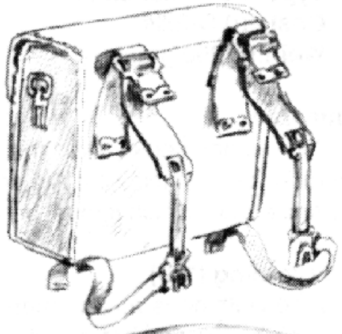
Under most conditions, characters need nothing more than a field kit to survive in the wilderness. Extreme weather or environmental conditions, however, can damage and eventually kill an unprotected character. If the characters are operating unprotected in such conditions, the gamemaster should roll 1–4 D6 (depending on the severity of the weather) at the end of each day. The result is the amount of damage each character takes from the weather. This damage can heal normally.

Environmental Bubbles are made of a self-sealing, ceramic-plastic polymer, and provides a limited amount of protection from weapon attacks. The Bubble reduces by 4 points any slug-thrower, laser, or other similar weapon

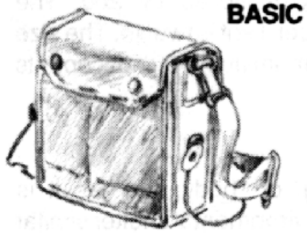
ABLATIVE/FLAK SUIT



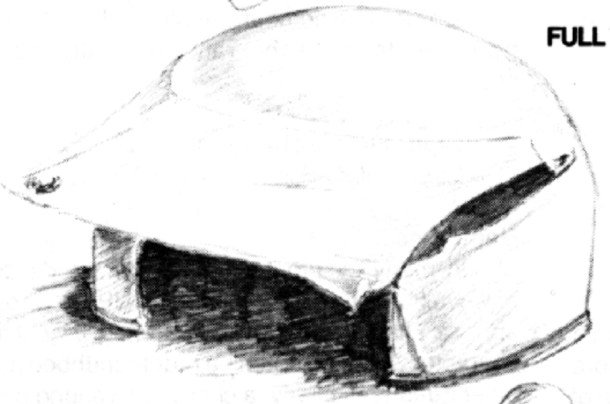
STARLIGHT SCOPE



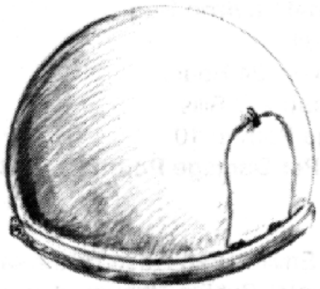
DELUXE FIELD KIT



BASIC FIELD KIT



FULL TENT



ENVIRONMENTAL BUBBLE

PERSONAL MEDKIT

PERSONAL ENVIRON BAG

damage to occupants. Flamer attacks may be made only on the Bubble itself. Bubbles can sustain 10 points of damage per occupant. In order to return fire, occupants must either leave the Bubble or destroy enough of it so that their fire can get through. For every 10 points of damage that a tent sustains, there is a flat 9+ Target that the whole tent will collapse and become useless.

The cost of an Environmental Bubble is equal to the number of possible occupants multiplied by 200. The maximum number of occupants per Tent is twelve. The size of the bubble is equal to the maximum number of occupants multiplied by seven cubic feet.

Personal Environ Bag (3/U)

The personal environ bag, or "body bag" as it is popularly called, is a one-man environmental shelter similar to the Environmental Bubble. It is normally issued as part of a personal survival kit. Using a body bag, a character can last as long as the bag is charged and he has enough food.

Type: Personal Environ Bag
Cost: 300 C-Bills
Recharge: Every 24 Hours
Recharge Cost: 2 C-Bills
Total Damage Points: 10
Repair Cost Per Damage Point: 2.5 C-Bills

Game Use

The Personal Environ Bag is used in the same manner as the Environmental Bubble, though it is much more cramped. Characters in the PEB may not take any type of action.

Full Tent (1/C)

The Full Tent is normally used by field personnel. Although four people is the normal occupancy for these tents, larger tents are available.

Type: Full Tent
Cost: 5 C-Bills Per Occupant

Game Use

Full tents offer no protection from weapons fire, but they can be fireproofed.

Personal MedKit (2/C)

It is not always possible to get prompt medical attention for the many types of possible battlefield injuries. Using a Personal MedKit, one trooper can perform such minor first aid as bandaging a wound or applying a splint to an injured comrade.

Type: Personal MedKit
Cost: 10 C-Bills
Weight: 250 grams

Game Use

A personal medkit gives the user a –2 Modifier to his Target for performing First Aid only. The kit may be used only once, after which it must be replaced.

Fine Clothing (1/C)

Fine clothing is any garment of high-quality. Though not useful in a combat situation, fine clothing may be necessary for the higher ranks of royalty and among high society.

Type: Fine Clothing
Cost: 100 C-Bills – 10,000+ C-Bills

Game Use

In many circumstances, a character's dress affects how well he interacts with various NPCs. Should he show up at a Steiner military ball wearing a cooling vest, the character would no doubt be rudely snubbed by most of the other guests. Similarly, a character wearing a formal dress uniform, complete with gold and platinum braid, is a good candidate for a mugging in some poorer quarters on Luthien. The gamemaster should decide whether a character's clothing will have a neutral, positive, or negative effect on any Reaction Roll. The modifier for effects of dress should never be more than +2 or less than –2 on the roll.

Personal Equipment Repair Kits
(Tech Levels Dependent on Equipment to be Repaired)

There may be times when the gamemaster determines that the players must repair some piece of personal equipment. To do so, the characters will need a Repair Kit. Repair Kits are available for almost any item available. The most popular are Vehicle Repair Kits (which include tire patches, jacks, and jumper cables) and Gun Repair Kits (which include files and cleaners). Other kits are available at the gamemaster's discretion.

Type: Personal Equipment Repair Kit
Cost: 10 C-Bills – 1,000 C-Bills
Weight: Variable

Game Use

Attempts to repair personal equipment without the proper Repair Kit add 4 to the Success Target Number.

Disguise/Forgery Kit (3/R)

Disguise kits include cheek pads, colored contacts, hair dyes and pieces, stomach padding, shoe lifts, fake mustache, rubber nose, and glasses, along with other items needed to change an individual's basic appearance.

Forgery kits contain small photo-reproduction devices, inks, papers, magnetic strip generators, retinal-pattern producers, and other equipment necessary to forge passes and identification papers well enough to pass both human and computer scrutiny.

Type: Disguise/Forgery Kit
Cost: 1,000 C-Bills
Weight: 3 kilograms

Game Use

The Disguise Kit gives a user with skill in *Disguise* a –2 to his Target in any attempt to disguise himself. The Forgery Kit gives a user with skill in *Forgery* a –2 to his Target in a forgery attempt.

Either of these kits may be illegal, depending on the location.

Recording Equipment

Recording equipment includes any item that takes a picture, records sound, or makes a movie. The least expensive type is the small camera, while the most expensive is the holographic movie recorder. The gamemaster must determine the cost of any recording equipment that the characters may want.

Type: Recording Equipment
Cost: 5 C-Bills – 5,000 C-Bills
Weight: Variable

REPAIR KIT

Even the most rudimentary industrial capacity allows a planet to manufacture basic small arms and other infantry weapons. Interstellar economics and military logistics also make it more cost-effective to manufacture such expendable items as rifles, SMGs, and pistols on a planet than to import them to arm planetary garrisons. This factor, combined with the various military tactical doctrines in practice, creates tremendous variations even among similar weapon types.

For example, in the early years of the Star League, there were more than 200 different types of laser rifles, each with its own capabilities and designed with different tactical needs in mind. Some military leaders were willing to sacrifice range for high damage potential, while others wanted range and were willing to sacrifice firepower. This same tendency has continued into the present era of the Succession Wars, and so there still exist many versions of the same weapon type.

Weapons are classified as support or personal. Personal Weapons are issued en masse to individual troopers and are primarily anti-personnel in nature. Support Weapons tend to be heavier and are issued selectively to increase a unit's firepower. Support Weapons may be used against either infantry or vehicular targets.

Most Infantry Support Weapons are merely lighter and more simplified versions of vehicle-mounted systems. Sometimes, the only change is removal of the complex targeting controls so that the weapon can simply be fired by eye.

GENERAL GAME USE

When using Personal Weapons, the rules given in **MechWarrior** apply. Support Weapons use the same rules, but with the following additions.

A Support Weapon requires a crew to operate it. In **MechWarrior,** this set-up time can be critical. It takes one turn per crewman to set up a Support Weapon. Any character(s) setting up a support weapon may not move or fire during the turn(s) needed for set-up. If the crew wishes to move the weapon again after initial set-up, they must spend a similar amount of time to break down the weapon. If a support weapon does not have the necessary number of crewmen, add one turn for each missing crewman. Thus, a Heavy Mortar takes three turns to set up. If only two crewmen are available, it will take four turns to set up or break down the weapon. Support Weapons break down into loads evenly distributed among the crew.

Support Weapons mounted on a vehicle do not require set-up or breakdown time in order to fire or move. For each missing Support Weapon crewman, add one turn to the reload time.

When using a Support Weapon on the **BattleTech** map, ignore set-up/breakdown time. When firing the weapon at a Battlefield Unit ('Mech, Vehicle, or Infantry), use the *Gunnery* Skill Level of the firer as the Base To-Hit Number. For the To-Hit Range Modifiers, see the following tables for Support Weapons. The movement, terrain, and other modifiers are the standard ones given in **BattleTech**. Damage for each weapon is given on the table.

Many weapons have an Area of Effect number. This indicates now many **MechWarrior** hexes are affected by the weapon. All personnel in the Area of Effect are attacked by the hit, not just one target. A 1 means that the target hex plus its 6 adjacent hexes are in the Area of Effect. A 2 means that the target hex and all others within a range of two hexes are affected.

SUPPORT WEAPONS

RECOILESS RIFLES

Medium Recoiless Rifle (2/C)
Type: Medium Recoiless Rifle
Cost: 2,000 C-Bills
Number of Shots: 5
Reload Cost: 100
Skill Class: Rifle
Damage: 5D6 + 9
Range in Hexes:
Short: 1–15
Medium: 16–45
Long: 46–90
Damage to Battlefield Units: 1 Point
Reload Time: 2 Turns
Crew Needed: 2

Heavy Recoiless Rifle (2/C)
Type: Heavy Recoiless Rifle
Cost: 4, 000 C-Bills
Number of Shots: 3
Reload Cost: 180
Skill Class: Rifle
Damage: 9D6 + 9
Range in Hexes:
Short: 1–25
Medium: 26–55
Long: 56–100
Damage to Battlefield Units: 2 Points
Time to Reload: 3 Turns
Crew to Use: 3

The Recoiless Rifle is an infantry support weapon that can cause a substantial amount of damage to an armored vehicle.This, combined with its long range, makes the Recoiless Rifle a formidable weapon. The reason it is not used more extensively by infantry units is its relatively heavy weight. Smaller and lighter versions are available, but their reduced effectiveness makes them poor substitutes for other weapons such as SRM launchers.

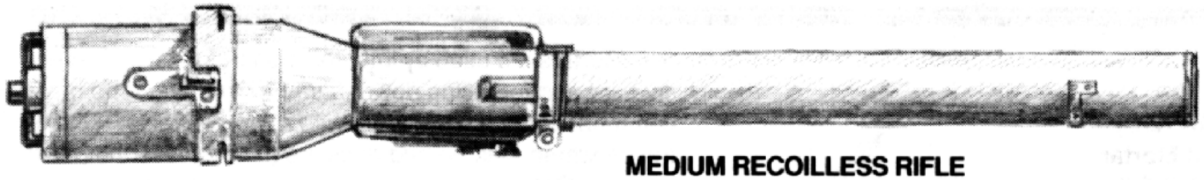
The medium RR weighs 30 kilograms, and the heavy RR weighs 60 kilograms.

FLAMER

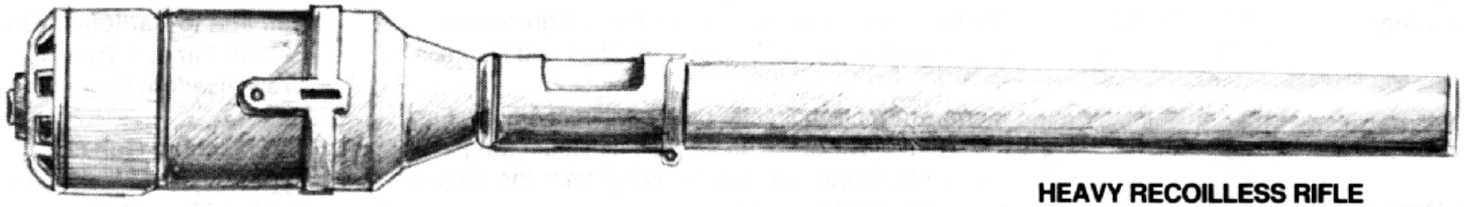
Heavy Flamer (2/U)
Type: Heavy Flamer
Cost: 200 C-Bills
Number of Shots: 3
Reload Cost: 3 C-Bills
Skill Class: Rifle
Damage: 2D6
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–6
Area of Effect: 1
Damage to Battlefield Units: 2 points
Reload Time: 1 Turn
Crew Needed: 2

The Heavy Flamer is a larger version of the Flamer. Although the Heavy Flamer does not do more damage than the standard Flamer, its Area of Effect is seven hexes. Anyone moving through this area takes 1D6 of damage.

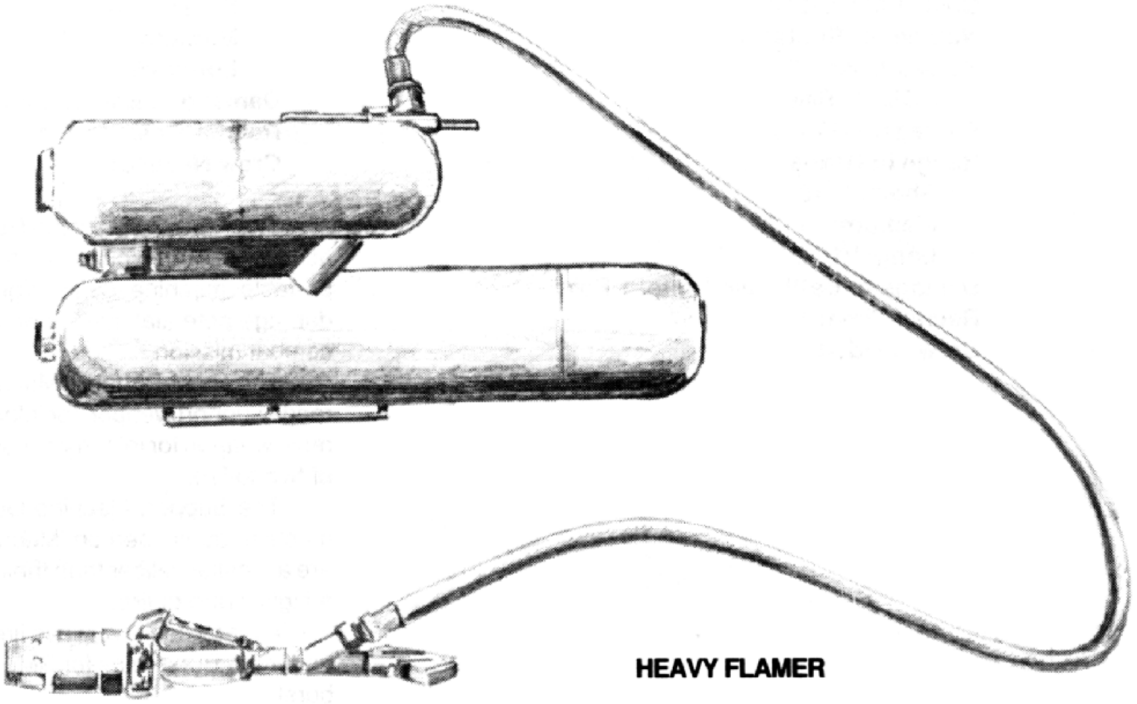
The Heavy Flamer weighs 50 kilograms.



MEDIUM RECOILLESS RIFLE



HEAVY RECOILLESS RIFLE



HEAVY FLAMER

MORTARS

LIGHT MORTAR (2/C)
Type: Light Mortar
Cost: 1,400 C-Bills
Number of Shots: 1
Reload Cost: 25 C-Bills
Skill Class: Gunnery/Artillery
Damage: 2D6 + 1
Range in Hexes:
Short: 1–10
Medium: 11–20
Long: 31–45
Maximum BattleTech Range: 7 Hexes
Minimum BattleTech Range: 0 Hexes
H.E. Area of Effect: 1 Hex
Smoke Area of Effect: 2 Hexes
H.E. Damage to Battlefield Units: 1 Point
Reload Time: 1 Turn
Crew Needed: 2

HEAVY MORTAR (2/C)
Type: Support Weapon
Cost: 5,000 C-Bills
Number of Shots: 1
Reload Cost: 50 C-Bills
Skill Class: Gunnery/Artillery
Damage: 3D6 + 1
Range in Hexes:
Short: 5–15
Medium: 16–35
Long: 36–85
Maximum BattleTech Range: 10 Hexes
Minimum BattleTech Range: 1 Hex
H.E. Area of Effect: 1
Smoke Area of Effect: 2
H.E. Damage to Battlefield Units: 2 Points
Reload Time: 1 Turn
Crew Needed: 3

Mortars are used by infantry support for both suppressive fire and for laying down patterns of smoke. The most common mortar is the 80 mm with a two-man crew. One of the crewmen sets up and aims the mortar while the other reloads. Only heavier mortars require three crewman to load and fire. The smaller mortars are used mostly for producing smoke to hide troop movement.

Mortars have the option to fire either a high-explosive round or a smoke round. The Area of Effect and Damage numbers are given above.

Mortars may fire indirectly, per the Indirect Artillery Fire rules. Mortars may not fire under their minimum range.

The Light Mortar weighs 50 kilograms; the Heavy Mortar weighs 220 kilograms.

MACHINE GUNS

Portable Machine Gun (2/C)
Type: Portable Machine Gun
Cost: 1,000 C-Bills
Number of Shots: 15
Reload Cost: 10
Skill Class: Rifle
Damage: 4D6 + 3
Range in Hexes:
Short: 1–10
Medium: 11–20
Long: 21–42
Damage to Battlefield Units: 1 Point
Reload Time: 1 Turn
Crew Needed: 1

Semi-Portable Machine Gun (2/C)
Type: Semi-Portable Machine Gun
Cost: 1100 C-Bills
Number of Shots: 25
Reload Cost: 10
Skill Class: Rifle
Damage: 4D6 + 5
Range in Hexes:
Short: 1–10
Medium: 11–20
Long: 21–42
Damage to Battlefield Units: 1 Point
Reload Time: 1 Turn
Crew Needed: 2

Support Machine Gun (2/C)
Type: Support Machine Gun
Cost: 1,750 C-Bills
Number of Shots: 20
Reload Cost: 50
Skill Class: Rifle
Damage: 6D6 + 3
Range in Hexes:
Short: 1–10
Medium: 11–25
Long: 26–55
Damage to Battlefield Units: 2 Points
Reload Time: 1 Turn
Crew Needed: 3

The Portable Machine Gun is one of the few weapons used by infantry squads as their main support weapon. A portable machine gun's high rate of fire and excellent damage potential make it an ideal weapon for almost any combat mission.

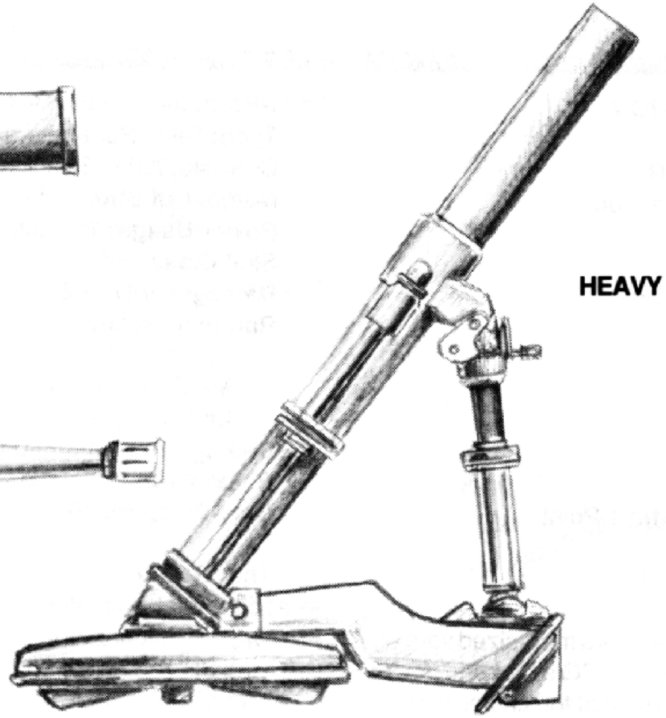
The Semi-Portable Machine Gun is used as a close-range support weapon for infantry units. It is not used as the main weapon for infantry squads because it requires a crew of two to fire.

The Support Machine Gun is similar in design to the machine guns used on 'Mechs. In general, most Sp-MGs are a smaller caliber than their 'Mech equivalents, but have a higher rate of fire.

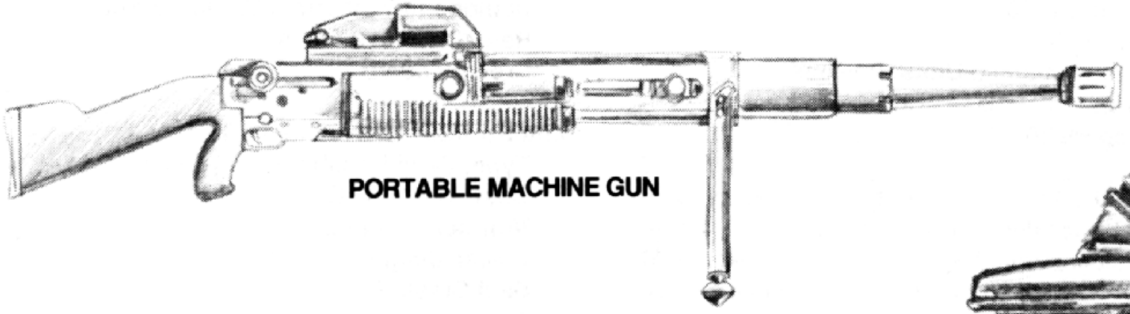
A machine gun always fires a burst of bullets, as found under the Burst rules for SMGs. Each shot represents one burst.

The Portable MG weighs 10 kilograms; the SPMG weighs 20 kilograms; the Sp-MG weighs 40 kilograms.

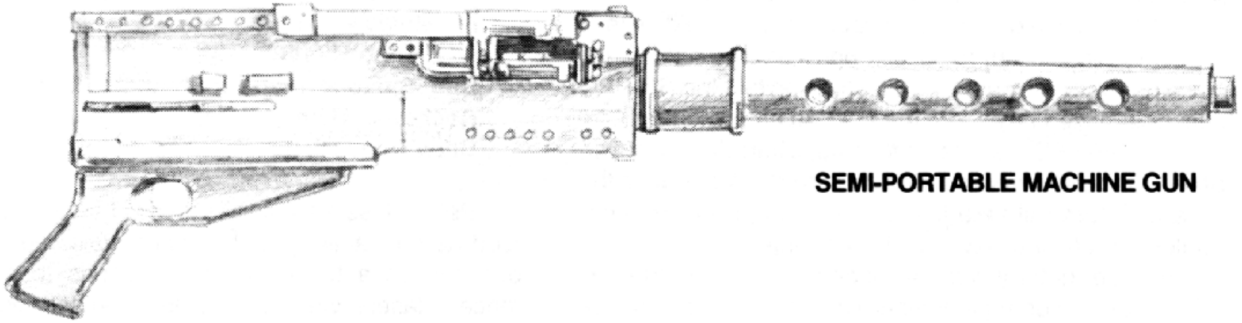
LIGHT MORTAR



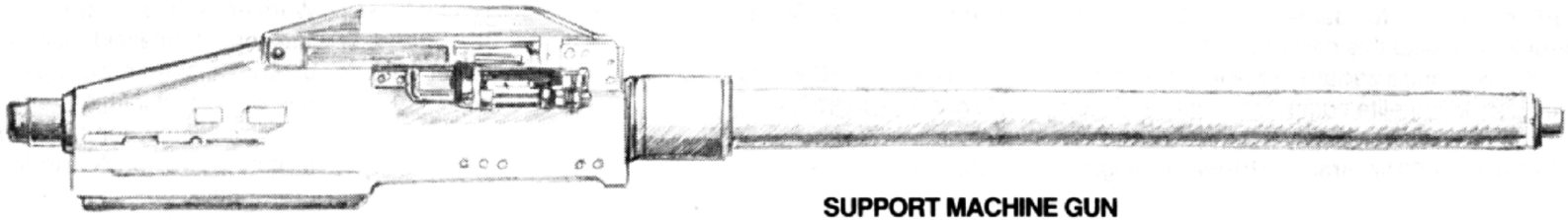
HEAVY MORTAR



PORTABLE MACHINE GUN



SEMI-PORTABLE MACHINE GUN



SUPPORT MACHINE GUN

PARTICLE PROJECTOR CANNON

Man-Pack Particle Cannon (3/R)
Type: Man-Pack Particle Cannon
Cost: 7,000 C-Bills
Number of Shots: NA
Power Usage: 6/shot, 60/burst
Skill Class: Rifle
Damage: 5D6 + 9
Range in Hexes:
Short: 1–15
Medium: 16–35
Long: 36–55
Damage to Battlefield Units: 1 Point
Time to Recharge: 1 Turn
Crew to Use: 1, 2 with bipod

The Man-Pack Particle Cannon is a man-sized version of the 'Mech PPC. Because of the M-PPG's size and power output, there is no particle dispersion at the closer ranges, as with the 'Mech particle cannon.

The M-PPC cannot normally be used by a single man. Though it is a small particle cannon, it is not small enough to be carried and fired in combat. The operator must be wearing either a light exoskeleton or the special M-PPC waldo unit. The waldo costs 1,000 C-Bills, and allows the user to maneuver the gun as though it were a regular rifle. The waldo comes with its own power supply (unlimited for purposes of the game), and requires a minimum BODY of 8 to use. In the absence of either an exoskeleton or a waldo unit, it is possible to mount the M-PPC on a bipod.

The M-PPC can be fired either single-shot or burst. The **MechWarrior** rules for SMG burst fire apply. Any targets in the Area of Effect take the full damage from the M-PPC. Battlefield targets only take this damage once.

The M-PPC's cost and size have made it impractical for normal military use. Many elite commando units use them for support weapons.

The M-PPC weighs 50 kilograms. The waldo weighs 5 kilograms.

Semi-Portable Particle Cannon (3/U)
Type: Semi-Portable Particle Cannon
Cost: 45,000 C-Bills
Number of Shots: NA
Power Usage: 10/shot, 100/burst
Skill Class: Rifle
Damage: 10D6 + 8
Range in Hexes:
Short: 1–30
Medium: 31–70
Long: 71–100
Damage to Battlefield Units: 2 Points
Reload Time: 3 Turns
Crew Needed: 10

The Semi-Portable PPC is the heaviest support weapon available to infantry units. Like the M-PPC, the SP-PPC was developed from the vehicle PPC. Unlike the M-PPC, the SP-PPC is towed by a vehicle rather than carried.

The SP-PPC is used mainly from prepared weapons emplacements, such as trenches or pillboxes, but is sometimes used on an active battlefield. Unfortunately, since the SP-PPC is such a dangerous weapon to battlefield units, it is usually singled out for attack early on in a fight. This, combined with its high cost, usually prohibits the SP-PPC from being used anywhere but from an emplacement.

The SP-PPC may fire an automatic burst like that of an SMG. The burst covers a seven-hex area. Any targets in the Area of Effect will take the full damage of the weapon. Battlefield vehicles only take this damage once.

A larger battery was developed to deal with the SP-PPC's high power requirements. The battery must either be in the towing vehicle or carried by two additional crewmen. The battery has 1500 points of energy and costs 300 C-Bills.

The SP-PPC weighs 200 kilograms. The power pack weighs 20 kilograms.

LASERS

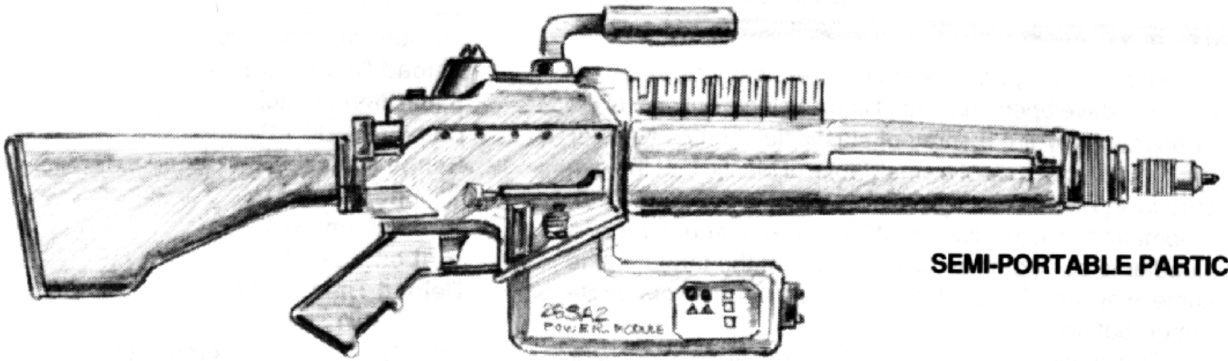
Semi-Portable Laser (3/C)
Type: Semi-Portable Laser
Cost: 5,000 C-Bills
Number of Shots: NA
Power Usage: 7/shot
Skill Class: Rifle
Damage: 7D6 + 12
Range in Hexes:
Short: 1–20
Medium: 21–60
Long: 61–120
Damage to Battlefield Units: 1 Point
Reload Time: 2 Turns
Crew Needed: 2

Semi-Portable Heavy Laser (3/C)
Type: Semi-Portable Heavy Laser
Cost: 10,000 C-Bills
Number of Shots: NA
Power Usage: 10/shot
Skill Class: Rifle
Damage: 10D6 + 12
Range in Hexes:
Short: 1–30
Medium: 31–80
Long: 81–140
Damage to Battlefield Units: 2 Points
Recharge Time: 2 Turns
Crew Needed: 3

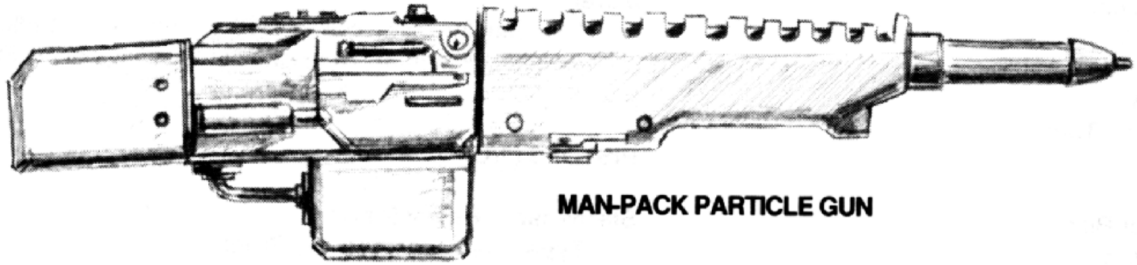
Before lasers were mounted on vehicles, they were used as emplaced guns to protect valuable or strategic locations on a battlefield. As weapons technology advanced, lasers were eventually mounted onto combat vehicles and then 'Mechs. Most armies of the Succession Wars era still use Semi-Portable Lasers to form defensive lines on a battlefield, however. Like the SP-PPC, they are used mainly from fixed gun emplacements and are often one of the first infantry targets to be fired upon.

Both of the Semi-Portable Lasers use either standard military power packs (to limited effect) or the SP-PPC's power pack.

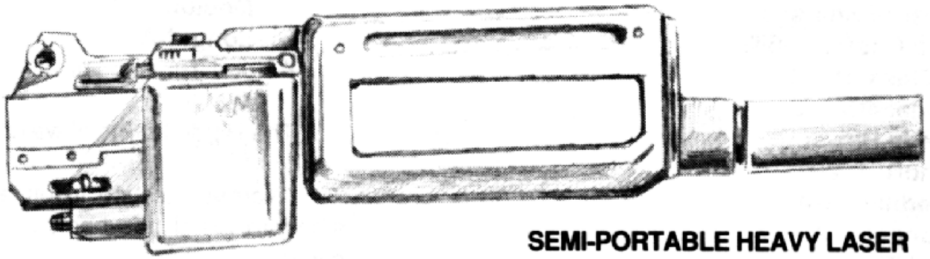
The S-PL weighs 40 kilograms. The H-PL weighs 70 kilograms.



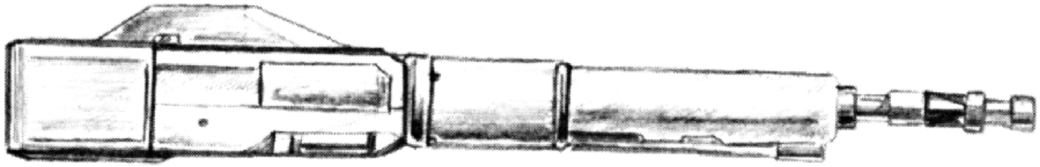
SEMI-PORTABLE PARTICLE GUN



MAN-PACK PARTICLE GUN



SEMI-PORTABLE HEAVY LASER



SEMI-PORTABLE LASER

PERSONAL WEAPONS

NEEDLERS (3/C)

Needler Pistol
Type: Needler Pistol
Cost: 50 C-Bills
Number of Shots: 10
Reload Cost: 1 C-Bill
Skill Class: Pistol
Damage: 1D6 + 2
Range in Hexes:
Short: 1–3
Medium: NA
Long: NA
Reload Time: 1 Turn

Needler Rifle
Type: Needler Rifle
Cost: 75 C-Bills
Number of Shots: 20
Reload Cost: 2 C-Bills
Skill Class: Rifle
Damage: 2D6 + 2
Range in Hexes:
Short: 1–6
Medium: 7
Long: 8
Reload Time: 1 Turn

Hold-Out Needler
Type: Hold-Out Needler
Cost: 20 C-Bills
Number of Shots: 5
Reload Cost: 1 C-Bill
Skill Class: Pistol
Damage: 1D6
Range in Hexes:
Short: 1
Medium: NA
Long: NA
Reload Time: 1 Turn

Needler weapons are among the most vicious weapons ever developed. Instead of firing a single bullet or burst of energy, they fire a spray of plastic fletchettes. Needler ammunition consists of a small block of plastic that the gun shreds and fires out at high velocity. Needlers always fire an automatic burst, just like an SMG. Any damage done by a Needler is spread all across the body of the target, in the same way as Flamer damage. Needlers can penetrate armor, but do not damage armor.

The Needler Rifle is slightly larger than the pistol, having an extra handgrip connected at the front of the barrel.

The Needler Pistol weighs 300 grams. The Needler Rifle weighs 1 kilogram. The Hold-Out Needler weighs 50 grams.

PISTOLS (1/C)

Sternsnacht Heavy Pistol
Type: Sternsnacht Heavy Pistol
Cost: 200 C-Bills
Number of Shots: 3
Reload Cost: 5 C-Bills
Skill Class: Pistol
Damage: 4D6 + 2
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–12
Reload Time: 1 Turn

The Sternsnacht Heavy Pistol weighs 1.5 kilograms.

Mydron Auto-Pistol
Type: Mydron Auto-Pistol
Cost: 100 C-Bills
Number of Shots: 20
Reload Cost: 4 C-Bills
Skill Class: Pistol
Damage: 1D6 + 3
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–12
Reload Time: 1 Turn

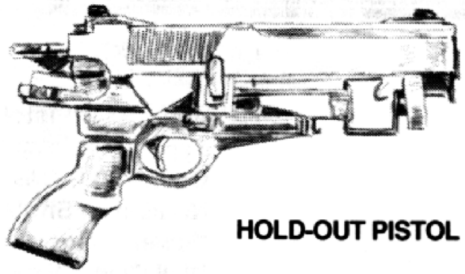
The Mydron Auto-Pistol fires an automatic burst like an SMG and weighs 1.5 kilograms.

Hold-Out Pistol
Type: Personal Weapon
Cost: 20 C-Bills
Number of Shots: 5
Reload Cost: 1 C-Bill
Skill Class: Pistol
Damage: 1D6 + 3
Range in Hexes:
Short: 1–2
Medium: NA
Long: NA
Reload Time: 1 Turn

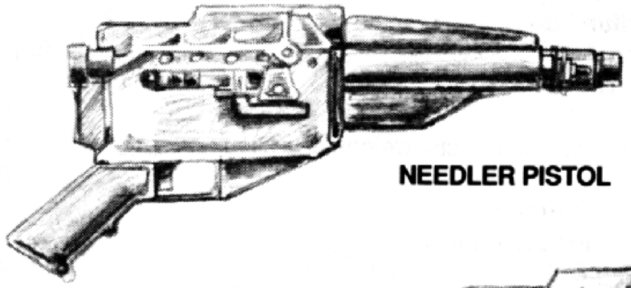
The Hold-Out Pistol weighs 50 grams.

Normally issued to officers and vehicle crews, the standard pistol has been the weapon of last resort for centuries.

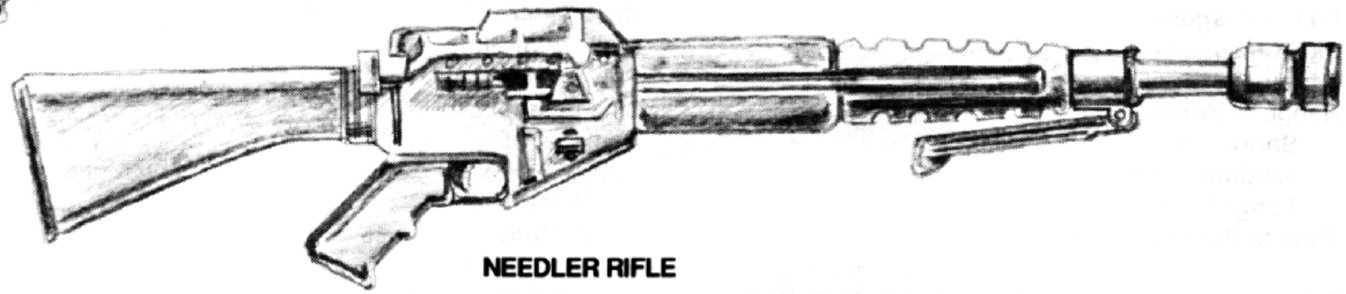
STERNSACHT HEAVY PISTOL



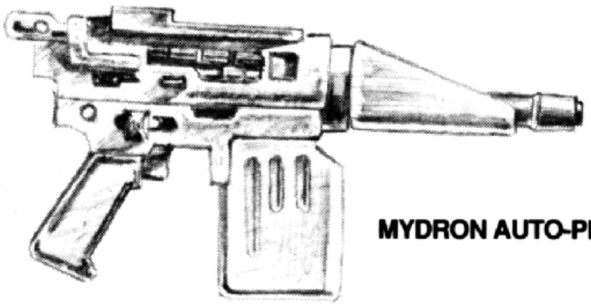
HOLD-OUT PISTOL



NEEDLER PISTOL



NEEDLER RIFLE



MYDRON AUTO-PISTOL

PULSE LASERS (2/C)

Pulse Laser Pistol
Type: Pulse Laser Pistol
Cost: 1,000 C-Bills
Number of Shots: NA
Power Usage: 2
Skill Class: Pistol
Damage: 3D6
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–8
Reload Time: 1 Turn

Pulse Laser Rifle
Type: Pulse Laser Rifle
Cost: 2,000 C-Bills
Number of Shots: NA
Power Usage: 4
Skill Class: Rifle
Damage: 3D6 + 2
Range in Hexes:
Short: 1–6
Medium: 7–14
Long: 15–28
Time to Reload: 1 Turn

Pulse Laser Weapons are the second generation of the common laser. While the laser puts all its energy into a single burst, the Pulse Laser fires a weaker beam of light. It makes up for lack of power by firing ten shots, however, just like an SMG. 'Mechs do not use Pulse Laser Weapons because they are not power-efficient enough for battlefield units.

Pulse laser weapons may fire either single-shot or burst, following the same rules as an SMG. Any targets in the Area of Effect will take the full damage of the weapon.

The Pulse Laser Pistol weighs one kilogram. The Pulse Laser Rifle weighs five kilograms.

LASERS (3/C)

Nakjama Laser Pistol
Type: ChisComp Laser Pistol
Cost: 750 C-Bills
Number of Shots: NA
Power Usage: 1
Skill Class: Pistol
Damage: 3D6
Range in Hexes:
Short: 1–4
Medium: 5–9
Long: 10–14
Reload Time: 1 Turn

The Nakjama Laser Pistol weighs one kilogram.

Sunbeam Laser Pistol
Type: Martell Laser Pistol
Cost: 750 C-Bills
Number of Shots: NA
Power Usage: 4
Skill Class: Pistol
Damage: 5D6
Range in Hexes:
Short: 1–3
Medium: 4–6
Long: 7–11
Reload Time: 1 Turn

The Sunbeam Laser Pistol weighs one kilogram.

Hold-Out Laser Pistol
Type: Hold-Out Laser Pistol
Cost: 100 C-Bills
Number of Shots: 3
Hold-Out Laser Pistol Battery Cost: 5 C-Bills
Skill Class: Pistol
Damage: 2D6
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–6
Reload Time: 1 Turn

The Hold-Out Laser Pistol weighs 50 grams. This weapon has its own rechargeable battery pack.

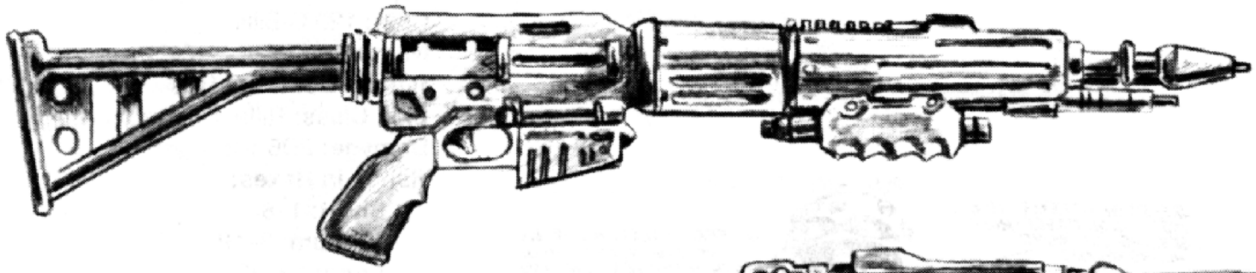
Magna Laser Rifle
Type: Magna Laser Rifle
Cost: 1,250 C-Bills
Number of Shots: NA
Power Usage: 5
Skill Class: Rifle
Damage: 4D6 + 2
Range in Hexes:
Short: 1–9
Medium: 10–21
Long: 21–30
Reload Time: 1 Turn

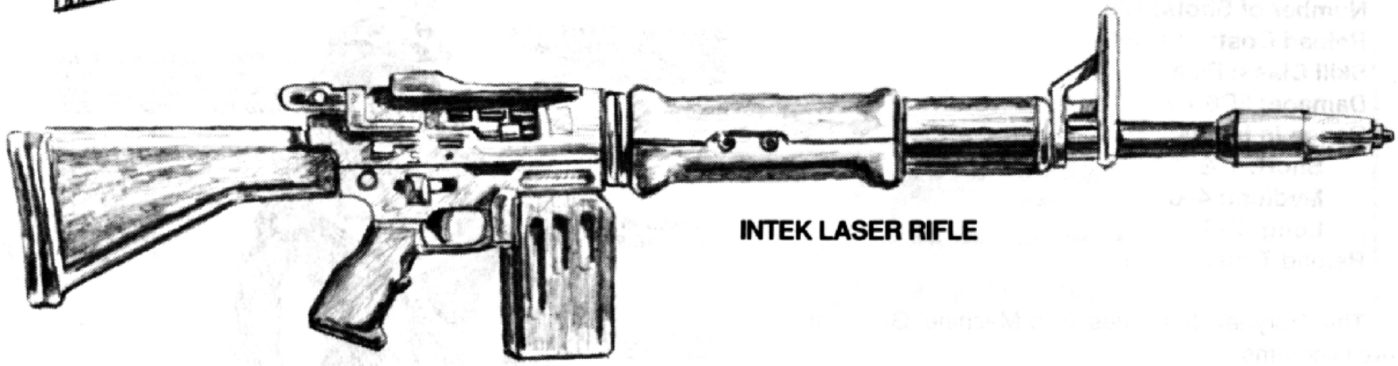
The Magna Laser Rifle weighs five kilograms.

Intek Laser Rifle
Type: Intek Laser Rifle
Cost: 1,250 C-Bills
Number of Shots: NA
Power Usage: 2
Skill Class: Rifle
Damage: 2D6 + 2
Range in Hexes:
Short: 1–12
Medium: 13–30
Long: 31–51
Reload Time: 1 Turn

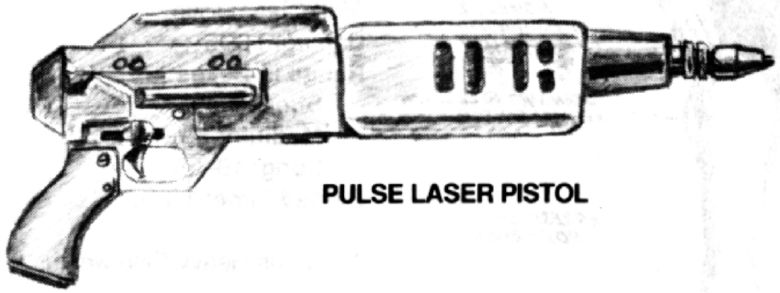
The Intek Laser Rifle weighs five kilograms.

PULSE LASER RIFLE

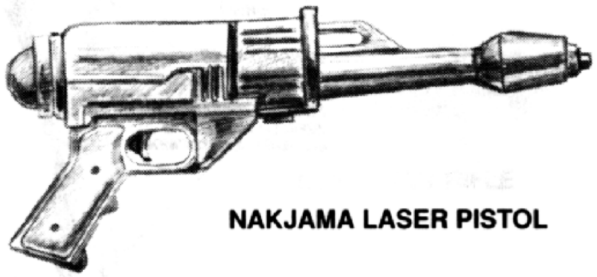




INTEK LASER RIFLE

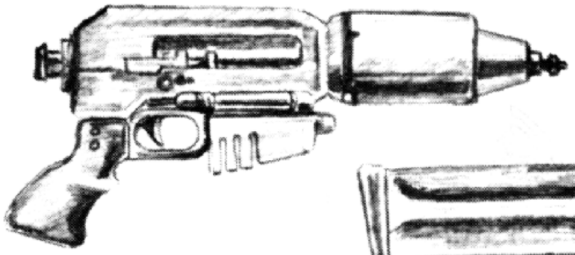


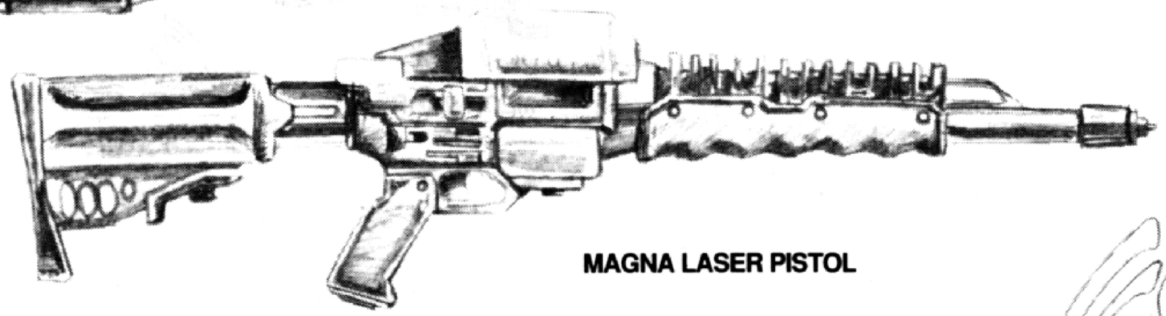
PULSE LASER PISTOL



NAKJAMA LASER PISTOL

SUNBEAM LASER PISTOL





MAGNA LASER PISTOL

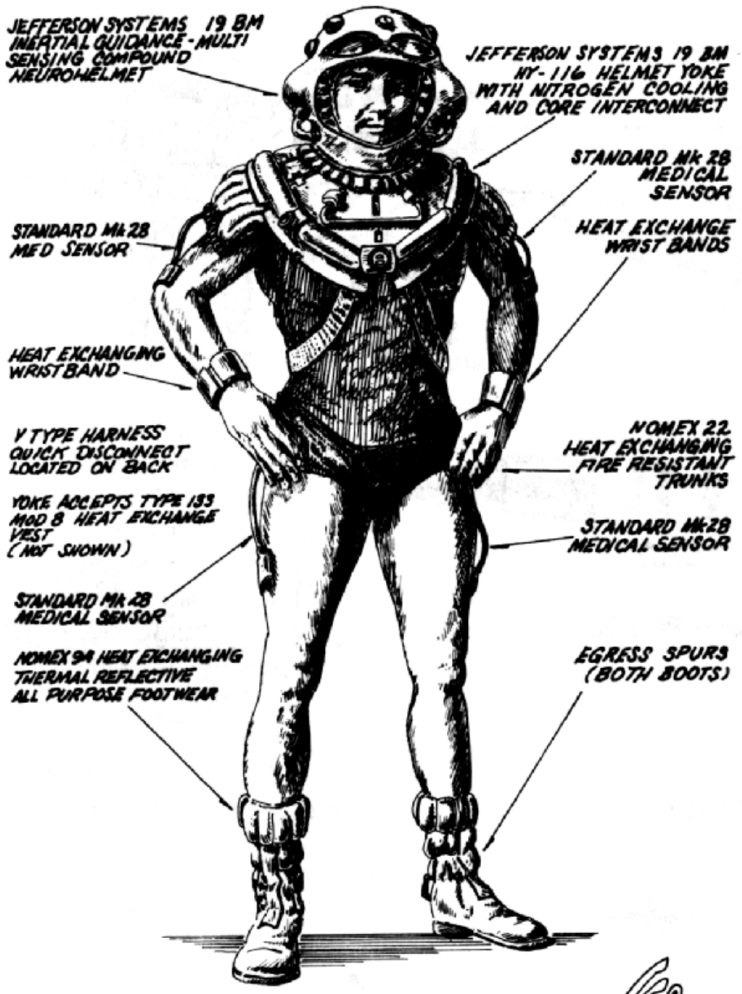
SUB-MACHINE GUNS (1/C)

Rorynex Industries Sub-Machine Gun
Type: Rorynex Sub-Machine Gun
Cost: 80 C-Bills
Number of Shots: 100
Reload Cost: 20 C-Bills
Skill Class: Rifle
Damage: 3D6 + 3
Range in Hexes:
Short: 1–3
Medium: 4–6
Long: 7–9
Reload Time: 1 Turn

The Rorynex Industries Sub-Machine Gun weighs three kilograms.

Imperator Sub-Machine Gun
Type: Imperator Sub-Machine Gun
Cost: 100 C-Bills
Number of Shots: 50
Reload Cost: 10 C-Bills
Skill Class: Rifle
Damage: 2D6
Range in Hexes:
Short: 1–4
Medium: 5–8
Long: 9–11
Reload Time: 1 Turn

The Imperator Sub-Machine Gun weighs four kilograms.



MECHWARRIOR

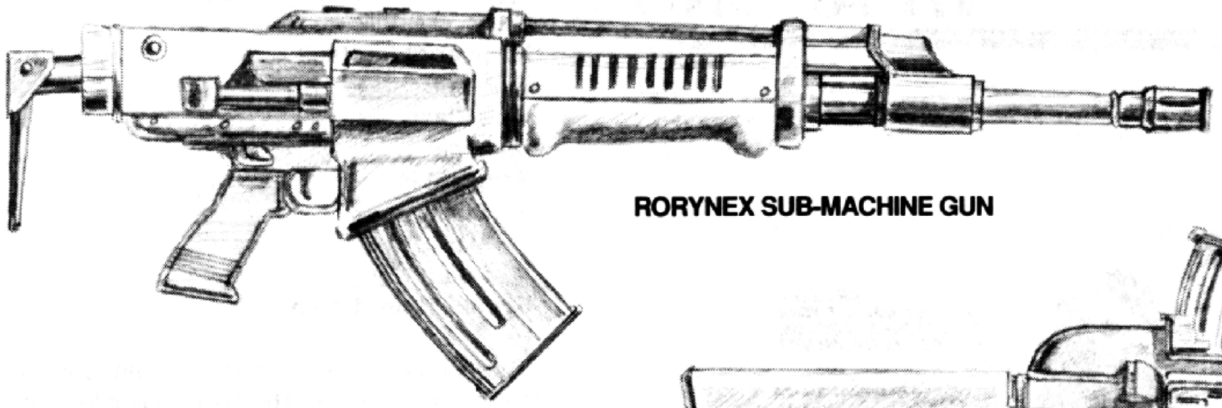
RIFLES (1/C)

Federated Long Rifle
Type: Federated Long Rifle
Cost: 120 C-Bills
Number of Shots: 10
Reload Cost: 2 C-Bills
Skill Class: Rifle
Damage: 2D6 + 2
Range in Hexes:
Short: 1–8
Medium: 9–18
Long: 19–33
Reload Time: 1 Turn

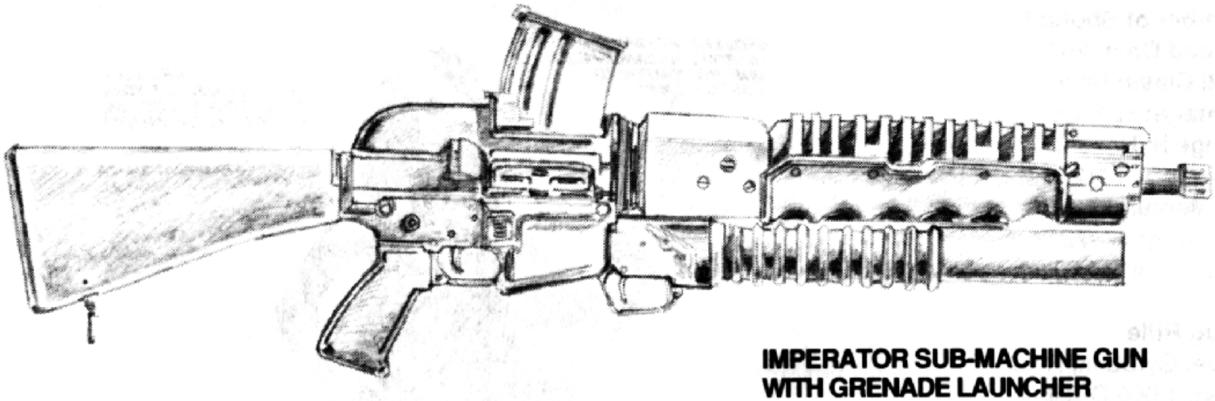
The Federated Long Rifle weighs 4.5 kilograms.

Zeus Heavy Rifle
Type: Zeus Heavy Rifle
Cost: 200 C-Bills
Number of Shots: 5
Reload Cost: 1 C-Bill
Skill Class: Rifle
Damage: 6D6
Range in Hexes:
Short: 1–7
Medium: 8–18
Long: 19–28
Reload Time: 1 Turn

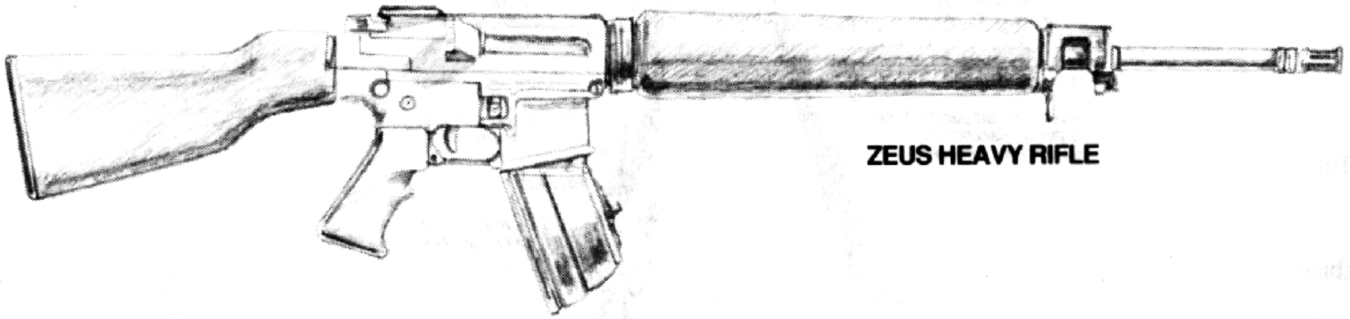
The Zeus Heavy Rifle weighs eight kilograms.



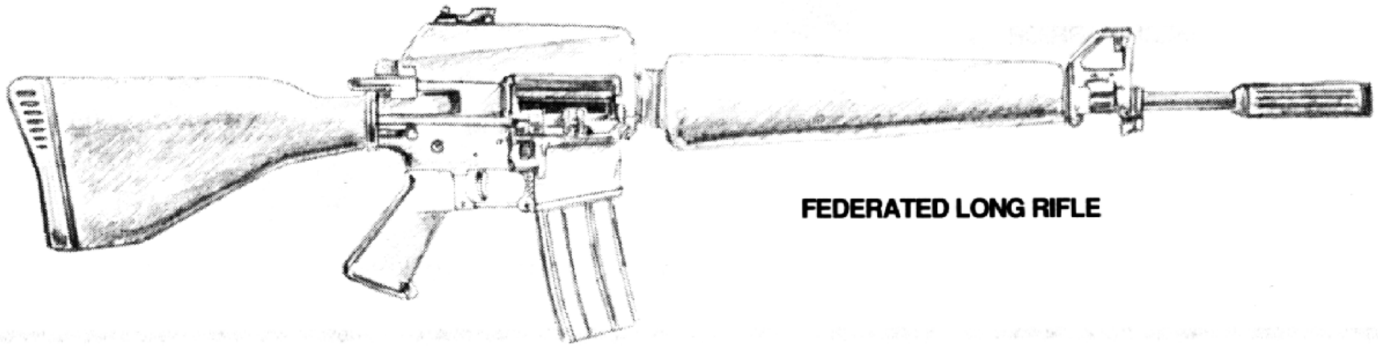
RORYNEX SUB-MACHINE GUN



IMPERATOR SUB-MACHINE GUN
WITH GRENADE LAUNCHER



ZEUS HEAVY RIFLE



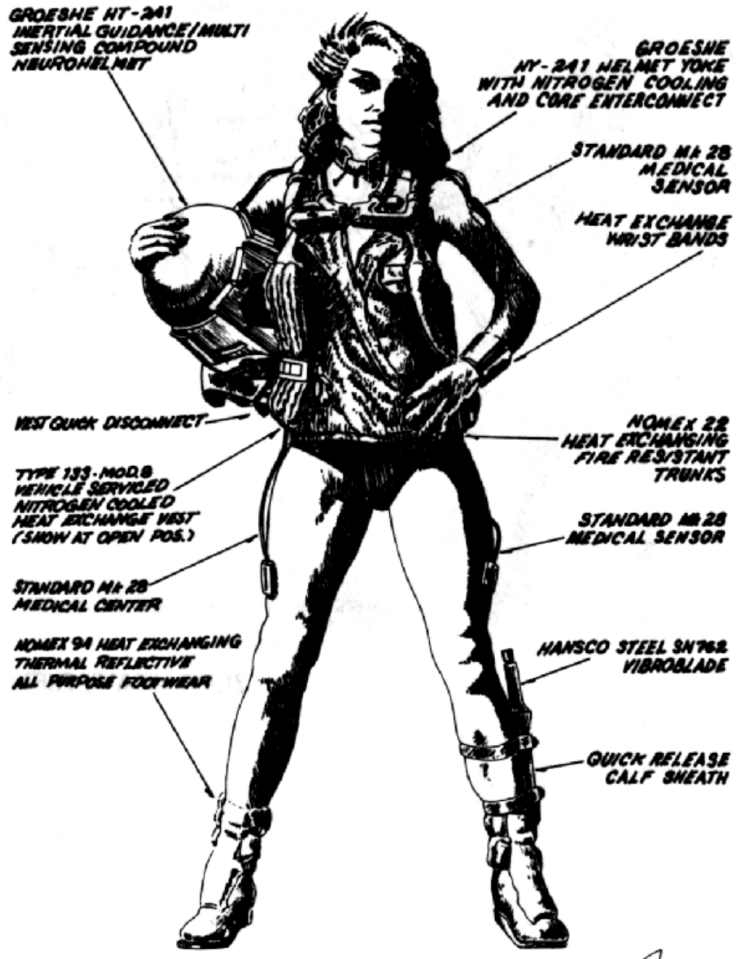
FEDERATED LONG RIFLE

GYROJETS (2/U)

Heavy GyroJet Gun
- **Type:** Heavy Gyrojet Gun
- **Cost:** 2,500 C-Bills
- **Number of Shots:** 5
- **Reload Cost:** 250
- **Skill Class:** Rifle
- **Damage:** 6D6 + 6
- **Range in Hexes:**
  - **Short:** 1–12
  - **Medium:** 13–36
  - **Long:** 37–72
- **Reload Time:** 1 Turn

GyroSlug Rifle
- **Type:** GyroSlug Rifle
- **Cost:** 1,000 C-Bills
- **Number of Shots:** 50
- **Reload Cost:** 20
- **Skill Class:** Rifle
- **Damage:** 3D6 + 3
- **Range in Hexes:**
  - **Short:** 1–9
  - **Medium:** 9–35
  - **Long:** 36–42
- **Time to Reload:** 1 Turn

GyroSlug Carbine
- **Type:** GyroSlug Carbine
- **Cost:** 500 C-Bills
- **Number of Shots:** 20
- **Reload Cost:** 5
- **Skill Class:** Pistol
- **Damage:** 2D6 + 5
- **Range in Hexes:**
  - **Short:** 1–6
  - **Medium:** 7–15
  - **Long:** 16–30
- **Reload Time:** 1 Turn



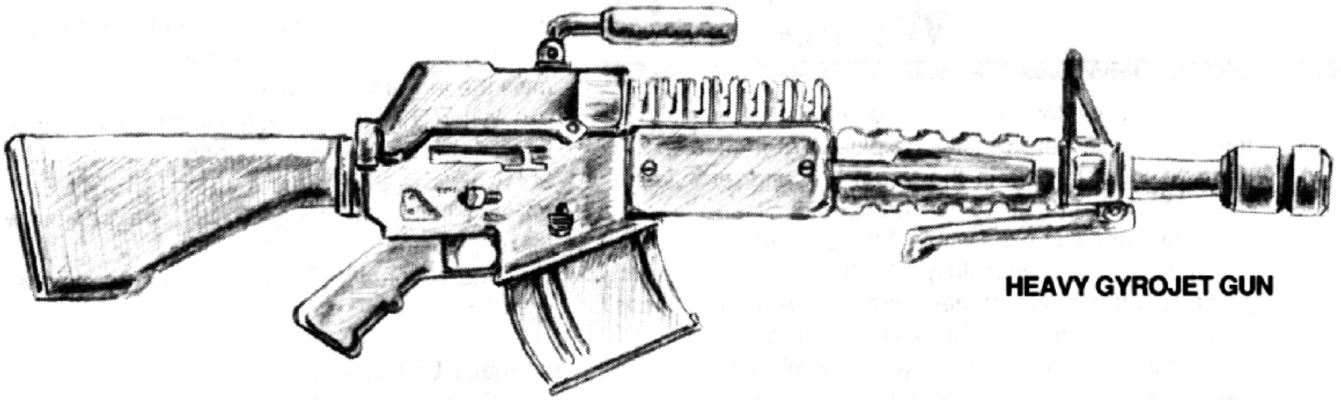
MECHWARRIOR

Hold-Out GyroJet Pistol
- **Type:** Hold-Out Gyrojet Pistol
- **Cost:** 30 C-Bills
- **Number of Shots:** 2
- **Reload Cost:** 1 C-Bill
- **Skill Class:** Pistol
- **Damage:** 3D6 + 3
- **Range in Hexes:**
  - **Short:** 1
  - **Medium:** 2
  - **Long:** N/A
- **Reload Time:** 1 Turn

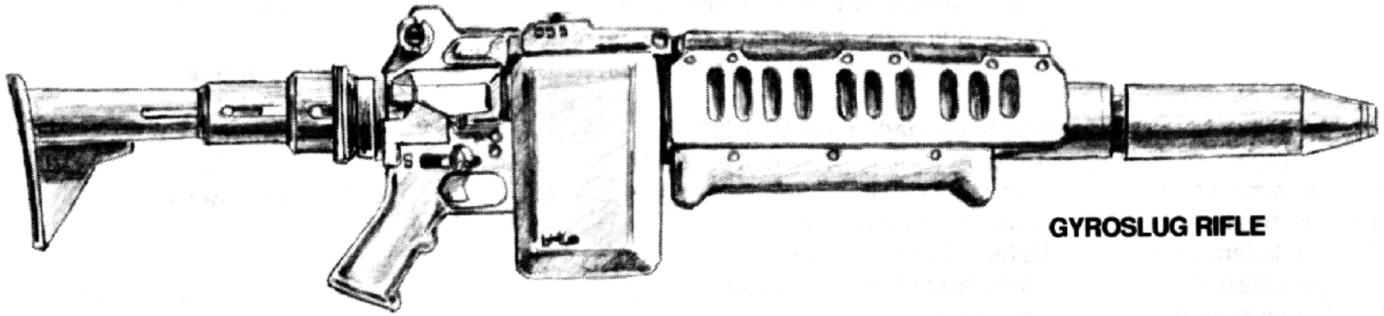
The Heavy Gyrojet Gun is a heavier version of the battle-proven Cone Rifle.The Heavy GyroJet Gun simply uses larger, more powerful ammunition.

The GyroSlug Rifle is the logical development of the Gyrojet Rifle. Instead of firing a large rocket, the GyroSlug Rifle fires a smaller version of the same round. Each round has its own propulsion rocket and explosive warhead. The GyroSlug carbine is a smaller version of the same weapon.

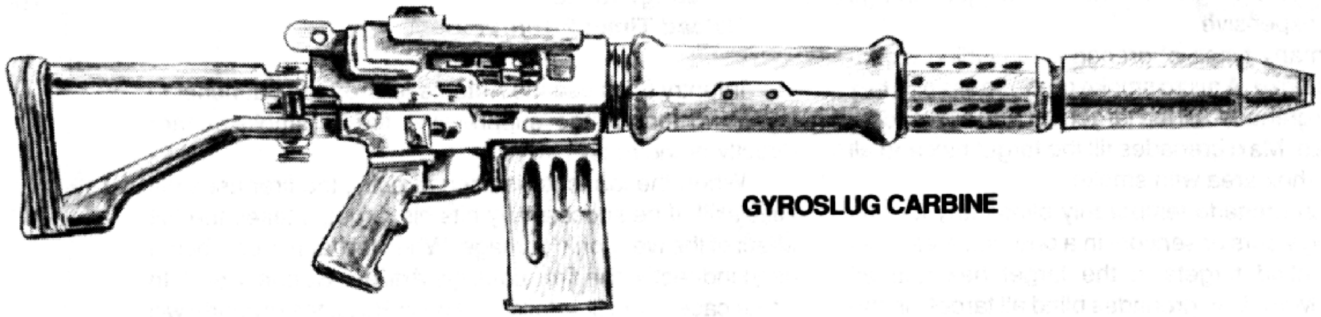
The heavy gyrojet gun weighs eight kilograms. The GyroSlug Rifle weighs 1 kilogram, and the GyroJet Carbine weighs 500 grams. The Hold-Out GyroJet Pistol weighs 50 grams.



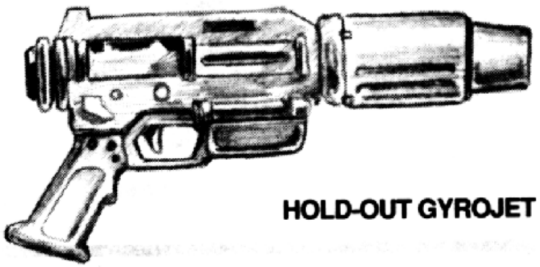
HEAVY GYROJET GUN



GYROSLUG RIFLE



GYROSLUG CARBINE



HOLD-OUT GYROJET PISTOL

GRENADES (1/C)

Type: Grenade
Cost: 1 C-Bill – Micro grenade;
10 C-Bills – Mini grenade; 20 C-Bills – Maxi grenade
Number of Shots: NA
Reload Cost: NA
Skill Class: Bow/Blade
Damage: 2D6, 3D6, 5D6
(for micro, mini, and maxi grenades, respectively)
Range in Hexes:
Short: 0–1
Medium: 2-3
Long: 4-6
Area of Effect:
Mini: 1
Maxi: 2
Reload Time: NA

Grenades have become the infantryman's most portable support weapon. Grenades are used to create suppressing fire, to damage enemy vehicles, and to ferret out hidden troops. The only range limitations a grenade has are based on the strength of the thrower and the size of the grenade.

There are three sizes of grenades: micro, mini, and maxi. The micro grenade has the smallest charge and is the cheapest, while the maxi grenade has the biggest charge and is the most expensive.

There are many types of grenades, including explosive, flash, and smoke. A micro smoke grenade fills one hex with smoke. Mini grenades fill the target hex and all adjacent hexes with smoke. Maxi grenades fill the target hex and all hexes within a 2-hex area with smoke.

A micro flash grenade temporarily blinds any targets without polarizing visors or sensors in a one-hex area. Mini flash grenades blind targets in the target hex and all adjacent hexes. Maxi flash grenades blind all targets in the target hex and within a two-hex area.

A micro explosive grenade does 2D6 damage to all targets in a one-hex area. Mini explosive grenades do 3D6 damage to all targets in the target hex and all adjacent hexes. Maxi grenades do 5D6 damage to all targets in the target hex and all hexes within 2 hexes.

If the player successfully rolls the To-Hit Number, the grenade affects his target normally. Any explosions, flashes, and so on are centered on the target.

If the To-Hit Roll fails, the grenade will scatter. Follow the same procedure to determine Artillery Scatter, except that the hexes are **MechWarrior** five-meter hexes, and not the **BattleTech** 30-meter hexes. It is also possible for a grenade to damage its thrower.

Each grenade may be used only once.

Micro grenades weigh 200 grams; mini grenades weigh 500 grams; and maxi grenades weigh 800 grams.

Automatic Grenade Launcher (2/C)
Type: Automatic Grenade Launcher
Cost: 465 C-Bills
Number of Shots: 10
Reload Cost: 10 C-Bills
Skill Class: Rifle or Gunnery/Artillery
Damage: 2D6
Range in Hexes:
Short: 1–6
Medium: 7–15
Long: 16–25
Reload Time: 2 Turns

Infantry units use the Automatic Grenade Launcher to lay down long-range suppressing fire or smoke, either directly or indirectly.

When the launcher is used directly, the firer uses his *Rifle* skill. If he successfully hits his target, it takes the full effect of the weapon's damage. When the launcher is being used indirectly, the firer uses his *Artillery/Gunnery* Skill. In either case, if the firer fails his To-Hit Rolls, the grenade will scatter according to the rules specified in the above **Grenade** description.

The Automatic Grenade Launcher may also fire all its rounds at once, similar to an SMG burst. When firing directly, roll for each grenade normally. Any grenades that miss the target will scatter.

When firing indirectly, the firer's base chance to hit his target is either 9+ or his *Gunnery/Artillery* Skill, whichever is lower. The player must make a To-Hit Roll for each grenade in the clip. If the roll fails, one grenade will scatter for every point.

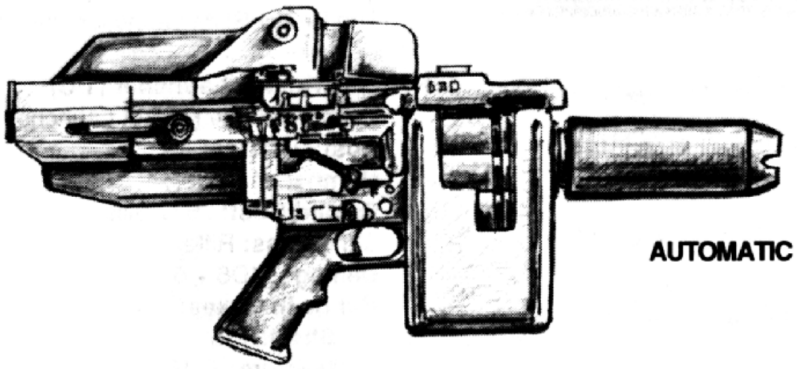
The Automatic Grenade Launcher weighs five kilograms.

Grenade Launcher (2/C)
Type: Grenade Launcher
Cost: 100 C-Bills
Number of Shots: 5
Reload Cost: 50 C-Bills
Skill Class: Rifle
Damage: 3D6
Range in Hexes:
Short: 1–2
Medium: 3–6
Long: 7–12
Reload Time: 1 Turn

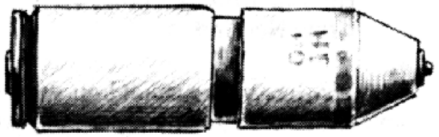
The Grenade Launcher is a semi-automatic weapon that sometimes is attached underneath a rifle barrel. The Launcher holds a clip of five mini-grenades in a tube reloading system, similar to that of the pump shotgun.

Grenades may only be fired directly from the launcher.

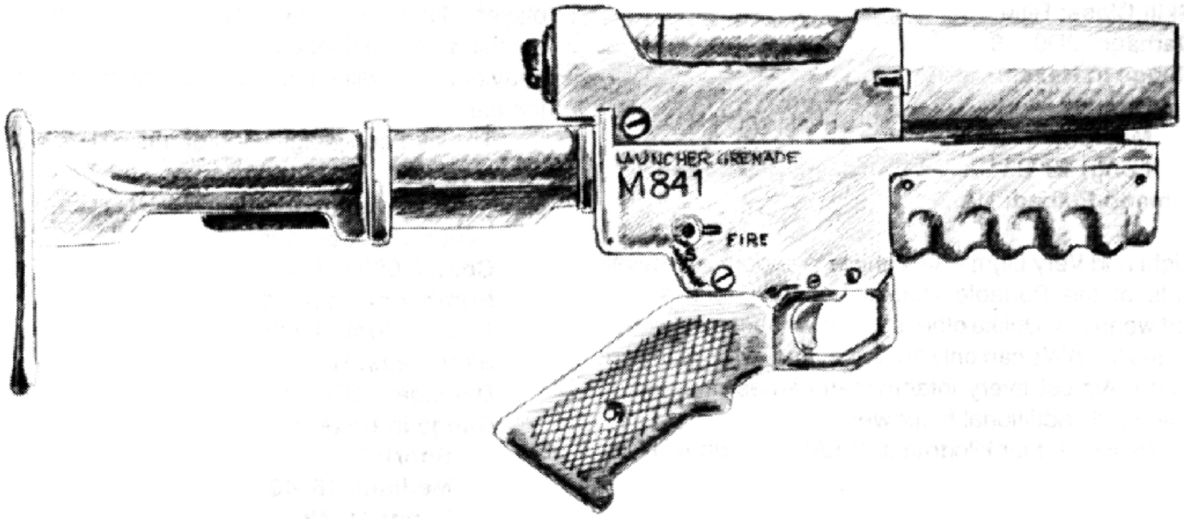
The grenade sling weighs 1,000 grams.

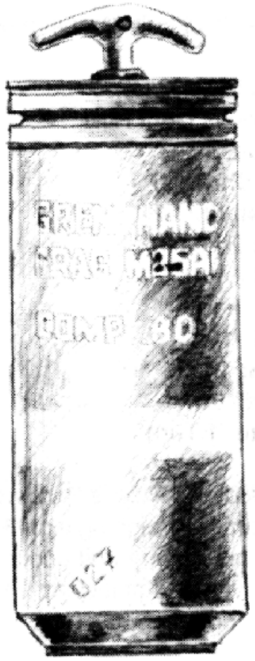


AUTOMATIC GRENADE LAUNCHER



GRENADE LAUNCHER





MAXI

MINI

MICRO

LAWS (2/C)

Light Anti-Vehicle Weapon (LAW)
Type: LAW
Cost: 350 C-Bills
Number of Shots: 1
Reload Cost: NA
Skill Class: Rifle
Damage: 4D6 + 6
Range in Hexes:
Short: 1–6
Medium: 7–18
Long: 19–40
Time to Reload: NA

Very Light Anti-Vehicle Weapon (V-LAW)
Type: V-LAW
Cost: 75 C-Bills
Number of Shots: 1
Reload Cost: NA
Skill Class: Rifle
Damage: 2D6 + 3
Range in Hexes:
Short: 1–4
Medium: 5–12
Long: 13–25
Time to Reload: NA

Light and Very Light Anti-Vehicle Weapons are developments of the Portable Rocket Launcher and similar support weapons. Unlike other support weapons, however, LAWs and V-LAWs can only fire once, after which they are discarded. Almost every infantryman carries one, just in case he needs additional firepower.

LAWs weigh four kilograms. V-LAWs weigh two kilograms.

MISCELLANEOUS

Dart Gun (3/U)
Type: Dart Gun
Cost: 40 C-Bills
Number of Shots: 2
Reload Cost: 1 C-Bill
Skill Class: Pistol
Damage: See below
Range in Hexes:
Short: 1–2
Medium: 3–4
Long: 5–6
Reload Time: 1 Turn

The Dart Gun is used when a non-lethal solution to an enemy is required. The dart contains a small, powerful battery that delivers a stunning electric shock.

When the target makes a hit, a Saving Roll of 2D – 4 is made against his overall BODY score. If the roll fails, the player is knocked unconscious. The dart gun will penetrate anything up to a light environmental suit. Anyone wearing heavier armor will be unaffected. Armor vests do not stop the dart gun.

The dart gun weighs 400 grams.

Heavy SRM Launcher (2/R)
Type: SRM Launcher
Cost: 3,000 C-Bills
Number of Shots: 1
Reload Cost: 5,000
Skill Class: Rifle
Damage: 10D6 + 6
Range in Hexes:
Short: 1–15
Medium: 16–40
Long: 41–48
Reload Time: 2 Turns

Like many of the heavier battlefield weapons, the Heavy SRM Launcher is a more powerful version of the smaller weapon used by infantry units.

The H-SRM is a favorite weapon for hit-and-run or ambush tactics because it has excellent range, good hit probability, and is heavy enough to damage a vehicle.

The Heavy SRM Launcher weighs 20 kilograms.

Portable Rocket Launcher (1/C)
Type: Portable Rocket Launcher
Cost: 2,075 C-Bills
Number of Shots: 1
Reload Cost: 75 C-Bills
Skill Class: Rifle
Damage: 4D6 + 6
Range in Hexes:
Short: 1–6
Medium: 7–16
Long: 17–36
Reload Time: 2 Turns; 1 Turn with two crewmen
Crew Needed: 1

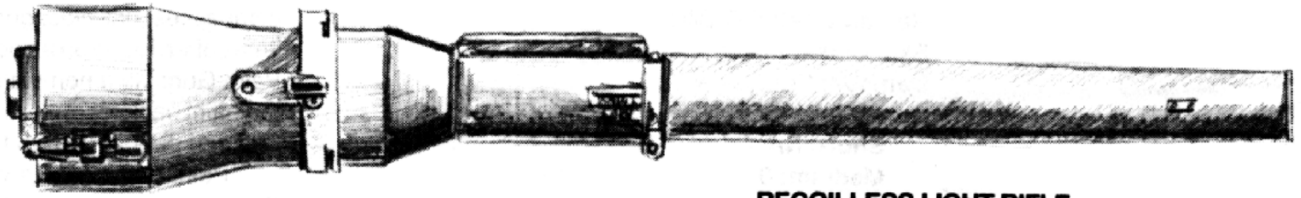
The Portable Rocket Launcher comes in many styles and shapes. With its long range and heavy-hitting punch, the PRL can disable most armor units. Its one-shot nature limits the weapon's overall effectiveness, however, as the firer must take time to reload after every shot. This is the main reason that infantry companies do not use the PRL as a main weapon.

The Portable Rocket Launcher weighs 2 kilograms.

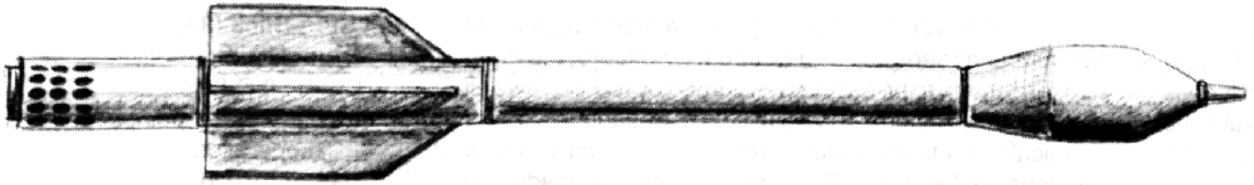
Recoiless Light Rifle (2/C)
Type: Recoiless Light Rifle
Cost: 300 C-Bills
Number of Shots: 5
Reload Cost: 50
Skill Class: Rifle
Damage: 3D6
Range in Hexes:
Short: 1–12
Medium: 13–25
Long: 26–35
Reload Time: 1 Turn

The light Recoiless Rifle is the smallest version in the Recoiless Rifle family. Weighing eight kilograms, the Light Recoiless offers an infantry unit accurate long-range fire, but has the disadvantage of lacking effective punch.

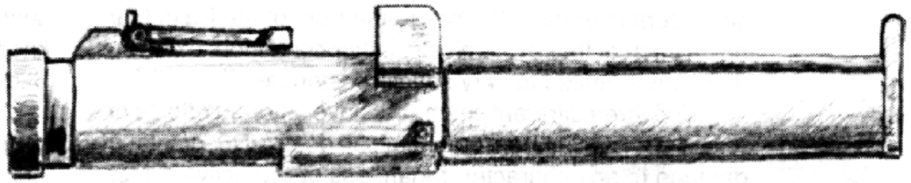
PORTABLE ROCKET ROUND



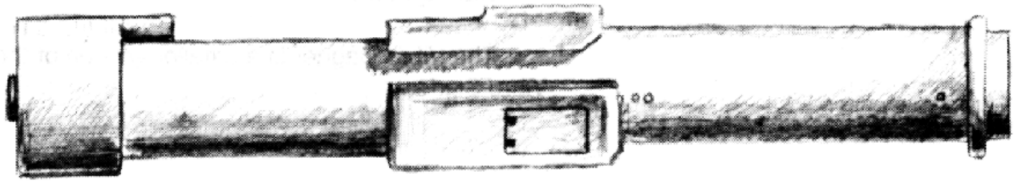
RECOILLESS LIGHT RIFLE



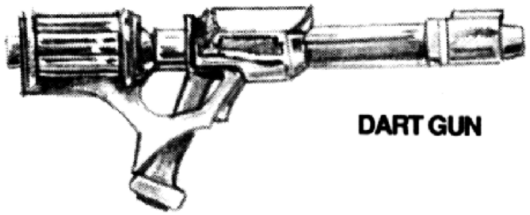
HEAVY SRM ROUND



V-LAW



LAW



DART GUN

Flamer Pistol (3/U)
Type: Flamer Pistol
Cost: 50 C-Bills
Number of Shots: 10
Reload Cost: 1 C-Bill
Skill Class: Pistol
Damage: 2D6
Range in Hexes:
Short: 1–3
Medium: 4–5
Long: 6–7
Reload Time: 1 Turn

The Flamer Pistol is a much smaller version of the Flamer. Used mainly as a secondary weapon, the Flamer Pistol is usually hidden in a boot or sleeve. Though it does not do as much damage as a pistol, the Flamer Pistol does have a psychological advantage because most people, including soldiers, fear being burned.

A successful hit with a Flamer Pistol has the same effect as a hit from a standard Flamer, except the Flamer Pistol affects only a one-hex area.

The flamer pistol weighs 1,000 grams.

LGB-46R Engineer's Tool ("Paint Gun") (3/C)
Type: LGB-46R Engineer's Tool
Cost: 50 C-Bills
Number of Shots: 1
Reload Cost: 5 C-Bills
Skill Class: Pistol
Damage: See below
Range in Hexes:
Short: NA
Medium: 0
Long: 1
Reload Time: 1 Turn

The LGB-46R Engineer's Tool is a 'Mech repair tool that frequently sees use as a weapon. Eventually, the Paint Gun (as it came to be called) was carried by repair crews all over the Inner Sphere. The Paint Gun uses various types of chemicals and fluids under aerosol pressure for different maintenance functions. The three most popular "loads" are an isothermic (freezing) gas to cool circuitry, thermo-chemicals to soften deformed or damaged 'Mech armor, and an acid solution for melting away destroyed components. A small container that attaches to the front of the Paint Gun holds each of these chemicals. Other containers exist, but their use is limited to very specific instances.

The three different chemicals have different effects on a target. The isothermic chemical does 2D6 points of damage to any character, regardless of protective armor. The thermo-chemical does 3D6 points of damage to any target. The acid does 2D6 points of damage for three consecutive rounds.

The LGB-46R earned its name as the Paint Gun when an innovative crewman hooked it up to a can of spray paint so that he could better control paint flow. What he did not realize was that there was an open flame nearby. The paint from the can caught on fire and the gun exploded, killing the crewman.

Many ground crews use the Paint Gun as an all-purpose tool, and will hang them with magnifying glasses, compasses, nail files, good luck charms, and other similar items often found on a good pocket knife. Troopers also use Paint Guns as a non-violent means of honor-dueling, with the paint canister replacing one of the more deadlier fluids. The first person hit with the paint loses the duel.

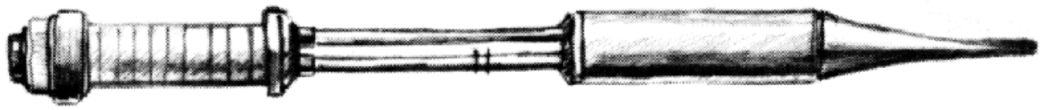
Paint guns vary in weight, depending on the model. Some are purposely made heavier so that they can be used as a hammer. Paint guns usually weigh about 1500 grams.

Mini Stun-Stick (3/U)
Type: Mini Stun-Stick
Cost: 50 C-Bills
Power Cost: 1 point of power/per 10 minutes in operation
Damage: 1D6 –4

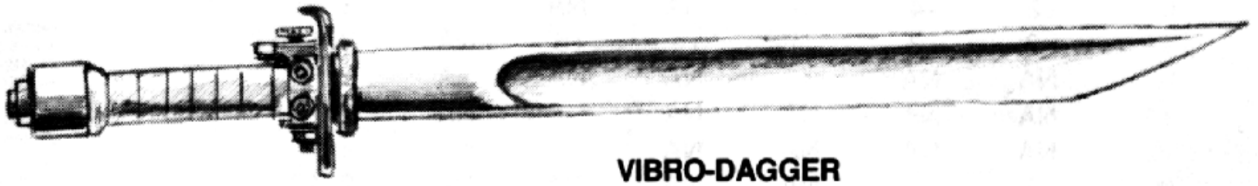
The Mini Stun-Stick is a smaller version of the Stun-Stick. The Mini Stun-Stick is available in different shapes, such as a glove or knuckle-covering. The same rules for knocking a target unconscious are used for the Mini Stun-Stick as the Stun-Stick.

Vibro-Dagger (2/U)
Type: Vibro-Dagger
Cost: 25 C-Bills
Power Cost: 1 point of power/per 10 minutes in operation
Damage: 2D6

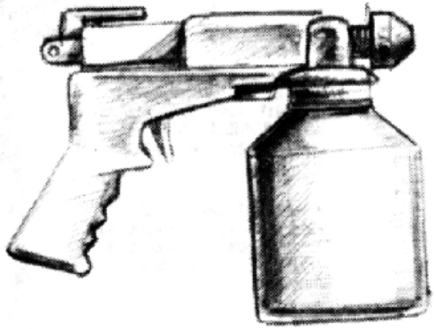
The Vibro Dagger is a smaller version of the popular Vibro Blade.



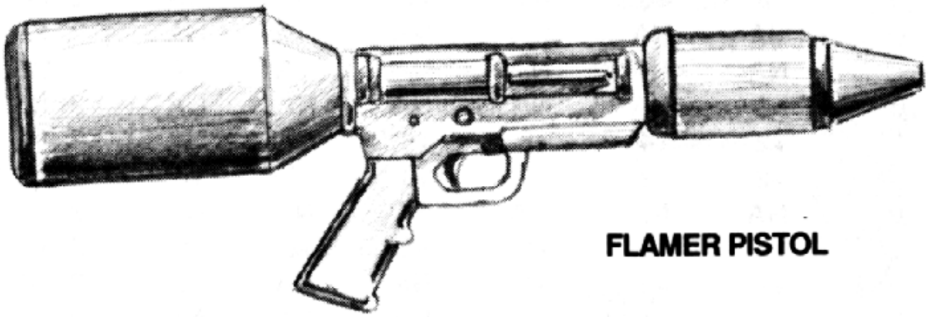
MINI STUN-STICK



VIBRO-DAGGER



PAINT GUN

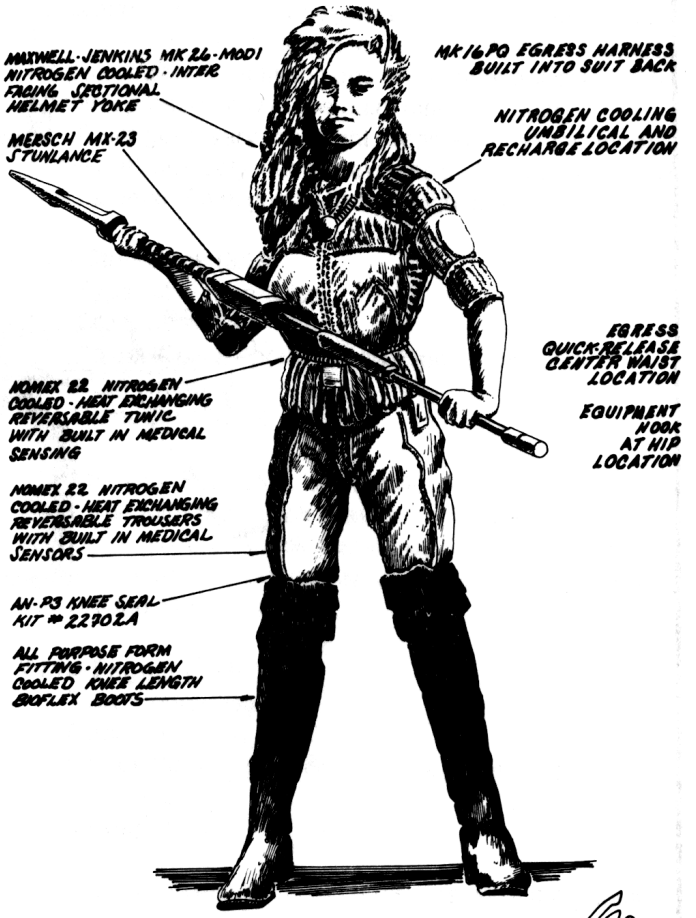


FLAMER PISTOL

PERSONAL WEAPONS SHOT AT BATTLETECH UNIT

	Range (BattleTech Hexes)							Effective
Personal Weapon	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**Damage On**
Auto Pistol, Mydron	0	NA	NA	NA	NA	NA	NA	2, 12
Flamer*	0	+2	+4	NA	NA	NA	NA	2, 12
Grenade, Automatic	+1	+2	+2	+4	+4	+6	NA	2, 11,12
Grenade, Maxi	0	NA	NA	NA	NA	NA	NA	2
Grenade, Mini	+1	NA	NA	NA	NA	NA	NA	2
Grenade, Micro	+2	NA	NA	NA	NA	NA	NA	2
Grenade Launcher	0	+3	+3	NA	NA	NA	NA	2, 12
GryoJet Rifle, Heavy	0	+1	+3	+3	+5	+8	+10	2, 9,11,12
GyroJet Rifle*	0	+2	+4	+4	+6	+8	+10	2, 10, 11, 12
GyroSlug Carbine	0	NA	NA	NA	NA	NA	NA	2, 12
GyroSlug Rifle	0	+3	+5	+5	+7	+9	+11	10, 11, 12
Laser Pistol*	0	+3	NA	NA	NA	NA	NA	2, 12
Laser Pistol, Hold-Out	0	+3	NA	NA	NA	NA	NA	2, 12
Laser Pistol, Nakjama	0	+3	NA	NA	NA	NA	NA	2, 12
Laser Pistol, Sunbeam	0	+3	NA	NA	NA	NA	NA	2, 12
Laser Rifle*	0	+2	+4	+6	+8	NA	NA	2, 11, 12
Laser Rifle, Intek	0	+2	+4	+6	+8	NA	NA	2, 11, 12
Laser Rifle, Magna	0	+2	+4	+6	+8	NA	NA	2, 11, 12
LAW	+1	+2	+2	+4	+4	+6	+6	2, 11, 12
LAW, V-	+2	+3	+3	+5	+5	+7	+7	2, 11,12
MG Port	0	+2	+4	+6	+7	NA	NA	2, 11, 12
Pistol*	0	NA	NA	NA	NA	NA	NA	2, 12
Pistol, Stern	0	NA	NA	NA	NA	NA	NA	2, 12
Pulse Laser Pistol	0	+3	NA	NA	NA	NA	NA	2, 12
Pulse Laser Rifle	0	+2	+4	+6	+8	NA	NA	2, 11, 12
Portable Rocket	+1	+2	+2	+4	+4	+6	+6	2, 10, 11, 12
Pump Shotgun*	0	NA	NA	NA	NA	NA	NA	2
Recoiless Light	+1	+4	+4	+6	+6	+8	+8	2, 11, 12
Rifle*	0	+2	+4	+6	NA	NA	NA	2, 12
Rifle, Fed	0	+2	+4	+6	NA	NA	NA	2, 12
Rifle, Needler	0	NA	NA	NA	NA	NA	NA	2, 12
Rifle, Zeus HY	0	+2	+4	+6	NA	NA	NA	2, 12
Shot Gun*	0	NA	NA	NA	NA	NA	NA	2
SMG*	0	+6	NA	NA	NA	NA	NA	2, 12
SMG, Imp	0	+6	NA	NA	NA	NA	NA	2, 12
SMG, Rorynex	0	+6	NA	NA	NA	NA	NA	2, 12
SRM*	+1	+2	+2	+4	+4	+6	+6	2,9,10,11,12
SRM, Heavy	0	+1	+1	+3	+3	+5	+5	2, 3,4,9,10,11,12

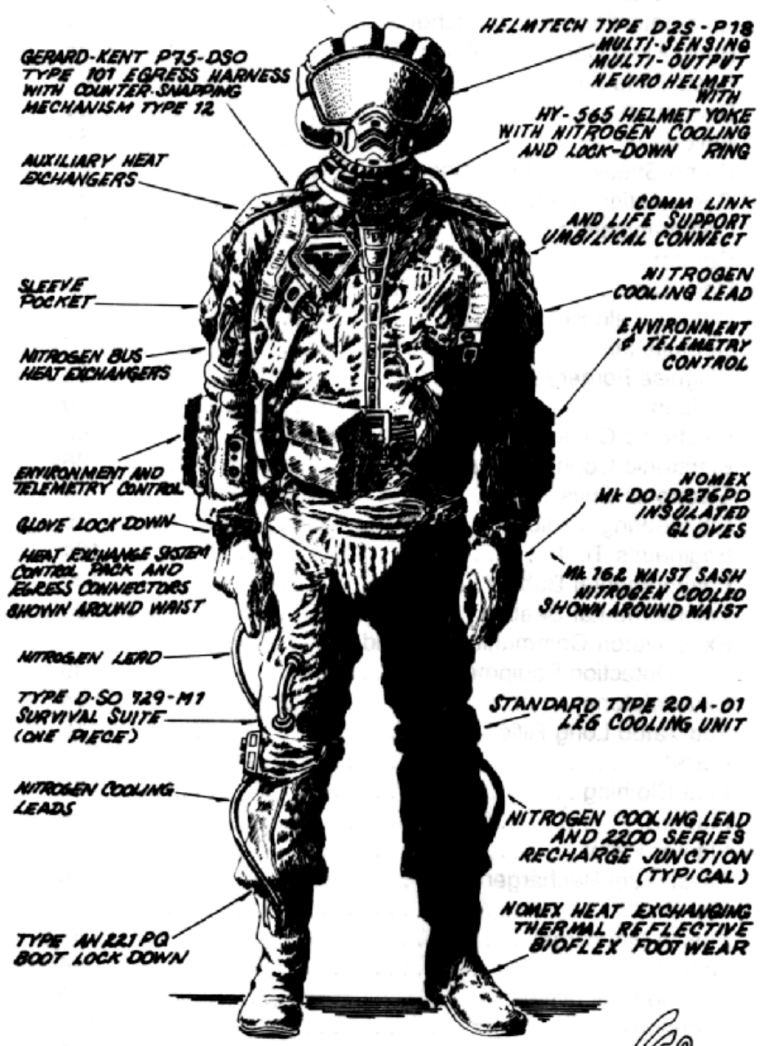
* Weapons' stats listed in **MechWarrior**



VTOL PILOT

SUPPORT WEAPONS SHOT AT BATTLETECH UNIT

	Range (BattleTech Hexes)											
Support Weapons	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**Damage**
Flamer, Heavy	+1	+2	+3	NA	NA	NA	NA	NA	NA	NA	NA	2
Laser, Semi-Port	+1	+2	+3	+4	NA	NA	NA	NA	NA	NA	NA	1
Laser, Semi-Port Heavy	+1	+2	+3	+4	NA	NA	NA	NA	NA	NA	NA	2
MG, Semi-Port	+1	+2	+3	+4	NA	NA	NA	NA	NA	NA	NA	1
MG, Support	+1	+2	+3	+4	NA	NA	NA	NA	NA	NA	NA	2
Mortar, Heavy	NA	+2	+3	+4	+5	+6	+7	+7	+8	+9	+10	2
Mortar, Light	+2	+3	+3	+4	+5	+6	+7	+7	NA	NA	NA	1
PPC, Man Pack	+1	+2	+3	+4	+5	+6	+7	+7	NA	NA	NA	1
PPC, Semi-Port	+1	+2	+3	+4	+5	+6	+7	+7	+8	+9	+10	2
Recoiless, Heavy	+1	+2	+3	+4	+5	+6	+7	+7	NA	NA	NA	2
Recoiless, Med	+1	+2	+3	+4	+5	+6	+7	+7	Na	NA	NA	1



DEMOLISHER MK I COMMANDER

INDEX

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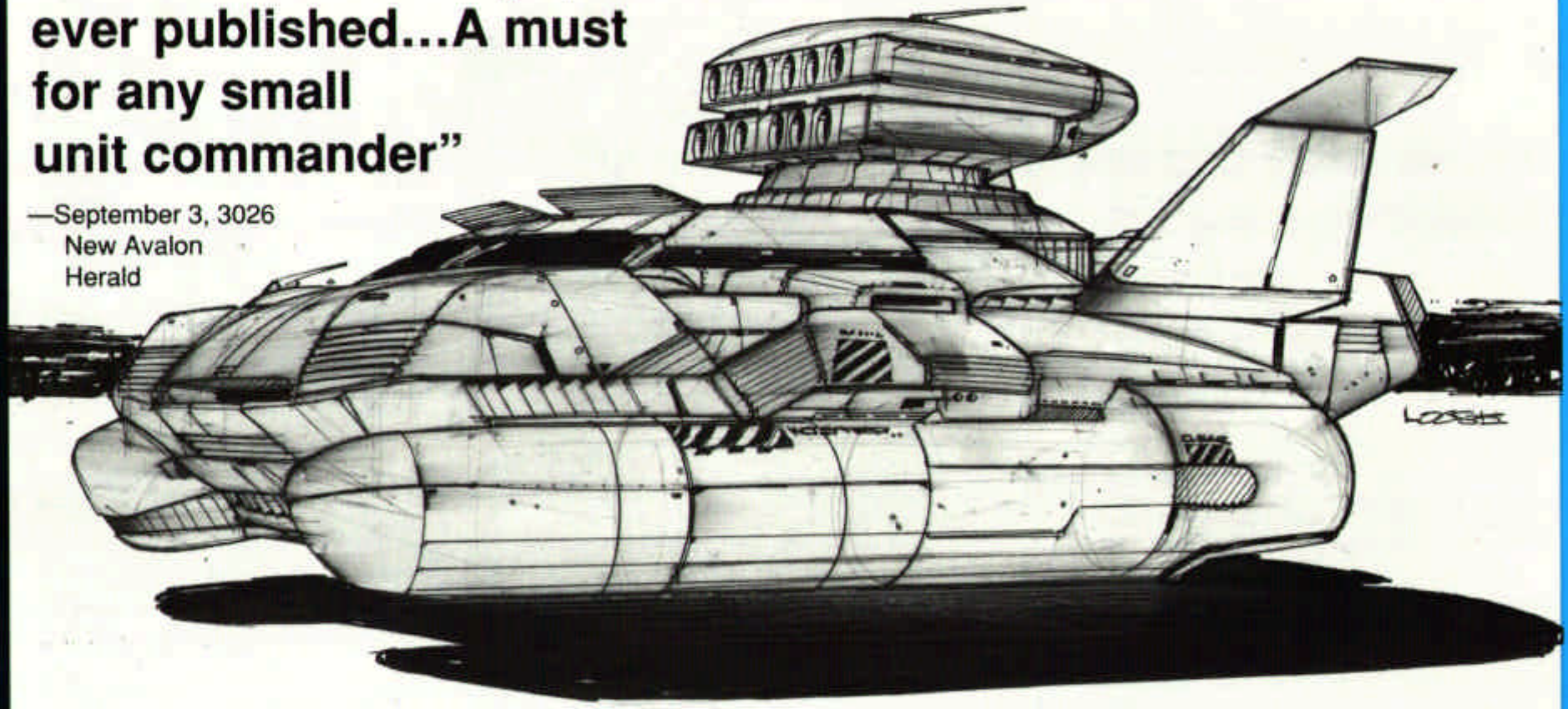

Technical Readout 3026 (Vehicles and Personal Equipment) describes the common, and not so common, pieces of military equipment used by the armed forces of the Inner Sphere. Included are detailed discussion of 40 combat vehicles, ranging from the Ferret Scout Helicopter and the Drillson Heavy Hovercraft, to the Schrek PPC Carrier and the Neptune Submarine. Dozens of pieces of individual equipment and small arms are also described, as are rules for their use in a **MechWarrior** ™ or **BattleTech**® campaign. This volume is an invaluable aid to anyone interested in battlefield technology.

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