

BATTLETECH™

TECHNICAL™
READOUT:

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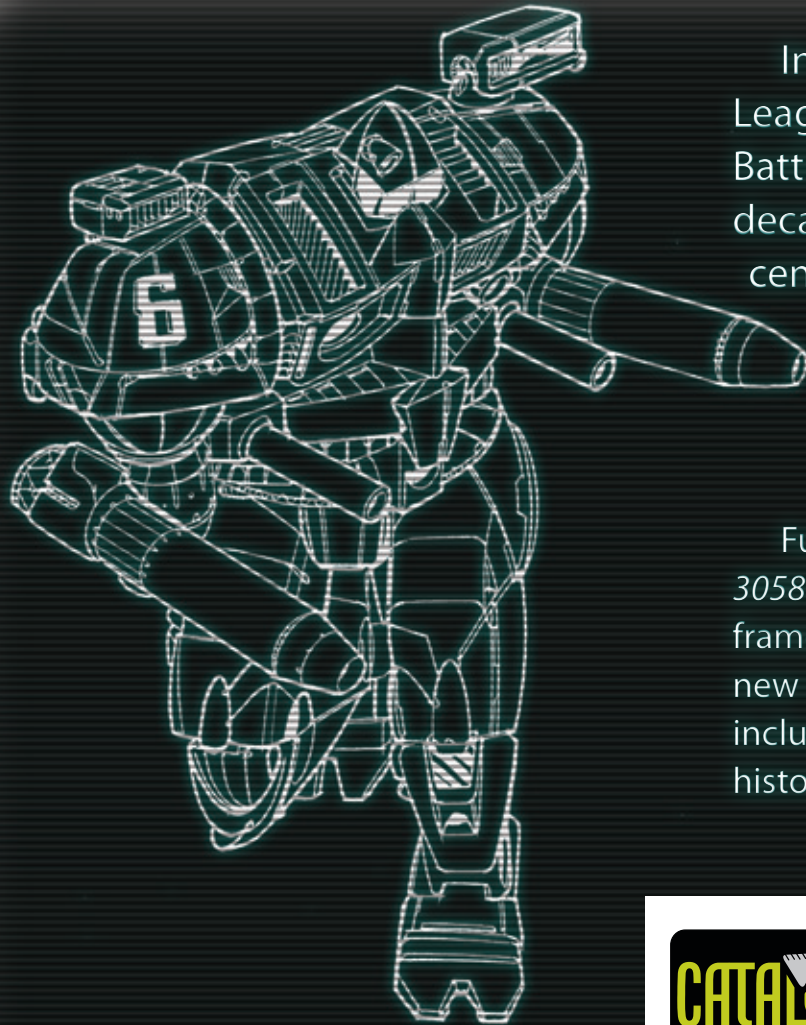
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UPGRADE

WARS PAST. WARS PRESENT.



In the 3050s, the discoveries of long-buried Star League records led to a plethora of new cutting-edge BattleMech and vehicle designs by the end of that decade, resurrected from the blueprints of design firms centuries old and thought lost to antiquity. Ten years later, these designs have moved from novelty to workhorse, as the Inner Sphere once more finds itself at war!

Fully updated to circa 3070, *BattleTech Technical Readout: 3058 Upgrade™* launches these designs into the Jihad time frame, including notable MechWarriors/crews, as well as new variants. Additionally, a battle armor section has been included, providing full *BattleTech* stats, and updating the histories for these twenty venerable designs.

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BATTLETECH™



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TECHNICAL READOUT: 3058 ORIGINAL EDITION

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Already six years have passed since the invading Clans and ComStar signed the Truce of Tukayyid, and the Inner Sphere's fifteen-year breathing space is rapidly diminishing. Recent events in Clan-occupied space signal even more serious trouble—if the Clans' internal warring results in the Crusader faction gaining the upper hand, the Clans may repudiate the truce and resume their war against us well before Truce End. Fortunately, the militaries of the Inner Sphere have taken the initiative in the years since 3052. Their imaginations fueled by the recovery of Star League-era technology and captured Clan OmniMechs, Inner Sphere military designers and manufacturers have developed powerful new BattleMechs and vehicles, resurrected war machines lost to us during the Succession Wars, and significantly upgraded existing designs. Technological breakthroughs in the Draconis Combine have allowed the DCMS to deploy prototype OmniMechs. Though Inner Sphere manufacturers have not yet succeeded in duplicating Clan weapons, the Kurita OmniMechs can make more efficient and thorough use of battlefield salvage. These and other developments have given us hope that we will face our enemies on a more level field of combat when the Clan War beings again.

The Clans, of course, have also been busy. New OmniMechs are appearing within their ranks, many of them in front-line units. This report includes our latest intelligence on Clan OmniMechs, both new models and additional observations of those described in earlier reports. It also covers Inner Sphere BattleMechs and vehicles, both new designs and machines from the days of the Star League. For analysts and commanders interested in current military technology, this technical readout is a vital reference.

As always, my staff and I gratefully acknowledge the support and assistance of Precentor Martial Anastasius Focht, whose suggestion it was that we include original ComStar BattleMech designs in this report. We also thank the legions of ComStar personnel whose observations and painstaking research make up this book. Without their efforts, this work would not have been possible.

—Merle Jimmus
Demi-Precentor V-sigma
ComStar Archives, Terra
25 January 3058

As I begun to work on the upgrade to the original ComStar *Technical Readout: 3058* document, the attacks by various mercenary forces led by Wayne Waco were already several days underway in Harlech. However, as part of my on-going duties, I felt it imperative to finish that document.

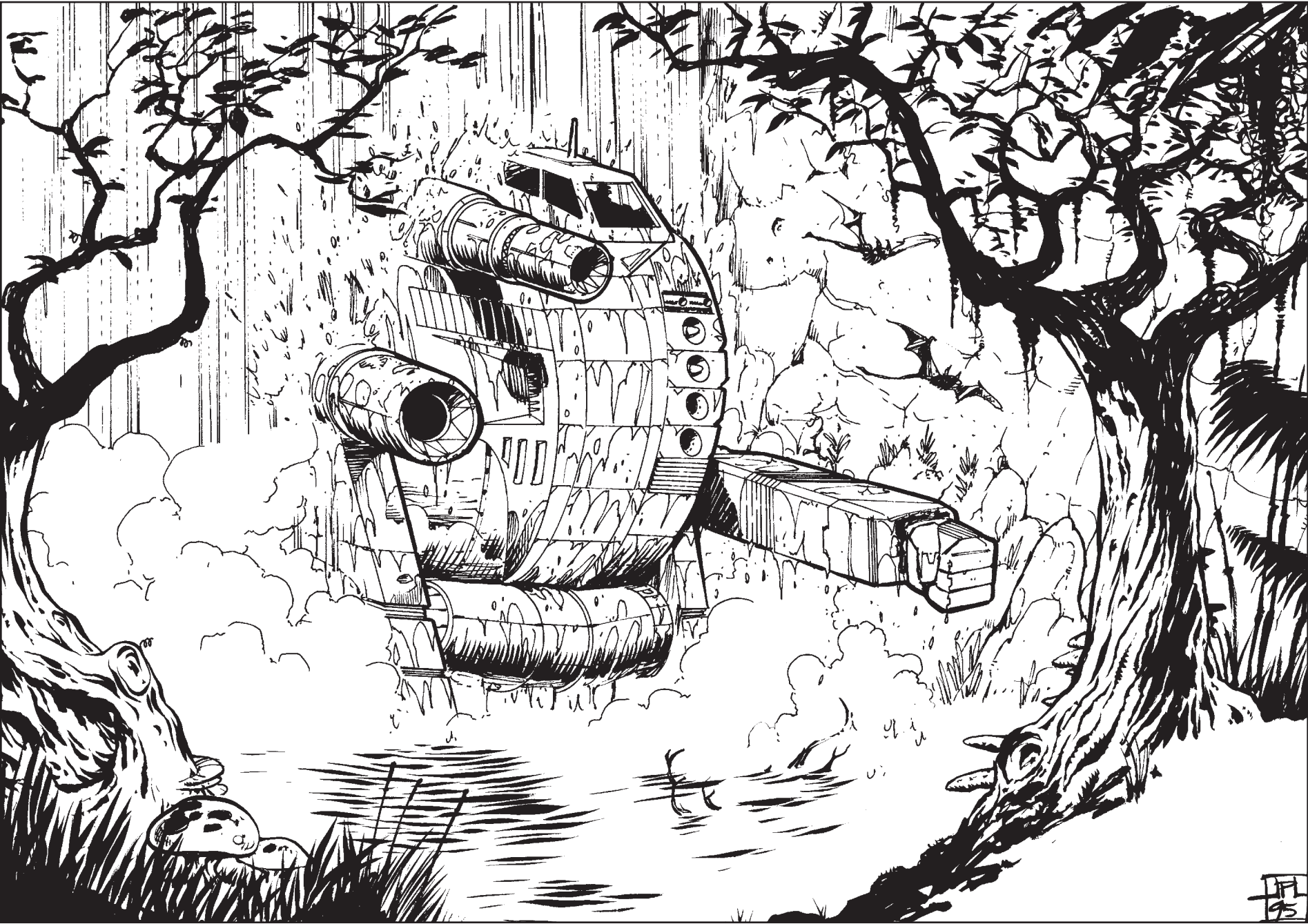
As all know, the last few years have been filled with horrors the likes of which we've not seen since the First Succession Wars. My Dragoons in particular have been savaged, their home destroyed, regiments annihilated, so many civilians dead ... yet duty demands we must go on. While Dragoon soldiers take the field against both the hated Blakists as well as enemies that would use this opportunity for their own gain, Wolfnet must continue, must strive to overcome the mistakes and errors of the recent past and do what we do best: provide timely, critical information.

With that in mind, though the task has proven difficult in the extreme due to the loss of records, facilities and personnel—not to mention the ongoing needs of Wolfnet stretching resources paper-thin—I deemed it of the utmost importance to finish this series of upgrades to the original ComStar technical readout documents. Newly discovered information, battlefield reports, new variants: all may prove critical to the Dragoons (and to any power fighting against the Word of Blake and other tyrants).

As with previous documents, this material covers recent battles where a BattleMech or vehicle played a pivotal role, new variants and MechWarriors who have gained wide-spread recognition. Also, considering their now-rampant use in almost every military, I've appended a section detailing the most common battle armor currently in use. I have also reorganized the presentation of the entire product, providing a delineation of original Star League designs and those of more recent design and manufacture.

As ever, this document is dedicated to Ryn Nikoli and her tireless team.

—Major-General Margaret Tulliver
Deputy Director, Wolfnet
15 March 3070



The First Star League's Special Forces employed sophisticated power armor, but cost and complexity prevented full-scale deployment of these units by the SLDF. The other Star League Member States failed to pierce the veil of secrecy surrounding the Terran Hegemony's Nighthawk project, and Aleksandr Kerensky's subordinates diligently erased almost every trace before following their general into exile. However, when ComStar took possession of Terra they discovered just enough fragmentary records and scattered components to develop their own power armor. Even more secretive than the Hegemony, ComStar ensured that the Great Houses remained oblivious to the technology's existence—or its potential.

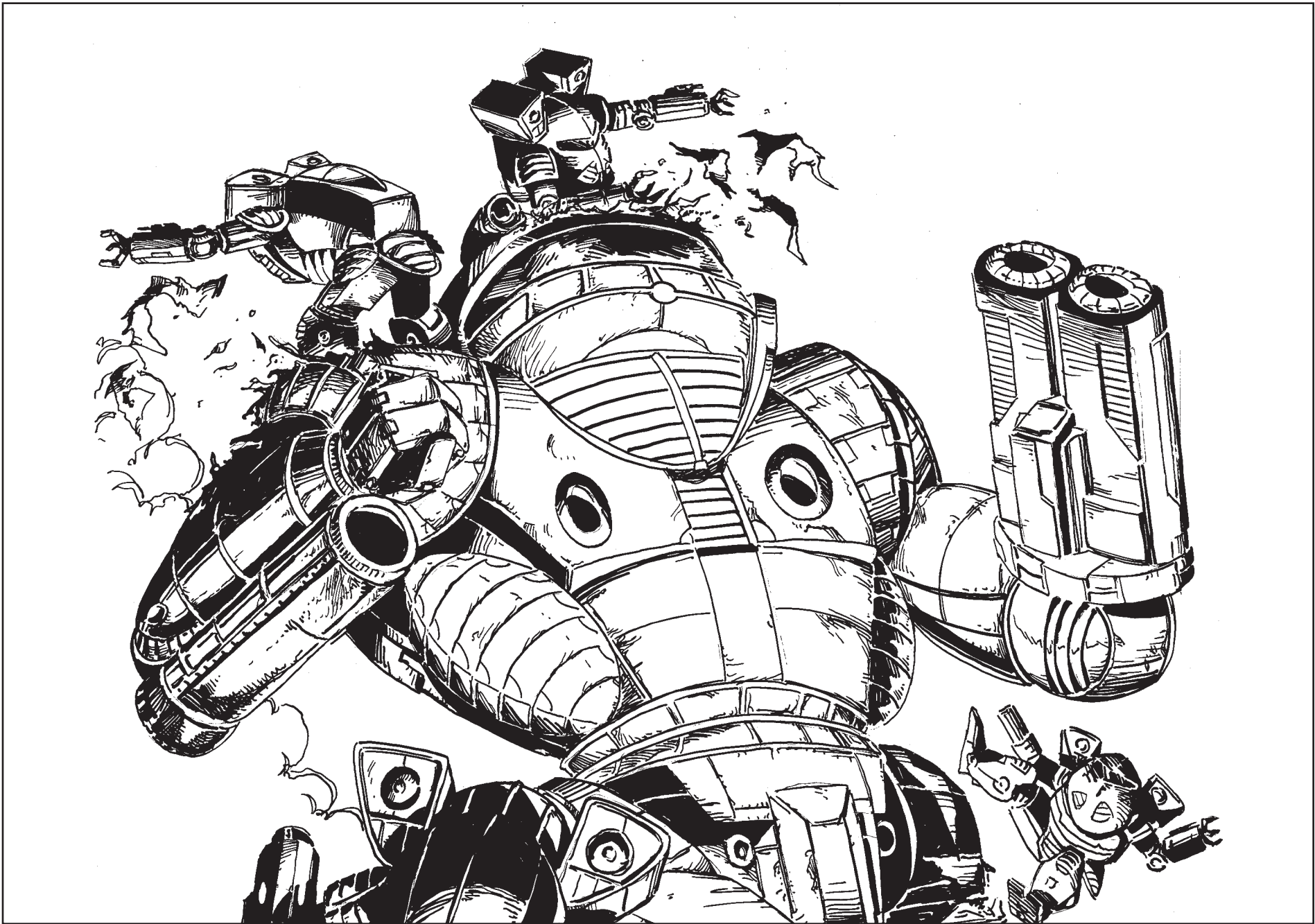
Then the Clans attacked.

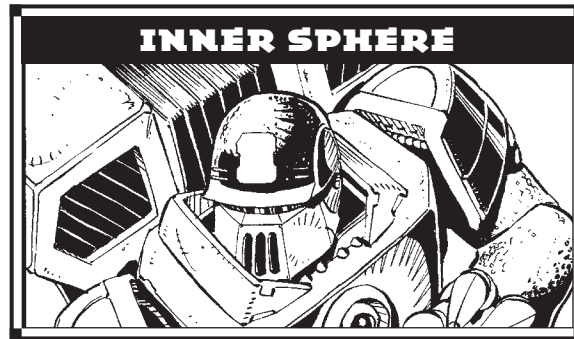
The Clans—unlike the Inner Sphere—never lost their First Star League technological base. While the Inner Sphere was hemorrhaging knowledge in the bloody Succession Wars, the Clans built upon the technology base they carried into exile. Over the centuries the Children of Kerensky evolved the old power armor concept to create new and more powerful battle armor. Is it any wonder that encounters with giants clad in suits of powered armor possessing the armor and firepower of some light BattleMechs had many Inner Sphere warriors thinking they were facing an alien invasion? Stories circulated of BattleMechs being brought down by packs of “Toads” (as the Clan Elemental was christened by beleaguered FedCom troops). There were gruesome tales of these “Super Soldiers” physically ripping 'Mechs apart.

Though the initial appearance of the Clan's battle armor was a nasty surprise to the Inner Sphere, the Clan's complacency in their technological prowess gave the Clans a jolt of their own when they witnessed the speed with which Inner Sphere scientists reverse engineered captured suits. The FedCom (with access to the unparalleled resources of the New Avalon Institute of Science) was deploying its first primitive battle armor designs within a year. By the end of 3051 the Draconis Combine had its first battle armor ready to face the Smoke Jaguars and Nova Cats on Luthien. Although individually inferior to the sophisticated Clan Elemental suit, these Inner Sphere designs proved remarkably effective—inspiring all the Inner Sphere powers to pursue research and development programs. These efforts have born fruit with a new generation of Inner Sphere battle armor that has succeeded in significantly narrowing the Clan's technological lead. Inner Sphere troops equipped with these new suits were initially woefully lacking in experience, but the Truce of Tukayyid bought them the time to evolve effective tactical and strategic doctrine. Belatedly, the Clans have been spurred on to develop new battle armor technology of their own.

With so few battle armor designs deployed in such limited numbers, ComStar's original *Technical Readout: 3058* did not address this new military arm. In the decade since, new battle armor types are now appearing in significant numbers. Even mercenary commands have deployed limited numbers of battle armor. With all of that in mind, this updated edition includes an overview of the most common battle armor designs now being fielded by both the Inner Sphere and the Clans.

—Major Simone Fynn
Intelligence and Analysis, Wolfnet
25 February 3070





Overcoming the shock of encountering the Clan Elemental, the Inner Sphere rallied and launched ambitious R&D programs in a frantic bid to duplicate the technology. Though the emerging prototypes were by no stretch of the imagination equal to their Clan equivalents, the concept of Inner Sphere battle armor eventually proved to be sound.

The fifteen-year truce purchased at such great cost by the Com Guards on Tukayyid gave the Inner Sphere the time it needed to perfect the technology. In only a decade, a plethora of advanced second-generation designs were introduced. With access to abundant natural resources (unlike the Clans), only the lack of personnel with the necessary physical stature, conditioning, and training prevented the Great Houses from fielding battle armor in vast numbers. Possessing a population base far in excess of the Clans, the Inner Sphere powers had little difficulty finding suitable recruits. What took time was the trial-and-error process of creating an efficient training regime from scratch. Gradually new battle armor formations took shape, with the first battalions and even regiments coming on line as the resurrected Star League prepared to take the fight back to the Clans.

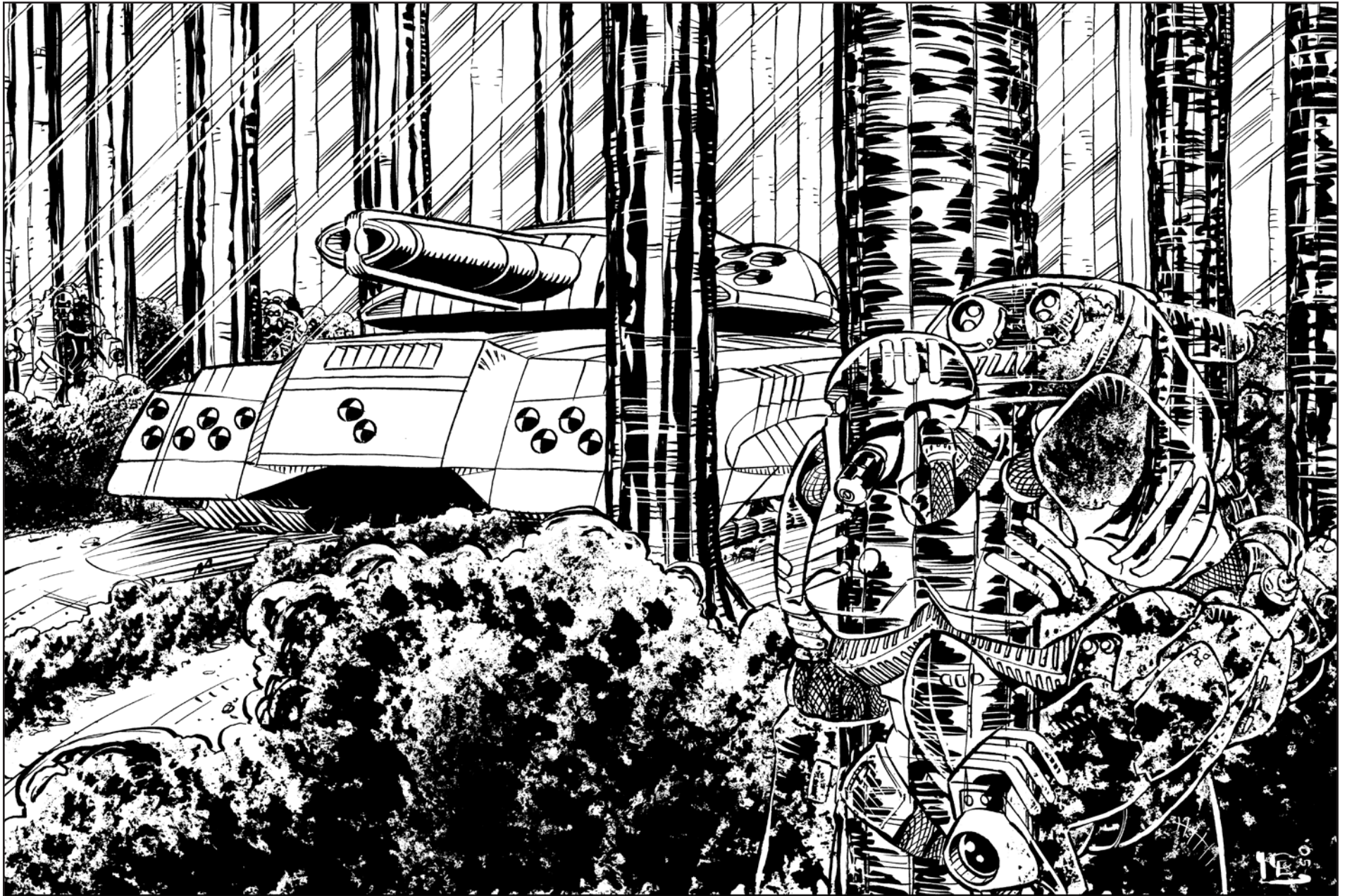
Operation Bulldog and the conflicts surrounding the FedCom Civil War gave the Inner Sphere the first real opportunities to field test their new battle armor doctrine. Clan battle armor development led them to make the ubiquitous Elemental their standard model, but Inner Sphere development diverged to create a smorgasbord of specialized designs. Lighter designs—often equipped with sophisticated stealth systems—have emerged in the scout role. Heavier battle armor types can carry firepower to rival a Clan ProtoMech or even some light BattleMechs. With many battlefield niches being filled by battle armor, some analysts even proposed that (given the frenetic pace of development) the time would come when the BattleMech is no longer king of the battlefield. Most experts doubt battle armor can ever realistically replace the BattleMech, but no one can dispute that it is inevitable that battle armor will play an ever-increasing role in modern combat.

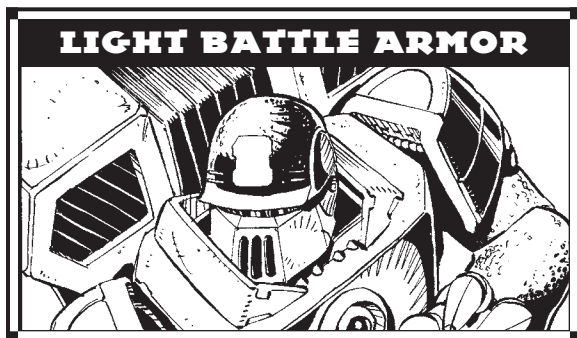
The teams who created the Inner Sphere battle armor have not rested on their laurels. Development continues, with the emergence of the Puma (as the improved Infiltrator is known) marking the emergence of the Inner Sphere's third-generation designs. While still lagging behind the Clans in several key areas (most notably the Clan's revolutionary HarJel system), the Inner Sphere has narrowed the Clan's lead precipitously.

The Gray Death Legion's innovative designs (created by the Legion's techs when the mercenaries were asked to field-test early prototypes) have survived the unit's annihilation due to the formation of Gray Death Technologies on Glengarry. For many years these were almost the only battle armor designs available to the average mercenary command, but now other designs have started to trickle down the technological food chain.

Presented here are fifteen battle armor designs now in service with the Successor States and their allies, ComStar, and the Word of Blake.

—Major Simone Fynn
Intelligence and Analysis, Wolfnet
25 February 3070





Unlike the Longinus, which sought to mimic the Clan Elemental suit, the Achileus (developed jointly by the Free Worlds and the Word of Blake) was a wholly new development. The project's goal was to design a mass-manufactured light battle armor suit for deployment by both the FWLM and the Word of Blake Militia that combined full offensive armament with a comprehensive electronic stealth system.

The basis of the Achileus was the Tornado PAL suit employed by the Word of Blake, a purpose-built combination sneak suit, armor and exoskeleton. The Achileus needed to move away from the custom-manufacture aspects of the Tornado, losing many of the advanced stealth features of that suit while gaining additional armor and weaponry. Unlike the lighter suit, the Achileus featured armor-composite sheaths to contain and protect its layers of myomer musculature as well as integral mounts for jump jets and a gun mount in the right arm. The price of these features, which add vital protection, mobility and firepower on the battlefield, is a design that, while stealthy and hard to track, is not a "sneak suit" in the same manner as the Tornado or the Nighthawk. It would take the Word of Blake several more years before stealth systems of that sophistication would be available for mass-produced battle armor (in the form of the Purifier).

Defiance Industries protested that several elements of the Achileus violated patents held by themselves and the NAIS, particularly the formula of the armor composites, but while this matter was raised at the Star League's Economics Council, it was never resolved. The FedCom Civil War and the collapse of the Star League have to all

intents ended efforts to conclude the matter, the needs of the ongoing war superseding the niceties of patent law.

The design currently fielded by the FWLM and Blake militia is little changed from the version that entered service in 3057. In addition to the gyro-stabilized support-class weapon in the right arm, the Achileus mounts a single anti-personnel weapon, usually an SMG, on the left arm just above the wrist. Both of the suit's arms end in fully functional manipulators, slaved to the operator's own hands, allowing the wearer a greater degree of dexterity in lifting and manipulating equipment than offered by standard battle armor models. This addition costs the wearer some armor protection—hand injuries have become the most common wounds suffered by Achileus pilots—and reduces its effectiveness in melee combat when compared to the battle claws of other models, but the extra dexterity comes in very useful in infiltration and scouting missions. The Word of Blake version, assembled by FWDI on Gibson, has more sophisticated electronics than the IBMU-built FWLM model, though it sacrifices its weapons load-out to do so.

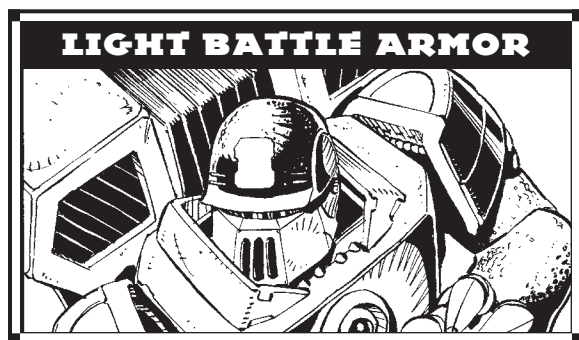
The Achileus has seen action in most of the FWLM's recent operations and also those of the Word of Blake. The first combat operation was believed to be during the Blakist occupation of Terra, specifically against TerraSec forces in Geneva. The suit's light nature makes it ideal for battlefield scouting and also for special operations. The FWLM and SAFE also deploy a number of Achileus in a security role, notably at key sites like DropPorts and supply dumps. Parliament and the LCCC are also guarded by Achileus-equipped detachments, as is the Captain-General.

Notable Troopers

Force Commander Kean Richards: The commander of Thomas Marik's security detachment, Force Commander Richards was a 15-year veteran of the jump infantry before undergoing battlesuit MOS training. He is a veteran of numerous battle armor operations, though he did not participate in Operation Bulldog. Appointed to the security detachment in 3062, he became its commander in 3066 but maintained his Achileus certification. Sealed records

indicate he took part in a military action in October 3068, presumably during the Blakist attack on Atreus. Though details remain classified, this may indicate a direct attack on the Captain-General that was not reported through usual channels. Richards is known to have been on duty during Paul's coup, though it appeared he was attacked by turncoats within the detachment. It is not known if he survived.

Adept VII Hayleigh Glau: A veteran trooper in the Sacred Dream unit of the Third Division, Adept Glau joined the Word of Blake Militia after the recapture of Terra but quickly rose through the ranks. She proved adept at independent operations and excelled at the anti-terrorist operations required on the African continent. Her skill quickly earned Glau command of her own Level II. Since the commencement of the Jihad, Glau and her force have been called upon to act in several theaters, often landing covertly in advance of the main assaults and sowing chaos among the Order's enemies. The irony of a terrorist-hunter turned insurgent is not lost on Adept Glau.



When the NAIS produced its first battle armor prototypes, it naturally turned to the most loyal and experienced units it could find to perform field-testing. In addition to such august formations as the Davion Guards and NAIS Cadet Cadre, the NAIS called upon the services of the Gray Death Legion.

The mercenaries were presumably allowed access to such an important and secret project out of gratitude—it was the Legion's momentous discovery of a comprehensive Star League-era computer memory core on Helm in 3028 that led the NAIS to dozens of technological breakthroughs. In addition, the Legion's extensive use of infantry, especially in anti-Mech operations, made them uniquely suited to the task.

Rebuilding after their defeat at the hands of the Jade Falcons on Sudeten in 3050, the Legion was issued experimental battle armor along with other new equipment to aid their refit efforts. Although the soldiers were impressed by the suit's capabilities, they also compiled a long list of possible improvements and sent them to the NAIS. Simultaneously, the Legion's own highly trained technical staff set about making adjustments to their suits, well aware that the NAIS bureaucracy could delay the incorporation of design changes for months or even years.

By late 3051, the Legion engineers had created two distinct versions of what became known as Gray Death battle armor: a medium-weight "standard" suit similar to the standard Inner Sphere armor, and a light "scout armor." Designed for advance reconnaissance missions, the scout suit was created by stripping away over half of the armor protection and all the integral weaponry. The

jump pack's performance was boosted, and a complex sensor array was installed. The standard suit's mechanical claws were replaced with fully articulated armored gloves that enable a wearer to use any desired infantry weapons and equipment but still allow them to make effective anti-Mech attacks.

The Legion's Scout Suit made its debut against the Jade Falcons on the world of Pandora. Fighting in the thick jungle near the town of Vandmaal, the troops in the Scout suits employed their advanced sensors and enhanced mobility to great effect. Springing from the underbrush, the Legion's armored infantry managed to surprise the enemy forces, destroying two OmniMechs and crippling three more with well-placed satchel charges.

Following the Truce of Tukayyid, the Gray Death Legion continued to produce a limited number of suits by hand on Glengarry. Most of these went to replace combat losses, but a few were sold to other mercenary outfits and the LAAF. Although the Gray Death Legion was annihilated on Hesperus II during the FedCom Civil War, and the title of Baron Glengarry was stripped from the Carlyle family for their unwise decision to support Katherine the usurper, the Gray Death Light Scout Suit remains in production by the newly established Gray Death Technologies. A joint venture between Defiance Industries of Hesperus II and former Gray Death Legion technical personnel, GDT has started to produce the Scout Suit in quantity. Trading on the Gray Death legend, the company has found a ready market for their wares.

Lacking a suitable replacement for the primitive Infiltrator suits, the LAAF have been purchasing the Scout Suit as a stopgap measure. GDT is currently vying for the contract to produce a new light battle armor specifically tailored to the needs of the Alliance.

Notable Troopers

Major Megan Powers: Born in the Free Worlds League, Megan Powers completed a ten-year tour of duty with the Marik Militia before abandoning the often-fractious nation. Traveling to Outreach, she was soon contacted by Gray Death Legion recruiters. As an experienced infantry trooper with a talent for covert operations, Powers was

immediately assigned by Major Ramage to the Legion's scout element. Following the Second Skye Rebellion, she was promoted to the rank of captain and given command of the Gray Death Legion's battle-armored Scout companies. Under her direction, the Legion's Scout Suit acquitted themselves with distinction.

Major Powers shared the fate of the rest of her command squad—being smeared into unrecognizable paste by a *Berserker* during the Gray Death Legion's last stand on its return to Hesperus II in 3065.

First Lieutenant Guthier Ventna: Straight from graduating from the prestigious Nagelring Academy in 3067, Ventna was assigned to the seriously under-strength Twenty-fourth Lyran Guards Infantry Brigade. His first command was a squad of Gray Death Light Scout Suit. Barely a month later, Guthier found himself in the thick of combat as war returned to Tharkad. Bombarded from space, Ventna's squad was one of the few elements of the Twenty-fourth to escape the destruction.

In early 3069, Ventna's squad stumbled on a Blakist patrol laying in wait to ambush a column of Lyran troops. After carefully scouting the enemy positions, the young Lieutenant made contact with his endangered countrymen. With his information, the convoy was diverted around the ambush, and precious artillery assets were used to rain destruction on the Blakist positions.

Only later did Guthier learn that Archon Peter Steiner-Davion was in the convoy.

GRAY DEATH SCOUT SUIT

LIGHT BATTLE ARMOR

13

Type: Gray Death Scout

Manufacturer: Gray Death Technologies

Primary Factory: Glengarry

Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value: 16

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

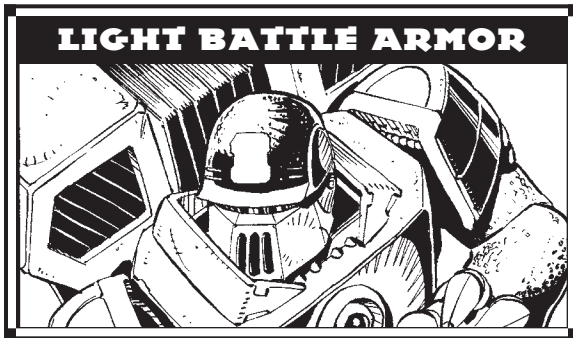
Notes: None.

Equipment

	Slots	Mass
Chassis:		100 kg
Motive Systems:		
Ground MP:	1	0 kg
Jump MP:	4	75 kg
Manipulators:		
Right Arm:	Armored Glove	0 kg
Left Arm:	Armored Glove	0 kg
Armor:	Standard	200 kg
Armor Value:	4 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Active Probe	Body	2	250 kg
Jump Booster	Body	2	125 kg





Based in part upon Clan technology captured at the height of the Clan invasion of the Inner Sphere, the Infiltrator Mk. I was the product of some particularly inspired work on the part of NAIS researchers. In fact, much of the technology required to construct this light reconnaissance unit had existed for some time, though only since the Clan invasion have tactical planners begun to appreciate the possibilities of fielding such complicated and well-integrated systems in such a small package.

Compared to other types of battle armor, the Infiltrator Mk. I is lightly armed, carrying but a single grenade launcher. Its relatively weak armor is meant to resist only small arms fire, and the grenades can provide only generalized defensive fire.

The unit's strength lies in its remarkable ability to avoid enemy sensors. Designed for tactical scout missions in heavily monitored environments, the Infiltrator Mk. I relies almost exclusively on radiation-suppression systems (resisting radar, infrared, and even acoustic sensors) to achieve its goal of blending in with overall ground clutter, using variations on effective conventional stealth techniques. The Infiltrator Mk. I mounts an impressive array of sensing and recording equipment, ranging from passive heat sensors to sensitive magnetic-anomaly detectors. The ability to position such sophisticated intelligence-gathering equipment deep within enemy-occupied territory was deemed enough to justify the staggering cost of producing this battle armor suit.

The first prototype Infiltrator Mk. I was deployed with the First Somerset Strikers in a series of raids against the Jade Falcons in 3050. The suit saw action against the

Clans in the swamps of Waldorff V where it was deployed for live-fire testing. The renegade Falcon's Claws launched a surprise attack, however, turning the test into a life-and-death struggle. Although the ungainly Infiltrator Mk. I had some trouble moving about in the sticky muck and undergrowth, the mist-covered terrain concealed its presence visually while the suit's advanced stealth systems completed the job. Attacking from such complete concealment, the Infiltrator Mk. I performed admirably despite its shortcomings and was soon approved for full-scale production.

Beyond cutting-edge when it was conceived, the Infiltrator Mk. I was a project developed before its time. Armor protection was substandard, mobility was limited and its firepower was far less than what was required to accomplish most of the missions its operators were sent on (then again, most commanders sorely overestimated the suit's capabilities and used it in missions better accomplished by standard battle armor suits). Before long, Infiltrator Mk. I operators came up with their own nickname for the suit, one that characterized their frustrations—"waddling toy robot," or just simply "Waddle." It would take years of further refinement, resulting in the superior Infiltrator Mk. II, to bring the concept its full capabilities.

That said, despite its sub-standard performance, the suit is still in wide service, available to AFFS and LAAF commanders that want stealth battle armor but cannot obtain Infiltrator Mk. II suits. More importantly, the Infiltrator Mk. I is still used by the various covert and special operations forces of the former Federated Commonwealth. This is where the only known variant of the suit, which mounts a variety of sensor equipment, came to be used. Employed by those who know the suit's capabilities and limitations, the Infiltrator Mk. I is a force to be reckoned with. It is an outstanding scout suit that can infiltrate enemy lines and gather intelligence that almost no other unit could. It also continues to prove that, while not the most powerful suit in existence, it can deliver a powerful punch on unarmored troops and vehicles from hidden locations and just as quickly fade back into the terrain.

Notable Troopers

Kommandant Konstantin Wolff-Ploetig:

Kommandant Wolff-Ploetig formed the first independent Lyran special forces battle armor team more than a decade ago. Officially a ceremonial bodyguard unit, his team reported directly to the chief of staff to the Lyran General of the Armies, participating in scores of successful—and highly secret—operations throughout the Lyran state since its formation. To those "in the know," Wolff-Ploetig and his team did the dirty work during the FedCom Civil War that Archon Katherine couldn't even trust Loki to do. Still, he was passed over for promotion time and again. That, along with the increasingly insane demands placed on him and his team by Katherine and Nondi Steiner, drove them to go rogue. They disappeared in mid-3066 and now sell their services to the highest bidder—despite bounties in the millions of Kroner on their heads.

Sergeant-Major Oramina "Minty Fresh" Delvecchio:

One of the relatively few women within the AFFS battle armor corps, Sergeant-Major Delvecchio spent years within the DMI as a special forces trooper before age and years of exertion took their toll and forced her off the active rolls. She spent four years as a battle armor training instructor on Robinson before the Jihad forced her back into a "Waddle." Technically assigned to Duke Tancred Sandoval's protection detail, she has instead been "floating" between Draconis March AFFS units, serving as Sandoval's eyes and ears, reporting back on what she sees. Some say that she's become Sandoval's enforcer, eliminating problem officers who remain intent on prosecuting their war against the Combine.

INFILTRATOR MK. I BATTLE ARMOR

LIGHT BATTLE ARMOR

15

Type: Infiltrator Mk. I

Manufacturer: Achernar BattleMechs

Primary Factory: None (out of production)

Equipment Rating: E/X-X-F/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

18 (Standard)

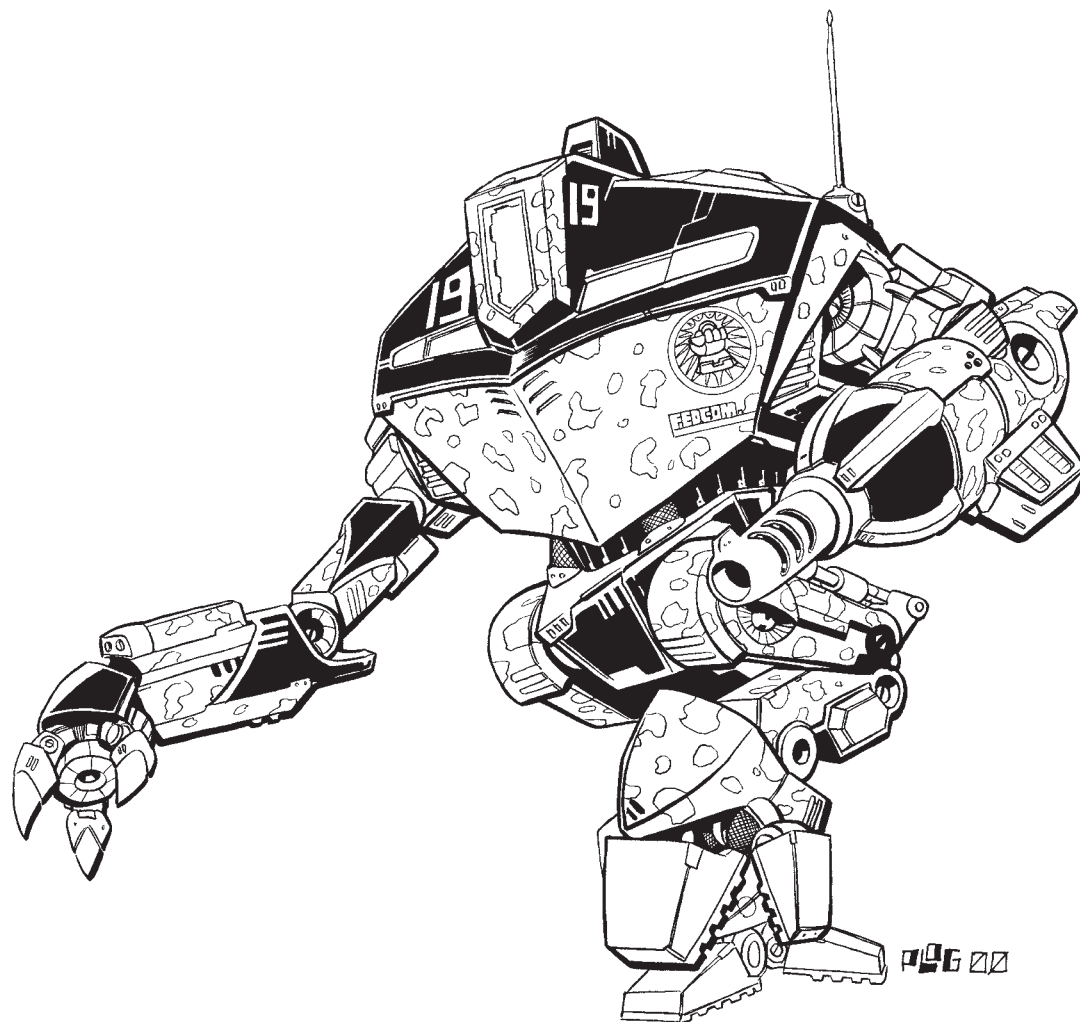
19 (Special Ops)

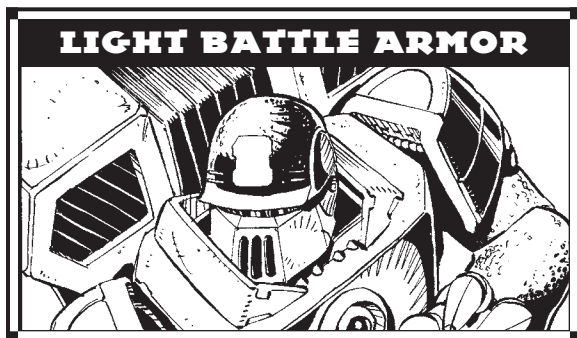
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	2	30 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	Basic Manipulator	0 kg
Left Arm:	None	0 kg
Armor:	Prototype Stealth 4	500 kg
Armor Value: 5 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Grenade Launcher (20)	LA	1	100 kg
Heat Sensor	Body	1	20 kg
<i>Special Ops</i>			
Anti-Personnel Weapon Mount	LA	1	5 kg
Remote Sensor Dispenser	Body	1	40 kg
Improved Sensors	Body	1	65 kg
Laser Microphone	Body	1	5 kg





The Kage (shadow) light battle armor was one of the first Kuritan designs to enter the prototype phase after the Tukayyid Truce. Developed by both Draconis Elite Strike Team (DEST) advisors and ISF scientists, the Kage features a combination of personal armor and stealth capabilities that have virtually replaced the venerable DEST infiltration suits in the fourteen years since its first full production run.

Initial tests of the design almost scrapped the system. Working in conjunction with a Raiden prototype, the engineers first experimented with jump jet configurations to meet specifications set by DEST commanders. The suit was supposed to have a jump capability that would exceed that of most BattleMechs, to facilitate the design's reconnaissance nature. After a few test pilot deaths, a partial-wing configuration and stabilizing fin structure was incorporated, along with refined jump jet controls. When not in use, the fins retract into the suit to reduce the armor's profile and radar signature.

The impressive mobility is supplemented by stealth systems based on the one used by the older DEST infiltration suit. Although complete integration took an additional three and a half years, the end result more than paid off for the time investment. The Kage possesses ample speed, maneuverability, and stealth to easily surpass the original intended specifications.

Because the standard mission profile for the Kage is reconnaissance, infiltration, and intelligence gathering, the suit does not mount heavy offensive weaponry. The standard loadout consists of a single antipersonnel weapon mounted on the forearm to keep the hands free.

When the mission requires, a Kage squad usually has one trooper assigned as the support element and is equipped with a support weapon in place of the standard anti-personnel one. Regular DCMS line units who utilize the Kage typically augment their squads with a TAG spotting laser to use with their Arrow IV artillery lances.

On rare occasions, DEST squads have outfitted Kage squads with additional intelligence-gathering equipment such as laser microphones, ECM suites, shotgun microphones, and remote sensor dispensers; these are field modifications, not factory designs. However, a new factory model of the Kage appeared during the brutal fighting on Luthien, with units mounting deadly battle vibro-claws; though weaponless, they proved brutally efficient against unarmored targets in close quarters.

Notable Troopers

Yoninisuu: Led by *Tai-sa* Richaud Cenkar, this squad's beginnings harken back to the Clan invasion. One of the first squads to receive a production run of Kage suits, their reputation has reached almost mythic proportions within the DEST community. The squad has never lost a man since the Black Dragon attempt on the Coordinator's life in 3058 and survived the subsequent ISF purges intact. First on the list to carry out high-priority black operation recon missions, they were the DEST team who successfully rescued the Coordinator's son from a Blakist prison camp in the first days of 3069. Their incredible rescue mission is the basis for the smash tri-vid miniseries, "The Duty of Honor", which debuted to record-breaking numbers in the summer of 3069.

Despite the fame and accolades, the unit is already on another mission for the Dragon, with rumors circulating in the DCMS having the *yoninisuu* conducting guerrilla operations on Vega.

Jason "Caliper" Melichar: A relative unknown on Solaris VII, Jason made a name for himself practically overnight in 3067 when he appeared in the Class I-battle armor circuit with a fully functional Kage suit. Defeating his opponent—who operated an old Infiltrator Mk I—he stunned the crowd by physically removing his opponent from his

suit in the heat of battle. After that showy move—and the compassion for his opponent, who was otherwise unharmed—he was approached by several stables the next day. Signing on with Toronaga, "Caliper"—a name coined by announcer Yosef Ghrisham—lacked for nothing until the day the Word of Blake invaded the Game World.

Joining the resistance with the rest of his stable, he has formed an ad-hoc armored infantry platoon, cobbled together with various troopers from other stables. Although it may seem odd to have groups of mixed armor working in concert, the ragtag bunch has adapted to the various strengths and weaknesses of each member and has executed several successful raiding attacks on the occupying forces. The most notable strike eliminated Precentor Grego Parkinson in his headquarters, the penthouse suite of the Golden Fist in Silesia.

The Imps: Short for "Imperators", the Imps is a small squad attached to Ordo Vigilis' Section C. Trained extensively by the Word of Blake for espionage and counter-insurgency, this group of eight troopers recently acquired several suits of Kage armor. Led by Jericho "Rex" Smith, this intelligence group was one of the first to notice the disappearance of the Black Warriors from Federation space. Currently on extended assignment, the unit has been rumored to be traversing the fringe border of the Alliance in search of the whereabouts of Colonel Donner and his Warriors, with the additional task of eliminating Donner and his command staff, if found. Ruthless in their devotion to duty as they are to their gambling addiction, Section C is confident the Imps can find the missing Circinians.

Type: Kage

Manufacturer: New Samarkand Metals, Luthien Armor Works

Primary Factory: New Samarkand, Luthien

Equipment Rating: E/X-X-F/F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

22 (Flamer)

22 (Machine Gun)

24 (Small Laser)

20 (TAG)

22 (Vibro-Claw)

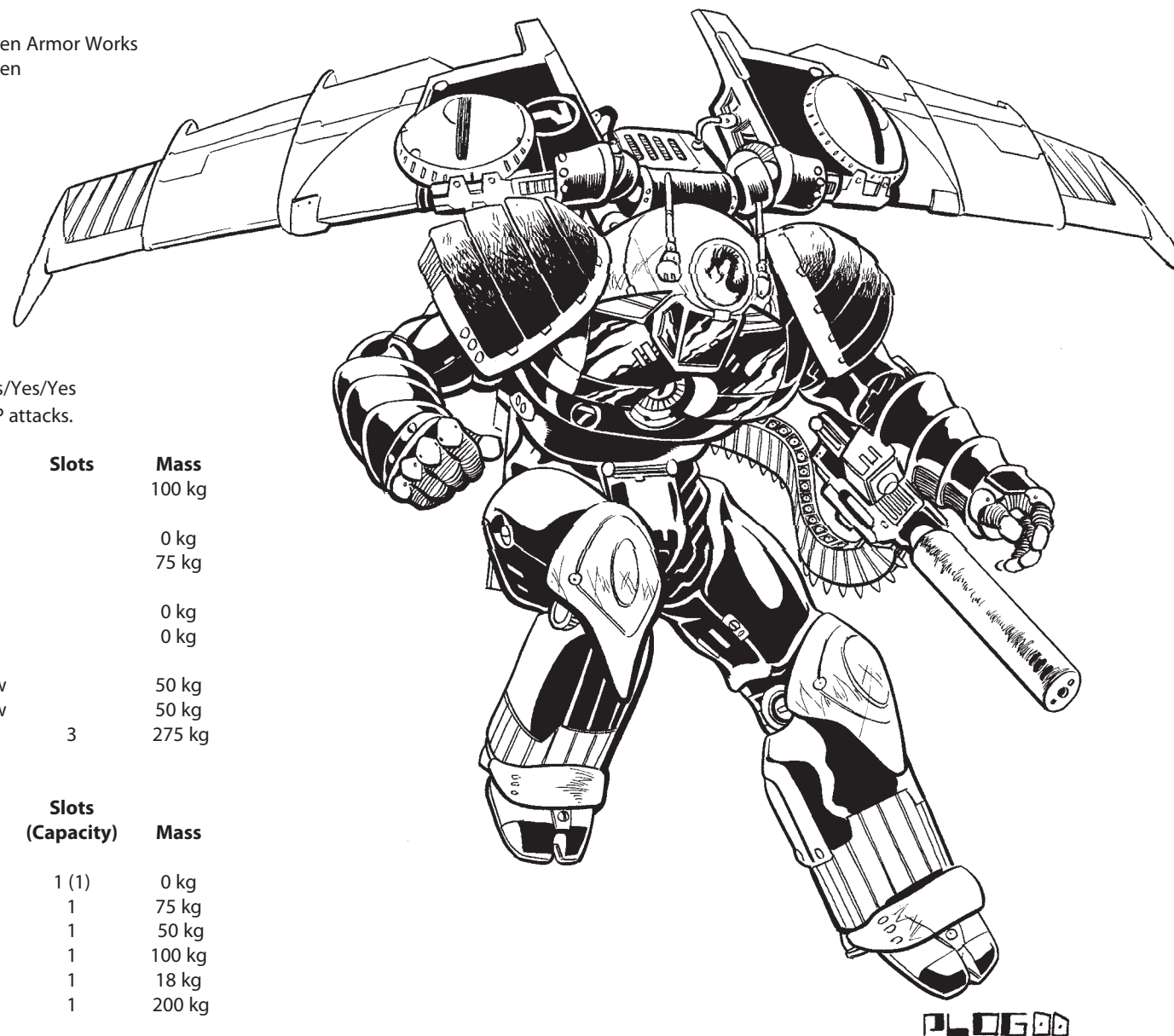
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: *Vibro-Claws variant may not make AP attacks.

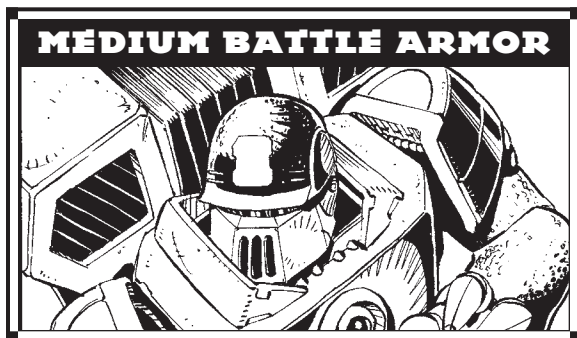
Equipment

		Slots	Mass
Chassis:			100 kg
Motive System:			
Ground MP:	1		0 kg
Jump MP:	4		75 kg
Manipulators (Standard):			
Right Arm:	Armored Glove		0 kg
Left Arm:	Armored Glove		0 kg
Manipulators (Vibro-Claw):			
Right Arm:	Battle Vibro-Claw		50 kg
Left Arm:	Battle Vibro-Claw		50 kg
Armor:	Basic Stealth	3	275 kg
Armor Value:	5 + 1 (Trooper)		

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Squad Support Weapon Mount	LA	1 (1)	0 kg
Flamer (10)	—	1	75 kg
Machine Gun (50)	—	1	50 kg
Small Laser (30)	—	1	100 kg
Light TAG (60)	—	1	18 kg
Partial Wing	Body	1	200 kg
<i>Vibro-Claw</i>			
Partial Wing	Body	1	200 kg



PL0600



In the wake of the Clan invasion of the Inner Sphere, the AFFC High Command moved to capitalize on the resulting technological boom. Whole series of new BattleMech and vehicle designs debuted during those years, as did not only the very first Inner Sphere-produced battle armor suit, but also three unique suits—all designed by Federated Commonwealth engineers and built by Federated Commonwealth concerns. By the end of the decade, however, the secession of the Lyran Alliance had sent morale within the Federated Suns nation plummeting.

In an effort to rebuild the esprit de corps within the sundered AFFC, Victor Steiner-Davion spearheaded the 'redesign for Davion pride' project, which saw 'Mechs like the *Enforcer* and *JagerMech* significantly upgraded. In the same vein, the AFFC High Command also pushed through the redesign of the Standard Inner Sphere Battlesuit that its armored infantry troops had been fighting in for the better part of the decade. Upon completion, this new suit was dubbed the Cavalier.

What began as a purely cosmetic change became more significant as designers worked on the suit's image. Give-and-take between aesthetics and combat worthiness required the computer simulation of hundreds of designs, and prototypes of dozens. Once an acceptable look was achieved, there were some unexpected results: armor plating shifted around the suit, enhancing leg armor by enlarging the plating over the calves and thighs, but the arms and hands lost significant armor protection. Some within the AFFC were concerned that these changes were becoming

too severe, compromising the complicated armor's most important function of protecting the wearer from harm.

Rather than incurring the significant time and costs involved in returning to the drawing board, engineers pressed on with what they had. The approved visual design was thoroughly analyzed for combat readiness. Although the suit's exposed elbow and hand joints resulted in vulnerability to shrapnel, the wearer enjoyed an increased level of manual dexterity compared to the standard model. Reluctantly, the officers assigned to the project concluded that the benefits balanced the drawbacks and signed off on the Cavalier. The AFFC had achieved in a few short months their goal of a unique battle armor suit for the Federated Commonwealth, which quickly boosted morale in the units that received Cavaliers to replace standard battle armor lost in combat.

Since its introduction more than a decade ago, the Cavalier has seen few changes. To date, there have been more Cavaliers built in the Inner Sphere than any other battle armor suit save the original Inner Sphere standard. However, it has also seen the highest percentage of losses, thanks solely to the FedCom Civil War, which regularly pitted the Cavalier against itself and the many other battle armor designs also fielded by the Federated Suns and Lyran nations. Throughout the war, the Cavalier consistently outperformed every Inner Sphere battlesuit it was pitted against, save for the Infiltrator Mk. II. Though even the Federated Suns has yet to develop its armored infantry forces to the same extent as the Clans, battle armor units have become all but integral to 'Mech forces, able to root out hidden resistance or mount crippling surprise attacks like no other battlefield unit.

The Cavalier is in service with every single AFFS RCT, along with many Lyran RCTs, and the unit likewise complements scores of conventional mechanized and jump infantry units. Independent battle armor battalions have proven decisive on numerous occasions throughout the FedCom Civil War and during the current Jihad. Word of Blake forces, and even Combine and Capellan commanders, are feeling firsthand the pressure these hardy battlesuits can place on them, regardless of whether they can field their own battle armor or not.

Notable Troopers

Command Sergeant-Major Wendleck "Grabber" Petrocelli: One of the few who survived Archon Katherine's order to utterly destroy the First Davion Guards, Command Sergeant-Major Petrocelli lived among the New Avalon underground for years until the final Allied assault upon the world. While the Allies advanced on Avalon City from without, he struck from within, knocking out communications and forcing Loyalist commanders to split their limited forces. When the First Guards were reconstituted in the wake of the FedCom Civil War, he was among the first to volunteer. Wounded in the initial stages of the Word of Blake assault on New Avalon, he nevertheless continues to serve, leading a team of volunteer armored infantrymen as they fight a guerrilla campaign within the Blakists' rear areas.

Corporal Suzanne "Thumper" Barqa: Busted down to corporal half a dozen times for fighting in-ranks, but with just as many commendations for battlefield heroism, "Thumper" Barqa lives up to her nickname. She and her fellow armored infantrymen in the Second Ceti Hussars have racked up dozens of BattleMech kills since the Taurian invasion of the Pleiades Cluster. Reprimanded three times for using excessive force with POWs, the information she extracted each time led directly to successful operations—the only thing that has saved her career.

CAVALIER BATTLE ARMOR

MEDIUM BATTLE ARMOR

19

Type: Cavalier

Manufacturer: Albion Advanced Technologies and Products, General Motors of Talcott

Primary Factory: Albion, Talcott

Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

38 (Flamer)

38 (Machine Gun)

44 (Small Laser)

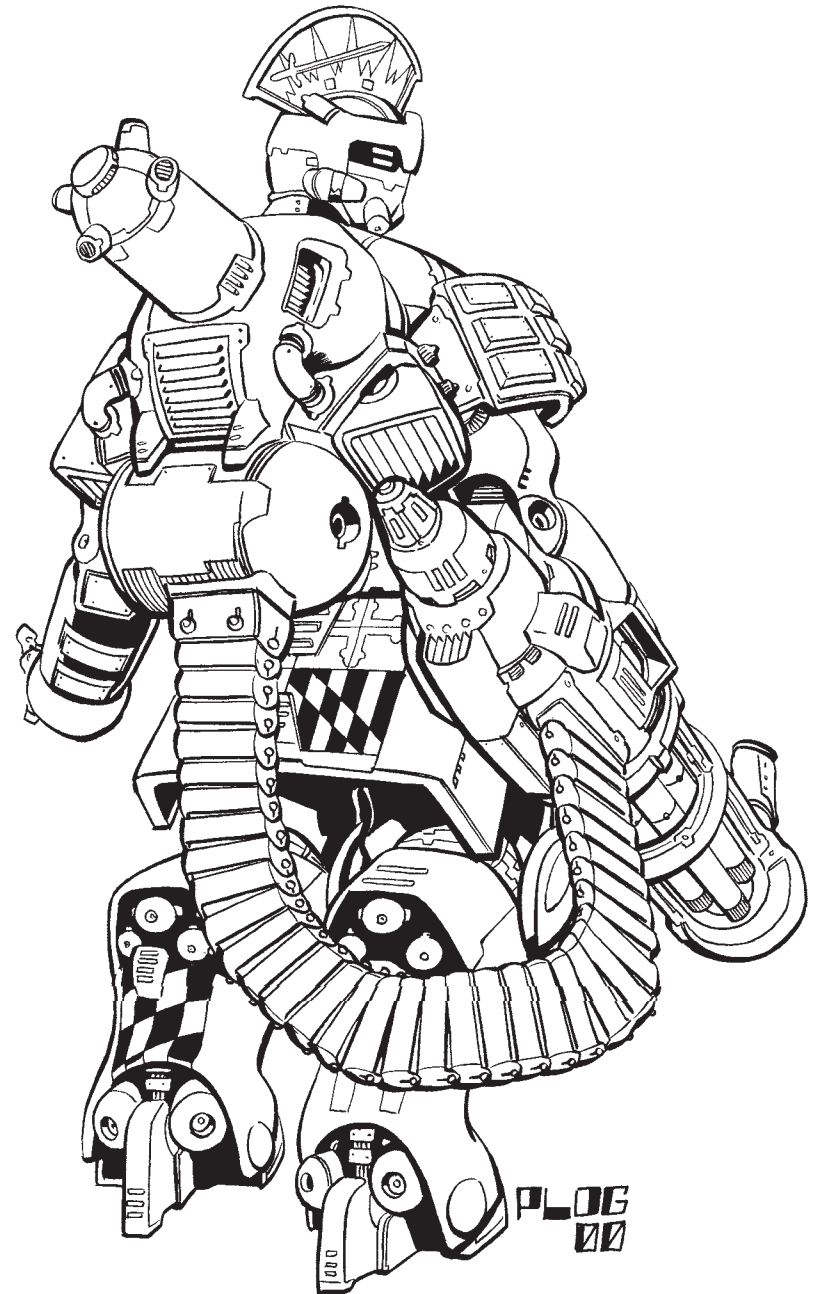
42 (SRM)

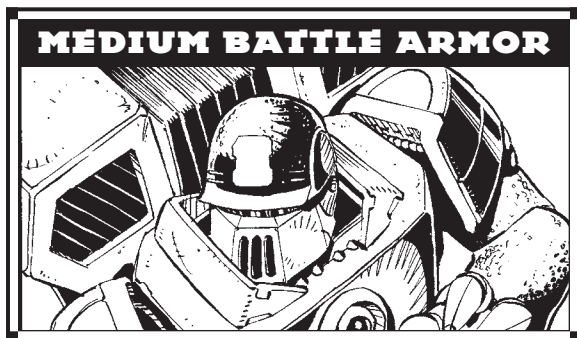
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard	450 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
Small Laser (30)	—	1	200 kg
SRM 1 (4 shots)	—	2	110 kg





Ambition slowed the development of battle armor by the Capellan Confederation. When the other Inner Sphere houses already had battle armor on the battlefield (in many cases multiple designs), the Confederation was still at the drawing table, developing plans for three different variations of their own design. However, the lack of familiarity with battlesuit technology prevented them from implementing any of these early designs, and the Confederation had to settle for an adopted copy of the standard Inner Sphere battle armor, focusing their efforts on a single design. Though this allowed the Confederation's design to move forward, Capellan engineers still needed years to come up with a workable model, eventually requiring help from the Word of Blake to solve the suit's life-support and environmental-containment systems before it went into the testing phase.

Deployment of the final prototype of the Fa Shih, or the Master of Methods happened in 3061. The armor is a medium suit, capable of anti-Mech or anti-personnel operations, and designed to absorb punishment as well as dish it out. While the Confederation was unable to adapt its new stealth armor system for use on the Fa Shih, it provided above-average protection for battle armor of its size. In addition, special magnetic locking clamps built in at the knees and underarms allow the Fa Shih to mount standard BattleMechs and vehicles.

The Fa Shih's first unique feature is its mine-laying and mine-detecting capabilities. The armor is equipped with a compact system for deploying Field Artillery Scatterable Mines (FASCAM). To deliver the mines, a Fa Shih trooper uses the suit's jump jets to hover directly

over the targeted area and detach a canister from the suit's back. When the canister reaches the correct altitude, it explodes and scatters dozens of grenade-sized mines over the selected area. The mines travel downward with enough force to conceal themselves a few centimeters underground. Seconds after the mines are scattered, they arm themselves, and the minefield is in place. The whole process takes approximately five seconds to cover an area of more than 30 square meters. The Fa Shih's second canister can augment the size of the first minefield or lay a second area. To complement this capability, the Fa Shih also features advanced retractable electronic probes and metal detectors that allow it to clear minefields quickly and efficiently.

The second unique feature of the Fa Shih is special magnetic clamps. Located at the knees and underarms, the clamps allow a Fa Shih trooper to mount standard BattleMechs and vehicles in the same way other battle armor mounts OmniMechs. This feature was born of necessity, as the Capellan Confederation currently fields only one Capellan-designed OmniMech, the *Men Shen*.

Finally, in harmony with *Xin Sheng* and the current crop of 'Mechs such as the *Men Shen*, *Ti Ts'ang* and *Yu Huang*, the Fa Shih's armor was molded along the lines of Chinese aesthetics.

The Fa Shih mounts any of the usual anti-Mech battlesuit weaponry, such as small lasers—including the light TAG spotting laser—flamers or machine guns.

Notable Troopers

Pai-zhang Li Wynn: Wynn aspired to be a member of Warrior House Hiritsu. Older than most, his persistence and intestinal fortitude brought him to the attention of Aris Sung. Under Sung's tutelage, Wynn strived to become an accepted member of House Hiritsu. Through long hours of study and physical training, *Pai-zhang* Wynn excelled where others floundered, making his *Sifu* proud.

Li's defining moment came while on assignment protecting Isis Marik as she toured the world of Hustaing. Unbeknown to Wynn and the other members of House Hiritsu, the planet was a targeted by the Second Battalion of the Blackwind Lancers, who had gone rogue in an

attempt to capture or kill Sun Tzu Liao who was traveling to meet his fiancée on Hustaing. During the assault on the capital, Wynn defended Isis from the Lancers and helped her escape capture at the cost of his own freedom. When the Lancers capitulated, Wynn returned a hero.

During the Capellan-St Ives Civil War, Wynn received command of two infantry platoons, one equipped with Fa Shih battle armor. On St Ives, Wynn's command helped break the back of the Home Guard at the Battle of Scottsdale Wash in the 'Zona Province. However, during the push on Shen Pass, *Pai-zhang* Wynn's command assaulted the city of Naqiuo in an attempt to break its defenders. Yet, the attack faltered when they faced a determined enemy consisting of a *Clint* and three armored vehicles supported by infantry. Wynn's unit suffered heavy casualties but destroyed the armored vehicles and forced the BattleMech to retreat. After his Fa Shih suit took a disabling hit from a laser, Wynn, now wounded, commandeered a Blizzard hover tank and attacked the *Clint* making its way toward the rear echelon of Hiritsu forces advancing on the pass. Wynn selflessly gave his life to stop the enemy 'Mech in a manner befitting of a warrior of House Hiritsu.

Type: Fa Shih

Manufacturer: Ceres Metals, Hellespont Industrials

Primary Factory: Capella, Sian

Equipment Rating: E/X-X-F/F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

38 (Flamer)

38 (Machine Gun)

44 (Small Laser)

30 (Light TAG)

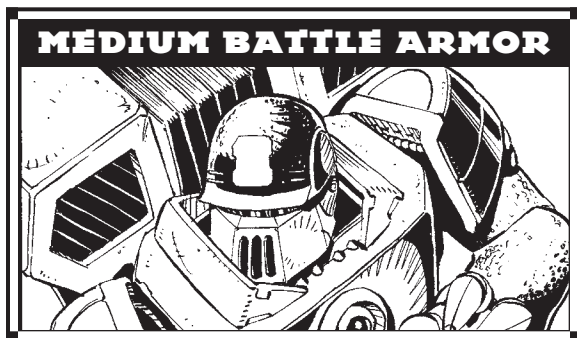
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Basic Manipulator (w/ Mine Clearance)	15 kg
Left Arm:	Basic Manipulator (w/ Mine Clearance)	15 kg
Armor:	Standard	350 kg
Armor Value:	7 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
Small Laser (30)	—	1	200 kg
Light TAG (60)	—	1	35 kg
Anti-Personal Weapon Mount	LA	1	5 kg
Mine Dispenser	Body	2	50 kg
Magnetic Clamps	Body	2	30 kg





Like the Scout, the Gray Death Standard battle armor design was created after the NAIS supplied the Gray Death Legion with battle armor prototypes for field-testing. Responding to the assessments of their troops, the Legion engineers enhanced the capabilities of the NAIS-supplied design by adding an anti-personnel weapon for use in infantry-support operations and an enhanced sensor suite. These modifications came at the expense of the standard jump pack. However, the resulting design is less expensive to produce and easier to maintain. The battle armor retains a high degree of mobility thanks to reinforced myomer bundles that allow it to bound across the battlefield at over 30 kph. Common weapon selections include a small laser, machine gun, flamer, or a single tube SRM launcher equipped with a four-missile magazine.

The Gray Death Standard battle armor suit is intended to reinforce conventional infantry when facing heavy BattleMech opposition. The suit's thick armor not only protects against weapons fire but also reduces the feelings of exposure and vulnerability commonly experienced by infantry during battle against opponents in BattleMechs. By amplifying the wearer's strength, it improves their chances of success in performing dangerous anti-Mech attacks.

The Legion's new battle armor made its debut against the Jade Falcons on the world of Pandora. Fighting amidst the thick jungle near the town of Vandmaal, the battle armor proved decisive in the Legion's victory over the Clan invaders. In the years following the Truce of Tukayyid, the Gray Death Standard battle armor continued to prove its worth in repeated engagements against a variety of foes.

Like the Legion's Light Scout version, the Standard suit was manufactured by the Legion on Glengarry. Production remained limited to the mercenaries' need to replace battlefield losses. However, the Legion occasionally sold small numbers to other mercenary units and the LAAF.

In 3065 the Gray Death Legion was destroyed on Hesperus II. Many expected Alex Carlyle would return to rebuild the unit his father created, but with the FedCom Civil War raging, the LAAF was unwilling to release Alex from his commission. Then the Carlyle family was stripped of their title and lands on Glengarry, and even if Alex could have raised the funds, the Mercenary Review and Bonding Commission regretfully pointed out that it lacked a rating code low enough for a reconstituted Legion. Without the legendary Grayson Death Carlyle to offset it, the Legion's habit of breaking contracts and turning on their employers had left their reputation soiled beyond redemption.

However, the Gray Death battle armor designs survived the death of the unit that created them. With financial aid from Defiance Industries, Richard Leone (cousin of the late Legion infantry commander Thomas Leone) and a handful of support staff that survived the bloodbath on Hesperus II established Gray Death Technologies. Located on Glengarry, GDT is the only manufacturer in the Lyran Alliance dedicated to manufacturing battle armor. Along with the Scout Suit, the Standard design is marketed to the LAAF and mercenaries; to further such marketing, a new variant of the Standard has appeared recently, mounting a light recoilless rifle.

Notable Troopers

Major Vance Redding: When Mobile Fire received several squads of battle armor (a sweetener to maintain their support for Katherine Steiner-Davion), Vance Redding was delighted. Proving that you can teach an old dog new tricks, Redding quickly learned how to operate one of the Gray Death Standard suits.

One of Donald Moore's most faithful supporters, Redding was instrumental in executing the plot to remove the aging Fred Laurencin from command and put a member of the Moore family back in their hereditary position. Since accepting a contract with the Word of

Blake in 3068, Mobile Fire have been deployed on the Blakist protectorate worlds where they have had to deal with ComStar-sponsored insurgents. In this role, the Gray Death Standard battle armor (with its advanced sensors) has proven itself invaluable.

Captain Evelyn Hokna: With their impeccable reputation, the Twenty-first Centauri Lancers were one of the first units that the Gray Death Legion supplied with battle armor. The task of organizing the Fifth Company of the Security Lancers fell to Evelyn Hokna. Fascinated by battle armor since the first wild stories about their capabilities began to leak out from the survivors of commands unlucky enough to face the Clan juggernaut, the life-long Lancer jumped at the assignment.

With the facilities of the Focht War College on Tukayyid at her disposal, Captain Hokna was able to rapidly train and organize her new command. Furthermore, she had several opportunities to discuss battle armor operations with Nova Cat Elementals—including Khan Santin West himself. This has given Evelyn valuable insights into battle armor operations that few other Inner Sphere commanders can boast.

The Lancers had already fallen afoul of Blakist schemes back in 3057, when they were held prisoner while Word of Blake Militia troops infiltrated ComStar's defenses on Terra under the mercenaries' colors. When the Blakists assaulted Tukayyid, Colonel Haskell was determined that the Lancers' dependents would not be used as hostages against them once more. With the aid of the Killer Bees' JumpShip *Queen Bee*, Captain Hokna and her company evacuated Lancers' wounded and dependents.

GRAY DEATH STANDARD SUIT

MEDIUM BATTLE ARMOR

23

Type: Gray Death Standard

Manufacturer: Gray Death Technologies

Primary Factory: Glengarry

Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

37 (Small Laser)

37 (Flamer)

43 (Machine Gun)

41 (SRM)

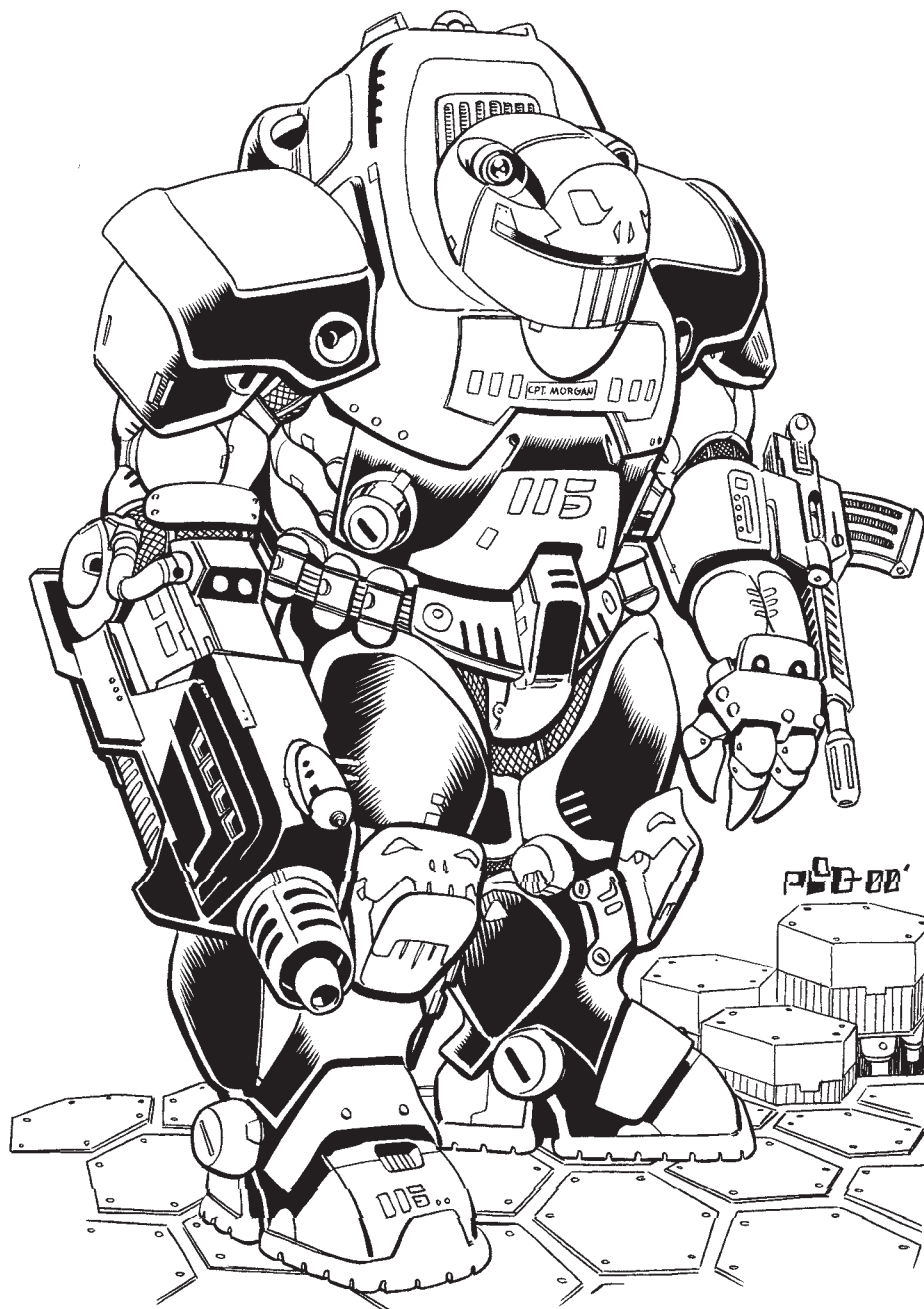
48 (Light Recoilless Rifle)

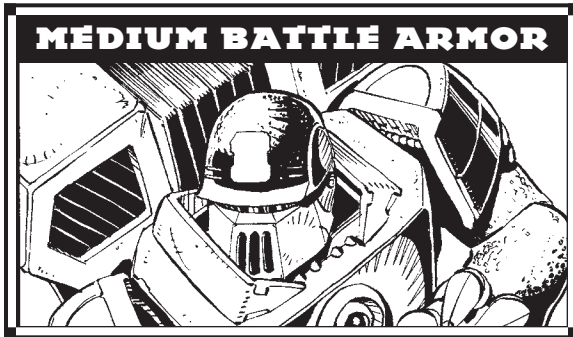
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive Systems:		
Ground MP:	3	80 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	
Armor:	Standard	450 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Small Laser (30)	—	1	200 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
SRM 1 (4 shots)	—	2	100 kg
Light Recoilless Rifle (20)	—	2	175 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Improved Sensors	Body	1	65 kg





Though the AFFC was the first Inner Sphere military to field a battle armor suit, and soon thereafter debuted two additional, highly specialized suits, the fact that it was also the largest military in the Inner Sphere prevented it from continuing its pioneering trend. Quite simply, the AFFC had to not only equip more line units than any other nation with battle armor formations but also rebuild countless Regular Army regiments shattered or destroyed during the Clan Invasion. While the NAIS and other military think-tanks kept abreast of the latest developments pursued by their rivals throughout the Inner Sphere, R&D funding dropped significantly as priority was assigned toward recouping losses.

The Infiltrator battle armor suit, with its integral stealth capabilities, was a design inherently suited for special forces and intelligence-gathering missions. Purchases made by the elements of the Federated Commonwealth Intelligence Command (FCIC), both civilian and military, accounted for the majority of the Infiltrators built in the first few years of production. The Infiltrator's many flaws were immediately evident, however, and the Intelligence Secretariat, the FCIC's command element, directed its Office of Science and Technology (OST) to coordinate with the NAIS to develop a replacement for the Infiltrator, one better suited for the FCIC's missions.

The actual breakthrough, though, came from a surprising source. In 3057 the Intelligence Secretariat obtained several Mark XXI Nighthawk suits that the Gray Death Legion had found within a Star League vault on Karbala. Once delivered to the NAIS, the Nighthawks were systematically dismantled and analyzed. Though they

were destroyed in the process, the Nighthawks provided invaluable data.

The Mk. II suit surpasses the Mk. I in every way, though only at a substantial cost. It is faster, better armored and far more agile than the "Waddle," as many operators euphemistically named the Mk. I suit. This Mk. II suit, unofficially known as the "Puma," includes an integral jump pack, an optional para-foil attachment for high-altitude insertions, and increased low-observability capabilities and electronic countermeasures. Designed to take a more direct combat role than its predecessor, the Mk. II is fitted with two fully-functional hands, though one of those hands is encased within the hardpoint when fitted with a support-class weapon, while the other is a fully articulated claw. Although originally intended to mount the usual assortment of anti-Mech weaponry, the success of the specially-designed Magshot Gauss rifle changed the designers' plans. The new weapon is now mounted on all standard Infiltrator Mk. II suits, giving them a sniping weapon superior to any other on the battlefield. As with most other battle armor designs, the Mk. II also has a mounting hardpoint for a secondary anti-personnel weapon.

Still in short supply—by all accounts the DMI and MIO combined have taken delivery on almost forty percent of the suits manufactured throughout the years, while losses incurred during the FedCom Civil War accounted for a not-insignificant number of suits—the Infiltrator Mk. II can be found within most RCTs, as well as in a number of dedicated special forces units. Most are of the standard variant, though a few suits have appeared over the years that sacrifice the integral Magshot for a standard support machinegun and additional sensors.

Notable Troopers

Agent "Tamroy": The Federated Suns' Ministry of Information, Intelligence and Operations maintains its own force of "Puma" battle armor, mostly within its Covert Ops Division. The agents assigned to this division are carefully selected not only for their abilities and their devotion to the Davion family, but also for their flexible ethics. Notoriety is not something any of these individuals aspire to, but occasionally reports of their exploits leak

out. So is the case with the agent code-named "Tamroy." Responsible for more than two hundred confirmed kills, this agent has apparently been working directly for Duke George Hasek, most recently deep behind the lines within the Capellan Confederation. Unconfirmed rumors from Capellan propagandists that Tamroy directed the orbital bombardment on Sian notwithstanding, Tamroy has apparently assassinated more than two dozen senior Confederation officers in just the past year, sniping them from extreme ranges and then fading away before Capellan troops can find him (or her).

Major General Sheldon Zibler: Unlike the majority of his family, Sheldon Zibler willingly Dispossessed himself in order to join the nascent armored infantry corps when he graduated the Albion Military Academy in 3051. Though not the typical armored infantry build, he nevertheless excelled in training and took command of one of the first battle armor platoons, and then companies, and then battalions in the AFFC. That, more than his family name, put him on the fast track. Derailed for several years during the FedCom Civil War, he led the Argyle prison break which freed more than two thousand political prisoners from Archon Katherine's clutches and, after linking up with Field Marshal Ardan Sortek's task force, took command of the provisional airborne brigade that secured LZ after LZ for the Allies during their final push on New Avalon. Sporting the Puma suit personally given him by his father, Marshal Dixon Zibler, he now commands the Eighteenth Federation Airborne Brigade, which since the dawn of the Jihad has jumped from world to world to lend their unique skills to the fight against the Blakists.

INFILTRATOR MK. II BATTLE ARMOR

MEDIUM BATTLE ARMOR

25

Type: Infiltrator Mk. II

Manufacturer: Achernar BattleMechs

Primary Factory: New Avalon

Equipment Rating: E/X-X-F/F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

49 (Standard)

35 (Sensor)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

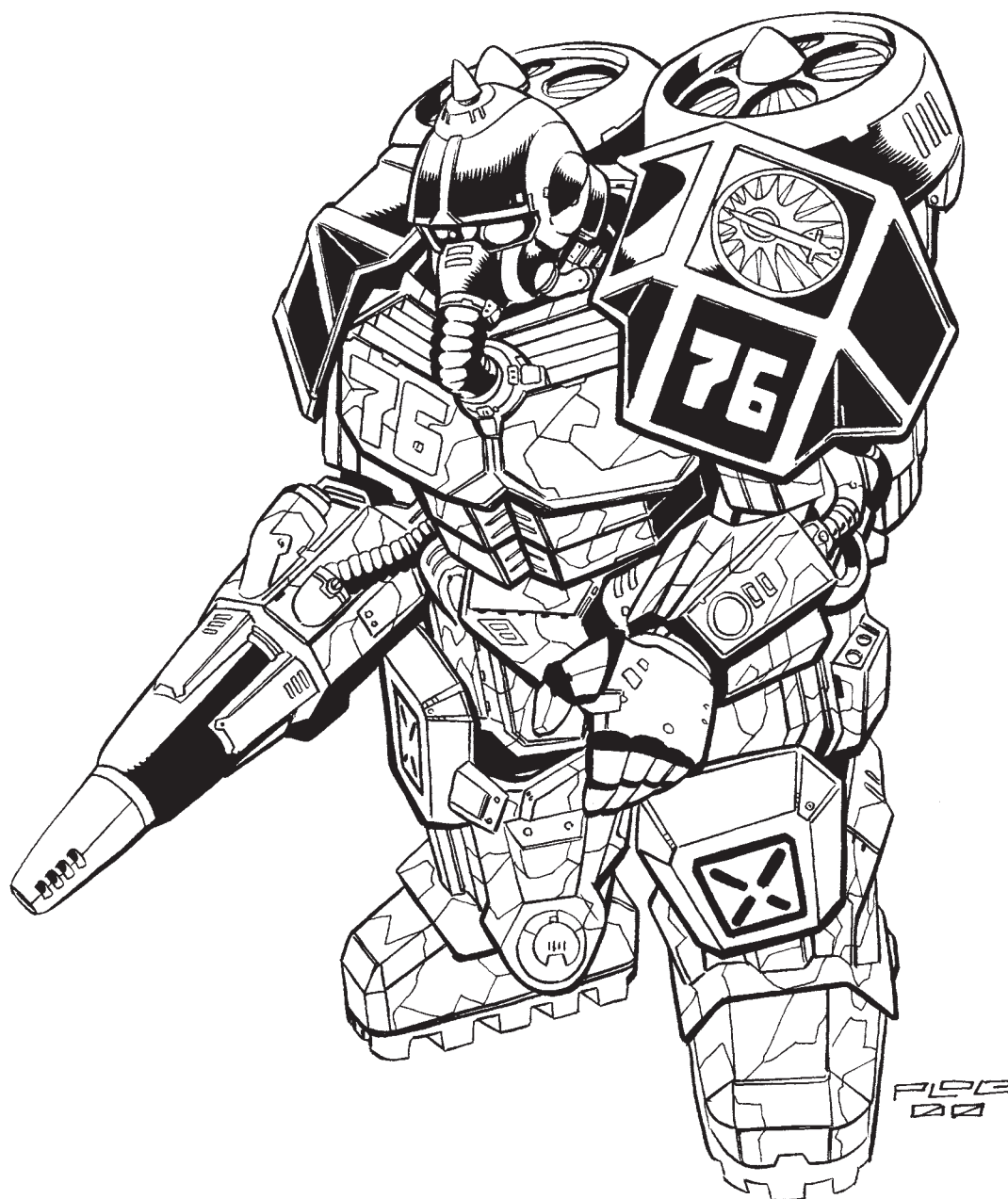
Notes: None.

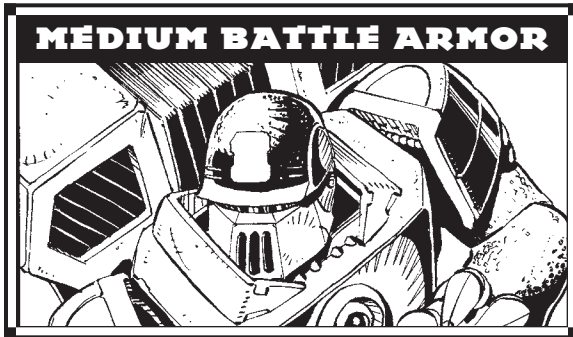
Equipment

		Slots	Mass
Chassis:		175 kg	
Motive System:			
Ground MP:	1		0 kg
Jump MP:	3		150 kg
Manipulators:			
Right Arm:	Basic Manipulator		0 kg
Left Arm:	Basic Manipulator		0 kg
Armor:	Standard Stealth	4	360 kg
Armor Value:	6 + 1 (Trooper)		

Weapons and Equipment

	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Magshot Gauss Rifle (10)	RA	3	175 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
ECM Suite	Body	1	100 kg
Parafoil	Body	1	35 kg
<i>Sensor</i>			
Machine Gun (50)	RA	1	100 kg
Anti-Personnel Weapon Mount	RA	1	5 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
ECM Suite	Body	1	100 kg
Improved Sensors	Body	1	65 kg
Parafoil	Body	1	35 kg





Immediately following the Inner Sphere's first contact with Clan battle armor in 3050, the militaries of all five Great Houses began intense research to develop and mass-produce their own battle armor to counter this new Clan threat. At first, Inner Sphere researchers had no models on which to base their designs because the Clan forces were sweeping away all who opposed them and leaving virtually no battlefield salvage for Inner Sphere forces. Thus, the Inner Sphere designers were forced to reach all the way back to the Star League era, to sketchy records of power armor suits such as the Nighthawk, which was used by scouts and special forces of the original SLDF. Early battle-armor prototypes based on this data fared poorly in combat simulations, and research proceeded slowly at best.

As the Clans suffered their first few defeats, Inner Sphere forces managed to capture Clan battle armor, and Inner Sphere engineers were able to closely examine the new weapon. Soon they had developed copies of the Clan battle armor using technology available throughout the Inner Sphere. The earliest examples of these copies were produced by the Federated Commonwealth's New Avalon Institute of Science (NAIS) and were immediately issued to FedCom troops on the Clan front and select elite mercenaries such as the Gray Death Legion for field-testing.

These suits incorporated many of the same systems as the Clan suits, but the limitations of Inner Sphere technology prohibited the battle armor from carrying as much armor as the Clan suits and from mounting both the SRM launchers and jump jets standard on Clan suits. During the same period, engineers from the Draconis Combine, Free Worlds League and Capellan Confederation began to develop battle-armor suits based on captured Clan armor.

As all these suits entered production functionally identical, it is widely believed that rampant corporate espionage and/or illegal exchanges of technology across interstellar borders resulted in this unusual serendipity of design.

Continuous refinement of the basic chassis and further analysis of captured Clan suits allowed the addition of compact jump jets to the standard Inner Sphere battle armor by the time of the Battle of Tukayyid in 3052. However, Inner Sphere technological limits still preclude an Inner Sphere battle armor that combines jump capability and the additional SRM launcher found on Clan Elemental suits.

Although most Inner Sphere militaries have further refined the basic battle-armor design to create such suits as the Federated Suns' Cavalier and the Draconis Combine's Raiden—identical in many respects to functionality with the Inner Sphere Standard, but sporting a custom look unique to each faction—the Inner Sphere Standard battle armor suit is still used extensively across known space; with the exception of House Davion, who has already shifted all production over to their Cavalier, all the Houses to one degree or another still produce the Inner Sphere standard.

The standard suits remains one of the most effective and flexible battle-armor designs in use and is the most widely available, partially due to the fact that manufacturers actively searched for new markets instead of stopping production in favor of the newer, specialized armors. Lowered prices and palettes of custom modifications on demand made this otherwise costly type of infantry attractive to more mercenaries, private security and even police forces.

Notable Troopers

PFC Sergej Kovalenkov: Tall, good looking and with an athletic build, Private Kovalenkov is prime recruiting vid material and magnet to the female population on his postings. What he's not, though, is the archetypical empty-headed grunt, having reached his degree in military science in only two years after completing six years of regular infantry service in the AFFC, earning him the honor in 3050 of being the first Inner Sphere soldier to field-test battle armor.

Then on his way to Lieutenant, Kovalenkov quickly took to this new branch of weapons. Identifying himself a bit too much with his new power, perhaps, he seemed to imagine a field of invincibility around himself. While this state of mind worked to his advantage in battle, it also manifested itself in snobbish behavior once he stepped outside the armor. Scientists and engineers wouldn't put up with such manners for long, and Kovalenkov eventually found himself as an enlisted grade back in the service.

In the final days of the Clan invasion, Kovalenkov's attitude shifted for the worse. Now reckless and daring as a devil in battle, he quickly gained the reputation of being the reason why battle armor was equipped with fully closed helmet elements—else everybody would have seen him ripping out myomers with bare teeth.

Sadly but fittingly, Kovalenkov died in 3057—shortly after being once more demoted on grounds of endangering fellow troopers—as his armor shorted out when he dug his claw into a PPC of an onrushing FWL *Awesome*.

Go-cho Sascha Gerten: During the blackout of Luthien, Go-cho Gerten jury-rigged her downed battle armor and the Pagoda of Cherry Blossoms' copper roof to act as an impromptu orbital transmitter to contact troops still loyal to the Dragon. For several days, Gerten's link to the heavens was the only reliable source from the Black Pearl to DCMS high command, officially confirming the treachery of the Black Dragons.

Type: Inner Sphere Standard

Manufacturer: Defiance Industries (House Steiner); Corean Enterprises, Free Worlds Defense Industries, Irian Technologies, Kali-Yama Weapons Industries (House Marik); Ceres Metals, Hellespont Industrials (House Liao); Cosby Myomer Research Firm, Luthien Armor Works, Tanadi Computers (House Kurita)

Primary Factory: Hesperus II (House Steiner); Stewart, Gibson, Irian, Kalidasa (House Marik); Capella, Sian (House Liao); Vega, Luthien, Hachiman (House Kurita)

Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

38 (Flamer)

38 (Machine Gun)

44 (Small Laser)

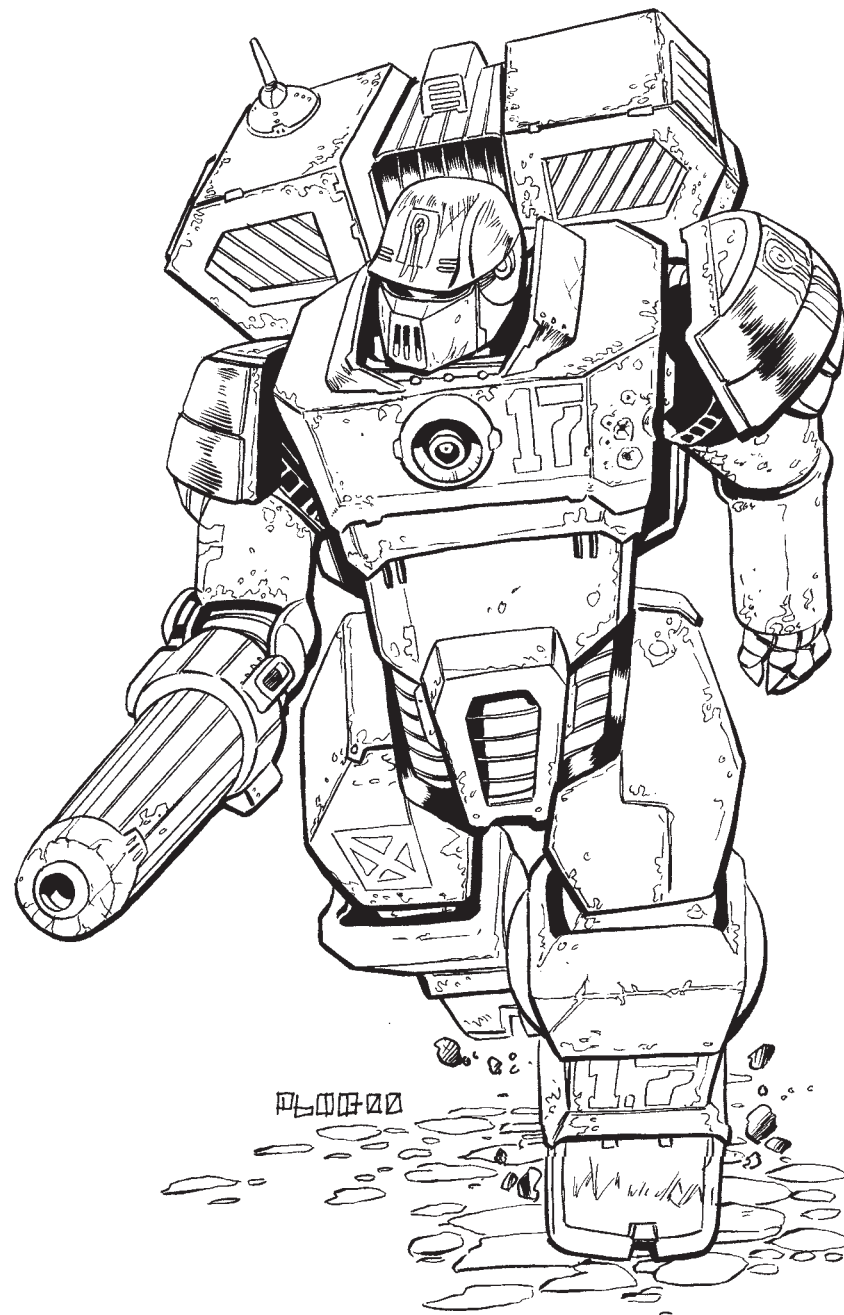
34 (SRM 2)

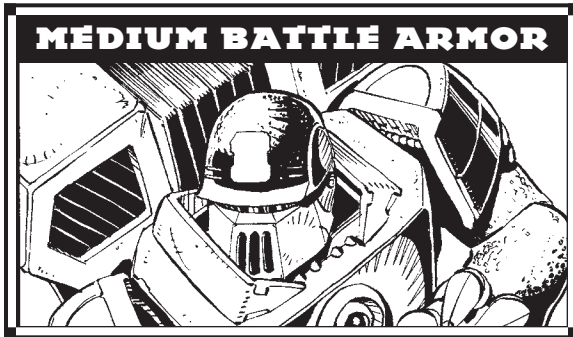
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard	450 kg
Armor Value:	9 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (2)	10 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
Small Laser (30)	—	1	200 kg
SRM 2 (OS)	—	2	75 kg





Jointly developed by the Free Worlds and the Word of Blake, the Longinus—named for the wielder of the Spear of Destiny in the Christian mythos—was the FWLM's attempt to replicate the standard Clan Elemental battle armor. Unlike most Inner Sphere states, the FWL had access to cutting-edge technologies via their alliance with the Blakists, but even this did not allow them to produce a direct copy. Indeed, the additional technical sophistication—and bureaucratic difficulties in the alliance—slowed the design's development, and so the effort proceeded much more slowly than Federated Commonwealth and Draconis efforts to create battle armor. The end result, however, was more sophisticated than the rival versions, and, unlike comparable DCMS and Federated Commonwealth designs, the Longinus featured a version of the Clan Elementals' SRM launcher.

The development process took a year and a half, but even after the suit's debut in 3056 the project was plagued by technical issues, some of which were traced to ComStar sympathizers on the Blakists staff. Armor composites shattered under test firing, the suit's power systems failed without warning, and a series of design corrections and revisions were required before a second, more successful, series of prototypes were fielded in early 3057. This early model did not feature the SRM-launcher that made its Clan cousin so deadly, and at the FWLM's insistence development continued for another eight months.

Most other models based on the Clan design had dropped the SRM pack for good reason—every attempt to combine full jump capability with an SRM launcher

met with failure; either the suit was simply too heavy to maneuver effectively on the ground, or it became too ungainly to control in mid-jump. The FWLM solution was surprisingly simple: the final Longinus incorporated an SRM launcher like the one found in the Clan suit, but internal safety mechanisms prevent the wearer from engaging the jump jets until the missiles are used and the launcher is jettisoned. Unfortunately, the additional safety and jettisoning mechanisms mean that the FWLM suit carries a single pair of missiles and lacks the reloads of the Clan suit.

Capable of stopping a large laser or small-caliber autocannon hit, the Longinus met every criteria set by the LCCC, save one—cost. The Longinus' sophisticated armor composites—near-perfect copies of Clan battle-armor composites—required new manufacturing processes, a consideration that dramatically drove up the cost of manufacturing the battle armor. The development of the suit also ran way over budget and took an excessive amount of manpower away from other, vital projects. The LCCC initially balked at the price until Captain-General Thomas Marik himself authorized additional funding for the project. Additionally IBMU, the suit's initial manufacturer, were persuaded to defray some of their costs in exchange for free use of some of the technologies developed during the project.

The first Longinus suits, assembled on Irian, entered service with the FWLM in December 3057. The suits arrived too late for use in Operation Guerrero, but a squad saw action in the Sirian Campaign, leading the storming of Gyrn's stronghold. The first significant combat deployment of the suit was Operation Bulldog, where they proved their resilience against their Clan cousins.

Unlike the more specialized Achileus and Phalanx designs, the Longinus is now a common sight in the FWL, manufactured on Kalidasa (by Kali-Yama) and Stewart (by Corean Enterprises) in addition to IBMU. Most FWLM detachments have access to some Longinus suits, though distribution is patchy. Rear-echelon units may have only a squad or two for security operations while elite front-line formations may have companies or even battalion-strength deployments, something that has played a considerable role in the FWLM's success in the Isle of Skye.

The Captain-General initially balked at supplying the suit to the Word of Blake and specifically refused to supply any for the invasion of Terra, but the last decade has seen a small but significant number of *Longinus* suits appearing in the Word of Blake Militia. It is not known, however, if the Blakists' variant contains any additional technologies.

Notable Troopers

Staff Sergeant Manzak Dubreil: One of the most experienced battlesuit operators in the FWLM, Dubreil took part in Operation Bulldog and several more recent skirmishes before being assigned to the Atreus garrison. In the coup that unseated Thomas Marik, he is known to have fought for the loyalists and played a key role in resisting the initial occupation of the capital. Throughout the first night his squad clashed numerous times with Paulist and Blakist troops before his suit was eventually rendered inoperative and abandoned. Dubreil's current whereabouts are unknown.

Force Commander Arthur Sukhanov: Member of a distinguished Marik martial family, with distant ties to the Clan bloodline of the same name, Sukhanov serves on Jeremy Brett's staff. The infantry commander of the Arcadia operation during the FedCom Civil War, leading from the front in his advanced battle armor. Sukhanov has become a key advisor to Marshal Brett and his wife, specializing in the employment of battle armor in urban environments.

Type: Longinus

Manufacturer: Corean Enterprises, Irian Technologies,
Kali-Yama Weapons Industries, Etna Foundries

Primary Factory: Stewart, Irian, Kalidasa, Oriente

Equipment Rating: E/X-X-F/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

41 (Small Laser)

41 (Flamer)

47 (Machine Gun)

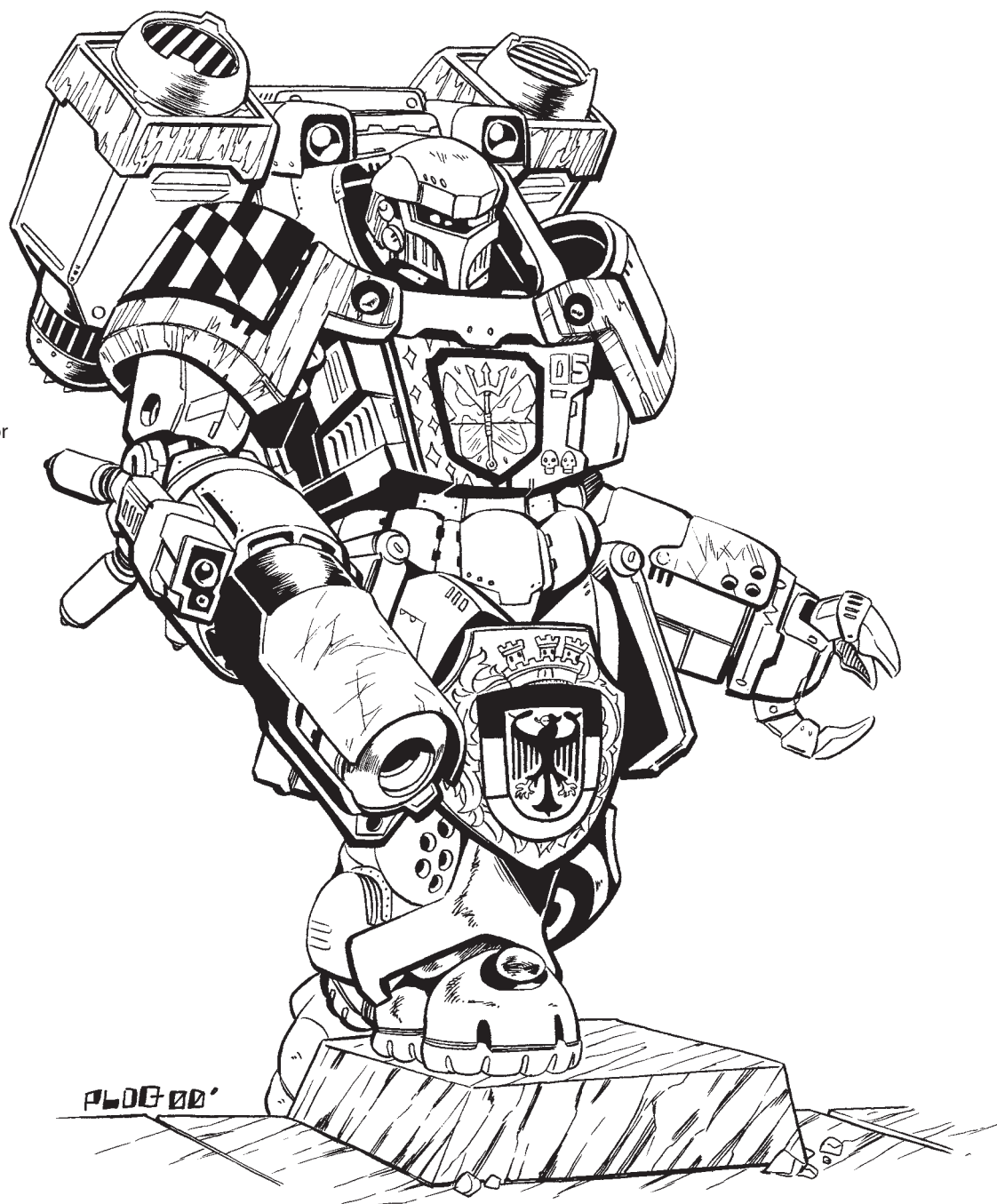
44 ("David" Light Gauss Rifle)

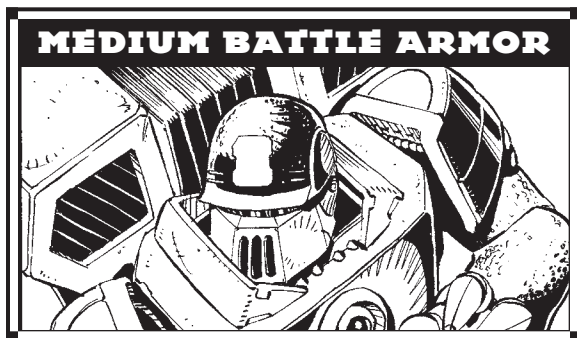
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: SRM must be jettisoned before the Longinus can make Anti-'Mech Attacks, or use Jump movement.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Advanced	5
Armor Value:	9 + 1 (Trooper)	360 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
Modular Weapon Mount	RA	1 (1)	10 kg
Flamer (10)	—	1	150 kg
Small Laser (50)	—	1	200 kg
Machine Gun (30)	—	1	100 kg
"David" Light Gauss Rifle (15)	—	1	100 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Detachable SRM 2 (OS)	Body	2	85 kg





Purifier Adaptive battle armor is a Word of Blake design that incorporates advanced camouflage technology and the ability to mount spotting lasers or missile beacons.

At the time of the Word of Blake invasion of Terra in 3058, ComStar scientists at the Sandhurst Royal Military College were working on an infantry uniform that used mimetic—color-shifting—technology. ComStar believed that this research was destroyed when elements of Word of Blake's Task Force Steel overran the college, despite the valiant efforts of the Sandhurst Training Regiment. ComStar believed the technology had been lost until August of 3061, when the Word of Blake Militia unveiled a new battle-armor prototype that incorporated mimetic technology.

Word of Blake engineers had learned a great deal about battle-armor construction and development during their joint effort with the Free Worlds League Military to produce the Achilles light battle armor, and much of that knowledge is reflected in the Purifier. Like the Achilles, the Purifier features armor-composite sheaths laid over a myomer musculature. Unlike the Achilles, the Purifier contains dozens of micro-cameras tied into a central processing unit buried in the upper back of the chest plate. These micro-cameras continually feed images of the surrounding environment to the computer, which then sends electrical impulses to the chemical composite impregnated in the Purifier's armor sheaths. These impulses control the color of the chemical composite. As the battle armor moves, the computer processor receives feeds from the micro-cameras and manipulates the flow

of current to each part of the suit, so that each section changes color to blend into the surrounding terrain.

The speed of the color-changing ability is rapid but limited, and the processor cannot properly camouflage the unit if the surrounding terrain changes too quickly or too often. This has no effect when the Purifier is moving at slower speeds. But if the battle armor moves at its maximum speed, the mimetic effect actually makes it easier to spot, as the rapidly shifting colors make the Purifier stand out rather than blend in. Regardless of this drawback, the mimetic adaptation was deemed a success.

Once the armor had been perfected, the Word of Blake tested several different weapon systems for use with the Purifier at the Krupp Armament Works' proving grounds. Most of the weapons chosen for standard use on the Purifier come from the Word of Blake's close ties to the FWLM: extended range small laser, TAG and a unique Narc missile beacon system. Recently the Word of Blake has premiered a Support PPC version; a perfect sniper weapon, the PPC allows the Purifier to remain motionless to gain full advantage of its mimetic armor while striking at range.

Though it is only produced at the Krupp Armament Works in Germany on Terra, production has proceeded at an advanced pace, allowing placement of large quantities of the Purifier into every Word of Blake Division.

Notable Troopers

Demi-Precentor IX Karla Jacoby: Raised in a Canopian Pleasure Circus, Karla Jacoby is tough as 'Mech armor, mean as a nolan and (her troops would say) mad as a life-long Spazz-addict. Though her troops might mutter behind her back that she found her calling in the Word of Blake because her homely looks disappointed the Circus madam, she has their absolute devotion; time and again she has risked her life to extract every trooper (alive or dead) from any assignment.

Her most recent actions vaulted her into interstellar notice during the fighting on Glengarry in December of 3069. In command of most of Deference Unified III-omega—part of the Blakists' Eighteenth Division—she

almost single-handedly stormed the final fall-back positions of Brewer's Legion; she accounted for most of their deaths, slaughtering them to a man.

Captain Darius Wooden: Captain Darius Wooden is overall commander of the Devil's Brigade infantry contingent, a recently registered mercenary force composed of ex-Interstellar Expedition security personnel. Gregarious and easygoing—he loves to quiz his troops on esoteric historical trivia—he is as reticent as the entire Brigade to discuss his connections with either Interstellar Expeditions or where he obtained a Purifier battle armor.

Wooden earned his current notoriety even before the Brigade's formation, however, during the actions that lead to the unit's creation. During that event—which also involved the Periphery Star Guard and the Green Ghosts—Wooden supposedly ran up against the Bounty Hunter and not only survived but apparently dealt the Hunter's *Marauder* a fair amount of damage. This is all speculation, however, as no one, including Darius, can or will confirm the details of the encounter. His unwillingness to discuss those events—along with the fact that he bears the same surname as Dr. Reiner Wooden, Chief Operations Officer of Interstellar Expeditions (though no records exist of Dr. Wooden having a son and Darius denies any connection)—only adds fuel to the fire. As with the mythos of the Bounty Hunter, the tale grows with each telling, providing Captain Wooden with a reputation he may or may not deserve.

PURIFIER ADAPTIVE BATTLE ARMOR

MEDIUM BATTLE ARMOR 31

Type: Purifier Adaptive
Manufacturer: Krupp Armament Works
Primary Factory: Terra
Equipment Rating: E/X-X-F/F

Tech Base: Inner Sphere
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value:

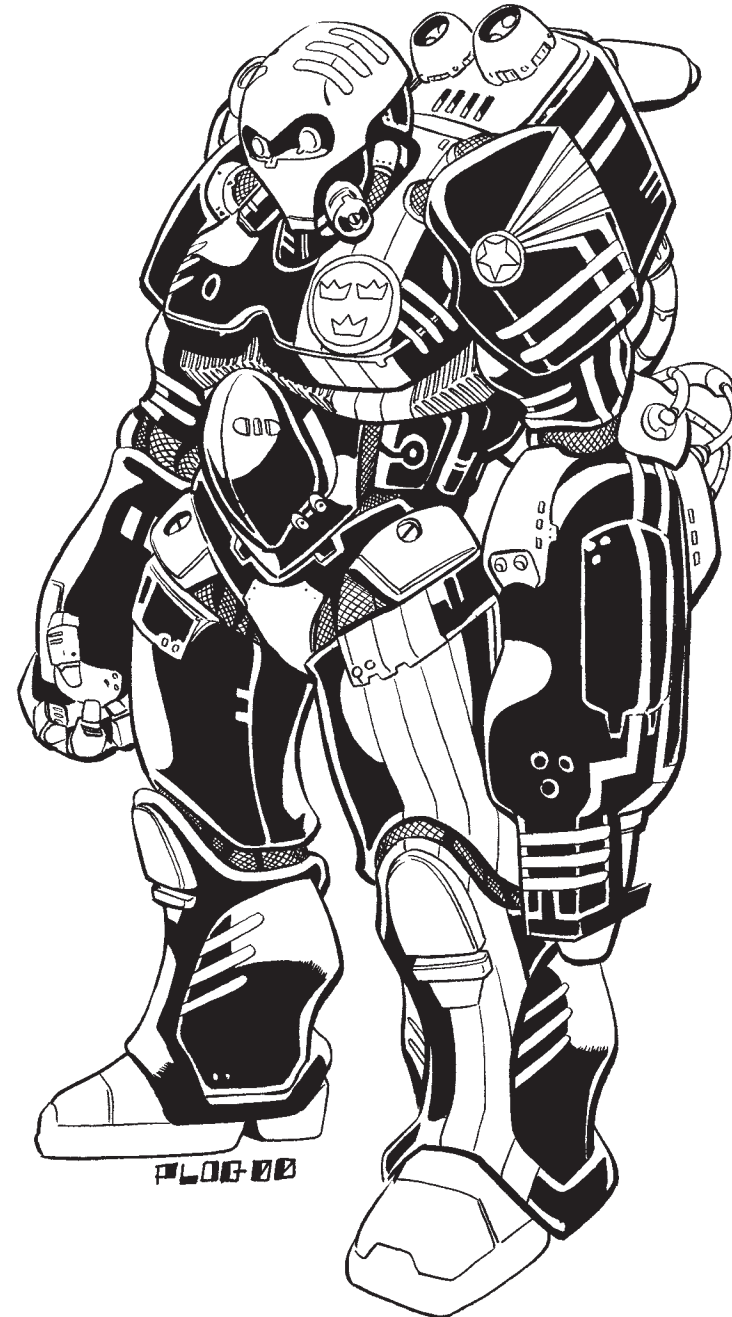
52 (ER Small Laser)
 50 (Compact Narc)
 26 (Light TAG)
 47 (Support PPC)

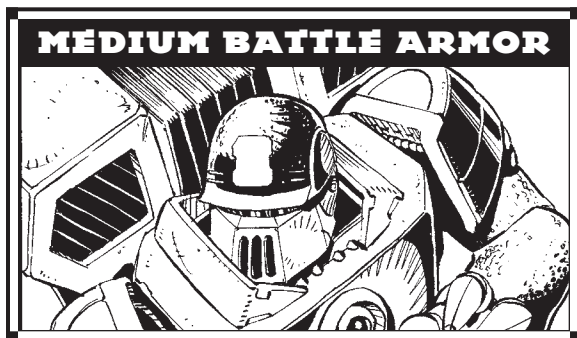
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis:		175 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Battle Claw	0 kg
Left Arm:	None	15 kg
Armor:	Mimetic	7
Armor Value:	6 + 1 (Trooper)	300 kg

Weapons and Equipment	Location	Slots (Capacity)	Slots
Modular Weapon Mount	LA	1 (2)	10 kg
ER Small Laser (20)	—	2	350 kg
Compact Narc (2 shots)	—	2	170 kg
Light TAG (60)	—	1	35 kg
Support PPC (15)	—	2	250 kg





Based on Clan Elemental suits captured back in the early stages of the Clan Invasion of 3050, the Raider has been the Combine's biggest success in the technology of battle armor. Due to a Smoke Jaguar commander's overconfidence at Wolcott, the Combine acquired several pristine suits from the Clan and began reverse-engineering the technology almost immediately.

While the success has been duplicated with the Kage and Kanazuchi armor suits, the Raider has become the common symbol of the DCMS armored infantryman. Presented to the Coordinator in June of 3052, initial tests showed average speed and jump capability—nothing worth noting when compared to some of the initial FedCom suits being tested at the time. However, because the Raider mounted more armor due to a breakthrough in polymer bonding, the suit was capable of surviving a direct hit from a medium laser and some missile strikes. However, on the initial presentation, the Coordinator was not impressed and directed his DCMS designers to modify it so it could protect a trooper from at least a large laser strike.

What has endeared the Raider to the DCMS—and the Genyosha in particular—is the true dedicatory spirit the project leader showed for the Dragon. Personally involving himself in the prototype's testing and trusting fully in his redesigned suit's armor, he took his place in the center of the live fire field and allowed the test to commence.

The quality work of the seventy-year-old scientist was truly impressive. Lacking the strength to properly control the suit, he nonetheless stood bravely in the mid-

dle of a brief laser and missile firestorm. When it was over, the scientist was still alive within the barely-functioning suit and, with obvious pain and great honor, saluted the Coordinator before collapsing. He suffered five broken bones and over a month in the hospital for his dedication, and the Coordinator honored Dr. Guthrie by promoting him to the head of the ISF's Research and Development department. When the honorable doctor passed away a year later, he was laid to rest with a full honor guard of Raider-equipped infantrymen.

The Raider mounts the almost-ubiquitous flamer, machine gun and small laser of standard medium battle armor designs.

Notable Troopers

"Dragonslayers": One of the few surviving squads of the Seventy-first Mechanized Infantry of the Second Sword of Light, these elite armor troopers have made a habit of killing Black Dragons. Led by *Chu-sa* Renee Al-Lanna, these six troopers have racked up an impressive thirty-four 'Mech kills during the last few years of the guerrilla warfare that rages across the surface of Luthien. Betrayed by their commander, the remaining members have vowed to kill any Black Dragon that crosses their path, often ignoring even Blakist 'Mechs to settle their personal score. Currently holed up in the remains of a shattered Luthien Armor Works complex, they have amassed not only a surplus of supplies but have also begun hiding refugees and other lost souls from the ravages of the war that has engulfed the Black Pearl.

"Soulsuckers": Veterans of the Ghost Bear War and the Draconis March incursions, this elite unit—part of the Second Genyosha Infantry—was fully prepared when war came to Dieron. Late to the battle when their JumpShip blew three helium seals, they nevertheless threw themselves into the fray and helped open a bridgehead at the Iznakki SpacePort so that several DCMS DropShips could land and transport the wounded off planet.

Known—and feared among the Blakists—for their uncanny ability to cripple 'Mechs in record time, the Soulsuckers have taken their reputation a step further.

Painting their Raider armor in a light gray with two large, pale yellow eyes on their helmets, they've begun extricating enemy pilots and forcing them to commit *seppuku*. By 'cleansing' enemy 'Mechs this way, they believe they are exorcising the evil demons of Blake so that the DCMS forces can use the captured machines without lingering bad karma. While *Tai-sa* Blaine officially disapproves of the action, she has not surrendered her captured *Vanquisher*.

Captain Marcel Webb: Leader of a small specialized mercenary command, Captain Webb and his Star Seed infantry company have more contracts than they have manpower. Using the wide array of captured and salvaged battle armor suits available to him, he has become a stopgap unit for many corporate needs. Recently returned from a top-secret mission, the Captain has begun to recruit more men for space-specific missions. Rumors passed through the Galatean bar scene say that Webb helped destroy the Blakist JumpShip *Yoke of Purity* during the savage fighting that recently occurred on Orestes.

While Captain Webb is adept at using many of the different armor suits in his command, he consistently suits himself and his command staff in the Raider armor given to him by a grateful DCMS. When asked about the events surrounding such an extraordinary gift, his only reply is "All will be shown in time."

Type: Raiden

Manufacturer: New Samarkand Metals, Luthien Armor Works

Primary Factory: New Samarkand, Luthien

Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

38 (Small Laser)

38 (Flamer)

44 (Machine Gun)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment

Chassis:

Slots

Mass

Motive System:

Ground MP:

1

0 kg

Jump MP:

3

150 kg

Manipulators:

Right Arm:

None

15 kg

Left Arm:

Battle Claw

0 kg

Armor:

Standard

450 kg

Armor Value:

9 + 1 (Trooper)

Weapons and Equipment

Modular Weapon Mount

Location

Slots
(Capacity)

Mass

RA

1 (2)

10 kg

Small Laser (30)

—

1

200 kg

Flamer (10)

—

1

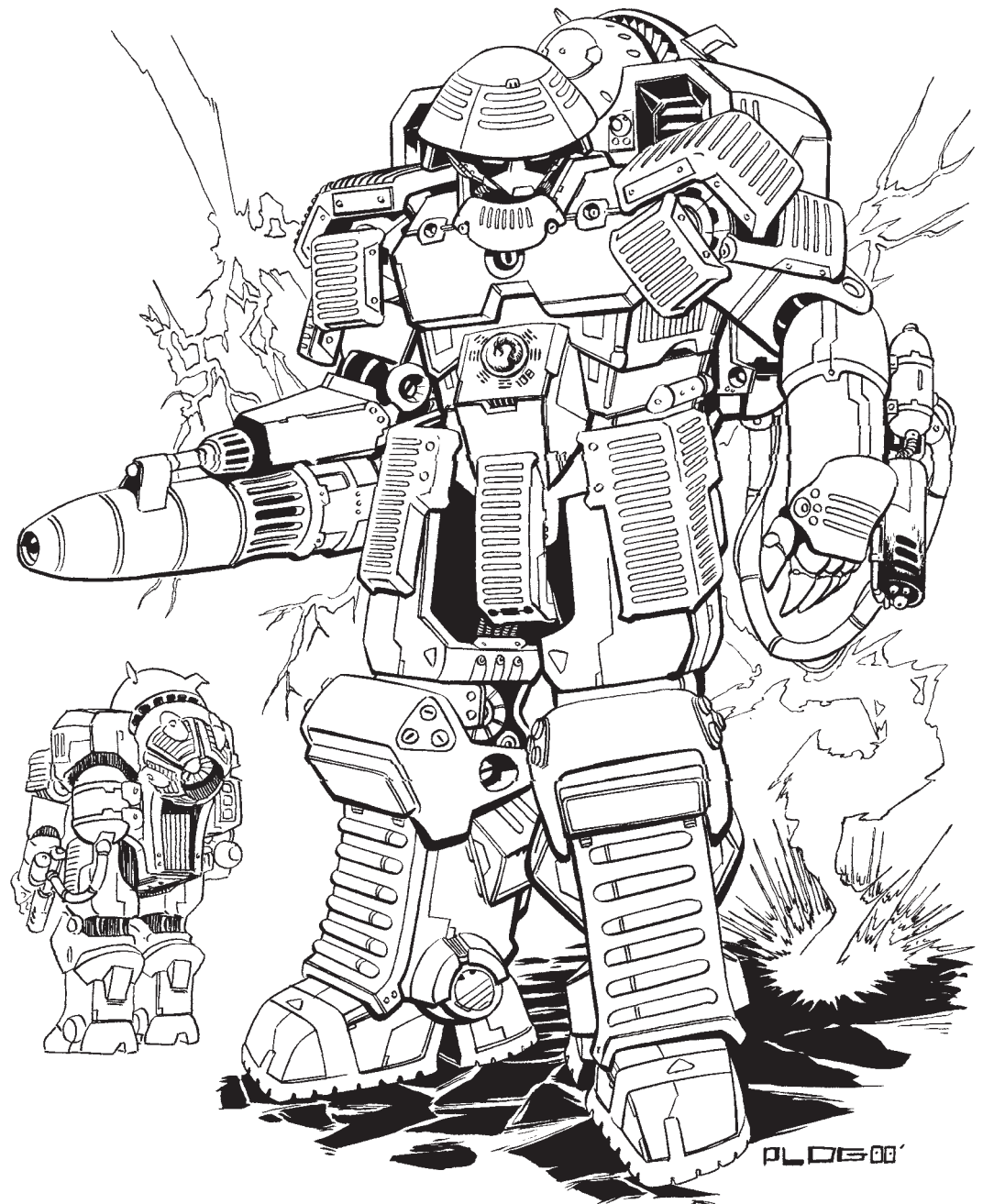
150 kg

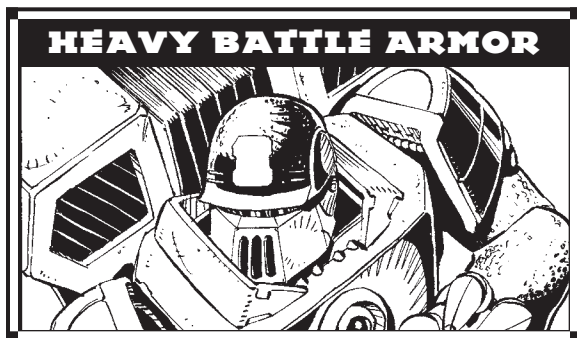
Machine Gun (50)

—

1

100 kg





Although often maligned as the pale shadow of its successor, the Fenrir, the Sloth—like the Infiltrator battlesuits it debuted alongside—represents one of the first examples of Inner Sphere battle armor to hit the modern battlefield. But while its design was based on Clan Elemental battlesuits obtained by the First Somerset Strikers in a daring raid during the early days of the Clan invasion, the Sloth actually shares more in common with vehicular and miniaturized BattleMech designs than proper battle armor. Interested in providing firepower to contend with other battlesuits, the Sloth's predominantly Lyran designers at the NAIS diverged from the baseline humanoid configuration of the standard Elemental by opting for the stability and strength of a quadruped design.

Rather than being worn like standard battle armor, the Sloth was designed to be piloted more like a vehicle, and thus lacked the humanoid-style manipulators necessary to hitch a ride on 'Mechs or to conduct most anti-'Mech attacks. However, the lower profile and stable firing platform enabled the design to better mount weapons. The choice of a quadruped design and the atypical battlesuit piloting method helped speed the Sloth's design and production process. The technical lessons learned from the Clan Elemental suit made it possible to deal with the larger technical issues of power supply and myomer/joint structure design, while designers did not have to concern themselves with the finer details of bipedal balance and humanoid piloting interfaces.

Limited numbers of the Sloth were deployed throughout the Federated Commonwealth when the

Lyran Alliance seceded. The Federated Suns' high command, never truly impressed by the battlesuit's performance, did not pick up the Sloth's production, which by then had been shifted to Lyran factories. Sloths continued to be produced in limited numbers for nearly three more years until the introduction of the Fenrir presented the LAAF with a faster, more potent battlesuit design.

Notable Troopers

Franklin Sakamoto: A reluctant member of the First Somerset Strikers after his JumpShip was captured by FedCom forces over Tharkad, Franklin Sakamoto—now known as the illegitimate son of Draconis Combine Coordinator Theodore Kurita—was the first warrior to pilot a Sloth in combat. Indeed, he was also the first Inner Sphere battle armor warrior to ever score a 'Mech kill when he used the Sloth's pop-up mine to cripple a Jade Falcon *Vulture* during the same battle.

After his service with the Strikers ended, Sakamoto eventually returned to his native Combine, where Theodore Kurita recognized him as his son. His claim to the throne remained renounced, however, in an effort to thwart conservative elements of the Black Dragon Society, who once sought to use him in a bid to depose the current ruling line. Sakamoto went on to join the ranks of the elite Otomo on Luthien, but has not been seen or heard from since the same Black Dragon reactionaries staged a coup on the eve of the Blakist Jihad.

Lieutenant Neil Perez-Carson: A platoon commander in Mobile Fire's First Security Division, Perez-Carson's Sloth came into his possession as part of a gift of battle armor bestowed upon the mercenary command by Katherine Steiner-Davion during her reign as Archon of the Lyran Alliance. While this act helped secure the mercenaries' loyalty to the Lyran state during the FedCom Civil War, loyalties shifted after the outbreak of the Jihad. Mobile Fire found itself stationed on New Earth, and the unit reportedly switched allegiances to the Word of Blake shortly before the fall of that world in August of 3068.

Confirmation of Mobile Fire's betrayal came in the following May, when elements of the command, includ-

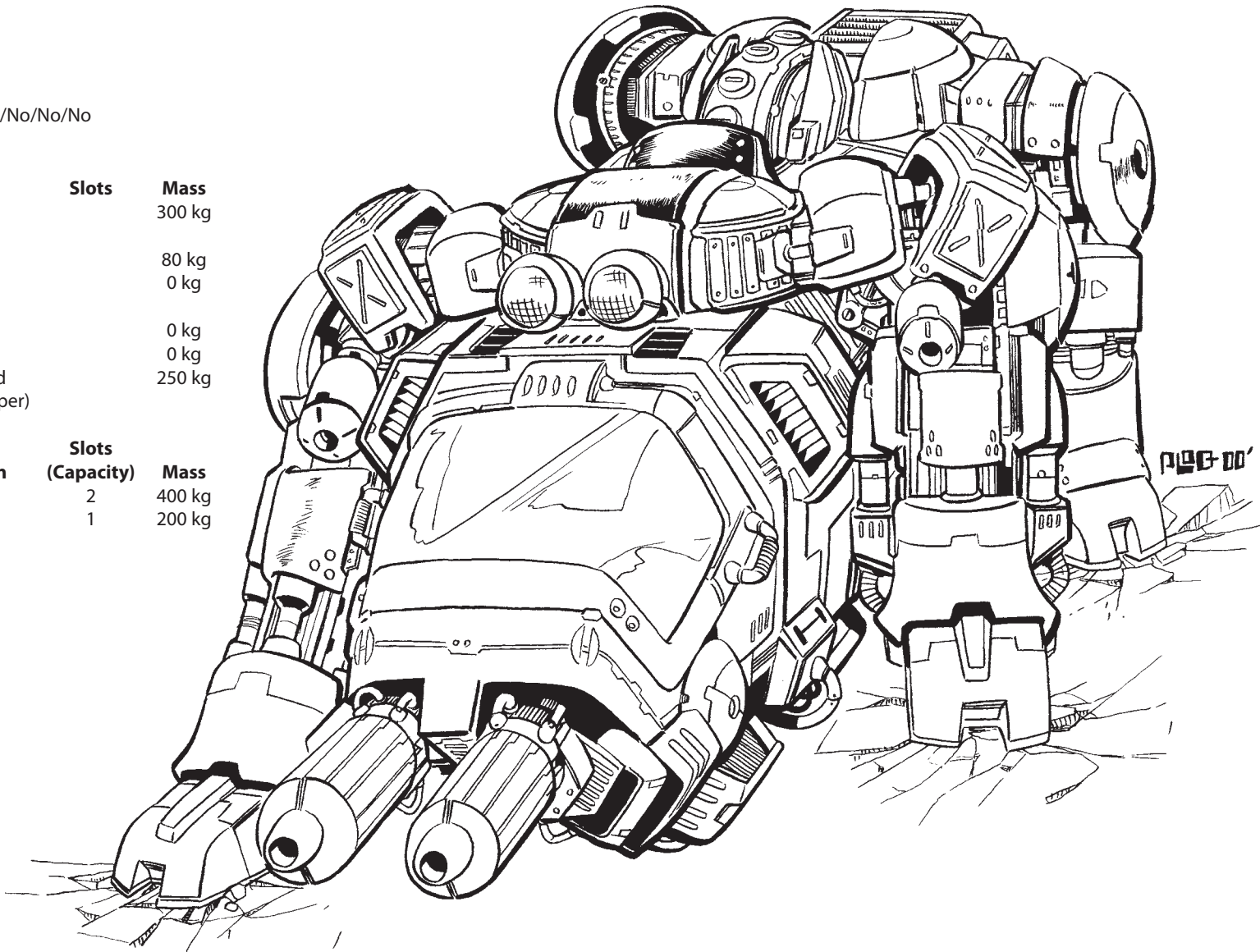
ing Perez-Carson's platoon, took part in the conquest of Imbros III. Apparently deployed as a head-hunter force, Perez-Carson and his platoon of black-painted Sloths have been positively identified on numerous occasions, often engaging conventional infantry forces and even civilian "conspirators" at point-blank range. Perez-Carson's own Sloth, distinguished by the peculiar addition of a line of iron-gray chain links running around its forward canopy and back along its spine, was allegedly sighted leading the attack on the planetary capital building in Trunner, where close to half of the local government officials were killed or captured in a bloody, two-hour firefight.

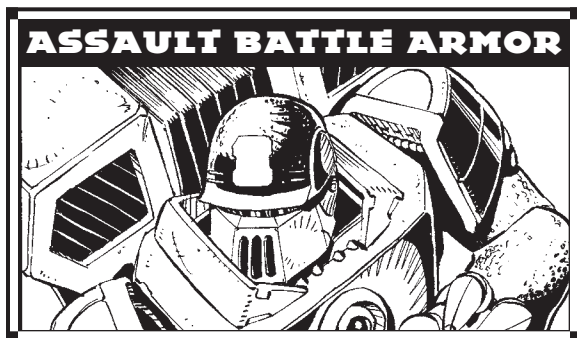
Type: Sloth
Manufacturer: NAIS, TharHes
Primary Factory: None (Out of Production)
Equipment Rating: E/X-X-E/E

Tech Base: Inner Sphere
Chassis Type: Quad
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value: 35
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: None.

Equipment		Slots	Mass
Chassis:			300 kg
Motive System:			
Ground MP:	3		80 kg
Jump MP:	0		0 kg
Manipulators:			
Right Arm:	NA		0 kg
Left Arm:	NA		0 kg
Armor:		Standard	250 kg
Armor Value:		5 + 1 (Trooper)	

Weapons and Equipment		Location	Slots (Capacity)	Mass
2 Small Lasers (30 x2)		Body	2	400 kg
(OS) Pop-up Mine		Body	1	200 kg





Development of the Fenrir battle armor began almost as soon as Katherine Steiner-Davion assumed the title of Archon and declared the secession of the Lyran Alliance from the Federated Commonwealth. Commissioned as one of the first orders of Katherine's new administration, the Fenrir was conceived as a new Lyran battlesuit, intended to underscore the separation of the historically distinct Steiner and Davion realms.

The hastily organized design team based this new battle armor on the Sloth, a quad battlesuit rushed into production for the FedCom military by the NAIS during the Clan Invasion. Although now eclipsed by newer and more sophisticated Inner Sphere battlesuits, the Sloth's unique quadruped configuration offered stability and a potential for heavier weapon loads that inspired the Lyran design teams to develop an even heavier version.

Named for the demon-wolf of Teutonic mythology (the better to underscore Lyran independence), the Fenrir—like the Sloth—is piloted more like a small walking vehicle than a true battlesuit. Though initially intended to boast greater protection than the Sloth, designers of this suit instead realized that the two-ton quadruped could carry an unprecedented weapons load while losing none of the mobility. To maximize these traits, the legs were left intentionally armor-light, while a large, field-configurable turret mount was attached to the dorsal area. Affording a 300-degree firing arc for a variety of support-grade weapons, this turret mount—revolutionary for its time—became the primary focus of the Fenrir's strength.

In the field, the LAAF has deployed Fenrirs in numerous weapons configurations. The favored anti-infantry

version mounts three support machine guns or a trio of support lasers, each capable of decimating conventional infantry platoons in seconds, and this model can even stand up to many battlesuit squads. A twin small pulse laser configuration, ideal for contending with more mobile infantry—battle armored and otherwise—was deployed to great effect during the FedCom Civil War. Two dedicated anti-vehicle versions—one sporting a medium pulse laser and another a 4-shot SRM-4 rack—have also been used, allowing squads of Fenrirs to menace combat vehicles and light BattleMechs. Since the end of the FedCom Civil War and the start of the Jihad, two other Fenrir configuration deployments have emerged—one that combines mortars and machine guns and another that makes use of an extended-range medium laser—but as of this date these new configurations have not seen widespread use.

Notable Troopers

Sergeant Major Henry "Hank" Wimbleton: As a platoon commander in the Seventeenth Arcturan Guards' battle armor detachment, Sergeant Major Henry Wimbleton was heavily involved in the Seventeenth's efforts to put down the 3064 Solaris riots while the FedCom Civil War raged elsewhere. Often tasked with helping to rein in the more heavily armed rioters with minimal collateral damage, Wimbleton usually deployed his Fenrir squad in the SRM-4 configuration in order to maximize their punch against armored vehicles and light 'Mechs. Striking from ambushes among the urban jungles of Solaris City, Wimbleton's squad brought down at least three renegade BattleMechs during the two-month chaos, including a renegade Banshee Stables *Hunchback* piloted by Terrence "Tricky" Kringle.

Decorated for his role in ending the '64 riots, Wimbleton's squad—and indeed the entire 294th—accompanied the rest of the Seventeenth to Small World, where they were shattered by a collection of mercenary and Allied forces. Wimbleton and his squad were killed in action during that battle, their battlesuits lost while attempting to hold back elements of Smithson's Chinese Bandits.

Leutnant Ophelia Hathaway: A veteran of the FedCom Civil War (and a suspected sympathizer of the Free Skye movement), Hathaway was among the Lyran infantry forces that defended the Defiance Industries BattleMech factories on Hesperus II during the Word of Blake's recent assault there. Though her loyalty to the Tharkad government may have been in doubt, her role in the failed defense of the Hesperan factories against the recent Blakist assault has already become legend.

Detailed after-action reports of the battle remain sketchy as of this writing, but several sources that escaped into the Hesperan wilderness maintain that Hathaway's platoon (the "Black Lightning") waged a fierce and bloody tunnel-by-tunnel fight with the attacking Blakist infantry forces intent on securing the complex's many bunkers. Hathaway, commanding from the lead with two Fenrir squads, employed a combination of heavy pulse lasers and inferno-loaded SRMs against the attacking infantry and held off the invaders for close to five hours. Hathaway's own squad managed to account for close to twenty Blakist battle armor kills on its own in the defense of two outlying habitat bunkers before an elite squad of Word troops, allegedly led by at least one cybernetically enhanced Manei Domini warrior, finally overran her position; though it is assumed they were killed to a man, intercepted reports indicate Hathaway's body was never accounted for.

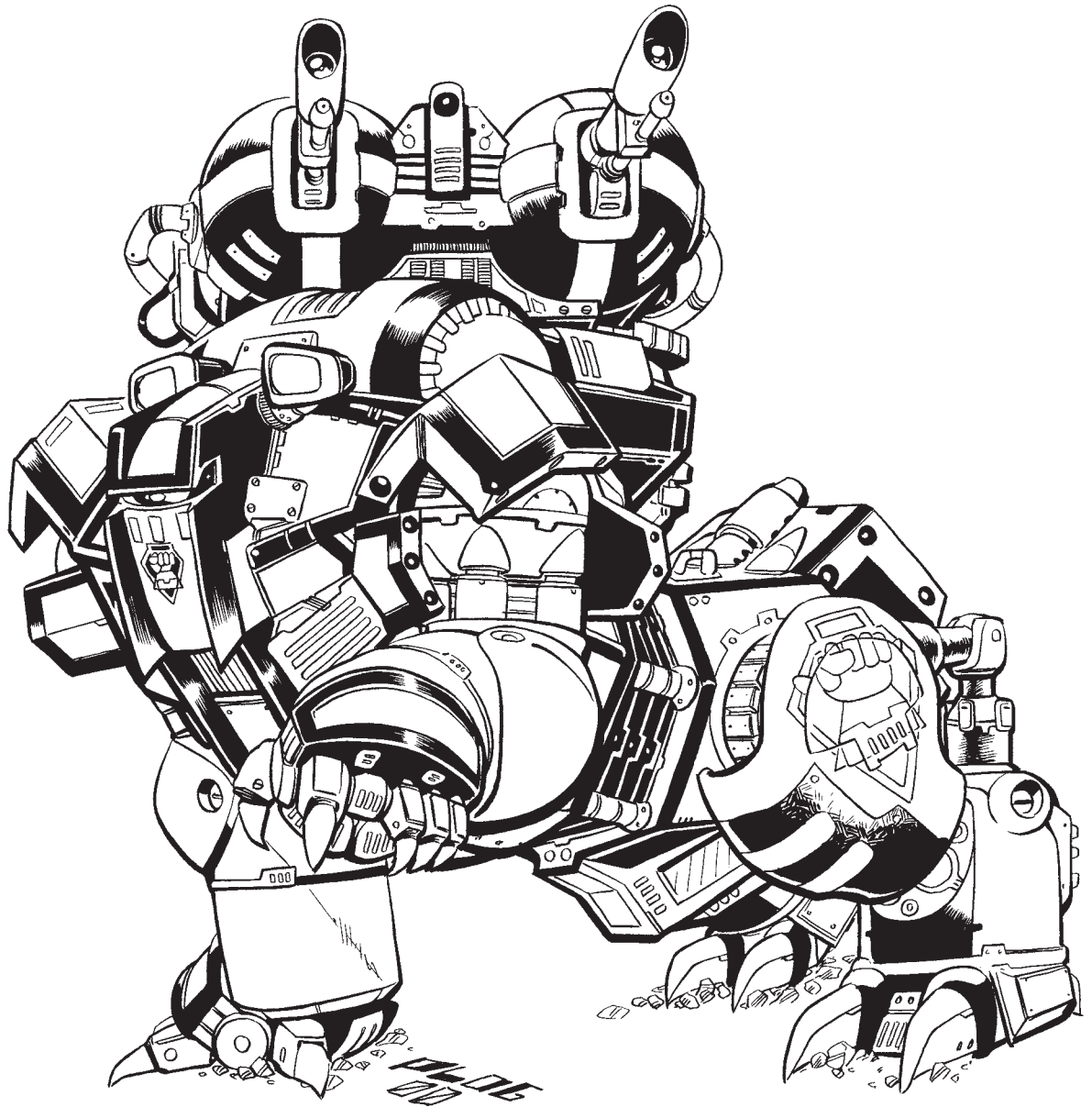
Type: Fenrir
Manufacturer: TharHes Industries
Primary Factory: Tharkad
Equipment Rating: E/X-X-E/F

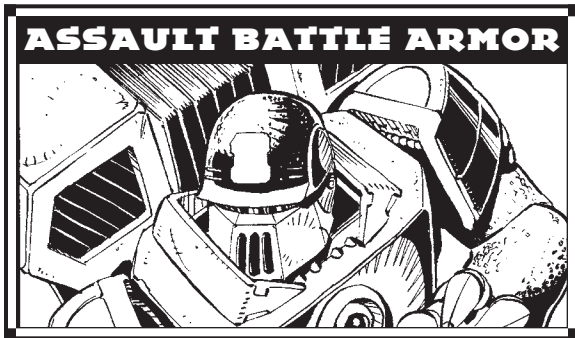
Tech Base: Inner Sphere
Chassis Type: Quad
Weight Class: Assault
Maximum Weight: 2,000 kg
Battle Value:
 29 (Machine Gun)
 40 (Small Laser)
 37 (Small Pulse Laser)
 58 (Medium Pulse Laser)
 51 (SRM 4)
 36 (Mortar and Machine Gun)
 71 (ER Medium Laser)

Swarm/Leg Attack/Mechanized/AP: No/No/No/No
Notes: None.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System:		
Ground MP:	4	320 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	NA	0 kg
Left Arm:	NA	0 kg
Armor:	Standard	250 kg
Armor Value:	5 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Configurable Turret Mount	Body	2 (3)	80 kg
3 Machine Guns (50 x3)	—	3	300 kg
3 Small Lasers (30 x3)	—	3	600 kg
2 Small Pulse Lasers (14 x2)	—	2	800 kg
Medium Pulse Laser (12)	—	3	800 kg
SRM 4 (4 shots)	—	3	400 kg
Heavy Mortar (40),	—	2	400 kg
Machine Gun (50)	—	1	100 kg
ER Medium Laser (20)	—	3	800 kg





The third and last armor design based on captured Clan battle armor, the Kanazuchi was five years in the making. Featuring powerful weaponry and one of the most armor-intensive designs known to the Inner Sphere, the Kanazuchi almost failed to materialize due to budget cuts.

Early prototype trials of the design—then known as the “Komodo” until a popular BattleMech design was assigned that name—went very poorly. Loaded with over a ton of armor plate and a huge arsenal of weapons, the suit proved to be so heavy that even a well-muscled trooper could barely get the suit to move. Unable to maneuver quickly enough, the suit proved to be nothing more than a man-sized static target.

Despite the early setbacks, the design team believed they could get the armor to meet, if not exceed, the Draconis High Command’s expectations—so much so, they worked round the clock and without pay for over a year to revamp the entire suit.

After the redesign phase, a volunteer lab assistant took the second prototype out onto the proving grounds in front of the Coordinator and the High Command. Executing several basic maneuvers and firing off several dummy rounds, the assistant impressed the High Command enough for them to triple the armor’s budget to accelerate the final design work. During the final test after another eighteen months, the design team produced a captured Clan *Mad Cat* OmniMech and fired on the suited warrior. While the armor was stripped from a direct blast from the arm-mounted ER PPC, the test pilot managed to connect with two laser blasts, much to the delight of the attending officers. The newly-christened Kanazuchi—or, “hammer”—entered production a scant two weeks later.

The stumpy-looking Kanazuchi features a solid carriage with thick legs and arms; a forward-leaning “head” contains the cockpit-like assembly for the trooper. The impressive weapons load includes two over-the-shoulder mounted SRM-2s and a ‘Mech-sized medium laser. Rounding out the deadly arsenal are two pod-mounted anti-infantry modules, allowing mission-specific weapons to be added.

Though produced in limited numbers before the Ghost Bear War, production was sped up so that many of the DCMS units geared towards urban defense could field this assault armor. A new model, attempting to address some of the issues of the current design, is rumored to be under production at a secret facility.

Now a mainstay in units like the Otomo and the Ghost Regiments, the Kanazuchi is now a common sight among the urban citizenry, a symbol of the Dragon’s promise to safeguard and protect its subjects.

Notable Troopers

“Divine Justice”: Shamed by their failure to protect *Tai-sa* Franklin Sakamoto from being captured in the early stages of the Black Dragon revolt on Luthien, this band of Otomo recently found a cache of Kanazuchi armor in the vast wreckage once known as the Luthien Armor Works complex. Working occasionally with the Dragonslayers—castoffs from the Second Sword—this band of former Otomo have sworn to rescue Sakamoto-san from the Black Dragons or die trying.

“Guardians”: Attached to the Iron Will battalion of the First Ghost, this armored infantry unit made a name for itself during the retaking of Proserpina after Draconis March forces had captured the Combine world during the FedCom Civil War. Unusual in make-up, the Guardians consist of two platoons of Kanazuchi armor, and several transport vehicles are usually attached to the small unit to transport the ungainly suits. Experienced in urban combat and defensive actions—many of the troopers are veterans of the Smoke Jaguar invasion in 3050—they helped hold several key cities and transport hubs during the First Ghost’s methodical retaking of the embattled world.

Due to their tremendous efforts in helping to secure a Combine victory, the DCMS rotated half of the unit to the Luthien Armor Works testing facilities on Quentin, where they joined a team of scientists to re-examine the armor suit. The last report from the team provided schematics on a new upgrade, just before the Word of Blake shattered the LAW complex on Quentin on their way to reinforce the Blakist invasion of Dieron.

“Regretful Pride”: Officially attached to the First Robinson Rangers, this Kanazuchi suit is one of two that was captured during the failed attack on Ashio during the FedCom Civil War. While none of the Rangers can pilot the Kanazuchi, the two suits were transported with the Rangers to Mallory’s World, where a team of NAIS scientists arrived in early 3068 to take one of the pair for testing. General Fortuna fought to retain the other suit—even though it is useless to the Rangers as a combat weapon, it helps keep the morale of the unit up. Seeing such an obvious symbol of the hated Combine standing square in the center of the Ranger’s complex constantly reminds them not only of their enemy’s deadliness, but that they, too, can be taken down and defeated.

The second suit is rumored to have been transported to a secret NAIS facility on New Syrtis and is an unwilling participant in a new Suns armor program.

Type: Kanazuchi

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Equipment Rating: E/X-X-E/F

Tech Base: Inner Sphere

Chassis Type: Humanoid

Weight Class: Assault

Maximum Weight: 2,000 kg

Battle Value:

72 (Standard)

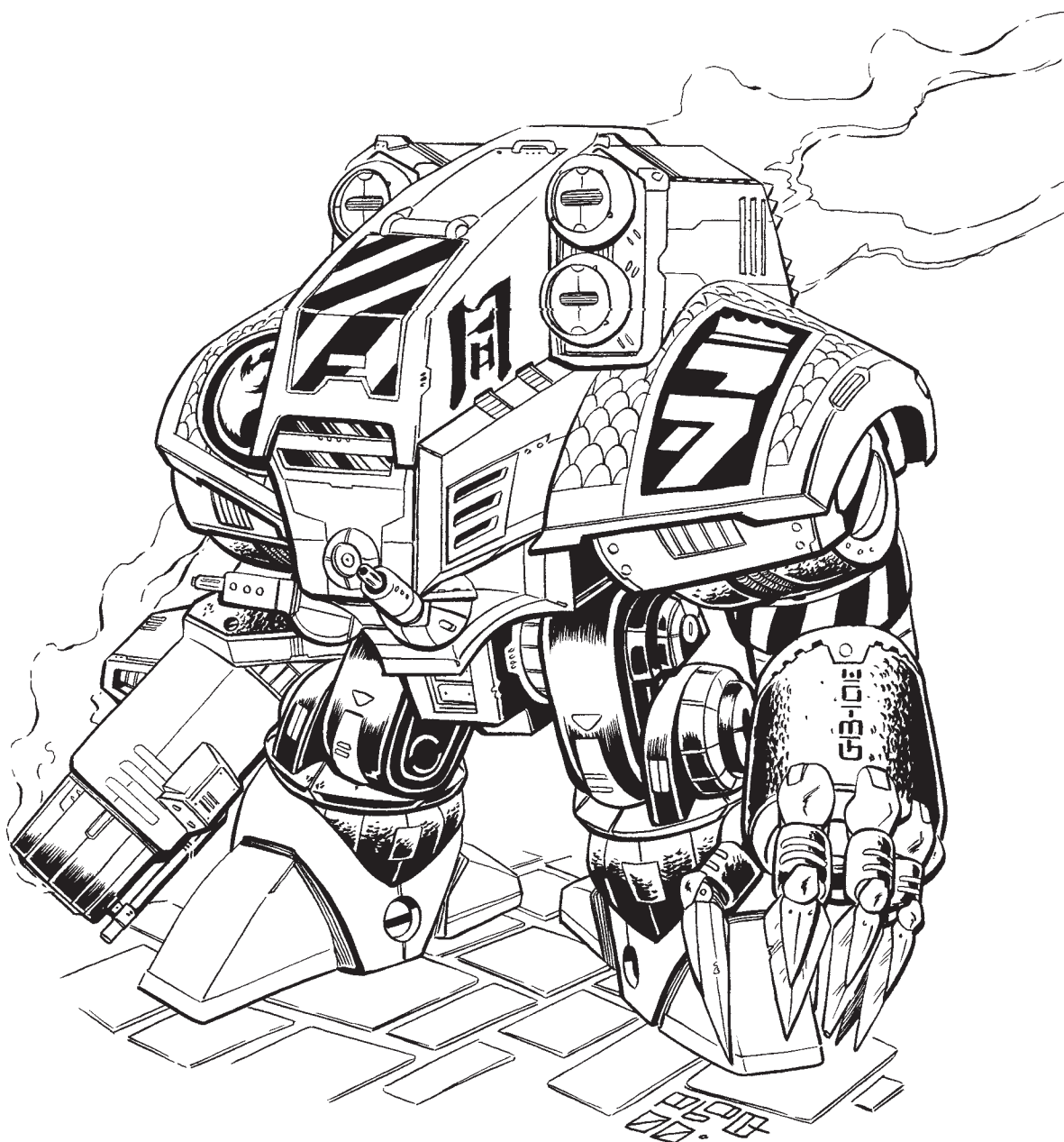
67 (Upgrade)

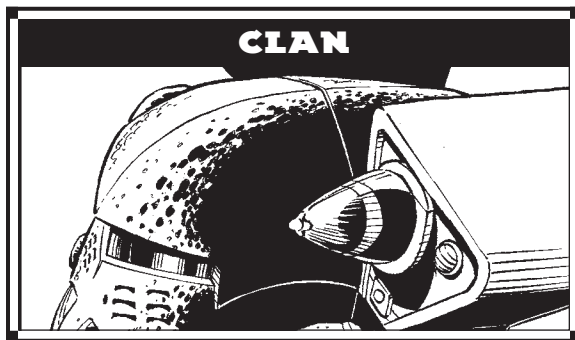
Swarm/Leg Attack/Mechanized/AP: No/No/No/Yes

Notes: None.

Equipment	Slots	Mass
Chassis:		550 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	0	0 kg
Manipulators:		
Right Arm:	None	
Left Arm:	Modular Equipment Adaptor	0 kg
Armor:	Standard	750 kg
Armor Value:	15 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Medium Laser (30)	RA	3	500 kg
Modular Equipment Adaptor	LA	2	10 kg
Heavy Battle Claw			20 kg
Industrial Drill			30 kg
Salvage Arm			30 kg
2 SRM 2 (OS)	Body	4	150 kg
Anti-Personnel Weapon Mount	Body	1	5 kg
Anti-Personnel Weapon Mount	Body	1	5 kg
<i>Upgrade</i>			
Support PPC (15)	RA	2	250 kg
Modular Equipment Adaptor	LA	2	10 kg
Heavy Battle Claw			20 kg
Support PPC (15)	LA	2	250 kg
2 MRM 1 (4 shots x2)	Body	4	160 kg
Anti-Personnel Weapon Mount	Body	1	5 kg
Anti-Personnel Weapon Mount	Body	1	5 kg





The origins of modern battle armor can be traced back to the pressurized diving suits used by Clan Goliath Scorpion to exploit the resource-rich oceans on the planet Dagda. Featuring myomer musculature, a self-contained life-support system, and a reinforced body, the Scorpions' design integrated the key components found in battle armor today.

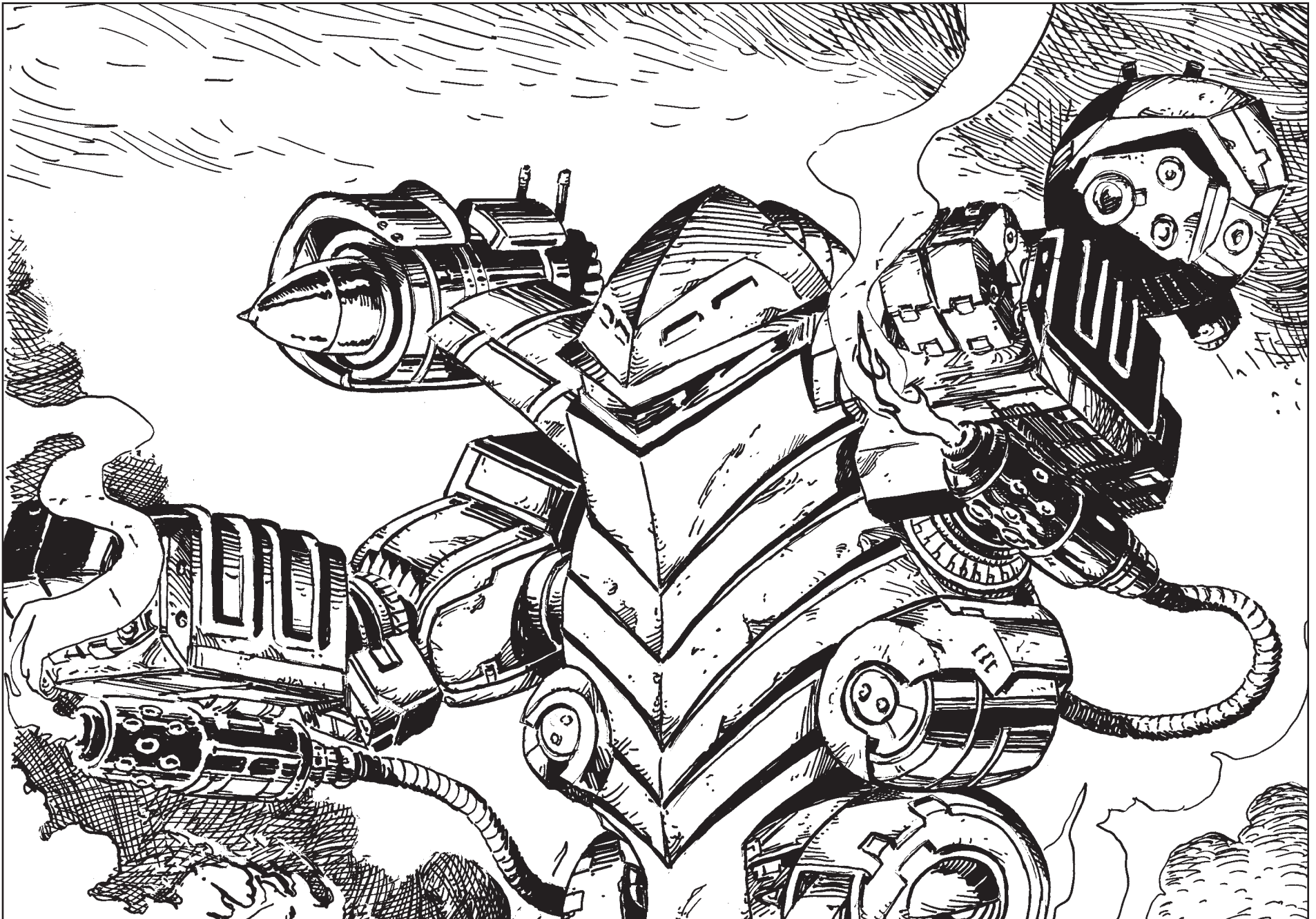
Although Clan Goliath Scorpion failed to grasp the combat potential of their creation, members of the Wolf Clan were not so slow. After observing the suits in use, the Wolves obtained a few suits with which to experiment. By adding armor, weapons and even small jump jets the Wolves perfected their first prototypes, unleashing their creation on an unsuspecting Star of Nova Cat OmniMechs in 2868. However it was not until Clan Hell's Horses took an interest that the "Elemental" would truly come into its own.

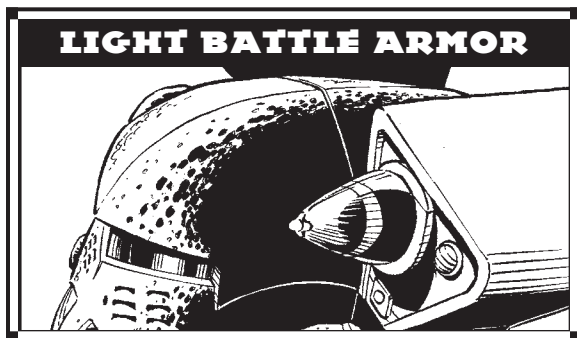
The Hell's Horses had been breeding genetically enhanced conventional infantry troops for years, and they quickly recognized the advantages such infantry would have if equipped with battle armor. In a series of Trials of Possession, the Wolves and the Horses traded battle armor designs for Iron Womb breeding protocols. As such, unlike the armies of the Inner Sphere, the Clans never had difficulty finding infantry with the physical stature required to survive the rigors of battle armor combat. Trueborn Infantry—the classic Elemental—is bred for the task. Many freeborn troops trained to operate battle armor have Elemental blood courtesy of Trueborn Elementals who have failed warrior training and entered the civilian castes over the centuries.

Clan Wolf initially developed several suits, each tailored to a specific environment, but the Wolves ultimately opted for general-purpose battle armor. When Clan Diamond Shark (the Clan formerly known as Sea Fox) discovered HarJel, it was incorporated into the battle armor design—greatly enhancing resilience of the suits and allowing the Clans to use armor far lighter than anything the Inner Sphere has yet been able to develop. This upgrade would ultimately spread to all the other Clans, and is essentially identical to the Elemental the Inner Sphere would face during Operation Revival (the Clan invasion of the Inner Sphere).

Much to their chagrin, the Clans saw the barbarians of the Inner Sphere seize upon their technology and field primitive (but effective) copies. Worse was to come with the Inner Sphere's second-generation designs closing the technological gap by a significant margin. Concerned by the threat to their technological superiority, several Clans began to experiment with the designs previously discarded by the Wolves almost two centuries before. Unlike the Jack-of-all-Trades Elemental, these new suits represent a shift towards more specialized battle armor. While the Clans have (for the most part) eschewed adding stealth capabilities to battle armor, these designs reflect many of the lessons learned fighting Inner Sphere opponents. Four of the most successful variants (along with the original Elemental) are detailed here.

—Major Simone Fynn
Intelligence and Analysis, Wolfnet
26 February 3070





Clan Cloud Cobra has always had an affinity for air support, evidenced by their strong aerospace arm. Cobra scientists sought to take the concept of the various Inner Sphere scout battle armor suits one step further by creating a fully airborne combat suit. Despite several failed attempts by various Clans to do just that in the past century, the Cobra scientists pushed forward, apparently driven as much by their Khan's orders as they were by faith. The Cobras have jealously guarded almost everything about the Sylph, but second- and third-hand reports indicate they had significant problems with the integral jump pack/thruster—problems that killed a number of test pilots. In the end, they were apparently unable to overcome all of the problems they faced; the final production model of the Sylph possesses only limited flight capabilities. Nonetheless it remains an impressive design accomplishment.

Named for an airborne elemental creature, the Sylph achieves flight by means of an advanced propulsion system adapted from standard battle armor jump jets. Computer controls divert portions of the main thrust through dozens of directional exhaust ports to obtain stable flight as well as complete VTOL capability. The Elemental within controls the suit in much the same way as any other battle armor, though qualifying with the Sylph requires a far more intensive training regimen—the Elemental has to rely primarily upon a complex set of pedals and leg harnesses to maintain control in flight. Any loss of concentration can and often will send the suit into a death spiral from which it is almost impossible to recover. On the other hand, the Sylph is an incredibly agile unit that contributes to one of the swiftest independent infantry in known space.

There are drawbacks, however. In order to make the suit light enough for sustained flight, the Sylph's designers had to strip away most of the armor found on heavier battle armor designs—it carries but half of the protection given to normal Elemental suits. Likewise, its weapon load is similarly limited, mounting only a single micro pulse laser as its main armament, backed up by a micro-cluster bomb rack attached to its jump pack.

Despite these drawbacks, the Sylph is a popular suit. First deployed in early 3060, the Sylph can be found throughout Clan Cloud Cobra's Touman, where its operators are often regarded as highly as pilots. An interesting recent development has many Sylph operators now hailing from sibkos employing a mix of Elemental and pilot genes, which provides an interesting indicator of Cobras' assessment of this technology's potential.

A few Clans have obtained Sylph suits through Trials of Possession, including the Snow Ravens and Diamond Sharks, but these Clans are currently fielding only a handful of the units in trial deployments. The Blood Spirits have been trying for years to acquire the Sylph, but to date the Cobras have not acceded to their requests. On the other hand, Clan Star Adder has recently added the Sylph to their Touman, deploying them within their Alpha and Beta Galaxies, though there are also reports that their Tau Provisional Galaxy fields some as well.

In the years since the suit's introduction, only one significant variant has appeared. Abandoning its bomb rack and laser, it mounts a heavy and standard machine gun in the arms, giving the suit a tremendous amount of short-range firepower. It also carries an integral spotlight, a feature that has proved useful time and again in night-time engagements.

Notable Troopers

Star Captain Tyros: Commanding a full Trinary of Sylphs within the Adders' Fifteenth Armored Cavalry Squadron, Star Captain Tyros and his fellow Elementals have been a particularly unpleasant surprise for the Blood Spirit defenders on York. Already they have lost nearly a dozen major engagements to the Adders, thanks to the efforts of Tyros' Trinary, who pride themselves in striking from the

most unexpected direction. Time and again their appearance on a battlefield was both completely surprising and absolutely disruptive, leading to complete victory on the part of the Adders. Because of his incredible record, it is said that Tyros (who is of the Cannon Bloodline) is feeling pressure from Khan Stanislov N'Buta to compete for his Bloodname—and that Blood Spirit Karianna Schmitt has ordered Tyros' death.

Point Commander Issia: The product of a mixed Mannix/Kardaan breeding program, Point Commander Issia is already proving the experiment a success. Members of the Scientist Caste had hoped to bring out the best qualities of both bloodlines—the strength and resilience of the Mannix line combines with the agility and alertness of the Kardaan line. In Issia they succeeded beyond their wildest dreams. She took to the Sylph immediately, styling herself a one-Elemental angel of vengeance. Keenly aware of her bloodline's "experimental" nature, she patrols the skies, raining death down upon the unfaithful. She takes particular pleasure in plunging down upon a BattleMech, ripping open the cockpit and taking off again only to drop bomblets onto the unsuspecting MechWarrior.

Type: Sylph

Manufacturer: Clan Cloud Cobra

Primary Factory: Unknown

Equipment Rating: F/X-X-E/F

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

54 (Standard)

41 (Upgrade)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment

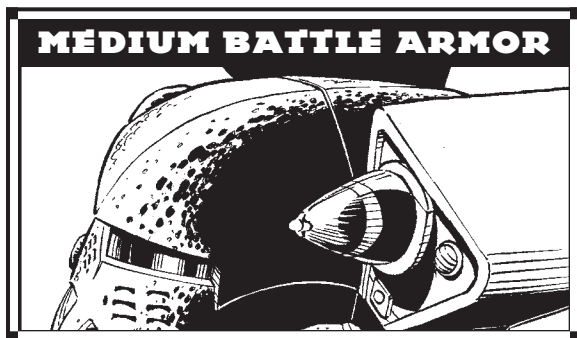
	Slots	Mass
Chassis:	150 kg	
Motive System:		
Ground MP:	1	0 kg
Jump MP:	0	0 kg
VTOL MP:	5	200 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard	125 kg
Armor Value:	5 + 1 (Trooper)	

Weapons and Equipment

	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Micro Pulse Laser (17)	RA	1	160 kg
Bomb Rack (OS)	Body	2	100 kg
<i>Upgrade</i>			
Heavy Machine Gun (50)	RA	1	150 kg
Machine Gun (50)	LA	1	100 kg
Searchlight	Body	1	5 kg



PLATE



MechWarriors of the Inner Sphere were baffled when they first encountered Clan Elementals in 3050. Awestruck, the Inner Sphere MechWarriors watched as battle-armored Elementals withstood machine gun fire and even direct laser hits from BattleMech weapons, bounding about the battlefield swarming 'Mechs, and even firing support-sized missiles. The closest the Inner Sphere had seen to these battle-armored troops were the long-lost Nighthawk power armor employed by SLDF Special Forces. Indeed, the capabilities of Clan battle armor were so far beyond even those legendary troops that it is hardly surprising that some Inner Sphere MechWarriors believed the Clan Elementals were some type of alien life form.

The origins of modern battle armor can be traced back to the pressurized diving suits developed by Clan Goliath Scorpion to exploit the resource-rich oceans on the planet Dagda. This proto-battle armor featured myomer musculature, self-contained air-supply and life-support systems, and heavy, atmospherically sealed bodies designed to withstand the high pressures of deep-sea work. When Clan Wolf observed these suits in use, they were quick to realize their combat potential. Consequently, the Wolves obtained a few of the suits and set about adding armor, weapons, and jump jets to adapt them for combat.

In a brilliant move, Wolf Clan technicians realized that they could use the new OmniMech's unique ability to dynamically adapt to the shifting distribution of weight and center of balance when weapon pods are swapped. Their new battle armor could travel on the exterior of the OmniMechs, thus freeing them from dependence on conventional APCs.

The Wolves first deployed their new battle armor in 2868 with devastating results for the Star of light Nova Cat troops who faced the Wolves' creation. Later that year, the Wolves faced off against Clan Hell's Horses in a series of Trials. Hell's Horses had been breeding genetically enhanced conventional infantry troops—what later came to be called Elementals. After the Trials concluded, the Horses had obtained battle-armor technology and the Wolves had obtained the knowledge needed to create their own Elementals. Almost immediately, the two Clans initiated the tradition of matching Elemental troops with battle armor, giving rise to the tradition of also calling the battle armor Elementals. Soon the other Clans were deploying their own Elemental troops.

Clan Wolf initially experimented with several suits, each tailored to specific environments (these environment-specific suits would later form the basis of the Gnome, Salamander, Sylph and Undine designs). Ultimately the Wolves opted for a general-purpose battle armor suited to most battlefield conditions.

Modern Clan Elemental suits differ little from the original Wolf design. They use similar types of myomer musculature, self-contained life-support systems, atmospherically sealed bodies, armor, integral jump jets, and weaponry. The most distinguishing characteristic of Elementals remains the variety of weapons they can carry. Typically, an Elemental carries an arm-mounted small laser, flamer, or machine gun. Backing this up are an arm-mounted anti-personnel machine gun and a back-mounted detachable short-range missile launcher with ammunition for two salvos. This mix of weapons enables an Elemental to deal with targets large and small. The impressive firepower of Elementals, along with the maneuverability provided by their jump jets, gives them the ability to destroy a 'Mech.

During the Clan Invasion, Clan Wolf created a variant of the standard Elemental by removing the missile launcher to include additional electronics, powerpacks and jump jet fuel, while mounting a dedicated anti-personnel machine gun. Used for long-range strikes against Inner Sphere command assets, these suits soon earned their Headhunter designation.

More recently the Clans have expanded the effectiveness of the stock Elemental by mating micro pulse

lasers, ER micro lasers, and heavy MGs to the configurable weapon mount.

Notable Troopers

ilKhan Lincoln Osis: Even in the sibko, Lincoln Osis stood out from his fellow trueborns, and he handily tested out with the rank of Star Commander. Earning his Bloodname, Osis proved himself a master tactician and rose to the rank of Star Captain with the Sixth Jaguar Dragoons. His performance on Tamby and Byesville rocketed him to prominence and facilitated his election to the post of Khan upon the death of Kincaid Furey. Believed killed in the fighting on Tukayyid when the Thor OmniMech his personal battle armor Point was riding went down to a ComStar laser at Dinju Pass, Lincoln Osis returned to displace Brandon Howell. Following the (brief) elevation of Elias Crichell to the post of ilKhan, Lincoln Osis became the tenth ilKhan in 3058.

In 3060 Lincoln Osis and the Crusader cause to which he was fanatically devoted died on Strana Mechty in the Great Refusal.

Star Captain Evantha Fetladral: The sibko in which Evantha was raised is remarkable for both the quality and quantity of those who not only succeed in their Trials of Position but go on to excel as Warriors. A firm supporter of the Warden cause, Evantha went into exile with the Wolves who followed Khan Phelan Ward (now Kell). She serves as an aide to Khan Kell and commands his Keshik Command Star.

Inner Sphere ScandalVids have romantically linked her with Major Christian Kell, but no reporter has the courage to ask the Star Captain for confirmation.

Type: Elemental

Manufacturer: Clan Wolf, Clan Wolf in Exile, Other Clans

Primary Factory: Strana Mechty (Wolf), Arc-Royal (Wolf-in-Exile), Various (Other Clans)

Equipment Rating: F/X-E-D/E

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000kg

Battle Value:

64 (Small Laser)

58 (Flamer)

59 (Heavy Machine Gun)

58 (Machine gun)

69 (Micro Pulse Laser)

61 (ER Micro Laser)

46 (Headhunter)

Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/Yes

Notes: None.

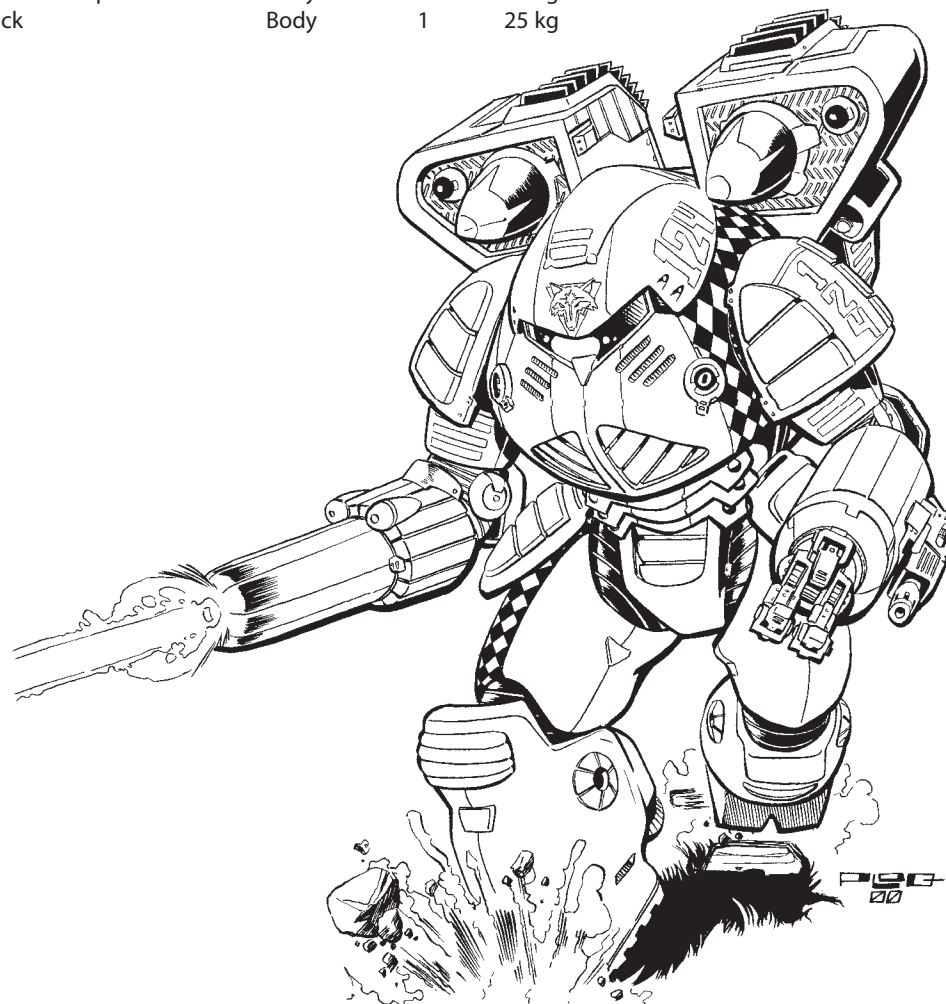
Equipment

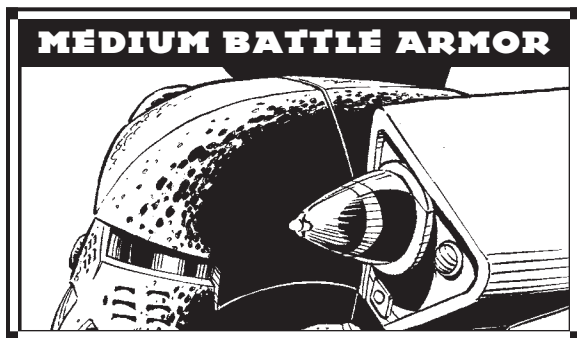
	Slots	Mass
Chassis:		250 kg
Motive Systems:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard	250 kg
Armor Value:	10 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Modular Weapon Mount	RA	1 (2)	10 kg
Small Laser (30)	—	1	200 kg
Flamer (10)	—	1	150 kg
Machine Gun (50)	—	1	100 kg
Micro Pulse Laser (17)	—	1	160 kg
ER Micro Laser (30)	—	1	150 kg
Heavy Machine Gun (50)	—	1	150 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Detachable SRM 2 (2 shots)	Body	3	110 kg

Weapons and Equipment

	Location	Slots (Capacity)	Mass
<i>Headhunter</i>			
Machine Gun (50)	RA	1	100 kg
Heat Sensor	RA	1	20 kg
Anti-Personnel Weapon Mount	LA	1	5 kg
Improved Sensors	LA	1	45 kg
2 Fuel Tanks	Body	2	100 kg
Remote Sensor Dispenser	Body	1	40 kg
Power Pack	Body	1	25 kg





The Salamander developed by Clan Fire Mandrill in the late 3050s is the second generation of battle armor to bear the name of the elemental spirit of fire. The inspiration for the current design was an anti-personnel suit designed for urban warfare against traditional infantry. Never a popular design, its very purpose—using armor and flamers against unarmored infantry—raised questions of honor in many warriors' minds. No one regretted its loss when advances in warfare rendered the original Salamander useless.

Yet, when the scientists of Clan Fire Mandrill's Kindraa Faraday-Tanaga sought to develop modern battle armor that would honor their Clan's fiery totem, the Salamander presented a solid foundation for their vision. Though the development of the battle armor was plagued by the almost ubiquitous infighting of the Kindraa, as well as design problems, it cleared field testing and went into production in 3058.

The modern Salamander carries a brace of 'Mech-scale flamers, one mounted along the underside of each arm. More than adequate for any anti-personnel, anti-vehicle or general incendiary task, these flamers can significantly raise the heat levels of most light and lighter medium BattleMechs. To further enhance its anti-'Mech capabilities, Faraday-Tanaga engineers mounted one single-shot Inferno SRM to the Salamander's shoulder. In terms of thermal threat alone, very few 'Mech pilots want to find themselves facing a Point of Salamanders.

However, while honoring their totem, the engineers of Kindraa Faraday-Tanaga did not limit themselves to fiery weapons. Each arm of the Salamander ends in a pow-

erful combat claw, while its feet have both claws and magnets. It is as easy for a Salamander to scale a BattleMech as it is for it to walk over level ground, making it one of the most effective swarm or leg attack battle armor designs on the battlefield.

There was a price to be paid for this heavy weaponry and high mobility. The Salamander mounts significantly less armor than other suits in its class—only about half the armor of a Gnome. Though the armor is impervious to heat—whether Inferno munitions, flamers or fire—its light weight makes it particularly vulnerable to ballistic or missile weapons.

Originally fielded by Clan Fire Mandrill in 3058, the Salamander's inclusion in almost every Clan's Touman is a testament to its effectiveness.

Clan Wolf is known to field a variant which replaces one of the flamers with a small laser, which has also been seen in the Tournaments of both Clan Goliath Scorpion and Clan Snow Raven. It has been reported that Clan Jade Falcon—seeking to enhance the Salamander's anti-personnel role—is field-testing a variant that replaces both flamers with heavy machine guns.

Notable Troopers

Star Commander Tomas: During Operation Bulldog, Clan Smoke Jaguar forces faced the First Shin Legion, Second An Ting Legion, the First Fusiliers of Oriente, the First St. Ives Lancers, and other Inner Sphere commands on Caripare. The Clan Nova Cat forces which had co-administered the valuable agricultural world were defeated in a straight-up fight and immediately joined the Star League troops; the Jaguar Guards chose to withdraw rather than be destroyed by the overwhelming force. Rear guard action fell to a mixed Nova which included a Star of new Salamanders. Star Commander Tomas positioned her Star across the enemy's path in the heavily forested piedmont of the Trevorton Mountains. Setting forest fires which both concealed the movements of the escaping Jaguars and funneled the Inner Sphere pursuers into a narrow valley, the Salamanders hid themselves in the walls of flame. Using their Inferno rounds and flamers to good effect, Tomas and her Star destroyed three light scout

'Mechs before heavier BattleMechs flushed them from cover. Though only two Salamanders survived to rejoin their Nova, the Inner Sphere forces delayed over four hours making sure there were no more waiting in ambush before following. This delay allowed nearly a Trinary of the Second Jaguars to escape.

Warriors Benin and Visgah: Clan Hell's Horses' trial to reclaim Tokasha MechWorks from Clan Goliath Scorpion in 3065 was savage and costly. However, in the midst of the fierce battle there was a moment of unprecedented cooperation. During a comparatively minor ground engagement in the Laen Mountains, a series of diversionary forest fires spread with unexpected fury, fueled by the oxygen-rich atmosphere. In the path of the raging conflagration was Amteral, a town of about 40,000 civilians. Warriors Benin (Clan Hell's Horses) and Visgah (Clan Goliath Scorpion) saw the situation independently and moved to intervene. Using their flamers and the single small laser of Visgah's variant, the two were able to cut a fire break and start a counter fire which slowed the blaze. Alerted to the situation, nearby BattleMechs on both sides cleared a wider break and used earth and stone barricades to turn the fire away from the civilians. After a suitable pause to allow rescuers from each side to withdraw to their original positions, the battle resumed.

SALAMANDER BATTLE ARMOR

MEDIUM BATTLE ARMOR

47

Type: Salamander

Manufacturer: Clan Fire Mandrill, Clan Wolf, Jade Falcon

Primary Factory: Shadow, Tamar, Sudeten

Equipment Rating: F/X-X-E/F

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000 kg

Battle Value:

53 (Standard)

56 (Laser)

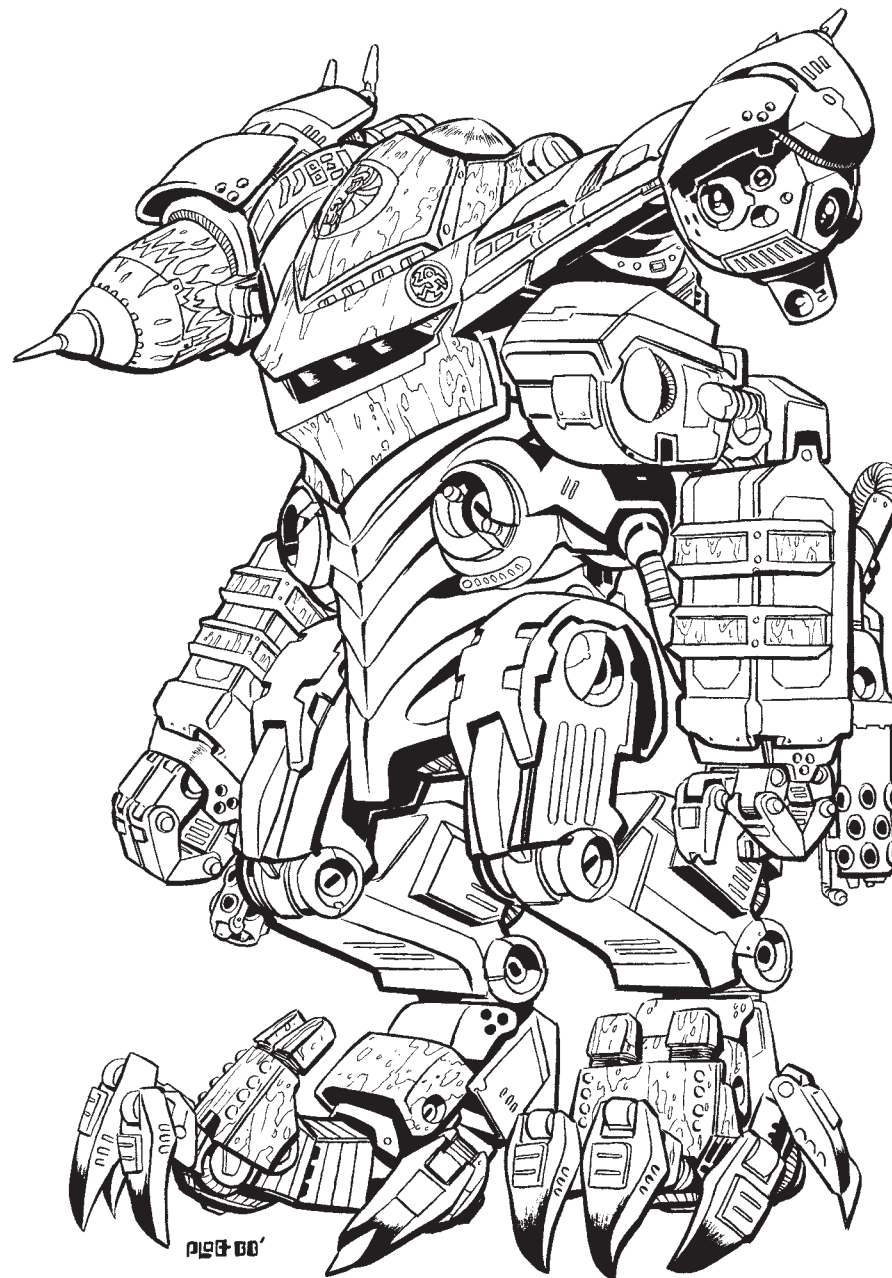
56 (Anti-Infantry)

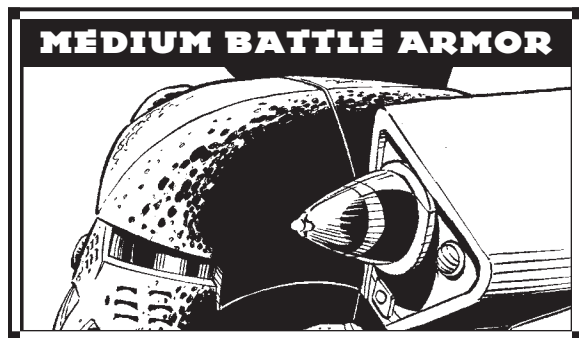
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: None.

Equipment	Slots	Mass
Chassis		250 kg
Motive System:		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	Battle Claw (Magnets)	35 kg
Left Arm:	Battle Claw (Magnets)	35 kg
Armor:	Fire Resistant	5
Armor Value:	7 + 1 (Trooper)	210 kg

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
Flamer (10)	RA	1	150 kg
Flamer (10)	LA	1	150 kg
SRM 1 (OS)	Body	2	20 kg
<i>Laser</i>			
Flamer (10)	RA	1	150 kg
ER Micro Laser (30)	LA	1	150 kg
SRM 1 (OS)	Body	2	20 kg
<i>Anti-Infantry</i>			
Heavy Machine Gun (50)	RA	1	150 kg
Heavy Machine Gun (50)	LA	1	150 kg
SRM 1 (OS)	Body	2	20 kg





One of the major technological and psychological advantages of the Clans when they invaded the Inner Sphere was their widespread deployment of powerful battle armor troopers. The Inner Sphere lacked anything that could match their capabilities, and Elemental battle armor contributed heavily to the Clans initial successes.

The Houses wasted very little time in developing their own battle armor. The advantages were overwhelmingly obvious to any who had faced the Clans. The initial suits lacked the ability to challenge the dominance of the Elemental, but later designs not only managed to match them to a degree, several surpassed the abilities of the Elemental in ways that had not been considered by the Clans. The potential threat to the dominance of the Elemental spurred several Clans to develop their own specialized versions in order to augment their battle armor forces. The Gnome, Salamander, Slyph and Undine battle armor suits all came in to existence shortly after one other, but in the case of the Undine, this is more coincidence than design. Clan Goliath Scorpion had been developing a specialized LRM launcher for some time prior to Operation Revival. The intention was to provide the ability to fire missiles that combined elements of the standard LRM and the standard torpedo, a favored weapon among the Clan, which controls many underwater facilities. It was hoped that this flexible weapon would provide the Clan with an overwhelming edge in Trials. After the Scorpions were unable to secure a place in the Invasion, the project withered until a breakthrough in 3059 allowed the Clan to complete development of the battle armor suit already

designed to make use of this advantage. Little more than a slight adaptation to the standard Elemental battle armor, the suit also featured a revolutionary Underwater Maneuvering Unit, providing it with considerable mobility under water. However, they have not yet been able to create a functional 'Mech-compatible compatible LRM/T ammunition. Deploying OmniMechs with the multi-role LRM/T's would virtually guarantee their dominance below the waves.

Because of its specialized nature, most Clans were not interested in the design, even after the Goliath Scorpions won a number of defensive Trials because of the unit. Offensively, combat rarely strayed underwater, severely minimizing the Undine's significance on the battlefield. Because of this, many were surprised when Clan Diamond Shark aggressively pursued the acquisition of the Undine in 3068. The Scorpions defended their innovations with equal determination and ferocity, and it took the Sharks a number of Trials before a Star of Shark submarines finally defeated a Scorpion Nova of submarines and Undine on Roche. To date, the Diamond Sharks have not fielded the Undine at any of their holdings, leading some among the Clans to wonder why they went through so much trouble to acquire the armor to begin with.

More recently, the Goliath Scorpions have begun fielding a heavily modified Undine suit, which replaces the UMU with jump jets, and deploys an LRM 3 with four reloads. This design has proven itself to be very potent when used in conjunction with regular Elementals.

Notable Troopers

Star Captain Leon Djerassi: The commander of Beta Trinary of the First Cateran Cluster is known for his physical size, which is excessive even for Elementals. Some joke that this contributed heavily to the ease with which he mastered the new Undine battle armor suits. Disparaging remarks aside, Leon did in fact win one of his Bloodname Trials by challenging his opponent to fight under water. Star Captain Djerassi has pioneered several tactics specific to the advantages presented by the Undine battle armor

suit, including leg attacks on submerged BattleMechs. He also influenced the development of submarines capable of carrying Undine in to battle. These swift submarines were put to use during the recent Trials on Dagda against Clan Wolf, where they used Janner Delta Canals to great effect to redeploy Undine units.

Point Commander Rochambeau: Originally an Elemental of Star Captain Djerassi's personal Point, Rochambeau's promotion came with redeployment orders included. Eager for the opportunity to display all he had learned on Roche, the Point Commander was instrumental in the Trials against Clan Wolf, which ultimately resulted in the capture of Graz and the nearby facilities. Using the hit-and-run tactics made possible by employing the swift personnel carrier submarines, Rochambeau's Point scored three 'Mech kills, including that of Star Captain Hellen. This attack ultimately signaled the defeat of the Wolves, but not before Rochambeau fell victim to autocannon fire.

UNDINE BATTLE ARMOR

MEDIUM BATTLE ARMOR

49

Type: Undine

Manufacturer: Clan Goliath Scorpion

Primary Factory: Dagda

Equipment Rating: F/X-X-E/F

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Medium

Maximum Weight: 1,000kg

Battle Value:

39 (Standard)

65 (Upgrade)

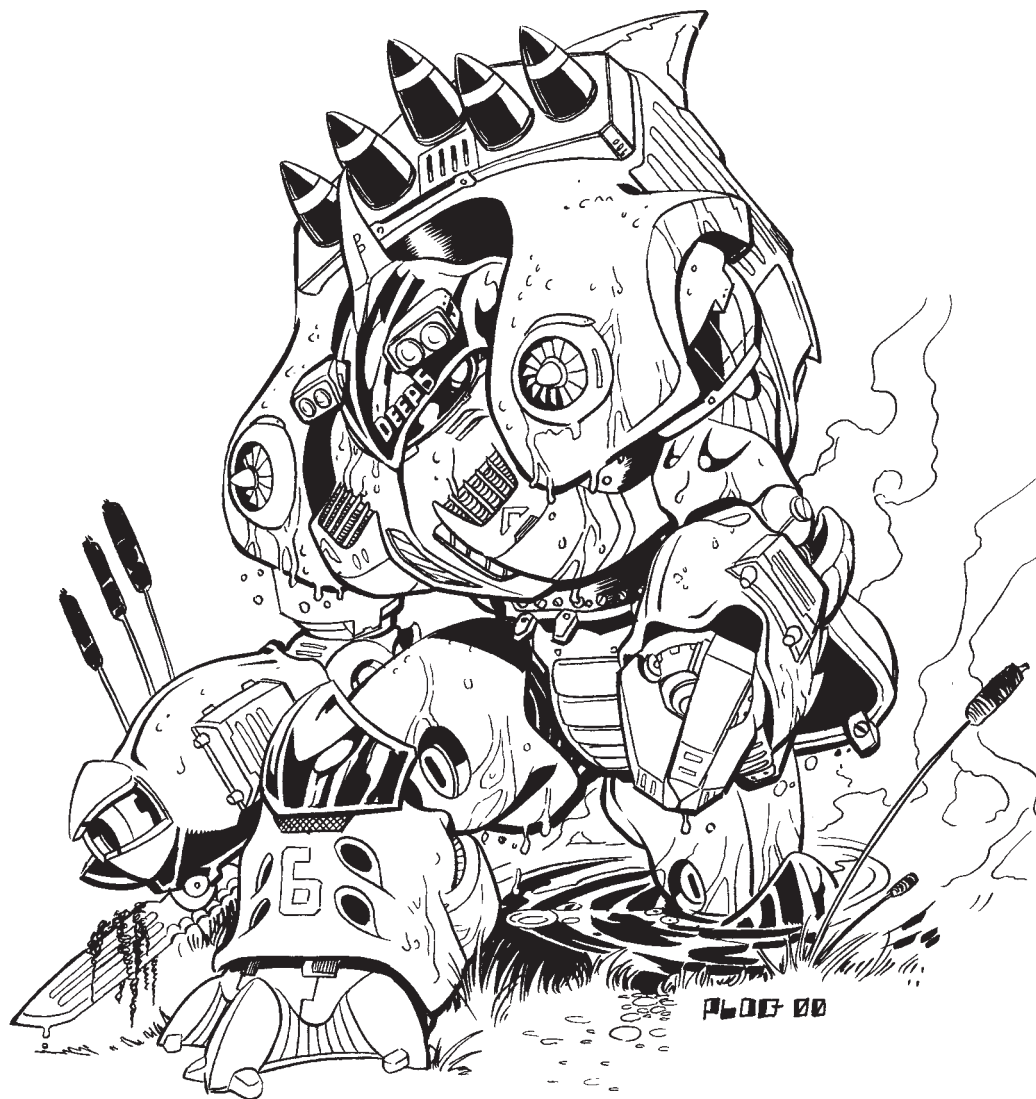
Swarm/Leg Attack/Mechanized/AP: No/Yes/Yes/No*

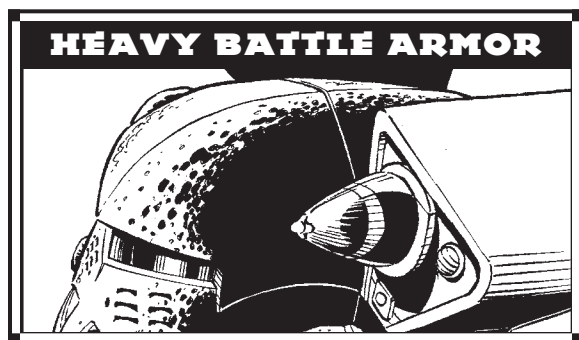
Notes: Leg Attacks only possible on 'Mechs in Depth One or deeper water.

*Upgrade variant may make Swarm and Leg Attacks.

Equipment	Slots	Mass
Chassis:		250 kg
Motive Systems (Standard):		
Ground MP:	1	0 kg
UMU MP:	3	255 kg
Motive Systems (Upgrade):		
Ground MP:	1	0 kg
Jump MP:	3	150 kg
Manipulators:		
Right Arm:	None	15 kg
Left Arm:	Battle Claw	0 kg
Armor:	Standard	200 kg
Armor Value:	8 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
<i>Standard</i>			
ER Micro Laser (30)	RA	1	150 kg
LRM 5 (OS)	Body	3	125 kg
Searchlight	Body	1	5 kg
<i>Upgrade</i>			
ER Micro Laser (30)	RA	1	150 kg
LRM 3 (4 shots)	Body	4	205 kg
Mission Equipment	RA	1	30 kg





In 2870, Clan Hell's Horses fielded the first genetically bred infantry truly worthy of a new battle armor system developed by Clan Wolf two years earlier. Longstanding advocates of infantry's continued value in BattleMech-dominated warfare, the Horses' breeding protocols—combined with the advanced power armor that gave their new infantry the ability to take on opponents immensely greater than themselves—firmly established what would become known as the Clan Elemental phenotype.

In an effort to expand upon the utility of battle-armored infantry, the Horses—and others—initially explored numerous variants on the Wolf Clan's standard battlesuit, including the heavy Rhino design, which added thicker armor and heavier firepower at a significant cost in mobility. But before the first Rhinos even completed testing, the flexibility and balance of the Wolves' revised standard battlesuit—the Elemental—had already claimed its place on the battlefield in live trials and set the standard by which all battle armor would be measured since. The ponderous, overspecialized Rhino (and its kin), deemed unable to compete, was abandoned as all Clans raced to match or produce their own version of the standard Elemental suit.

By the time of Operation Revival, battle armor development among the Clans had stagnated. All Clans—even the Horses—had grown convinced that the standard Elemental battlesuit could not be usurped from its place as the pinnacle of armored infantry technology.

The Inner Sphere's response, however, soon proved otherwise. Within just a few short years of the invasion, word filtered back to the homeworlds of Inner Sphere battlesuits appearing in broad varieties to match those of the Clans' unique infantry troops. Among these answers to the Elemental was the Draconis Combine's Kanazuchi, a heavy battlesuit capable of even withstanding a hit from Clan-made particle cannons.

Inspired, Clan Hell's Horses took the lead in developing a new generation of battle armor, quickly working to produce the first Clan-made heavy battle armor, the Gnome. Based on the original Rhino's specifications, the Gnome—which drew its name from mythical creatures associated with the earth—achieved twice the speed as the Kanazuchi and even boasted the mobility of integral jump jets that the Combine battlesuit lacked. With a Clan-made ER small laser and an improved two-shot SRM-2 launcher that mimicked the reach and accuracy of a man-portable Streak system, the Gnome also boasted vastly superior firepower to the Spheroid design, while falling only slightly short in protection. Debuting in 3056, the Horses' Gnome quickly spurred a series of other specialized battlesuit designs among the Clans, including the Fire Mandrills' fire-resistant Salamander and the Goliath Scorpions' aquatic Undine, unleashing a new wave in battle armor technology.

Though dubbed assault-class armor, the Gnome would eventually be eclipsed in size by other Clan battlesuit designs. Since its debut, the battlesuit has found its way into other Clans through various Trials, and it remains a mainstay of most Hell's Horses front-line Clusters. In fact, thanks to more recent advances in battlesuit design, the Horses have reportedly begun to field a more flexible upgrade, which makes the 2-shot Advanced SRM pack detachable and adds modular arm mounts that typically replace the standard ER small laser with two Bearhunter support autocannons. This design is apparently intended to challenge the offensive capabilities of the Ghost Bears' new super-heavy Golem.

Notable Troopers

Khan Malavai Fletcher: The most notorious Gnome pilot to date and also the Khan who presided over the birth of the heavy Clan battlesuit, Khan Malavai Fletcher of Clan Hell's Horses was also the first to take one into battle against Clan Ghost Bear during a routine Trial of Grievance against his Clan's ancient enemies. Showing no mercy to the Clan whose 3046 assault against the Horses' capital world of Niles left him horribly maimed, Fletcher's vendetta-fueled ruthlessness in battle racked up an impressive list of kills, most made while encased in Gnome battle armor modified to interface with his cybernetics.

During his Clan's abortive "war" against the Ghost Bear Occupation Zone, Fletcher boasted twenty-nine Ghost Bear kills in his Gnome battlesuit—a figure that included both Elementals and BattleMechs. But this record would prove to be the last gasp of the mad cybernetic Khan's career, as the Horses were soon defeated and ejected from their small occupation zone within months of their invasion. As a result of the defeat and a call of no confidence, Khan Fletcher was deposed and slain by one of his own, Star Colonel James Cobb, who has since taken Fletcher's place as Khan of the Hell's Horses.

Star Commander Vishnu: Interestingly enough, the commander of the heaviest full Star of Elementals in the Ghost Bears' garrison on Rasalhague is actually a Hell's Horses warrior captured (along with her Gnome battlesuit) in the Bears' reconquest of Vorarlberg when Khan Fletcher's invasion failed in 3064. Despite numerous challenges and Trials—many on the basis of her origins—Vishnu has managed to regain her warrior status and a prestigious command in the Dominion Toman. Her devotion to her new Clan was best demonstrated when she took part in the 3068 defense of Rasalhague, scoring four kills while battling her former comrades in the Hell's Horses Watch.

Type: Gnome

Manufacturer: Clan Hell's Horses

Primary Factory: Niles

Equipment Rating: F/X-X-E/F

Tech Base: Clan

Chassis Type: Humanoid

Weight Class: Heavy

Maximum Weight: 1,500 kg

Battle Value:

83 (Standard)

68 (Upgrade)

Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No

Notes: None.

Equipment

Chassis

Slots

Mass

400 kg

Motive System:

Ground MP:

1

0 kg

Jump MP:

2

250 kg

Manipulators:

Right Arm:

None

20 kg

Left Arm:

Heavy Battle Claw

Armor:

Standard

350 kg

Armor Value:

14 + 1 (Trooper)

Weapons and Equipment

Location

**Slots
(Capacity)**

Mass

Standard

ER Small Laser (20)

RA

2

350 kg

Advanced SRM 2 (2 shots)

Body

3

130 kg

Upgrade

2 Modular Weapon Mounts

RA/LA

1 (2) each

20 kg

2 Bearhunter Superheavy AC (20 x2)

RA/LA

2 each

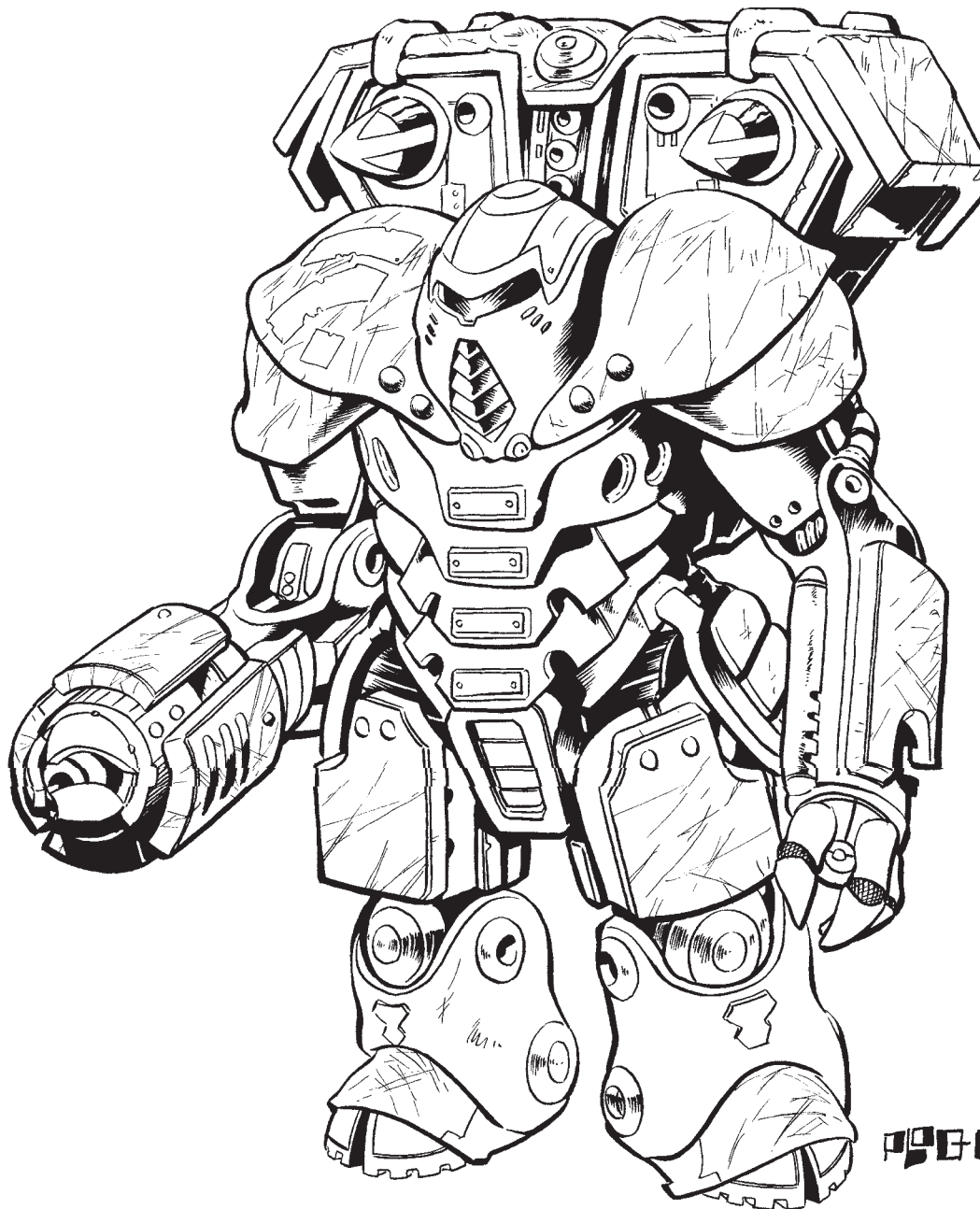
300 kg

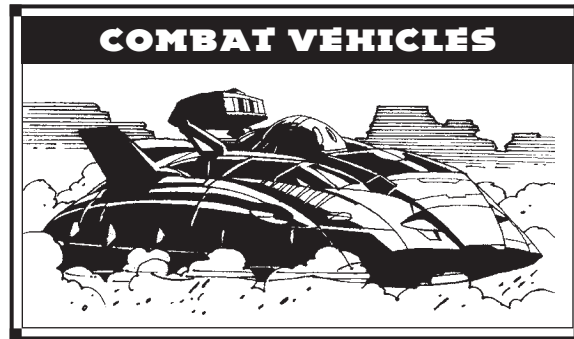
Detachable Adv. SRM 2 (2 shots)

Body

3

140 kg





The aftermath of the Fourth Succession War saw a renaissance in arms technology, with numerous techniques, components and methodologies lost since the fall of the Star League coming back into mainstream use. The brief but bitterly fought War of 3039 prompted the first purposeful use of these technologies, with the main efforts dedicated predominantly towards new BattleMech designs and improved BattleMech systems. In the decade of relative peace that followed, demand for new and better military machines declined, and Inner Sphere arms manufacturers saw little need to rush their development.

The arrival of the Clans in late 3049 touched off a new arms race. Because this fearsome new enemy did not use vehicles in combat, most of the military research and development involved BattleMechs, with smaller but substantial research efforts dedicated towards battle armor, aerospace fighters, and naval vessels. Research into vehicle upgrades remained almost non-existent until after the Battle of Tukayyid, largely because of the general perception that vehicles are more fragile and less versatile than their giant BattleMech cousins. To a certain extent this conventional military wisdom is true, but the difference in effectiveness between 'Mechs and vehicles is not as great as MechWarriors or the media tend to believe. The highly successful defense of Tukayyid, in which the Com Guard fielded combined-arms units of BattleMechs, armored vehicles and infantry, demonstrated that conventional vehicles can play an important role in the fight against the Clans if used properly.

Basic vehicle design principles have changed little since the latter years of the twentieth century, making design and construction much faster and simpler process for vehicles than for BattleMechs. This greatly reduces their cost, allowing militaries to purchase numerous vehicles for the price of a single BattleMech. On a number of occasions, the sheer numbers of vehicles in given units have proved devastating effectively.

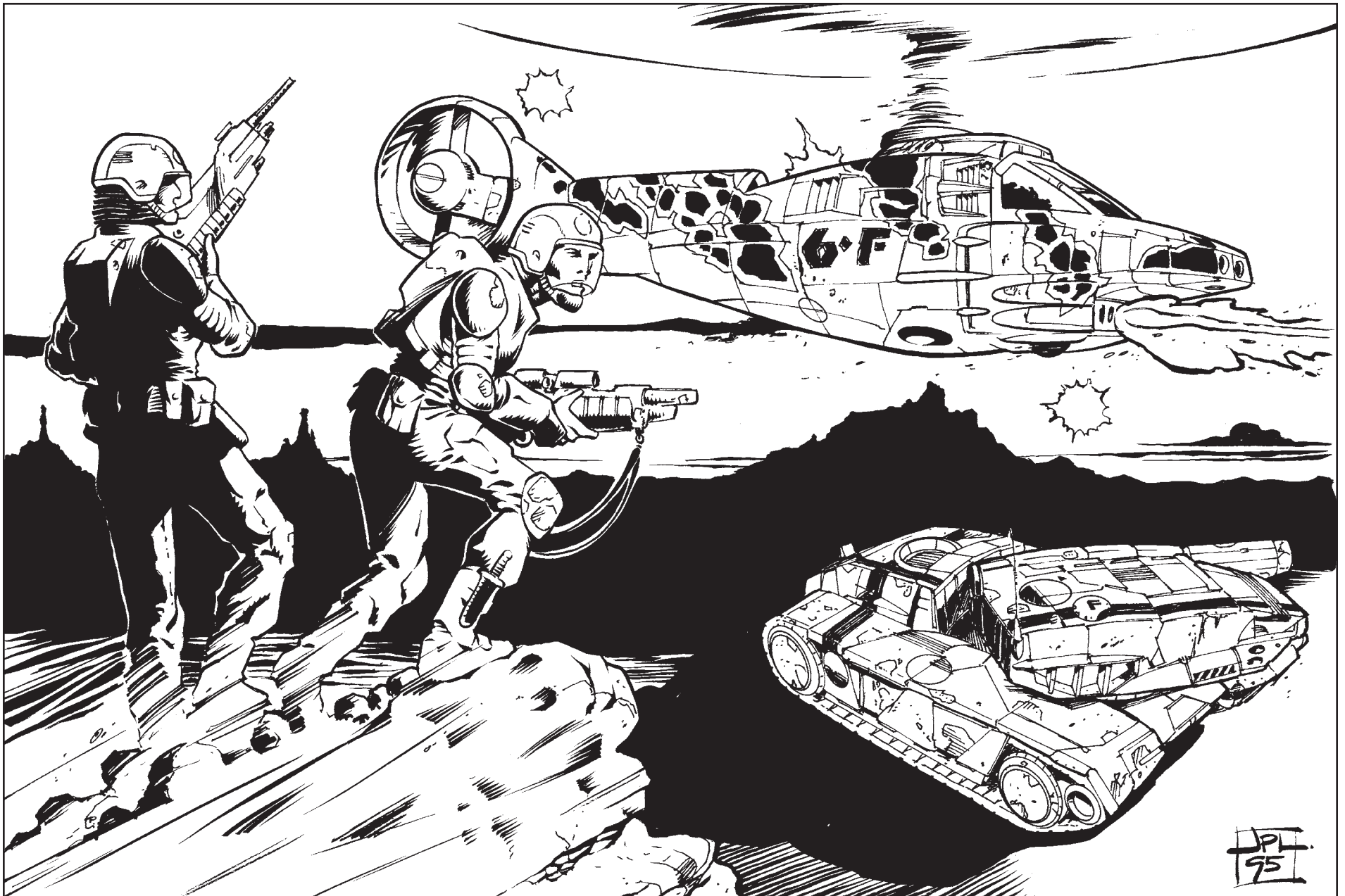
In the years since the Battle of Tukayyid, a number of new and upgraded vehicle designs have appeared. Modern technology has begun to address certain flaws inherent in standard vehicle construction, with ferro-fibrous armor and anti-missile systems greatly improving the odds of a vehicle surviving a battle. The increased effectiveness of modern weapons and the now-widespread use of fusion power plants have also helped to dramatically reduce the performance gap between vehicles and BattleMechs.

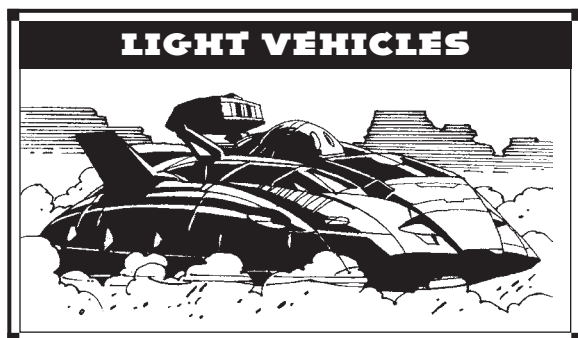
— Igarashi Miya
Precentor VI-Lambda/Omega
ComStar Archives, Terra
19 January 3058

Emphasis on improved vehicle designs has continued to rise. This is partially due to the success many of the upgraded vehicle designs have enjoyed, but also because militia formations (always the last to get new equipment) are finally starting to receive upgraded vehicles. The chaotic fighting during the FedCom Civil War also witnessed the dispersal of frontline equipment to less prestigious units in the form of battlefield salvage.

This section has been reorganized, with designs dating back to the First Star League now appearing in the section dedicated to equipment from that era.

— Captain Ignatius Smith
Intelligence and Analysis, Wolfnet
25 February 3070





Mass: 10 tons

Movement Type: VTOL

Power Plant: Galas Lightpower 80 Fusion

Cruising Speed: 140 kph

Flank Speed: 216 kph

Armor: StarSlab/1 Ferro-Fibrous

Armament:

None

Manufacturer: Michaelson Heavy Industries

Primary Factory: Ruchbah

Communications System: Johnston Wide Band

Targeting and Tracking System: OptiSight-12 with Beagle Active Probe and TAG

Overview

Introduced in 3052, Michaelson first marketed the Sprint Scout Helicopter to Inner Sphere entities near or on the Clan invasion corridor. Originally designed to keep tabs on the swift advances and feints of the Clan invaders, the design eventually became known as a successful and popular reconnaissance unit. Parties in other parts of the Inner Sphere took notice and became interested in the light and effective unit.

Capabilities

The main selling point of the Sprint is the combination of tremendous speed with a highly advanced electronics suite.

If the Sprint Scout has a weakness as a recon unit, it is its unusually low amount of armor. With so much weight dedicated to its power plant and suite, the Sprint only car-

ries a single ton of ferro-fibrous armor. While enough for small arms fire, anything larger risks penetrating the armor and destroying the vehicle. Pilots are trained to never stop moving when near enemy territory or units, lest they get caught by anything short of an extremely lucky shot.

Deployment

Use of the Sprint has spread throughout just about every Inner Sphere faction that uses VTOLs for reconnaissance. Those who invest in the standard model often pair it up with an artillery battery, or in the case of units using Semiguided LRMs, a lance or more of missile carriers.

During the FedCom Civil War, commanders on all sides used the Sprint's spotting capabilities to watch for unexpected pushes and to pull off ambushes on the enemy patrols. Flying extremely low to the ground near enemy formations, the Sprint would use its probe to collect information and relay spotting information to waiting artillery batteries. Right before the barrage arrives, the Sprint rises up to use its TAG laser for an accurate attack before quickly retreating back to prepare for another fly-by.

Though Sprints were used with great success, the intensity of the fighting during the war led to many of the helicopters becoming disabled or destroyed during combat as opponents became familiar with their reputation as a warning for an incoming barrage. Some conservative commanders, worried about losing veteran pilots, began holding the helicopters back behind front lines in a high altitude, highly visible position. This allowed a safer spotting position for other indirect and less-effective bombardments. These commanders released their Sprints for more daring, dangerous operations only when absolutely necessary.

Variants

The Sprint Scout comes in several variants, all designed to take advantage of its speed. Sacrificing the TAG, the Sprint can carry either a medium laser for combat or a C³ slave for improved tactical spotting capabilities. A fourth version, for emergency rapid infantry deployment, gives up both the TAG and the Beagle Probe for cargo capacity.

A new modification has been recently introduced, available and used by both ComStar and Word of Blake. A pure tactical spotter, the Sprint Scout "C" replaces both Beagle Probe and the Target Acquisition Gear with a C³i system. Both ComStar and Word of Blake have attempted to negotiate for exclusive purchasing rights of this new variant, but neither has been successful to date.

Notable Crews

Jerry's Boys: Originally a group of traveling stunt pilots, the six-man team turned mercenary when business dried up shortly after the start of the FedCom Civil War. Seeing an opportunity to show off the full capabilities of the Sprint Scout, Michaelson Industries helped finance the purchase of six Sprint helicopters for the unit. Working for both sides during the conflict, Jerry's Boys used their extraordinary piloting abilities to avoid detection and enemy fire both before and after tagging their targets. Only two of the Sprints ever went down during the five-year conflict.

SPRINT SCOUT HELICOPTER

LIGHT VEHICLES

55

Type: **Sprint Scout Helicopter**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 10

Battle Value: 82

Equipment

Internal Structure:

Engine: 80

Type: Fusion

Cruising MP: 13

Flank MP: 20

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Mass

1

4

0

.5

1

Equipment

Power Amplifier:

Turret:

Armor Factor (Ferro):

17

Armor

Value

Front

6

R/L Side

3/3

Rear

3

Rotor

2

Weapons and Ammo

Beagle Active Probe

TAG

Location

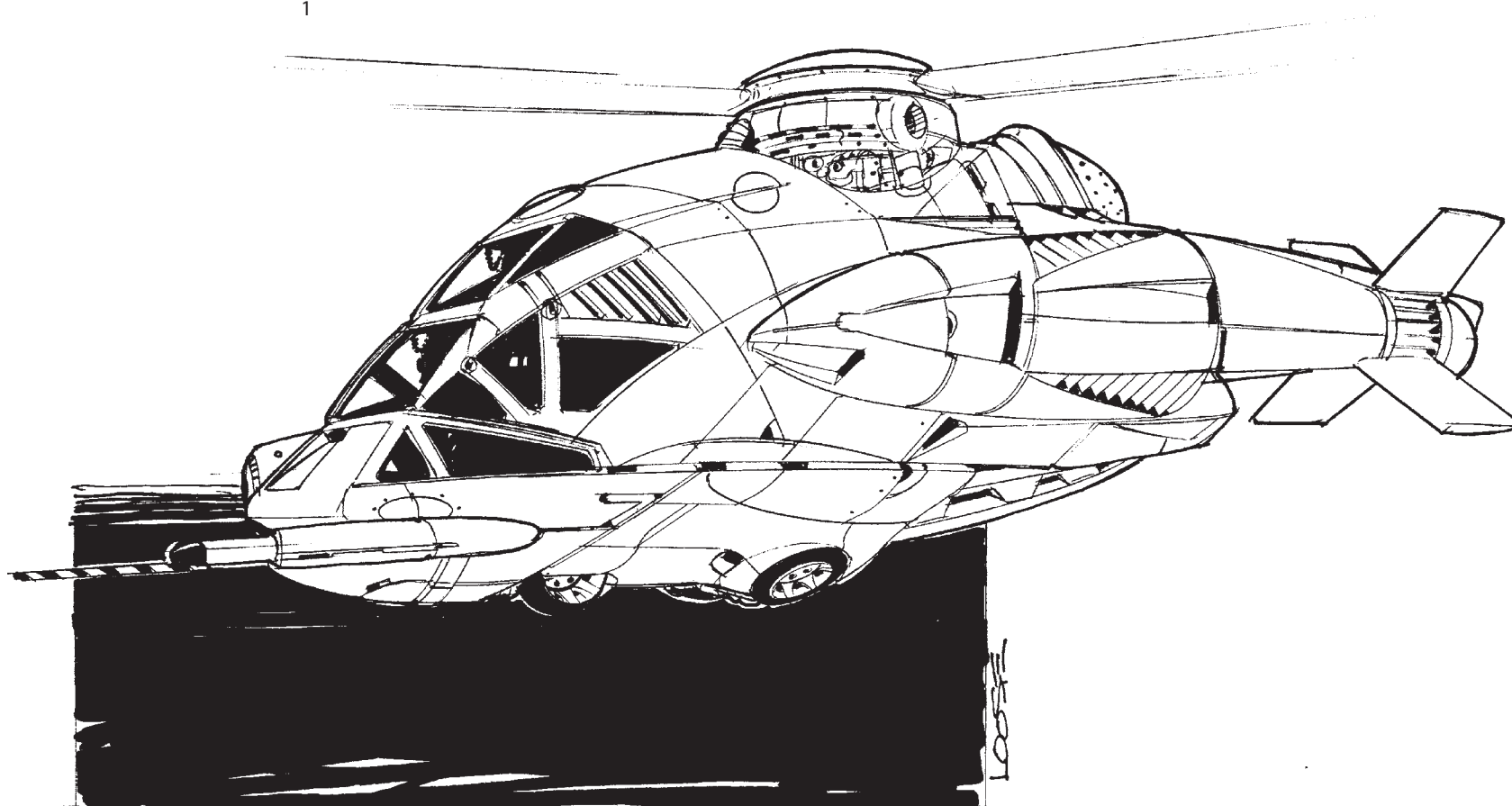
Front

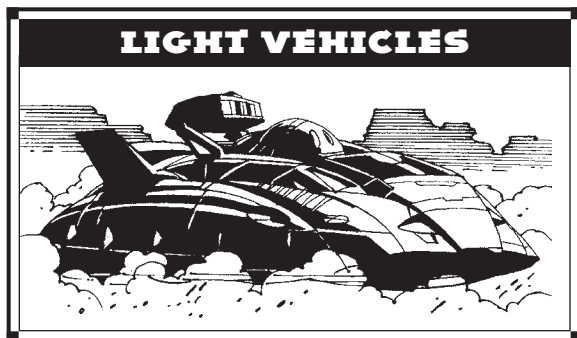
Front

Tonnage

1.5

1





Mass: 20 tons

Movement Type: Hover

Power Plant: VOX Type 75 Internal Combustion

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: ProtecTech 6

Armament:

1 Defiance B3M Medium Laser

1 Zippo Vehicular Flamer

Manufacturer: Gienah Combat Vehicles, Red Devil Industries

Primary Factory: Gienah, Pandora

Communications System: Scuti Dualcom

Targeting and Tracking System: Scuti Dualtar with Beagle Active Probe

Overview

Initially conceived as a replacement for Joint Equipment Systems' Skulker Wheeled Scout Tank after JES' manufacturing plant was captured by Clan Ghost Bear in 3051, the Centipede boasts superior speed, firepower, and detection abilities compared to its competitor. It is ironic, however, that the Centipede is now also no longer produced in the Inner Sphere. Red Devil Industries was lost when Pandora fell to elements of Rho Galaxy during the Jade Falcon Incursion of 3064. Gienah Combat Vehicles' site at Molfetta suffered severe damage when mercenary companies, presumably hired by House Marik, raided the facility in September of 3068. The raid also inflicted substantial collateral damage to the nearby Gienah Automotive sites when a large number of employees from those plants went to help their union

brothers. These events have created an extremely hostile attitude towards the Free World League among the inhabitants of Gienah, whose homeworld had been under an unwritten non-aggression pact with the League since the Second Succession War. A number of observers have noted that other powers may also benefit from Gienah's misfortunes, not the least of which are Avanti Industries and Cyclops, Incorporated, whose products are supplying much of the demand in the Bolan province in the wake of the Gienah attacks.

Capabilities

With a flank speed of 129 kph, the Centipede is able to outrun many other commonly used scout vehicles. The nose-mounted Beagle Active Probe gives it a huge edge over most of its competition, allowing it to gather even more data than many scout 'Mechs. The Beagle is also instrumental in providing guidance to the B3M medium laser, offering accuracy and tracking on par with the most advanced systems on the market today. The rear-mounted flamer has assisted the design in repelling infantry ambushes, as well as covering its retreat by starting forest fires.

Deployment

The standard scout vehicle of the LAAF, the Centipede can be found in almost every frontline unit, as well as many militia units. The FedCom Civil War, the Jade Falcon Incursion, and the recent warfare with the League have taken a considerable toll on many scout units across the Alliance, a toll only partially replenished before mercenaries sacked the Gienah manufacturing plant. The Falcons in particular seem dedicated to screening and destroying Centipedes whenever possible. This concerted effort has led some to believe that the capture of Pandora has been at least partially motivated by the presence of a Centipede plant.

The Centipede is a rare sight outside the Lyran Alliance, although a number have found themselves in mercenary hands through the black market of Galatea. Gienah Combat Vehicle's investigation into the matter apparently has implicated Red Devil as the source of these illegal transactions. As a result, they are rumored to be in the process of suing Red Devil Industries for several unauthorized uses of its Centipede license.

Variants

Gienah Combat Vehicles started to offer a modified Centipede to customers after completing feasibility tests. This variant mounts a TAG instead of the medium laser, adds an ECM suite, maintains the flamer, and adds additional armor. The first production run of this vehicle was gifted to Lieutenant-General Daniel Voss-Steiner, who was happy to add the vehicles to his understrength Seventh Donegal Armor Brigade.

Other variants made in the field include the removal of the B3M and Beagle Probe in favor of short-range-missile racks. Some mercenary units have taken to selling off the Beagle probe for cash, replacing it with less-sophisticated equipment.

Notable Crews

Joshua Cuavas: After months of cat-and-mouse combat with Loyalist units, Staff Sergeant Cuavas found himself in the way of the Jade Falcons when they invaded Blue Hole. Cuavas' scout platoon continued to be instrumental in helping to keep the Eighth Deneb Light Cavalry aware of its opposition. He succeeded in attracting the personal ire of Star Colonel Daniel Kyle of the Seventh Talon Cluster when his scout lance raided the Star Colonel's base camp. Kyle was burned severely by Cuavas' flamer, which temporarily incapacitated the MechWarrior. Afterwards, many Jade Falcon 'Mechs were equipped with inferno SRMs, supposedly by order of their commander.

Mischa Mercedes: Sergeant Mercedes is best known for her uniquely modified Centipede, the "Slight Mistake." Mounting five Holly SRM Derringers spread across the hull, the Mistake can blast a considerable amount of firepower at an opponent. The restricted firing arcs are considered a handicap by most, but Mischa has been credited with the destruction of seven main battle tanks and two BattleMechs.

CENTIPEDE SCOUT CAR

LIGHT VEHICLES

57

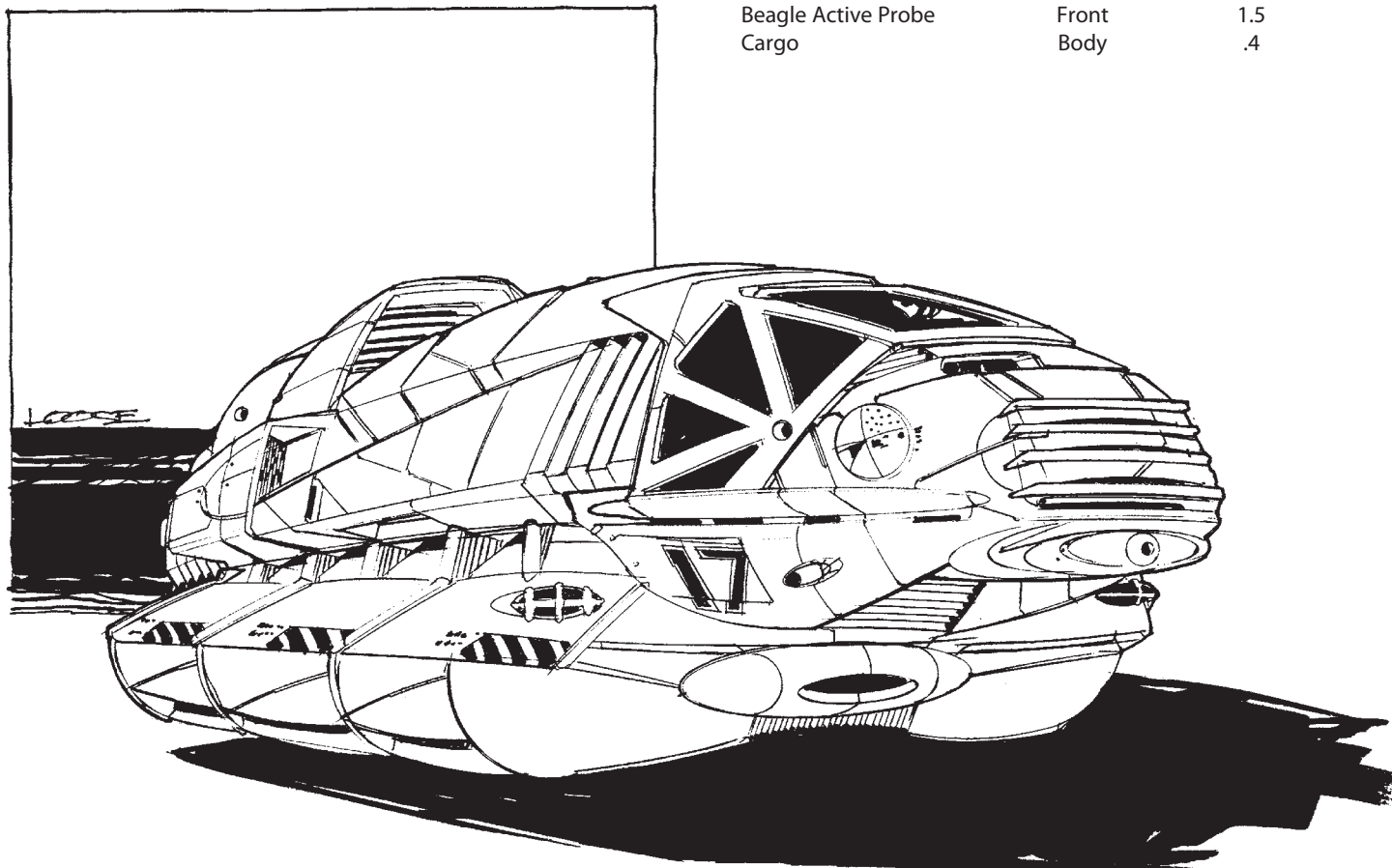
Type: **Centipede Scout Car**
 Technology Base: Inner Sphere
 Movement Type: Hover
 Tonnage: 20
 Battle Value: 269

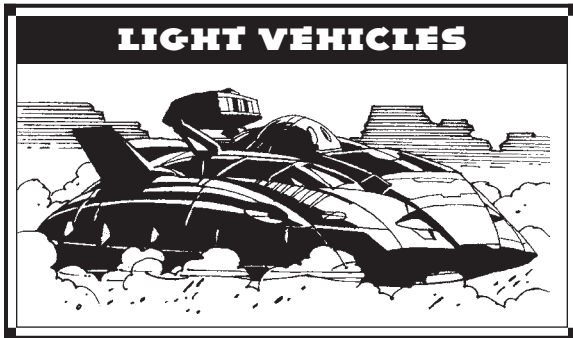
Equipment		Mass
Internal Structure:		2
Engine:	75	4
Type:	ICE	
Cruising MP:	8	
Flank MP:	12	
Heat Sinks:	3	3
Control Equipment:		1

Equipment		Mass
Lift Equipment:		2
Power Amplifier:		.1
Turret:		0
Armor Factor:	56	3.5

	Armor Value
Front	14
R/L Side	14/14
Rear	14

Weapons and Ammo	Location	Tonnage
Medium Laser	Front	1
Flamer (Vehicle)	Rear	.5
Ammo (Flamer) 20	Body	1
Beagle Active Probe	Front	1.5
Cargo	Body	.4





Mass: 20 tons

Movement Type: VTOL

Power Plant: Lockheed 70 Micro-Fusion

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: Kallon Unity Weave

Armament:

1 LongFire V LRM-5

2 Hovertec SRM-2 Streak Launchers

Manufacturer: Lockheed-CBM Corporation

Primary Factory: Furillo

Communications System: Xilex-2010

Targeting and Tracking System: N&D Handsfree

Overview

Since its debut in 2950, Warrior Attack Helicopters have become a familiar sight on the modern battlefield. However, in 3048, Lockheed-CBM's Sandpiper research team proposed updating the venerable design with recovered technology. Though the arrival of the Clans temporarily halted their plan, Lockheed-CBM began work on upgrading the Warrior after the Tukayyid truce.

Capabilities

The most important change to the Warrior was the installation of a Lockheed-70 fusion plant. Lighter and requiring no petrol, the engine gave the new Warrior an edge over most VTOLs. Engineers replaced the original TharHes 4-pack and chin-mounted SarLon autocannon with two SRM-2 Streak and a LRM-5 missile launchers. To

give the VTOL better protection and staying power on the battlefield, designers installed Kallon Unity Weave armor. Lockheed used armor shipments from Talon until the invasion of the Sarna March forced Lockheed to use the less-effective Longanecker PlastiSteel. After the FedCom Civil War, Lockheed-CBM signed a contract with Lexington Limited to supply the armor for the Warrior.

Deployment

The new Warrior VTOL wasted no time in proving its value. When the Steal Vipers raided New Exford, the Warrior was instrumental in pushing the Clan force off the world. During the FedCom Civil War, many Warrior H-8s deployed for both sides of the civil war, performing brilliantly and exceeding expectations of the designers. Today, the Lyran military, depleted and beleaguered, is adding as many of these VTOLs as Lockheed can produce. The AFFS, FRR, Periphery nations, and a host of mercenary commands have placed their own orders for the Warrior, forcing the company to build another line to keep up with the demand.

Variants

Mobility and maneuverability on the battlefield can make the difference between victory and defeat. Always a proactive company, Lockheed tasked their Sandpiper research team to expand on the capabilities of the Warrior. The results amazed everyone involved. Two new variants—H-9 and H-10—are rolling off the production lines into the depleted ranks of the Lyran military. The H-9 replaces all missile systems with the new Thor Rotary 40mm autocannon. The next variant, H-10, radically departs from the original Warrior. With the advent of battle armor technology, the need for mobility is necessary, and the H-10 was designed with this in mind. Armed only with two machine guns, this variant has a five-ton infantry bay giving the Lyran infantry/battle armor force a capability not seen before.

Lockheed-CBM still produces the H-7 models, although only through special orders, mostly from Periphery nations or planetary militias. The H-8 is the main variant produced by Lockheed.

Notable Crews

Hauptman Hans Davidson: Davidson comes from a long line of VTOL pilots serving the Lyran military. Hans grew up on the world of Australia in the Coventry Province. A relatively uninhabited planet populated by jungles, massive forests, and deserts, helicopters are the choice for transportation on Australia, and Davidson earned his pilot's license by the time he was twelve. At eighteen, he joined the military, subsequently signing up with the Federated Commonwealth Armed Forces. After qualifying for his military wings, he served in the Coventry CPM, assigned to a Warrior H-8. During the Jade Falcons' invasion of Coventry, Davidson's squadron deployed in support of a mixed combat battalion in a delaying action against the Falcons. To his credit, Davidson killed two OmniMechs and a Point of Elementals. Of Davidson's command, only he and three others survived to see Coventry relieved by Archon-Prince Victor Steiner-Davion's task force. Later during the FedCom Civil War, Leutnant Davidson found himself fighting against Loyalist forces of the Coventry Jaegers and Kristen's Krushers. Leutnant Davidson's skill and courage enabled him to survive the bloodbath visited on the militia. Davidson's Warrior H-8 sustained tremendous damage during the defense of Coventry Military Academy and crashed, severely wounding him. He spent months in a POW hospital until Archon-Prince Victor's coalition forces relieved Coventry. After a long recovery and rehabilitation, Davidson was promoted to Hauptman and returned to duty as the pilot of a Warrior H-9 variant.

Lieutenant Amanda Harl: Lieutenant Harl serves with the Wild Geese. She is a relative newcomer, having left the service of the AFFS after the conclusion of the FedCom Civil War, and she acquired her scouting and flying skills while assigned to the Fifth Crucis Lancers. After mustering out, she made her way to Outreach where she ran into Captain Adrianna Barnwell, an old friend she'd grown up with and a member of the Wild Geese. Amanda fit the Geese like a glove, and she now flies a Warrior H-9 attached to Ironhorse Squadron.

WARRIOR H-8 ATTACK HELICOPTER

LIGHT VEHICLES

59

Type: **Warrior H-8 Attack Helicopter**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 20

Battle Value: 419

Equipment

Internal Structure:

Engine: 105
Type: Fusion

Cruising MP: 10

Flank MP: 15

Heat Sinks: 10

Control Equipment: 1

Lift Equipment: 2

Power Amplifier: 0

Mass

2

5.5

0

1

2

0

Equipment

Turret:

Armor Factor (Ferro):

44

Armor

Value

Front 14

R/L Side 10/10

Rear 8

Rotor 2

Mass

0

2.5

Weapons and Ammo

LRM 5

Ammo (LRM) 24

2 Streak SRM 2

Ammo (Streak) 50

Location

Front

Body

Front

Body

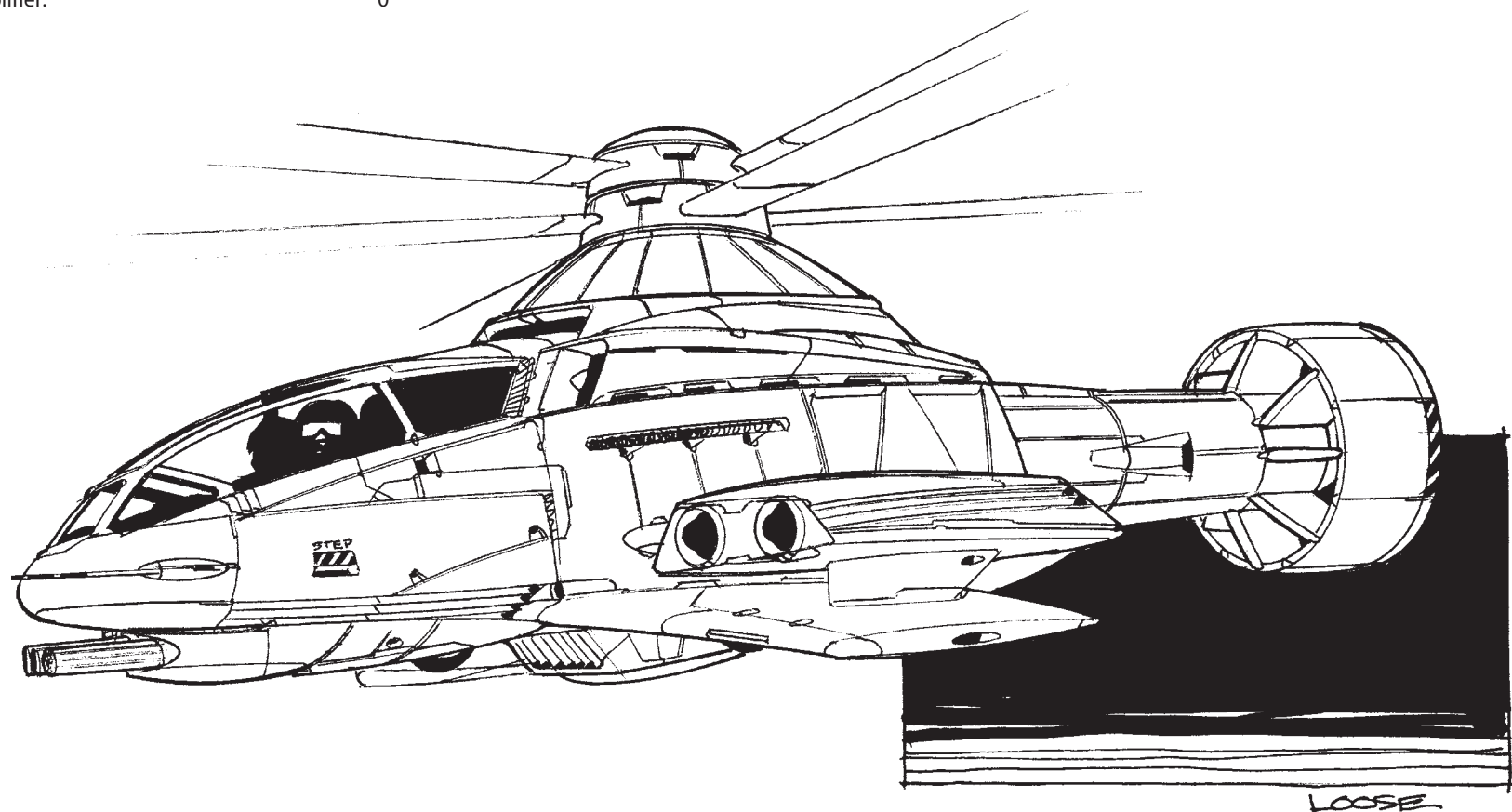
Tonnage

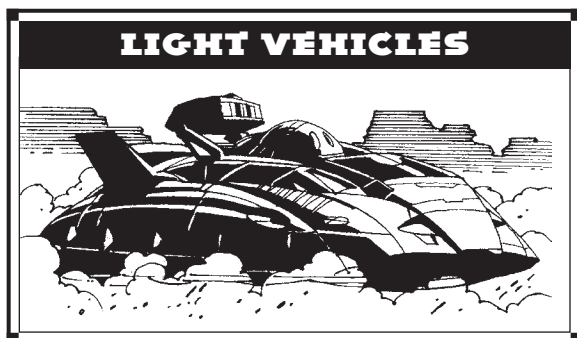
2

1

3

1





Mass: 25 tons

Movement Type: Hover

Power Plant: Nissan 95 Internal Combustion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: StarSlab/3

Armament:

1 LongFire V LRM-5

Manufacturer: Kressly WarWorks

Primary Factory: Epsilon Eridani

Communications System: Angst Clear Channel 3

Targeting and Tracking System: BlazeFire Sight Lock

Overview

Designed to counter the swift-moving Clan formations, Kressly WarWorks' Blizzard Hover APC was accepted but never quite elevated to the level of use its designers hoped for. After its quiet debut in 3054, Kressly continued mediocre production runs of the Blizzard, hoping for some event that may help this swift transport get noticed. Operation Guerrero and the subsequent formation of the Chaos March was just the chance Kressly hoped for, as numerous factions developed and began a massive build-up of their respective militaries. Not able to afford BattleMech formations, nobles instead built up their conventional militaries. Demand for the low-cost Blizzard increased, and Kressly decided to keep production of the Blizzard going into and beyond 3070.

Capabilities

Like most infantry transports of its size, the Blizzard relies on its speed to get the job done. At a blazing maximum speed of 151 kph, the Blizzard can get in under the range of enemy weapons while firing a suppressive barrage of LRMs, deploy its infantry, and retreat under another suppressing barrage of missiles in under thirty seconds. The capacity of the Blizzard is equally impressive: two standard infantry platoons or a single platoon of heavy infantry can be transported without any loss in speed. Its most prominent feature, however, is its ability to be modified in minutes to carry well over a dozen wounded soldiers off the battlefield swiftly and comfortably. Indeed, this feature has impressed many small mercenary and paramilitary units who can't afford the losses better financed units can.

However, these features come at a steep price. At twenty-five tons (half of it devoted to its engine and cargo capacity), the Blizzard lacks any serious armor or weapons. A single turret-mounted LRM-5 is its entire armament, barely enough to leave a mark on modern combat units. Its armor is just as light as its weaponry. Three tons of standard armor can only resist a few laser hits before crumbling, so Blizzard crews are often ordered to stay out of sight until right before the deployment of infantry forces

Deployment

Though many factions took interest in the low-tech, low-cost design, the Blizzard was not deployed heavily by major powers for its first few years of production. Most were content with using it as a reserve infantry transport during non-combat situations, or as emergency medical evacuation units. All this changed during the Capellan reunification war with the St Ives Compact. A heavy user of infantry, the Confederation needed to mobilize every infantry unit, front-line and reserve, to continue its spread out invasion of both the Compact and the Chaos March. Every vehicle transport was moved to front-line service, including the Blizzard, where it served with distinction, with prominent Warrior Houses carrying multiple squads of Fa Shih battle armor from skirmish to skirmish, often under enemy fire from the start. Casualties increased, so

Maultier Hover APCs were brought in to act as short-range escorts for the heavier Blizzards, and subsequently the losses tapered off. Currently the Trinity Alliance is the only major power that relies heavily on the use of the Blizzard, but the Blizzard remains relatively popular among the independent worlds in the Chaos March, as well as the Word of Blake.

Variants

Not pleased to lose sales to a design that is over five hundred years old, Kressly has released two short-range variants to compete directly with the Maultier. The first version merely replaces the LRM-5 with a pair of SRM-2s.

The second, more extensive and advanced modification is a pure escort variant for several standard Blizzards. Guardian ECM, a pair of turret-mounted SRM-4s paired with dual machine guns, and an extra half-ton of ferro-fibrous make the so-called "Black Blizzard" a fearsome fighter, drawing fire while the transports deliver their cargo and escape unharmed. Not surprisingly, the biggest purchaser of this version has been the Epsilon Eridani militia, with the Word of Blake a close second.

Notable Crews

Vengeful Spector: Sighted several times in several different systems, a lone Blizzard Hover APC known as the Vengeful Spector broadcast Capellan identification codes both entering and exiting the lines. Capellan intelligence later learned this vehicle was under the command of Davion Counter Insurgency teams gathering intelligence and conducting raids behind enemy lines both during Operation Guerrero and the conflict with the St Ives Compact. It is not known whether this was a single vehicle used several times, or if MIO maintains a fleet of these vehicles just for such occasions.

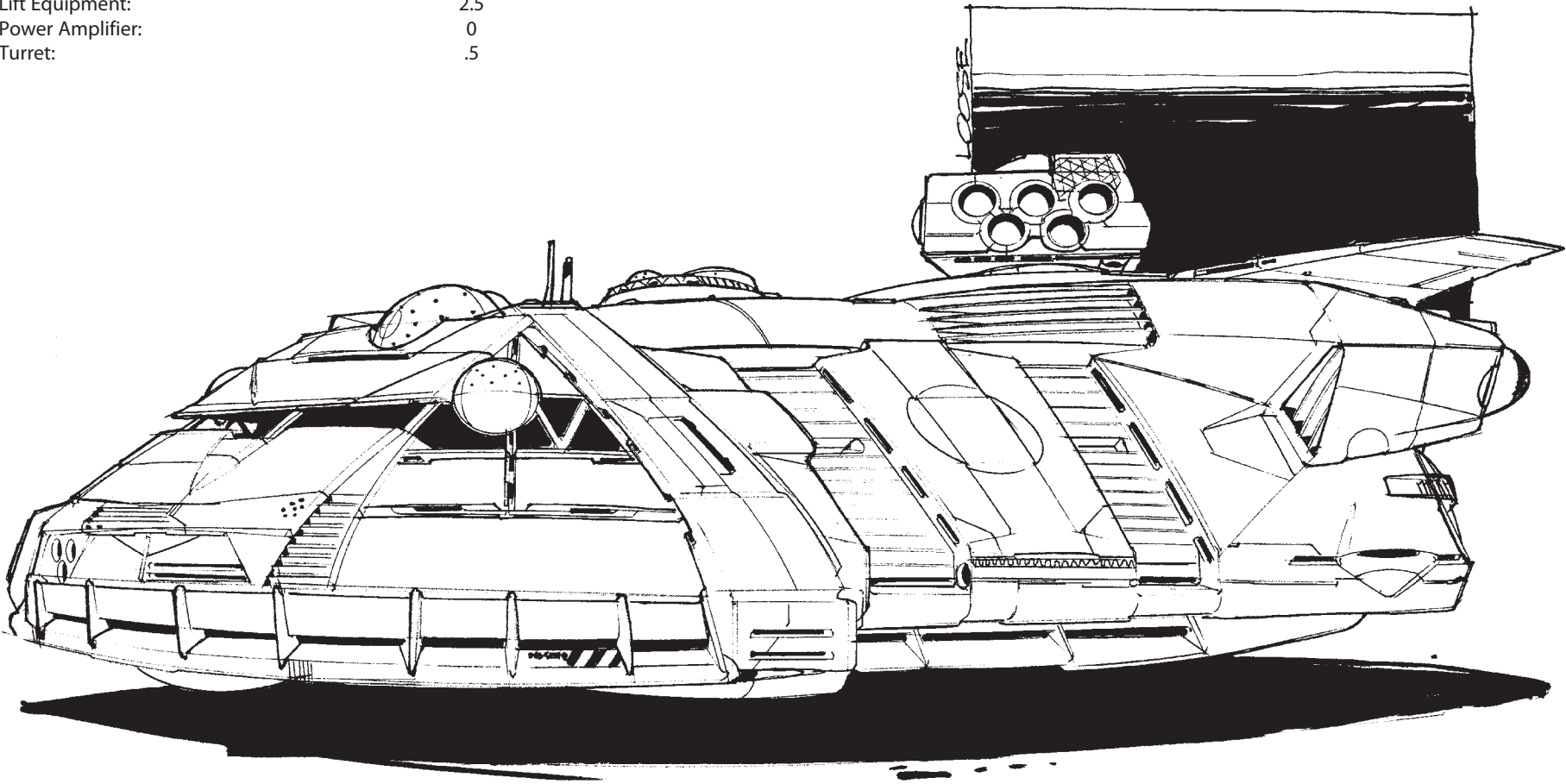
BLIZZARD HOVER TRANSPORT

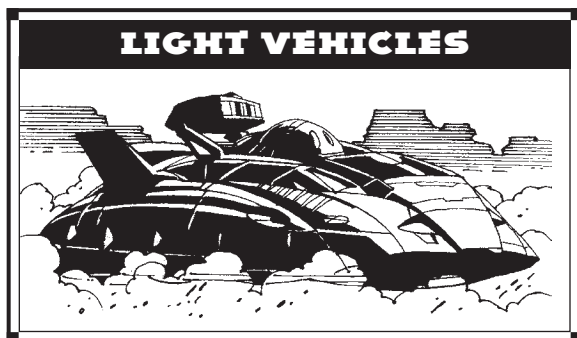
Type: **Blizzard Hover Transport**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 25
Battle Value: 277

Equipment		Mass
Internal Structure:		2.5
Engine:	95	6
Type:	ICE	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		2.5
Power Amplifier:		0
Turret:		.5

Equipment		Mass
Armor Factor:		48
		<i>Armor Value</i>
Front		10
R/L Side		10/10
Rear		9
Turret		9

Weapons and Ammo	Location	Tonnage
LRM 5	Turret	2
Ammo (LRM) 24	Body	1
Infantry	Body	6





Mass: 25 tons

Movement Type: VTOL

Power Plant: Michaelson 110 Internal Combustion

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: StarSlab/3

Armament:

1 Harpoon SRM 6 Rack

3 Holly SRM Derringers

Manufacturer: Michaelson Heavy Industries

Primary Factory: Ruchbah

Communications System: Garret Supremesound

Targeting and Tracking System: Garret D2j

Overview

The Cavalry Attack Helicopter debuted as one of Michaelson Heavy Industries' new rapid relief/assault VTOL designs in 3054. Even though the majority of Michaelson's production runs were bought by the AFFC and Draconis March and Sarna March nobles for their personal guards, a surprisingly high number of Cavalry-equipped mercenary units appeared within the Chaos March almost immediately, most of them working for FedCom-friendly factions.

Capabilities

The sleek Cavalry design combines the deadly punch of a dozen SRM tubes with the superior speed of an attack helicopter. Cavalrys usually attack their enemies by engaging at top speed from behind, or by emerging from hidden positions such as a narrow valley. They take their best shot and retreat before the enemy can return

fire, a tactic that works especially well against tanks and other vehicles.

But despite the proven worth of the design, the Cavalry Attack Helicopter contains several drawbacks. With limited ammunition for its missile launcher and no backup weapons, the craft may become defenseless in extended battles. Michaelson executives stressed that the Cavalry is designed for brief hit-and-run engagements rather than as a front-line attack chopper, and they point to its flawless service record as evidence of the design's soundness, but nevertheless they developed an infantry-support variant of the Cavalry whose main armament consists of three medium lasers.

The Cavalry's heavy armor protection is especially suited for the protection of the pilot and gives the helicopter a high durability, since the multiple layers of armor on the nose of the craft allow it to take a hit from weapons as heavy as a Clan PPC or Gauss rifle and keep flying.

The usual weakness of VTOL units—a very fragile rotor—is the weakest point of this helicopter, too, but Michaelson has armored this vital piece of equipment as heavily as possible.

Deployment

Cavalry Attack Helicopters were deployed to most of the AFFC's former FedSuns RCT's before the FedCom Civil War, while only small numbers of Cavalrys made their way into Lyran units. Cavalrys already had an astonishing reputation as hunter/killer and tank-buster VTOLs due to their successful missions in the Chaos March, and that reputation only increased in the following years.

During the FedCom Civil War, the Cavalry performed exceptionally well on Talon, where the Cavalrys of the Seventh FedCom RCT were almost totally wiped out while clearing their RCT's way through the mountain valleys to prevent the Twenty-Second Avalon Hussars from taking off to New Avalon and strengthening the Loyalist defenses.

Variants

Michaelson offers three variants of the Cavalry. The first one sacrifices one ton of armor in favor of an additional SRM-2 rack. The sales rates of this variant have dropped in recent years due to an increased casualty rate, especially among the units operating in the Chaos March.

To compensate for these losses, Michaelson introduced the radically redesigned infantry variant to open up new markets for their product. Dropping the ICE in favor of a fusion engine, Michaelson used the now-available space to replace all of the SRM racks with three medium lasers, three machine guns, and an infantry bay for one platoon of foot infantry, protected by additional armor.

The final variant is a redesign of the entire piloting compartment, allowing for a two-man pilot/gunner crew.

Notable Crews

Officer Simon Noma: Officer Noma serves in the Second Platoon of the FireWatch Air Assault Detachment of the Terra Firma-based Ares Security Force, a private paramilitary force recently hired to provide protection against pirates and other Chaos March powers. Officer Noma is supposed to be one of the Inner Sphere's most talented helicopter pilots, and he worked for five years on Solaris VII where he flew almost every military VTOL known to the Inner Sphere as a show pilot to entertain the audience between 'Mech fights. He ditched show business to join the Ares Security Force so he could, as he put it, "see real action and not just pose as trid-warrior."

Sergeant Nicola van Purschke: Sergeant van Purschke spearheaded the assault of the Fourth New Valencia Rangers regiment, part of the Twentieth Avalon Hussars Infantry Brigade, against the Schon Airbase of the Fifth FedCom RCT on Marlette in March 3065. Van Purschke's marksmanship enabled the infantry support Cavalrys of their company to penetrate the air defenses of the airbase and deliver the infantry platoons just in time to prevent General Leyland from using any more nuclear devices, which she had previously employed on Axton and Marlette.

CAVALRY ATTACK HELICOPTER

LIGHT VEHICLES

63

Type: **Cavalry Attack Helicopter**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 25

Battle Value: 503

Equipment

Internal Structure:

Engine: 110

Type: ICE

Cruising MP: 10

Flank MP: 15

Heat Sinks: 0

Control Equipment: 1.5

Lift Equipment: 2.5

Mass

2.5

7

0

1.5

2.5

Equipment

Power Amplifier:

Turret:

Armor Factor:

56

Armor

Value

20

Front

R/L Side

13/13

Rear

8

Rotor

2

Weapons and Ammo

SRM 6

Ammo (SRM) 15

3 SRM 2

Ammo (SRM) 50

Location

Front

Body

Front

Body

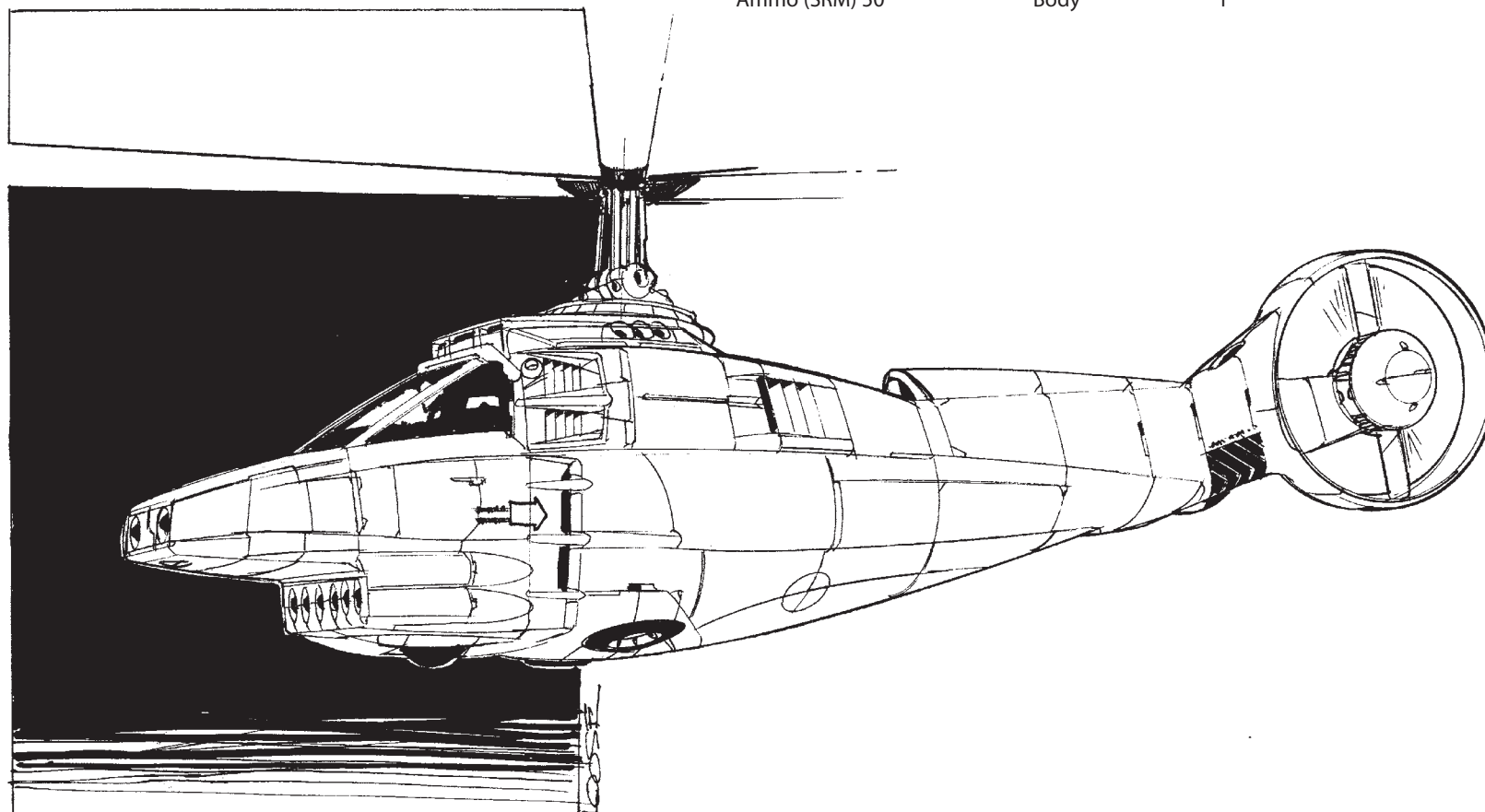
Tonnage

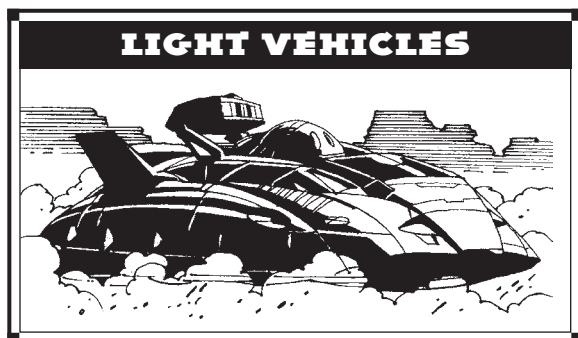
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Mass: 25 tons

Movement Type: VTOL

Power Plant: 160 Internal Combustion

Cruising Speed: 129 kph

Flank Speed: 194 kph

Armor: ProTech 4

Armament:

2 Blackwell B75 Machine Guns

Manufacturer: Blackwell Corporation

Primary Factory: Outreach

Communications System: Dalban StarLink Classic

Targeting and Tracking System: Garret E2b

Overview

First introduced sixty years ago, the Kestrel VTOL is the third combat vehicle produced for Wolf's Dragoons by the Blackwell Corporation of Outreach. Though the design is somewhat old and has remained virtually unchanged since its inception, the Kestrel is still regarded as the benchmark for special operations VTOLs.

With the recent destruction of Blackwell Corporation it is unknown if or when this capable vehicle will see production once more.

Capabilities

At first glance the Kestrel appears to be an average combat transport helicopter. By the numbers, it's faster than most, with a limited cargo/personnel capacity, adequate armor, and all but useless weapons. That odd 3.5 tons for infantry is what first catches the eye when looking

at the design on paper. Too small for a platoon and too large for a squad, it announces this as a special purpose vehicle. The capacity is ideal for dropping several scout/sniper teams in distant positions or transporting a larger LRRP unit far behind enemy lines.

Once this special intent is realized, the rest of the machine's design snaps into place, transforming it from mediocre to remarkable. The Kestrel is designed for nape-of-the-earth flight in all weather conditions allowing it to move beneath the floor of most aircraft-detection grids with impunity. Navigational systems include thermal imaging, laser terrain avoidance, and a tru-sync uplink that allows it to tap into any navigational satellite system.

One of the most important aspects of the Kestrel's design is not apparent until one sees the VTOL in flight. The aerodynamic shape is almost devoid of sharp edges—even those which appear to be straight or to meet at an abrupt angle are actually curved and flared together. The result is an airframe that slices through the air almost silently.

Normally a silent airframe would make little sense on a VTOL, because it is the chop of the rotors one hears—the sound that gives helicopters their "chopper" nickname. However, the Kestrel's unique five-blade main rotor makes a high-pitched whispering whir.

Deployment

Though the Kestrel has long been the exclusive transport helicopter of the Wolf's Dragoons' Seventh Kommando, there is evidence Wolf's Dragoons has been selling this legendary VTOL to selected allied markets. The Federated Suns' MI6 "Rabid Foxes" special forces are known to field several, and there have been sightings by reliable sources among various commands friendly to the FedSuns and Dragoons. This, combined with the fact that in six decades of deployment many VTOLs have fallen into enemy hands, means the Kestrel has seen service—and been seen in service—in virtually every theater of the Inner Sphere.

Variants

Though officially Blackwell offers no variant to their tried-and-true design, Kestrels with different configura-

tions have been observed in operation. While some of these are evidently field modifications, the fit and finish of some indicates they are factory products.

One of these presumed factory variants is an unarmed medevac chopper. The only long-range recording of this specialized VTOL (made during a Rabid Fox hostage extraction on an undisclosed world which may or may not be in Capellan space) is grainy, but images of wounded being loaded seem to show a well-equipped ambulance capable of handling perhaps a squad of critical-need patients. This would only be possible if weapons systems had been shed to free up lift capacity and space.

Other variants, apparent field upgrades in the hands of units other than the Wolf's Dragoons, seem to be attempts to overcome the Kestrel's anemic weapons load. Both machine guns are removed in all of the observed models and replaced variously by paired small lasers, a single medium laser, or an SRM-2. Since the heat sinks and power amplifiers or ammunition these weapons systems require would rob the Kestrel of most of its cargo and personnel capacity, these modifications essentially turn an excellent special ops transport into a mediocre gunship.

Notable Crews

Due to the nature of the missions for which the Kestrel is designed, it is not surprising there are no widely disseminated accounts of exceptional crews and or exploits. With the exception of rare recordings such as the one of the MI6 mission cited above, there is almost no hard evidence the Kestrel ever sees action. However, whenever Wolf's Dragoons commandos appear behind enemy lines, or deep recon scouts locate hidden emplacements, or hostages are covertly rescued from pirate strongholds, it is generally assumed Kestrels were involved. The only ground-level images extant of the supposed crash site of the Star League expedition on Celano were reputedly taken by MI5 "Stealthy Fox" agents using Kestrels to move about the Taurian world undetected.

Type: **Kestrel VTOL**

Technology Base: Inner Sphere

Movement Type: VTOL

Tonnage: 25

Battle Value: 155

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

160

ICE

12

18

0

Mass

2.5

12

0

1.5

Equipment

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

24

Armor

Value

Front

R/L Side

Rear

Rotor

8

5/5

4

2

Weapons and Ammo

2 Machine Guns

Ammo (MG) 100

Infantry

Location

Front

Body

Body

Mass

2.5

0

0

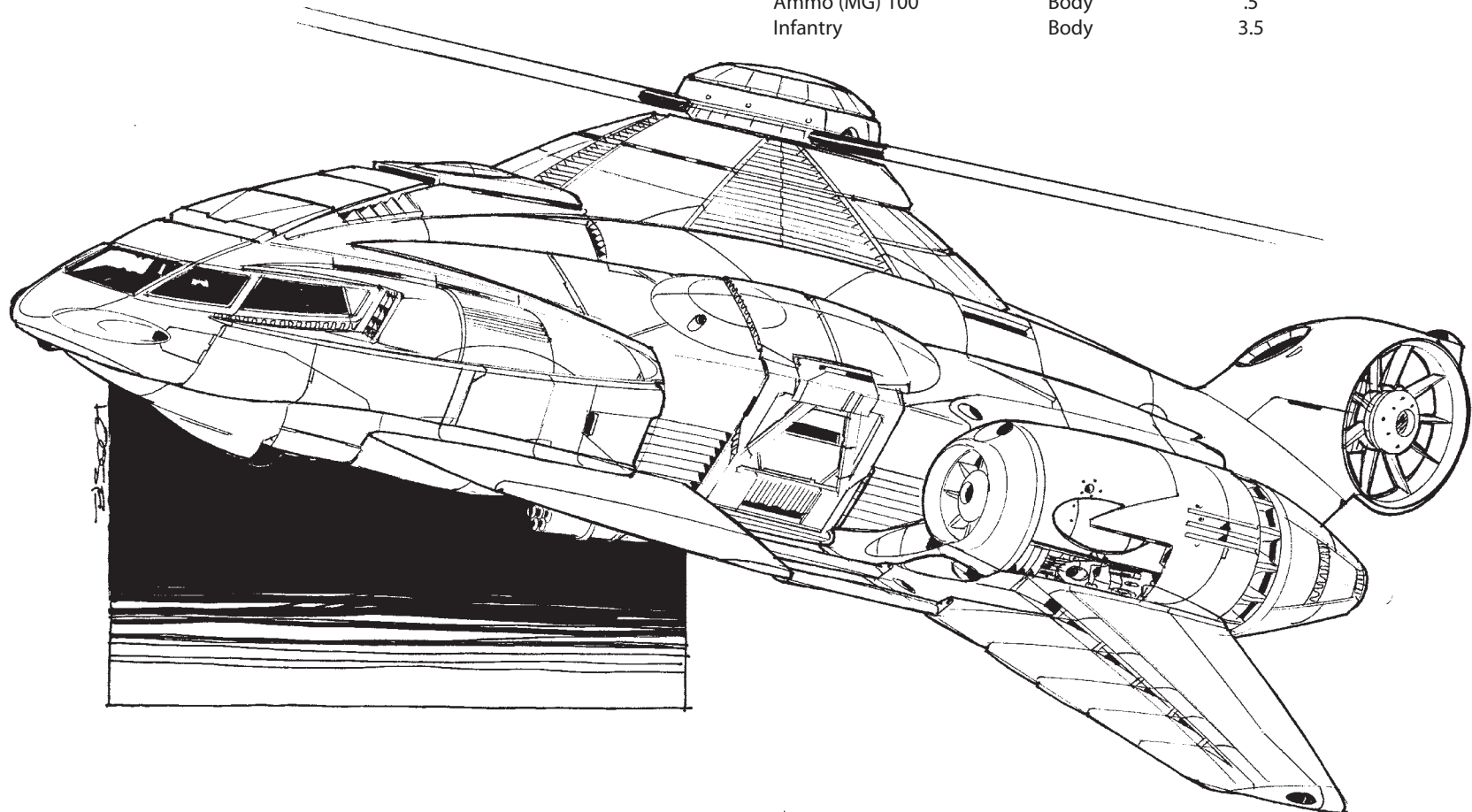
1.5

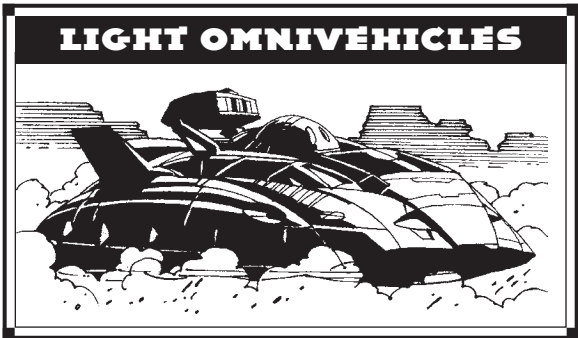
Tonnage

1

.5

3.5





Mass: 30 tons
Movement Type: Tracked
Power Plant: GM 180 Fusion
Cruising Speed: 64 kph
Flank Speed: 97 kph
Armor: ProTech 6
Armament:
5 tons of pod space available
Manufacturer: Blackwell Corporation
Primary Factory: Outreach
Communications System: Dalban StarLink II
Targeting and Tracking System: Garret Fib

Overview

Produced alongside the Bandit, the Badger transport, with its simple modular weapons design, became a mainstay for the Dragoons infantry. They developed into a common sight in Dragoon bases, used not only to haul infantry in relative comfort but also to move cargo and supplies across the rough terrain of many of the worlds the mercenaries have garrisoned over their sixty-plus year history.

Blackwell Corporation began offering the Badger on the mercenary market in limited quantities, seeing them snapped up even before they rolled off the assembly line. It was common in the early 3050s to have an eight-month waiting list for mercenary purchases on Outreach.

As with the Kestrel, the recent destruction of Blackwell Corporation has left the future of this design in doubt.

Capabilities

Because of its light weapon load, low ammunition stores, and light armor, the Badger is rarely used in an offensive capacity. Seen mainly in the reserves of the unit, it usually provides fire support for the infantry it carries in its spacious interior. Because of its very simple modular technology, weapon configurations are a dime a dozen among the Dragoons. Utilizing advanced PNP modules and SnapLight circuits, a Badger can be converted from one configuration to another in a matter of hours.

Deployment

The Badger had been pulled off Dragoon front-line duty in the wake of the heavy fighting of Luthien in 3051. After careful consideration, the Dragoons and Blackwell made a conscious decision to begin selling the versatile transport on the mercenary market, a decision that has been very lucrative for Blackwell ever since.

Notable Crews

“The Hotbox Five”: Assigned to Reed’s Roughnecks—part of Major Lucas Reed’s mercenary unit, Reed’s Brew—the five Badgers assigned to the infantry company have never seen action. If they did, they’d not last five seconds, something the grunts would freely admit. The five Badgers used by the company are utterly devoid of weapons of any kind. Instead, Captain Ironman had retrofitted each Badger to be a “mobile party machine,” capable of transforming any patch of ground into an instant extravaganza, using the custom-made “swing-away” panels built into the sides of each Badger. Fitted with oversized coolers—filled, naturally, with Reed’s Beer Brew—a mobile entertainment station, a small stage and even a piazza oven, these “Hotboxes” (or “Booze Cruisers”, as the Roughnecks call them) serve only one purpose—to bring Reed’s wild parties wherever he goes.

“Hulk”: An ornery machine, the “Hulk” is one of the original Badgers that came off the first Blackwell production line. Sporting a colorful repair history even before its sale to Yale’s Yardarm—a small mercenary company shattered by the Oriente Hussars in a border raid in the mid ‘50s—it lay as battlefield junk until happened upon by a salvage team in 3065. Sold at auction to the Sand Crabs of Helmut’s Hermits, the refurbished Badger now serves as the primary transport of the combat engineer arm. It has saved the lives of her current crew three times now, and despite the frustration with the transport, the engineers would rather shoot someone who would take it off their hands for a fair price than see it go.

Type: **Badger Tracked Transport**
Technology Base: Inner Sphere OmniVehicle
Movement Type: Tracked
Tonnage: 30
Battle Value: 549

Equipment		Mass
Internal Structure:		3
Engine:		10.5
Type:	180 Fusion	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	10	0
Control Equipment:		1.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		.5
Armor Factor:	88	5.5
	Armor Value	
Front	20	
R/L Side	18/18	
Rear	14	
Turret	18	
Fixed Equipment		Tonnage
Cargo (Infantry)	Location Body	4
Weapons and Ammo		Tonnage
Primary Configuration		
3 Medium Lasers	Turret	3
SRM 2	Front	1
Ammo (SRM) 50	Body	1

BADGER TRACKED TRANSPORT

LIGHT OMNIVEHICLES

67

Weapons and Ammo

Alternate Configuration A

3 SRM 2
SRM 2
Ammo (SRM) 50
Battle Value: 437

Location

Turret
Front
Body

Tonnage

3
1
1

Alternate Configuration B

SRM 4
SRM 4
Ammo (SRM) 25
Battle Value: 431

Turret
Front
Body

2
2
1

Alternate Configuration C

LRM 5
LRM 5
Ammo (LRM) 24
Battle Value: 450

Turret
Front
Body

2
2
1

Alternate Configuration D

3 Medium Lasers
1 Small Laser
1 Small Laser
Heat Sink
Battle Value: 540

Turret
Right
Left
Body

3
.5
.5
1

Weapons and Ammo

Alternate Configuration E

6 Small Lasers
Small Laser
Small Laser
Small Laser
Small Laser
Battle Value: 434

Location

Turret
Front
Rear
Right
Left

Tonnage

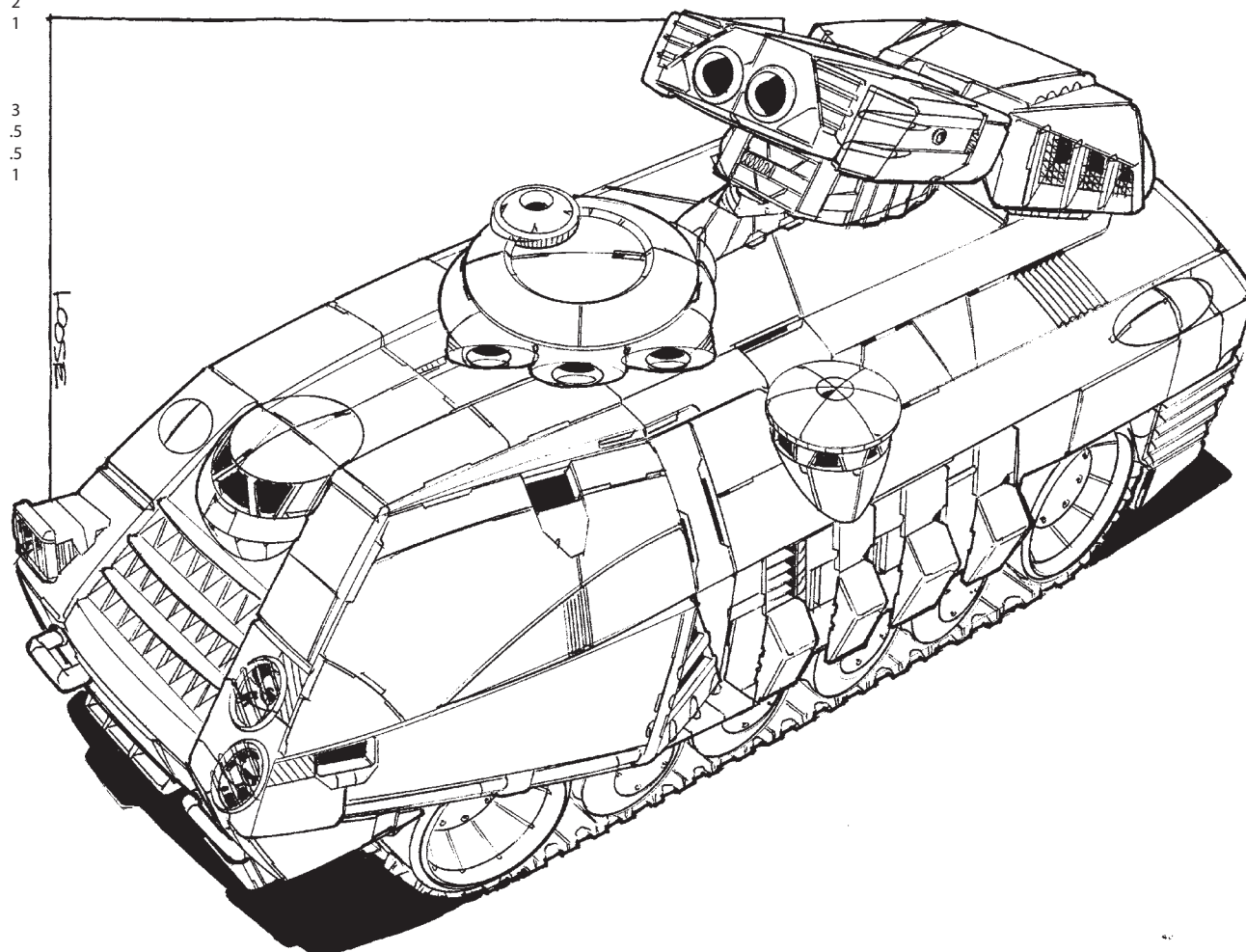
3
.5
.5
.5
.5

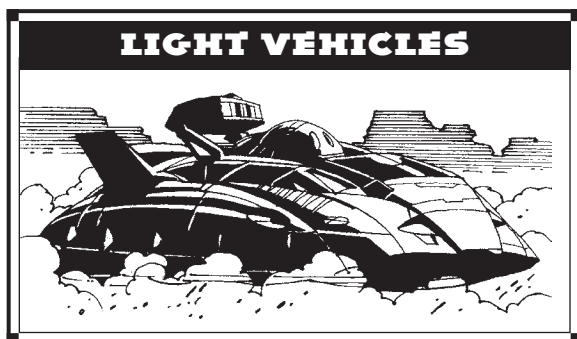
Alternate Configuration F

ER Medium Laser
Additional Cargo (Infantry)
Battle Value: 399

Turret
Body

1
4





Mass: 30 tons

Movement Type: Tracked

Power Plant: GTEM 200 Fusion

Cruising Speed: 75 kph

Flank Speed: 118 kph

Armor: Jolassa 328 Ferro-Fibrous

Armament:

2 Hellion-V Medium Lasers

1 Priestly 600p medium Pulse Laser

Manufacturer: Brooks Incorporated

Primary Factory: Irian

Communications System: Maxell 500 Communication System

Targeting and Tracking System: 'Maxell TA50 with Beagle active Probe

Overview

Production of Brooks Incorporated's Galleon Light Tank began in 2692 at the rebuilt armaments plants on Holt. The tank saw its first action on Zion in the early 2700s. Soon the Galleon would become the backbone of the League's armored forces, and it saw full production for many years. However, when the Andurien War ended, Thomas Marik immediately began to upgrade the Free Worlds League military, mainly the Marik Militia. The Captain-General and many of his commanders considered the Galleon inadequate and fragile for the new Marik military. Consequently, the FWLM reduced their orders of the light tank and nearly bankrupted Brooks Incorporated.

Brooks, now forced to reorganize, downsized and relocated production to their Irian plant and decommissioned the Holt factory. In an attempt to regain previous

profit levels, Brooks submitted an improved design to the FWL procurement department and waited nearly three years for a response. In 3043, limited production of the new Galleon began as the FWLM deployed several for evaluation. After the implementation of a number of modifications, the new Galleon Light Tank went into full-scale production in 3048.

Capabilities

With the integration of the 210 GTEM fusion plant, Brooks increased the Galleon's top speed by 46 kph. Furthermore, Brooks improved the vehicle by increasing its armor protection by two and a half tons with Jolassa-produced ferro-fibrous armor. Designers upgraded the tank's armament to include a second medium laser and a turret-mounted medium pulse. Even with the upgraded armor, weapons, and speed, the FWL procurement department remained dissatisfied until Brooks added a Beagle active probe to the vehicle's sensor suite. The result was a superior scout tank.

Deployment

Although the FWLM purchased and deployed the Galleon, the primary buyers of the upgraded tank were the Federated Commonwealth and the Draconis Combine. The Free Worlds did not deploy the Galleon until the last year of the Clan Invasion. However, the Galleon's reputation increased its demand from many mercenary units and Periphery nations alike. Today, the Galleon serves across the Inner Sphere, regaining its preeminence as one of the best light tanks currently in production.

Variants

Until recently, only two variants were in production. This changed in early 3066 when Vicore negotiated with Brooks to procure a license to produce two variants for the Word of Blake militia. The original Galleon, GAL-100, still sees limited production for backwater worlds that cannot afford the upgraded model. The GAL-102 remains Brooks' most heavily demanded model.

Vicore produces two variants from their newly renovated plant at Detroit on Terra. The GAL-103 upgrades the fusion plant to an XL version, thus freeing up tonnage for a full suite of electronics including ECM and C³i. While

they kept the standard medium lasers, Vicore designers replaced the pulse laser with an ER medium. Another two-and-a-half tons of armor increased the tank's survivability. Variant GAL-104 removes all electronics save the C³i and installs an advanced targeting computer slaved to a single ER large laser; however, this model only includes an additional half-ton of armor.

Notable Crews

Leftenant Leonard Herndon & Sergeant Fredrick Johansson: Leftenant Herndon commands the Thirty-sixth Pathfinder Company attached to the 144th Federated Cavalry regiment, Eighth Crucis Lancers. Together, both Herndon and Johansson are consummate professionals as recon specialists. Having seen limited action against the Clans while stationed in the Lyran Alliance, their actions during the FedCom Civil War raised their profile as a Galleon crew. When the Eighth invaded Proserpina, Herndon, then a Sergeant, assumed command of the Pathfinders when his Leftenant died in action. Herndon led his company in search of a weak point in the defender's lines protecting Bulldog Enterprises. The Pathfinders found a lightly defended point some ten kilometers east of the Eighth's advance. This allowed a mixed-combat brigade following Herndon and Johansson's tank to exploit the weakness, and Bulldog Enterprises fell after a day and half of battle. Herndon and Johansson received battlefield promotions and were both awarded The Diamond Sunburst.

Sergeants Roger Hepner and James Stiles: Hepner and Stiles serve in the Seventy-first Light Horse Regiment currently stationed on Huntress. Both grew up in the Eridani Light Horse, their families descended from the original members who stayed behind when Kerensky departed. Each has very different mentalities, and they argue about anything (though it's all in good fun). Deployed in the field, they operate as one. Since their arrival, Clan Goliath Scorpion has shown a particular interest in the Light Horse, deeming them "living relics" of the Star League. Hepner and Stiles have helped win a few trials against the Clan. Most recently, their Galleon suffered tremendous damage and is down for repairs.

GAL-102 GALLEON LIGHT TANK

LIGHT VEHICLES

69

Type: **Galleon Light Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 30

Battle Value: 651

Weapons and Ammo

Medium Laser

Medium Laser

Medium Pulse Laser

Beagle Active Probe

Location

Left

Right

Turret

Front

Tonnage

1

1

2

1.5

Equipment

Internal Structure:

Engine: 210

Type: Fusion

Cruising MP: 7

Flank MP: 11

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro): 107

Mass

3.5

13.5

0

1.5

0

0

.5

6

Armor

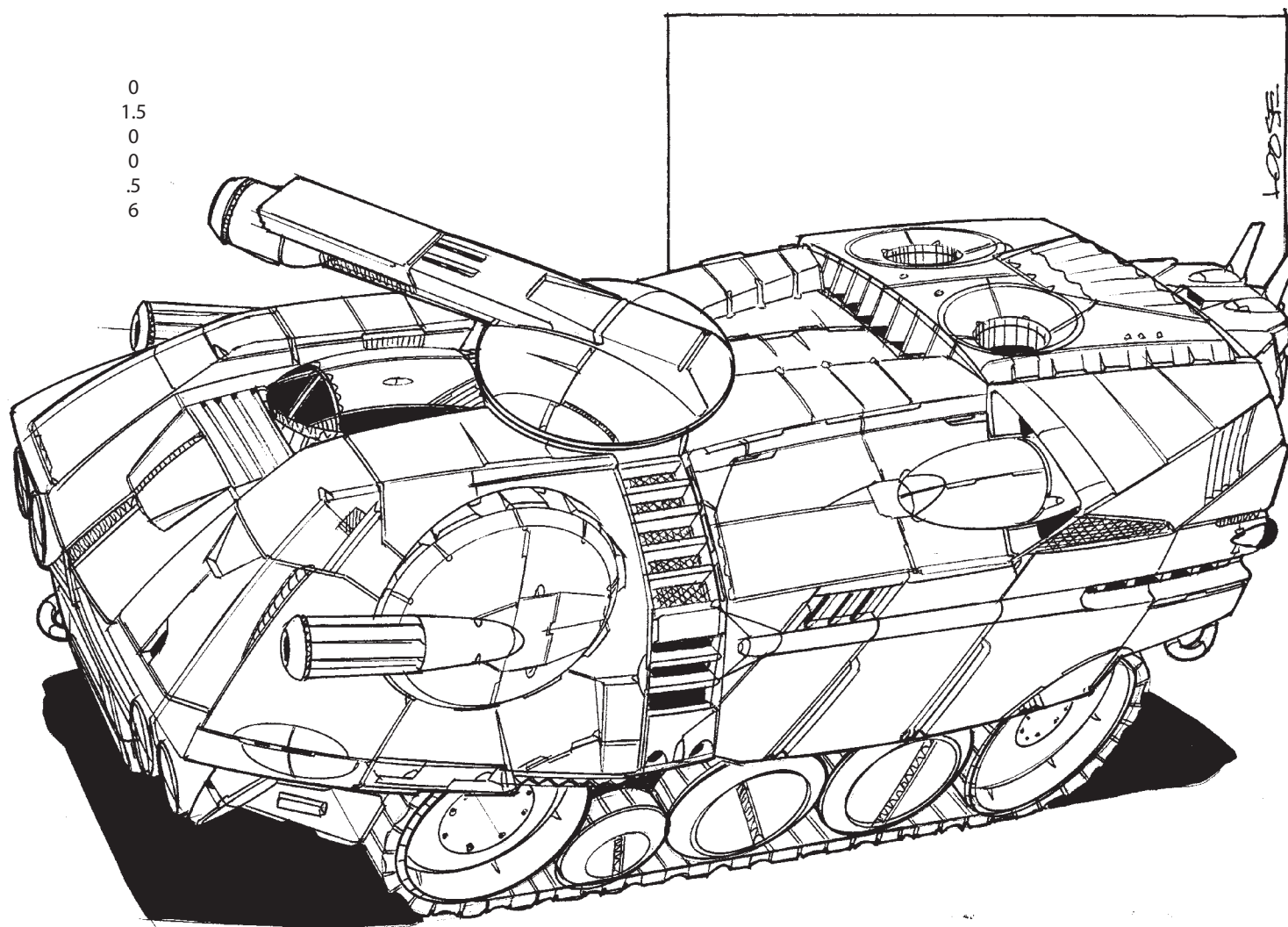
Value

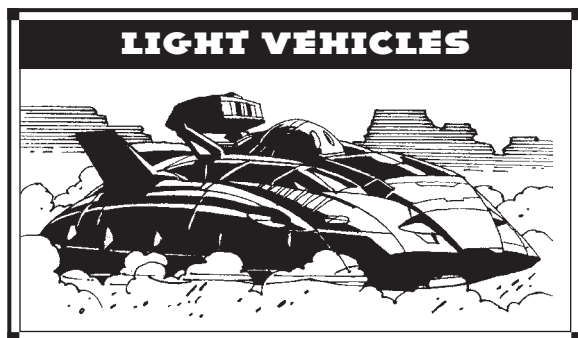
Front 25

R/L Side 18/18

Rear 19

Turret 27





Mass: 30 tons

Movement Type: VTOL

Power Plant: DAV 160 Gas Turbine

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: Lexington Ltd. High Grade

Armament:

2 ScatterGun Light Machine Guns

Manufacturer: New Earth Trading Company

Primary Factory: New Earth

Communications System: Johnston Q Rotor 2

Targeting and Tracking System: None (manual gunners)

Overview

Following the aftermath of the Battle of Tukayyid, the bloodied but unbowed Com Guards came to the conclusion that they could not both supply NETC with their Karnov URs and rebuild their own forces at the same time. After little debate, it was made clear to the New Earth Trading Company that the priority of all available resources was to be placed with getting Com Guard Divisions back up to strength as quickly as possible, as opposed to the mere reduction in supplies in 3030 during the unveiling of the massive peacekeeper army. The suspension of the NETC contract was initially devastating, and a severe backlog of Karnov orders occurred. However, as a consolation, Precentor Martial Focht gave NETC a free license to produce the popular VTOL on their own, and that led to the construction of one of the most recently built manufacturing facilities in existence in the Inner Sphere. The factory on New Earth turns out several

hundred customized units each year, a number sufficient to fulfill both military and civil orders from the bare-bones cargo model to more advanced combat models.

Capabilities

Finally able to modify the Karnov UR, NETC began looking into addressing the most common complaints: lack of weapons and the dangerously large tilt rotor system.

Not willing to make their thirty-ton machine cost much higher than the original, NETC selected only a few options to add onto the rugged design. A low-cost ScatterGun machine gun was mounted on each side of the fuselage for self defense. To save money, these guns are manned by either gunners or infantrymen and are a welcome addition by the once defenseless crews. A switch to ferro-fibrous armor also slightly increased the protection levels of the transport.

The biggest innovation is a rotor auto-adjustment sensor mounted on the bottom of the Karnov UR's fuselage. The sensor continually updates the computer to the altitude of the surrounding terrain and trajectory, and when the rotors come within range of striking the ground or other obstacles, a fail-safe triggers, automatically tilting the rotors upward and preventing an accident. This has kept countless Karnovs out of accidents. For those crews who feel insulted by such a device, NETC smartly put in an override switch to turn off the sensor.

Deployment

Like its predecessor, the Karnov UR can be spotted among various logistical units, ferrying supplies quickly across landmasses to locations that might not be feasible by DropShip or a cargo plane. The addition of the machine guns, however minor help that may be, has empowered the crews to brave possible enemy contact and undertake quicker and more daring missions.

During a raid by the now-destroyed Smoke Jaguars in 3058 on McAlister, a battle armor company with the Twenty-second Dieron Regulars initially attempted to deploy via their newly assigned Maxims in an effort to slow down the attacking Nova's advance, only to find that their transports did not have the capability to fit the entire squad inside the cargo bay. Out of time and desperate to

get into the fight, the commander of the unit contacted the base's supply department and commandeered their upgraded Karnovs. The transports made up most of the lost time using their superior speed, and the Maxims followed behind to provide heavy weapons support for the infantry. After the infantry debarked from them, the Karnovs even made a single daring pass against the Clan battle armor, weathering deadly return fire to buy their own troops time to move into position.

Variants

The NETC policy of customization has ensured that configuration of Karnov variants is as widely varied as the users who operate them. However, with such a huge market for transports oriented towards the proliferation of battle armor suits, NETC could not resist producing a more combat-oriented model.

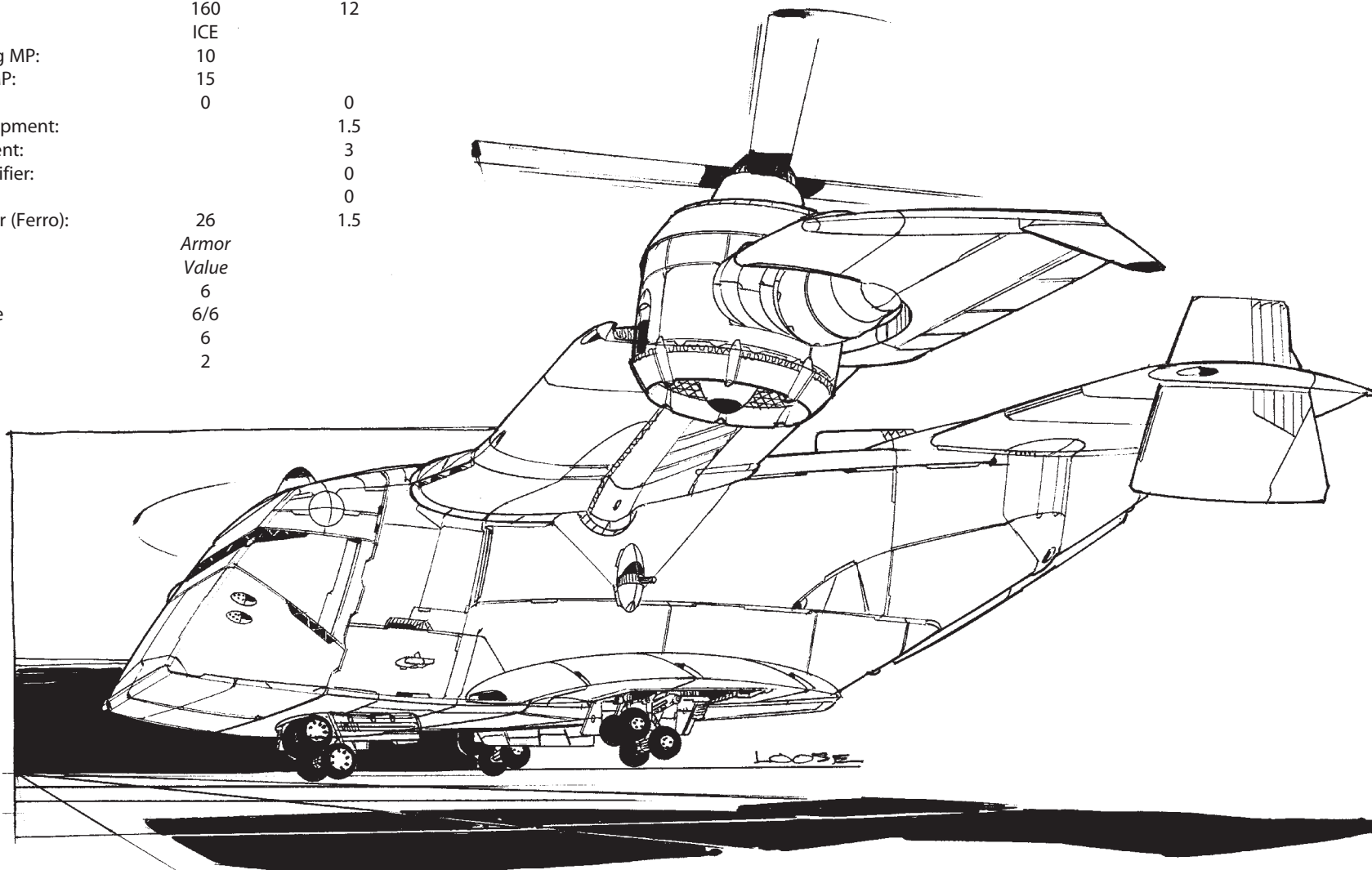
Able to lift two squads of battle armor with a safer fusion engine, the Karnov BA also is equipped with a Guardian ECM suite. An extra half-ton of ferro-fibrous armor improves survivability, and for suppression fire, two ER medium lasers are mounted in the nose. This has become popular with not only special operation units, but the slower heavy and assault squads, which need a high-speed transport to ferry them swiftly from one spot on the battlefield to the next.

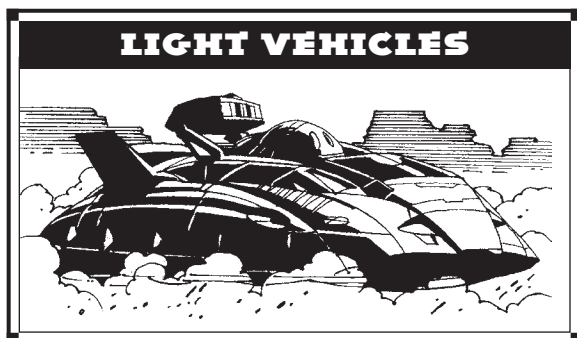
Another version appearing in various Periphery states and pirate groups strips out everything and mounts a series of rocket launcher pods. This model is popular among those attempting a quick surprise strike against escorts of supply convoys.

Type: **Karnov UR Transport**
 Technology Base: Inner Sphere
 Movement Type: VTOL
 Tonnage: 30
 Battle Value: 152

Weapons and Ammo	Location	Tonnage
Machine Gun	Left	.5
Machine gun	Right	.5
Ammo (MG) 200	Body	1
Cargo	Body	7

Equipment		Mass
Internal Structure:		3
Engine:	160	12
Type:	ICE	
Cruising MP:	10	
Flank MP:	15	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0
Armor Factor (Ferro):	26	1.5
	<i>Armor Value</i>	
Front	6	
R/L Side	6/6	
Rear	6	
Rotor	2	





Mass: 30 tons

Movement Type: VTOL

Power Plant: 220 DAV Fusion

Cruising Speed: 129 kph

Flank Speed: 194 kph

Armor: ProTech Medium

Armament:

2 Larkin SRM 4 Launchers

2 Blackwell B75 Machine Guns

Manufacturer: Blackwell Corporation

Primary Factory: Outreach

Communications System: Dalban StarLink IIa

Targeting and Tracking System: Garret E2b

Overview

Another product of Blackwell Corporation, the Peregrine was originally commissioned by Wolf's Dragoons but was quickly made available for sale to any buyer. This VTOL saw wide use throughout the Inner Sphere in the arsenals of Houses Kurita, Liao, and Marik during the 3020s, and Wolf's Dragoons never pressed it into general service in their units. They found the Peregrine mechanically unreliable, poorly protected, and expensive—one Dragoons pilot reportedly claimed that it "flew like a lead-coated brick." By 3028, the "Wolf's Dragoons mystique" surrounding the vehicle had been burned away in the fire of hard-fought combat, and the Inner Sphere Houses had placed their Peregrines into reserve depots or assigned them to local police forces.

Capabilities

The Peregrine was designed to escort transports during air assaults. Keeping in mind the need for such a vehicle to provide suppressive fire across a landing zone, the Peregrine's designers gave it impressive short-range firepower: dual SRM launchers and mini guns. Unfortunately, these weapons' ranges are so short that the vehicle must move inside the range of small-arms fire to use them effectively. The machine is too thinly armored to sustain even a reasonable level of damage, and so Peregrine losses in battles were phenomenally high.

Another major design flaw was the use of an internal flywheel rather than a traditional tail rotor to combat the torque from the vehicle's main rotor. Several Peregrine pilots were killed during hard emergency landings, which tended to cause the flywheel to break free of its mountings, tear through the fusion plant, and smash into the cockpit.

Maintenance of the Peregrine's fusion plant posed its own hazards for technicians, who had to wear Level 1 protective garments to keep themselves safe while working. Poorly designed access hatches made routine maintenance physically difficult to carry out, and procedures for preventative maintenance were overly complex. In one particularly egregious case, changing a certain belt every 100 flight hours required the disassembly and removal of the fusion plant and rotor system.

In the light of such failings, the only capability working in the Peregrine's favor was its speed. Topping off at nearly 200 kph, Peregrines usually managed to report for duty on time—not that anyone cared to see them when they showed up. More than one crew saved themselves with the vehicle's speed, setting their rotors steep and pushing their reactor to its limit while being sure to flee in a straight line and abstain from any maneuvers.

Deployment

The Peregrine's many problems caused all House militaries to withdraw it from active service. Many Peregrines belonging to the Kurita Civilian Guidance Corps saw action during the Clan War, but reportedly fared no better against the Clans than against Inner Sphere opponents.

Due to the dire need for everything even remotely resembling a fighting vehicle during the FedCom Civil War, Houses Davion and Steiner pressed some of their stockpiled Peregrines back into service to fill up their depleted armies. But even in those cases, the Peregrines were not seen in anything else than a gap-filler role far behind the frontlines. Thus the saying among fighting personnel that someone ducking out of the front by feigning injuries has "gone watching Perries."

Variants

Cynics say that there are two main Peregrine variants: one consists of ripping out the armament and using the VTOL for whatever odd job may come up, while the second involves stripping the chassis of everything else still salvageable and leaving it to rust away.

And as stark as that may sound, apart from household-tinkering and desperate cosmetics—mainly in the protection area—those are effectively the only two "modifications" applied to the unfortunate VTOLs.

Notable Crews

"Perry and Gring": Every time the audience sees a VTOL crashing or exploding spectacularly in an entertainment or recruiting holovid involving Greenburg's Godzillas, "Perry" (Jann Mahongg) and "Gring" (Colben Nock) most certainly had a part in it. Both experienced VTOL-pilots, they gladly double as stuntmen and take great pleasure in scrapping the stack of decommissioned Peregrines acquired by the Godzillas from the DCMS a few years ago.

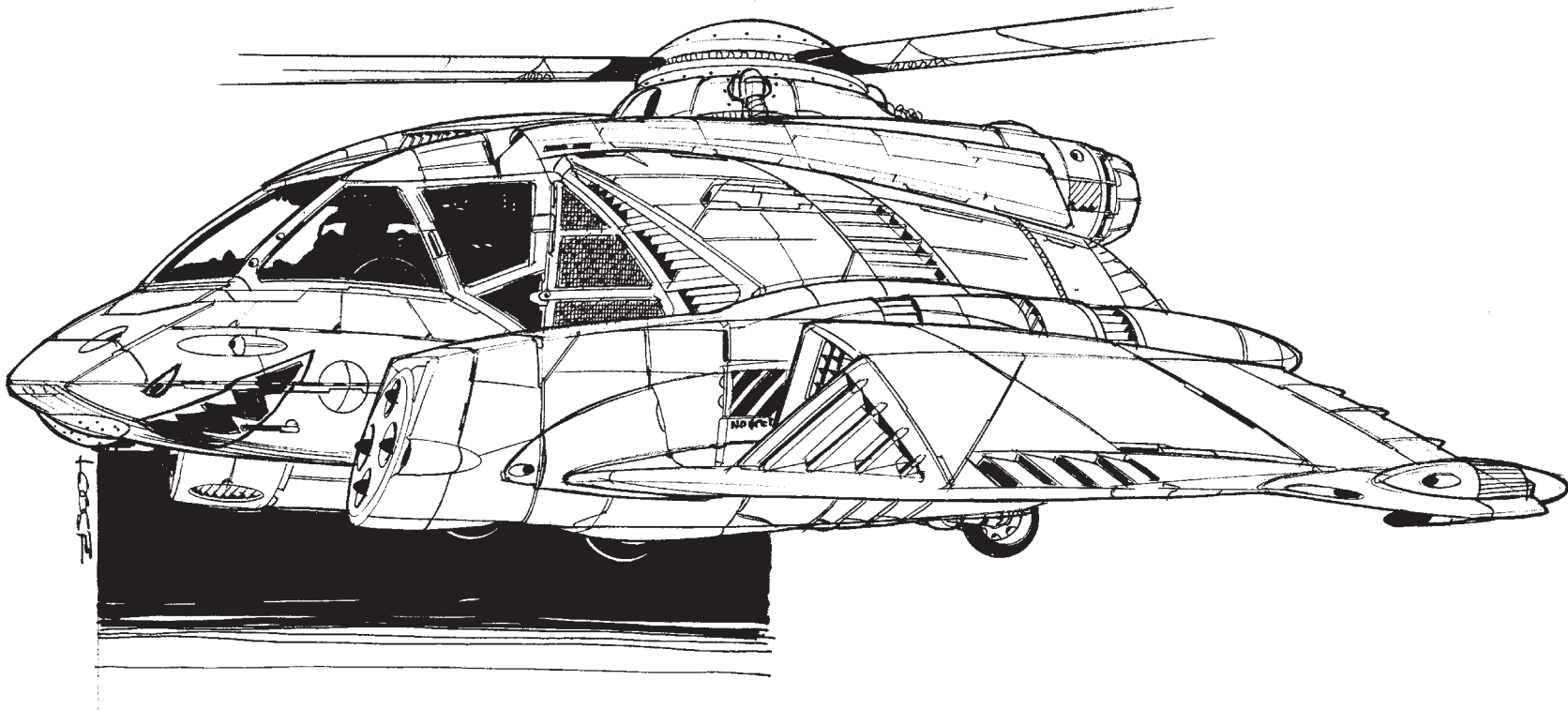
Captain Mark Bauer: Captain Bauer might well be the only pilot known to CCAF command who actually likes flying his 30-odd-years-old Peregrine. Granted, to date he has never taken his "Evinrude" into a real combat situation, carefully restricting himself to low-level support flights or courier duty. Nevertheless, he excels in those tasks, making full use of the VTOL's impressive speed and his long-standing experience, putting other pilots in more capable machines to shame.

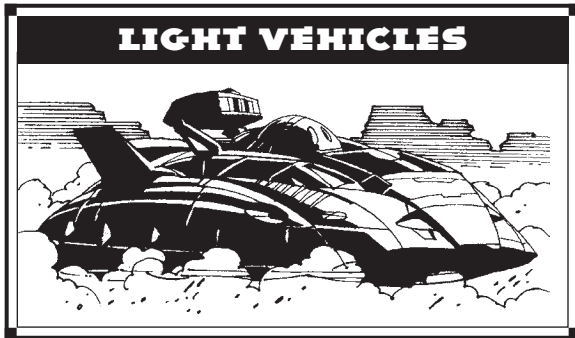
Type: **Peregrine Attack VTOL**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 344

Equipment		Mass
Internal Structure:		3
Engine:	220	15
Type:	Fusion	
Cruising MP:	12	
Flank MP:	18	
Heat Sinks:	10	0
Control Equipment:		1.5
Rotor Equipment:		3
Power Amplifier:		0
Turret:		0

Equipment		Mass
Armor Factor:		8
	<i>Aarmor Value</i>	
Front	2	
R/L Side	2/2	
Rear	1	
Rotor	1	

Weapons and Ammo	Location	Tonnage
2 Machine Guns	Front	1
Ammo (MG) 200	Body	1
SRM 4	Left	2
SRM 4	Right	2
Ammo (SRM) 25	Body	1





Mass: 30 tons

Movement Type: VTOL

Power Plant: Michaelson-Omni 40 Internal
Combustion

Cruising Speed: 64 kph

Flank Speed: 97 kph

Armor: StarSlab/3

Armament:

1 Poland Main Model C Gauss Rifle

Manufacturer: Michaelson Heavy Industries

Primary Factory: Ruchbah

Communications System: Garret Supremesound

Targeting and Tracking System: Garret D2j

Overview

Michaelson Heavy Industries' premier design, the Yellow Jacket provides one of the most mobile fire-support platforms in existence. Though it carries only one weapon, this deadly craft is capable of sustained fire, making a lance of these VTOLs a lethal force for an enemy to face on today's battlefield. The Yellow Jacket's superior performance and capabilities set it apart from other VTOLs.

Capabilities

Built around Poland's massive Gauss rifle, which constitutes the bulk of the craft's weight, the Yellow Jacket can fire rounds past the speed of sound. Carrying enough ammunition to remain in the field for extended sorties, the Yellow Jacket wreaks havoc among enemy lines.

Though slower than most VTOLs, it still has greater speed than most BattleMechs and OmniMechs. Combined with the Yellow Jacket's maneuverability, the gunship's heavy armor and Gauss rifle make it relatively safe. Like the Cavalry VTOL, the Yellow Jacket can take a direct hit on its front armor from a Clan PPC and keep flying.

Deployment

After an inauspicious debut, the Yellow Jacket proved itself during the FedCom Civil War, sending sales through the roof for Michaelson Heavy Industries. To keep up with the demand, Michaelson built two new lines to fulfill orders, with the bulk of the sales going to the AFFS. The Com Guards, LAAF, and many of the Periphery nations have a number of Yellow Jackets in service now.

Variants

With the advent of new military technology, Michaelson moved to incorporate advanced weapons into the Yellow Jacket, producing two new variants. To increase its potential, designers replaced the Gauss rifle with Mydron's new Tornado Rotary AC/5 and two tons of ammunition mated to an advanced targeting computer. For increased protection, they installed CASE and an additional one-and-a-half tons of armor. The second variant replaced the Gauss rifle with Arrow IV and two tons of ammunition, including CASE. The installation of CASE required the removal of half ton of armor.

Nevertheless, the demand for the Gauss rifle Yellow Jacket keeps it the number one variant in production.

Notable Crews

Captain James Forsythe & Lieutenant Selena Rhodes, aka "The Rangers": Forsythe and Rhodes have served together since they graduated Sakhara Academy, when they ended up in the First Ceti Hussars. When their commander, Major Jeffrey Morgan, made it known he was resigning and forming his own command, they immediately joined him. Forsythe and Rhodes chose to crew together even though Rhodes is a good pilot in her own right. Unsubstantiated rumors say they are lovers, and the fact they are always together only fuels the gossip.

Known as "The Rangers," they fought with distinction against Loyalist forces in the Capellan March and racked up an impressive kill record. However, it was on Sheratan against the Blakist Fifth Division where they truly came into their own. While the Stalking Horse held the line against a determined enemy, Morgan sent Forsythe on a head-hunter mission ahead of their planned counter-assault. Maneuvering through the hills as his Yellow Jacket approached the HQ encampment, Forsythe broke cover, catching the militia unit by surprise. With deadly precision, Forsythe disabled or destroyed every vehicle and 'Mech. In the aftermath, the Blakists' superior numbers forced both AMC units to retire off world, though not before the Rangers accounted for more than two Level IIs.

Leftenant Bonnie Hunter & Leftenant Jude Simmons, aka "The Gangsters": Bonnie Hunter is flamboyant, Jude Simmons methodical and meticulous; in their Yellow Jacket VTOL, their combined idiosyncrasies make them one of the most dangerous VTOL teams in the AFFS. Attached to the First Federated Suns ACR, "The Gangsters" exemplify the cavalry spirit of their command.

Neither are academy graduates; both earned their wings and combat assignment the hard way. Leftenant Hunter qualified as a civilian VTOL operator when she completed high school. Leftenant Simmons won his flight status after applying for flight training, but his forte is electronic warfare.

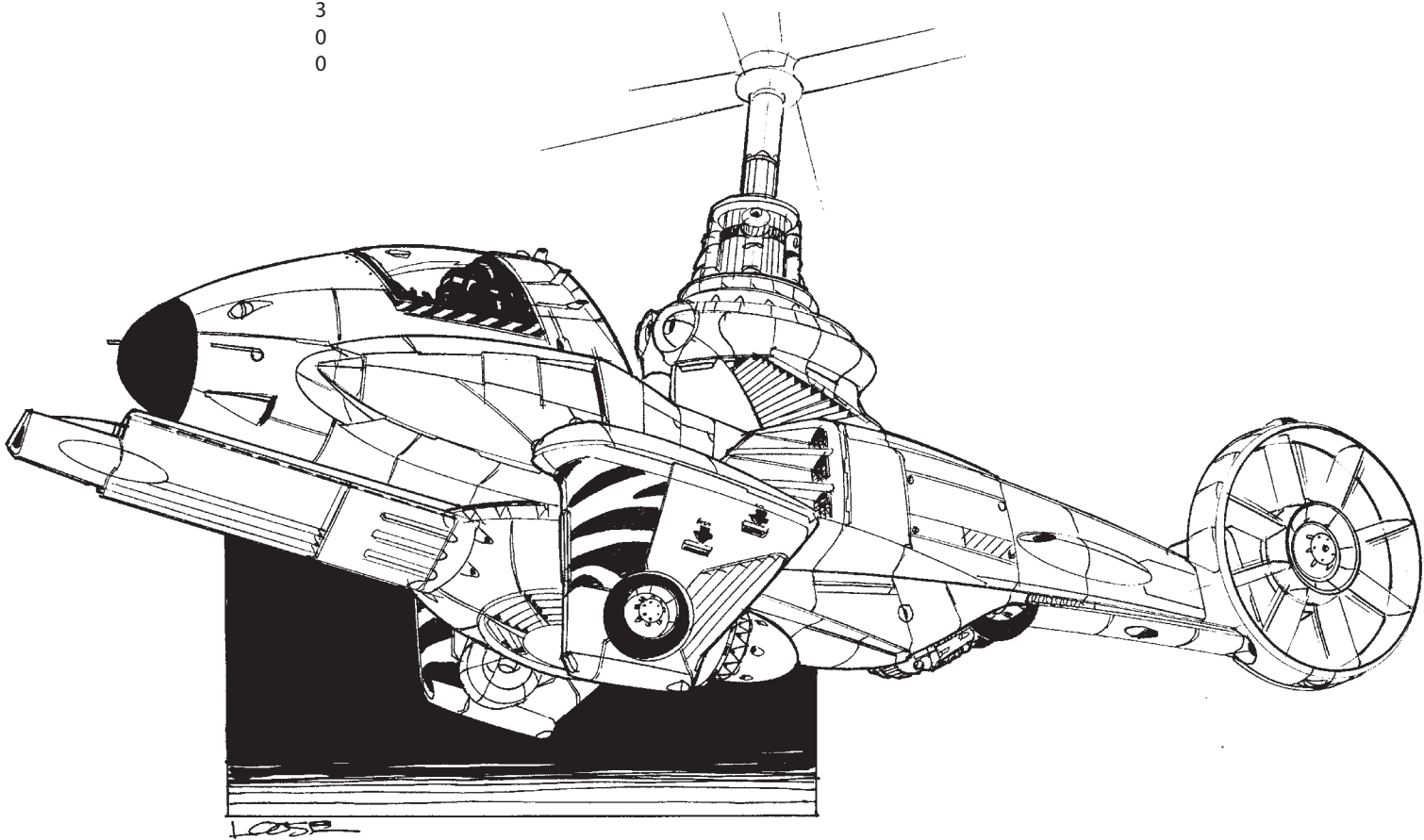
During Operation Bulldog and the FedCom Civil War, the Gangsters achieved an impressive kill record, including the takedown of an aerospace fighter. With the Capellan March's Sovereign Justice in full swing against House Liao, they proved even more invaluable during an attack on Halloran V against the Sixth Confederation Reserve Cavalry. Leftenant Hunter's platoon found itself isolated and facing elements of Arcade Rangers in an ambush. After three minutes of vicious fighting, only Hunter and Simmons survived. When they cleared the killing zone, their gunship heavily scarred and damaged, they scored three kills. Afterwards, they received a new Yellow Jacket ACR variant.

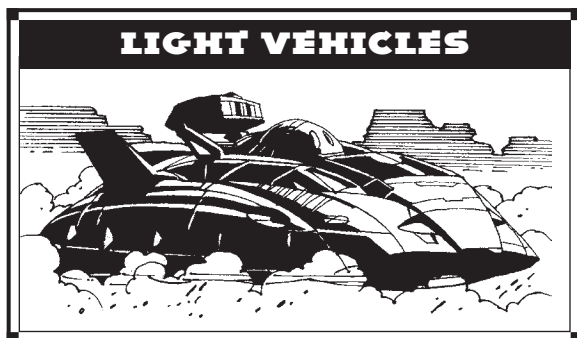
YELLOW JACKET GUNSHIP

Type: **Yellow Jacket Gunship**
Technology Base: Inner Sphere
Movement Type: VTOL
Tonnage: 30
Battle Value: 782

Equipment		Mass
Internal Structure:		3
Engine:	40	2
Type:	ICE	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Turret:		0

Equipment		Mass
Armor Factor:	56	3.5
	Armor Value	
Front	20	
R/L Side	13/13	
Rear	8	
Rotor	2	
Weapons and Ammo		Tonnage
Gauss Rifle	Front	15
Ammo (Gauss) 16	Body	2





Mass: 35 tons

Movement Type: Tracked

Power Plant: Doorman 140

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: StarSlab/4 Ferro-Fibrous

Armament:

2 Coventry Star Fire LRM racks

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Mini-Talk

Targeting and Tracking System: TharHes AGART with
Artemis FCS

Overview

Redesigned in the last days of the Clan Invasion, the current incarnation of the Hunter Light Tank was developed by Defiance Industries between 3053 and 3054. Making use of what at the time was cutting-edge technology, the revamp boosted the design's effectiveness while keeping it at a reasonable price. Compared to designs produced in the last few years, the Hunter is showing its age, but it continues to be manufactured in large numbers.

Capabilities

In broad terms, the new Hunter is little different than the version that served in the later Succession Wars, retaining the same basic chassis and configuration, and it is only distinguishable from the older model by trained observers. The most visible change was the addition of Artemis FCS to its missile system and the switch from a

single Maxi Rack to twin Star Fires, a firepower increase of 50 percent even without the benefits of the advanced FCS. Overall, the Missiles-on-Target rating of the upgraded Hunter is double that of the older model, with each Star Fire launcher matching the average on-target rating of the Maxi Rack. To make room for these modifications the built-in flamer was removed and the armor carried reduced by a third. The addition of ferro-fibrous composites in lieu of the older armor has, however, mitigated this last change to some degree.

Deployment

Full production of the new Hunter began in late 3054, and the first new Hunters arrived in Federated Commonwealth units in early 3055. Most of the tanks delivered went to Lyran units and became part of the nascent LAAF when it seceded from the Federated Commonwealth, though some made their way into AFFC units after Katherine Steiner-Davion's assumption of the Davion regency. The vehicle was employed against the Clans both in Operations Bulldog and Serpent, but its most significant recent use was in the FedCom Civil War. Almost half of the extant Hunters were destroyed in that conflict, most commonly when infantry or faster vehicles overran their positions, exploiting the lack of close-in weaponry on the light tank. Battlefield salvage has left some upgraded Hunters in the hands of the other Successor States, though the numbers are small compared to the armed forces of the former Federated Commonwealth.

Variants

No official variants of the upgraded Hunter exist, but some units have swapped out one of the missile launchers in favor of laser weaponry, tapping the power outputs and heat dissipation circuits of the sophisticated fusion power plant. A large pulse laser is the favored choice where the equipment is available (usually combined with additional ammo for the remaining launcher), but an extended-range large laser and additional heat sinks are more common. Another rare variant removes both missile launchers and adds an Ultra AC/20 with three tons of ammunition. This "assault Hunter" is not popular with its crews.

Notable Crews

The Marionettes: A light formation in the First Davion Guards, the Third company of the 370th Point Barrow Grenadiers was annihilated in the early days of the FedCom Civil War on the orders of Katherine Steiner-Davion. The unit's troopers fought valiantly against the forces arrayed against them, never surrendering and following the lead of Marshall Bishop Sortek until his death. When the unit was struck from the rolls and the captured members executed for treason, the survivors escaped New Avalon and linked up with Victor Steiner-Davion. Equipped once more with Hunters, the re-constituted Marionettes fought to bring down the Archon but paid a bloody price in the campaign. The survivors, a single tank crew, were incorporated into the reborn Second Guards, where they received a place of honor.

The Red Banner: Tank 92 of the Second Donegal Guards saw considerable action in the FedCom Civil War, aiding operations against Marik mercenaries on Arcadia and then on Giasar. A rough and ready crew, the Red Banner survived the war with minimal damage and considerable loot, something that has caused friction with other members of the formation. A plethora of non-standard artwork and trinkets adorn their Hunter, but the commanders of the Second have had little opportunity to discipline the crew since the League-Alliance border degenerated into open warfare.

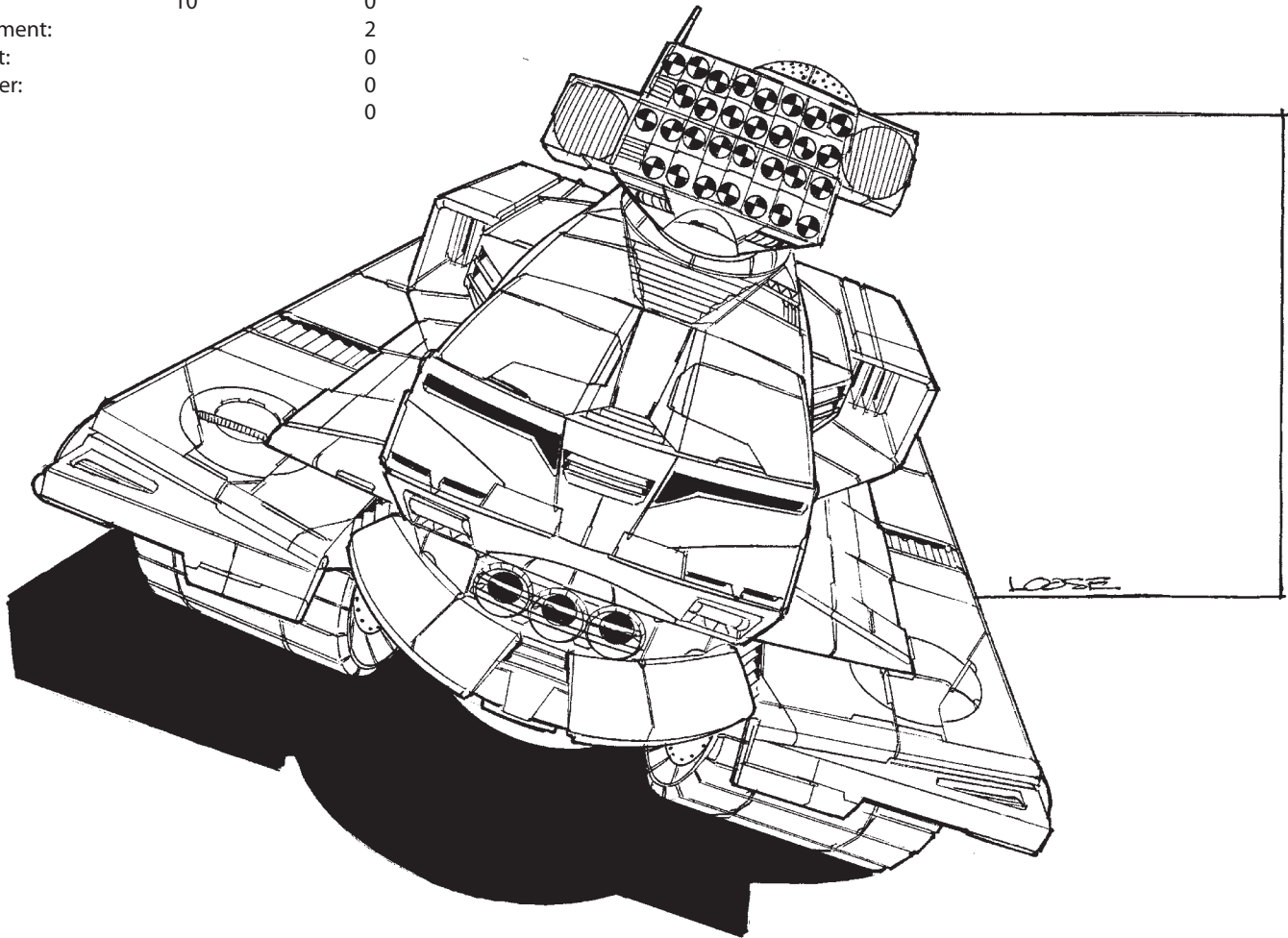
HUNTER LIGHT SUPPORT TANK

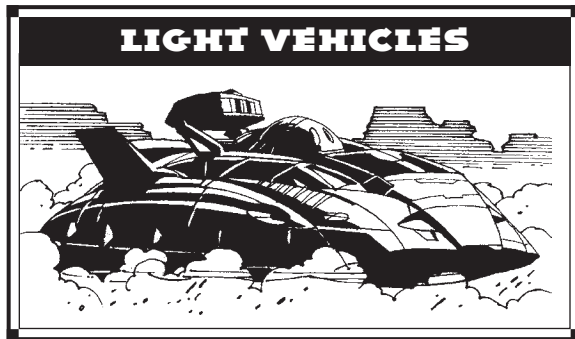
Type: **Hunter Light Support Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 35
Battle Value: 641

Equipment		Mass
Internal Structure:		3.5
Engine:	140	7.5
Type:	Fusion	
Cruising MP:	4	
Flank MP:	6	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		0

Equipment		Mass
Armor Factor (Ferro):		4
	71	
	<i>Armor Value</i>	
Front	27	
R/L Side	15/15	
Rear	14	

Weapons and Ammo	Location	Tonnage
2 LRM 15	Front	14
2 Artemis IV FCS	Front	2
Ammo (LRM) 16	Body	2





Mass: 35 tons

Movement Type: Hover

Power Plant: Scarborough 105 Fusion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: ProtecTech 12 Ferro-Fibrous

Armament:

1 Victory Heartbeat Medium Pulse Laser

2 Valiant Pilum SRM Racks

Manufacturer: Exeter Organisation, Hellespont Industrials, Scarborough Manufacturers, Valiant Systems

Primary Factory: Keystone, Sian, Al Na'ir, Johnsondale

Communications System: Scarborough Talky 3 with Guardian ECM

Targeting and Tracking System: Scarborough Tracky 3 with Beagle Active Probe and TAG

Overview

When Scarborough Manufacturers began the developmental phase of upgrading the Pegasus, it was decided that it would be best to do more than just a standard armor upgrade to ferro-fibrous. Centered around changing the ancient but cheap internal combustion engine to a lighter fusion version, a large amount of weight was freed for the more advanced and sophisticated equipment. However, though able to produce the Guardian electronic countermeasure suite, Scarborough needed outside help in manufacturing equipment such as the much-desired pulse lasers and active probes.

The solution came when Scarborough was authorized to approach several Federated Commonwealth companies

for assistance. In the wake of the surge of cooperation between the once rival powers, the foreign companies agreed with the condition that the upgraded Pegasus be sold to the eager Federated Commonwealth military as well as the DCMS. The condition was accepted, and soon the advanced hover tank was spotted in both militaries.

However, shipments to the AFFC halted when troops from the Draconis March invaded the Draconis Combine during the FedCom Civil War. Tancred Sandoval, replacing his father as the lord of the Draconis March, was on the verge of re-opening trade with the Al Na'ir-based factory when evidence of the Combine holding POWs came to light. Since then negotiations have broken off, and Federated Suns troops have raided the production line several times, capturing several dozen of the newly produced vehicle.

Capabilities

Though satisfied with the original sensor suite mounted, Scarborough felt the need to modify the Pegasus to deploy the newly developed electronics warfare equipment not seen since the fall of the original Star League. A Beagle Active Probe and Targeting Acquisition Gear were installed to detect ambushes and call in friendly artillery fire, while a Guardian ECM suite keeps the tank out of harm's way.

For self-defense, Scarborough kept the original pair of tried and true SRM-6s. However, they opted to switch the medium laser for a heavier pulse version. To round things off, the armor was switched to the more popular ferro-fibrous, further enhancing the survivability. If the Pegasus has a weakness, it is that its missiles only have fifteen rounds between them, far below what most vehicle crews would be comfortable with. However, the crews are reminded that their weapons are for last-ditch defense and not front-line combat duty.

Deployment

Although many operations involving Pegasus units are clandestine operations or remain classified for other purposes, there are many accounts of Pegasus-equipped units operating in a more combative capacity than is recommended. These deployments are often attributable

to the ruggedness of the vehicle, and several recon units have earned the right to consider themselves front-line troops as a result of such assignments. One such event was recorded in April of 3068, when Blakist forces were assaulting Dieron.

A DEST unit was being escorted out from behind enemy lines by a nearby reconnaissance detachment when it was attacked by a pair of Rapier aerospace fighters. The courier was attached to a security convoy consisting of various hover vehicles, including a pair of Pegasuses. This force was hoping to move to a secure location in the eastern reaches of the Scales of the Dragonet Mountains and was several kilometers away from their secure area when the aerospace fighters spotted them.

The convoy split in half, hoping to draw the fighters away from the courier. One fighter split off to pursue those who left the convoy, but the other remained behind to harass the courier's vehicle and the pair of escorting Pegasuses. Though one lucky strike crippled the courier's vehicle, the two recon hover tanks provided such good anti-aircraft fire that the DEST unit was able to make it to the secure location on foot while the Pegasuses fought off the aerospace fighter.

Variants

The Draconis Combine released a C³-compatible version in 3070 as part of their massive push to take advantage of their revolutionary tactical command and control system. Boosting its speed, Scarborough changed out the entire weapons system for a pair of medium pulses and a pair of Streak-4s to act as a close-in spotter for C³ companies.

Another variant that has surfaced during the Dominion-Combine War replaces the Beagle Probe, the medium pulse laser, and the SRMs with an MRM-20, two tons of ammo, and an ER medium laser. An extra half ton of ferro-fibrous armor offers extra protection while the Targeting Acquisition Gear is exchanged for a C³ slave.

PEGASUS SCOUT HOVER TANK

LIGHT VEHICLES

79

Type: **Pegasus Scout Hovertank**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 35

Battle Value: 706

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Mass

140

Fusion

14

10

3.5

7.5

0

2

3.5

0

1

Equipment

Armor Factor (Ferro):

Front

R/L Side

Rear

Turret

80

Armor

Value

20

16/16

10

18

Mass

4.5

Weapons and Ammo

2 SRM 6

Ammo (SRM) 15

Medium Pulse Laser

Beagle Probe

Guardian ECM Suite

TAG

Location

Turret

Body

Front

Front

Body

Front

Tonnage

6

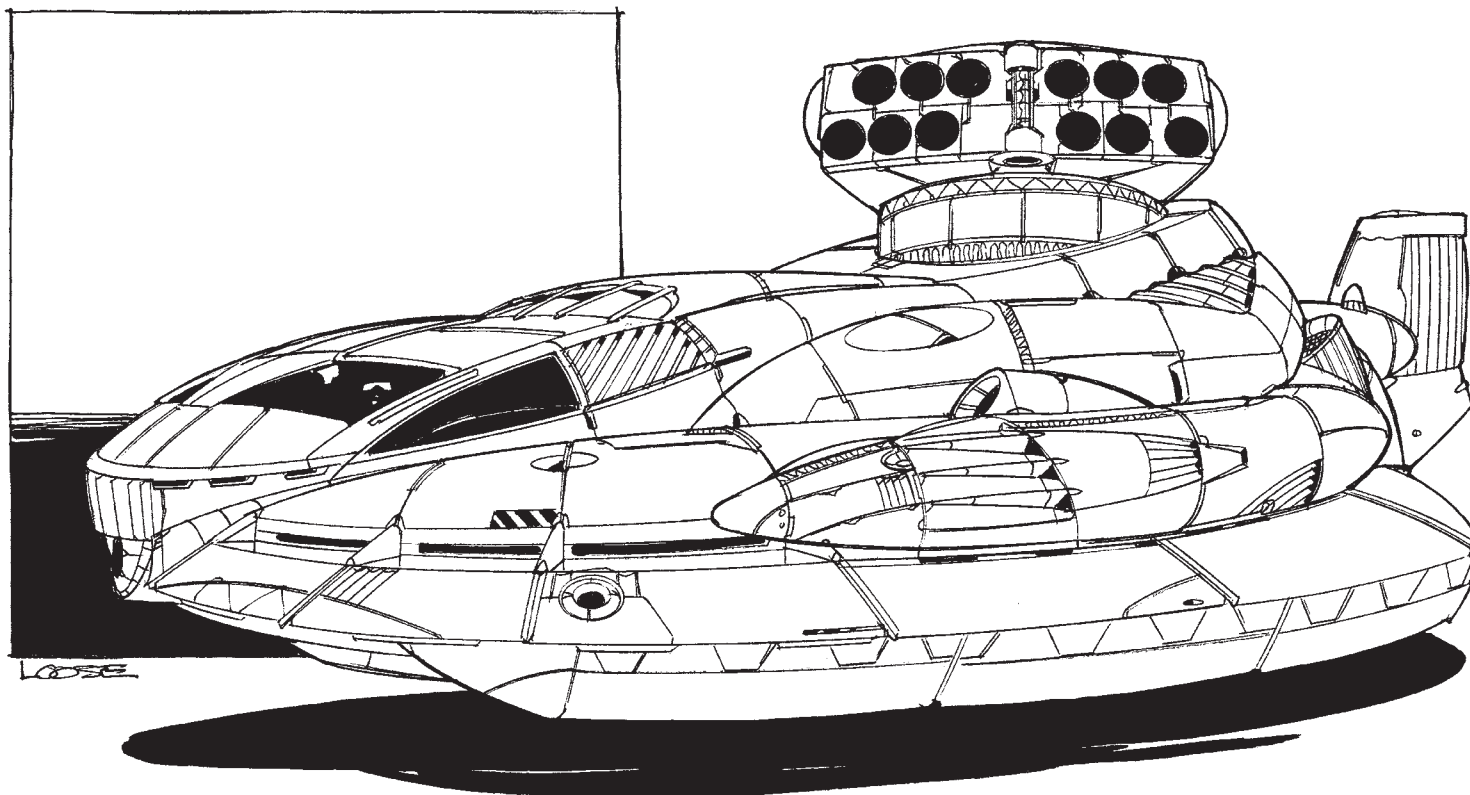
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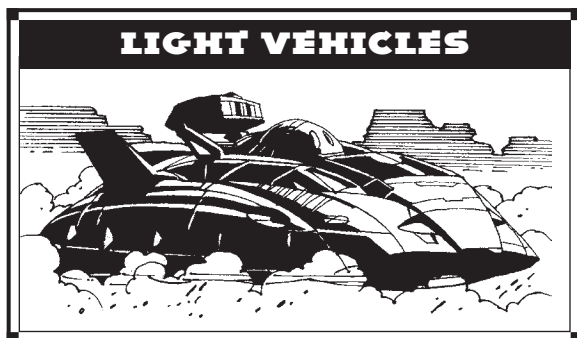
2

1.5

1.5

1





Mass: 35 tons

Movement Type: Hover

Power Plant: 140 Internal Combustion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: StarSlab/3

Armament:

2 Harvester 20K SRM 6 Launchers

1 Harvester 2K SRM 2 Launcher

Manufacturer: Pinard Protectorates Limited

Primary Factory: Pinard

Communications System: Olmstead 30

Targeting and Tracking System: Maxwell TA55

Overview

Originally conceived as part of the Wolf's Dragoons rearmament program of 3030, the Plainsman was designed to be robust and low-maintenance, and tried-and-true components are used throughout. The wisdom of this philosophy is evident, for the fast and hard-hitting Plainsman has become a staple of many second-echelon forces throughout the Inner Sphere. The uncompromisingly solid design is considered by many to be the benchmark for reliability and constancy in hover tanks.

Capabilities

Reliability, speed, and punch are the Plainsman's attributes. Though light on armor, the tank has proven its worth on hundreds of battlefields across the Inner Sphere.

Responding to calls for more versatility in firing options, designers at Pinard Protectorates Limited experi-

mented with split-turret designs which would allow each SRM-6 rack to rotate and elevate independently (the internal structure precluded a two-turret design). Extensive testing, however, revealed the tactical gains of divided fire were illusory, as the tank's firepower was most effective when the batteries were combined. The split design was also complex by its very nature and prone to failure in the field—two characteristics which would have barred it from the sturdy Plainsman even if there had been a significant increase in tactical versatility.

But while the basic design will remain unchanged, Pinard is planning significant upgrades. Through special agreement with Quikscell of Oliver, Pinard Protectorate Limited has subcontracted to produce a modified version of the FireScan targeting system. Retooling is not yet complete, but once ready the new system will improve the tank's "eyes" on the field by over twenty percent. The most significant improvement, however, has been the acquisition of streak technology for the turret weapons. Scheduled for production by the fall of next year, a variant model which replaces the Harvester SRM-6 launchers with Holly Streak SRM-4 racks will be introduced, and the Holly racks will also be available as a field upgrade kit. The reliable front mounted Harvester SRM-2 will not be changed. Guided by the FireScan targeting system, the paired streak SRM-4s will make the Plainsman a devastating opponent at close ranges. However, strong market support—"brand loyalty"—for the easily maintained and all but indestructible Harvester launcher ensures the original configuration will remain the primary production model for the foreseeable future.

Deployment

The Taurian Concordant relies heavily on armor assets. The Plainsman is a mainstay throughout all Corps except the Second. Plainsmen can also be found in second-echelon forces throughout the Inner Sphere and have been spotted in the front line units of many Periphery states.

Variants

In addition to the Streak variant that will be available late next year, Pinard offers the Plainsman "Scout." The

Scout replaces the forward-facing SRM-2 and its ammo with the Beagle Active Probe system, adding a half-ton of armor to critical areas as a partial compensation for the reduced firepower. While Pinard understandably recommends that every platoon of Plainsmen include one of the more expensive Scouts, procurement officers for units that can take advantage of its special features are purchasing one per company on average.

Notable Crews

Brava Company, Achernar SMM: In July of 3066 the Fifth Syrtis Fusiliers, under the command of Major General Robert Koenig and supported by Smithson's Chinese Bandits, local militia, and two battalions of mercenary BattleMechs led by Wilson's Hussars, engaged the Seventeenth Arcturan Guards on Small World. The Seventeenth Arcturan was supported by a remnant—less than a combined-arms brigade—of the Achernar SMM, which Koenig had driven from Achernar. This remnant included ten surviving Plainsmen of Brava Company under the command of Hauptmann Rhonda Jordan. After two weeks of savage running battle, the Loyalists yielded the planet, but Koenig was unwilling to let them get away. Consolidating all of the BattleMechs at his disposal, he staged a massive combat drop in the middle of the Loyalist LZ as they were loading their DropShips. Given the tactical advantage—over half the Seventeenth Arcturan's remaining BattleMechs were already secured aboard DropShips—the battle should have been over within the hour. It lasted twenty-four, even after the Fifth's armor assets were committed. Koenig's report credits the additional twenty-three hours of combat to the tenacity of the Achernar SMM and specifically cites the ferocity with which Jordan's Brava Company, outnumbered and outgunned, held his forces at bay long enough for a company of Arcturan Guards BattleMechs to redeploy. Though his contract with Wilson's Hussars granted them first pick on all salvage, Koenig appropriated all surviving Plainsmen for the Fifth Syrtis Fusiliers.

PLAINSMAN MEDIUM HOVER TANK

LIGHT VEHICLES

81

Type: **Plainsman Medium Hovertank**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 35

Battle Value: 600

Weapons and Ammo

2 SRM 6

Ammo (SRM) 30

SRM 2

Ammo (SRM) 50

Location Tonnage

Turret 6

Body 2

Front 1

Body 1

Equipment

Internal Structure

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor:

Mass

3.5

10

ICE

9

14

0

0

2

3.5

0

1

5

Armor

Value

18

16/16

12

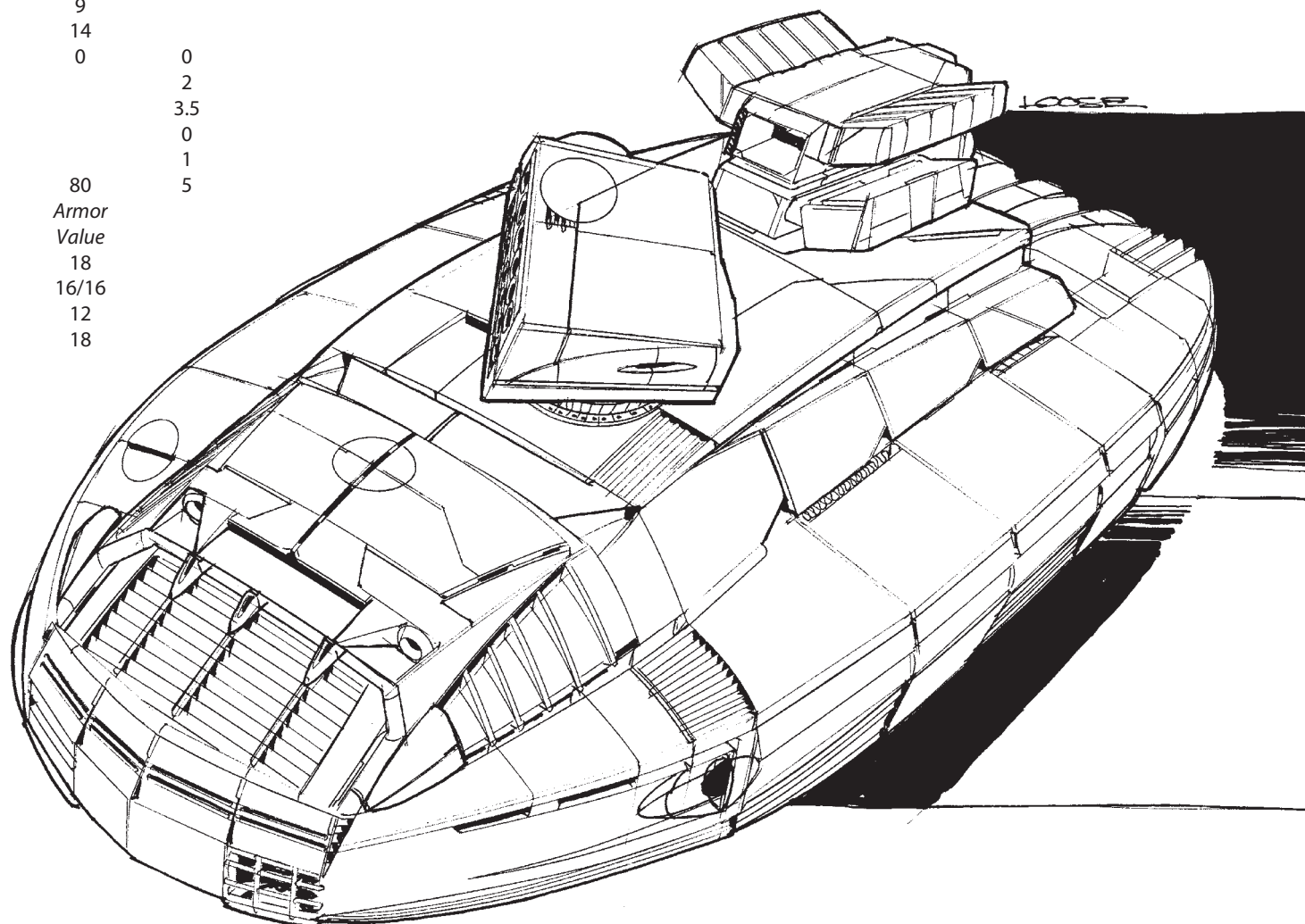
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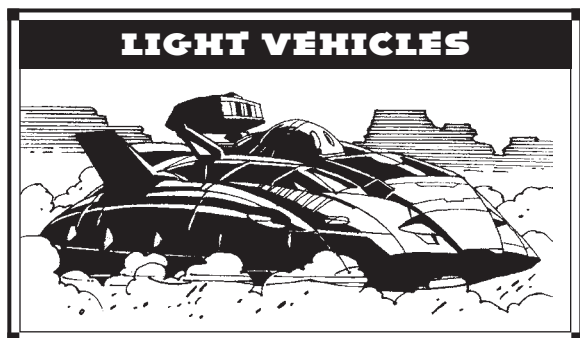
Front

R/L Side

Rear

Turret





Mass: 35 tons

Movement Type: Wheeled

Power Plant: InterFus 155

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: Valiant Scutum Ferro-Fibrous

Armament:

1 Valiant Arbalest LRM 15 Rack

2 Valiant Javelin Streak SRM 2 Racks

Manufacturer: Valiant Systems

Primary Factory: Johnsondale

Communications System: Wunderland XXXV-1 Series

Targeting and Tracking System: Wunderland XXXV-1 Series with Artemis FCS

Overview

Valiant Systems, in conjunction with Wunderland Enterprises, debuted the original Striker light tank in the first decade of this century, filling what turned out to be an overwhelming need for a low-cost, quality vehicle. Demand outstripped supply for decades, but by the late 3040s Valiant caught up with production and began working on a refitted version of the Striker, employing recently unlocked technologies—and resulting in a design still among the most popular in the Inner Sphere.

Capabilities

To make the most of the Striker's capabilities, its designers dropped the vehicle's original internal combustion engine and replaced it with a more compact fusion engine. Though it made the new Striker more expensive,

this move allowed designers to mount an Artemis-slaved LRM-15 rack as the vehicle's primary weapons system, effectively doubling its long-range firepower. Designers likewise replaced the original SRM-6 with a pair of Valiant Javelin Streak SRM systems that provide the same average firepower but use ammunition much more efficiently. Finally, Valiant Systems upgraded the Striker with ferro-fibrous armor, giving it a better chance of survival on the modern battlefield.

Deployment

The AFFS is Valiant's largest customer, having placed Strikers into service in almost every one of its armored regiments, while many more serve in planetary militias across the Federated Suns. Thanks to three decades of alliance with the Lyran nation, the Striker also plays a significant role within the LAAF. Valiant has sold a number of limited production runs to the DCMS as well, a policy that drew ire within the Draconis March, but by all accounts also allowed Valiant access to Combine-developed technologies it wouldn't otherwise have had.

Variants

The first Striker factory variant, offered up at the same time as the main design, incorporates a Narc launcher, though only at the cost of significant firepower—designers removed the Artemis IV FCS and downgraded the missile systems (the main launcher to an LRM-10 and the two Streak launchers to SRM-2s). That variant never gained much popularity, however, prompting Valiant to debut its second modern Striker variant. This version retains the LRM 15 and its linked Artemis FCS but adds a second ton of much-needed ammunition. At the same time, it drops the SRM launcher, replacing it with a single ER medium laser and a host of advanced electronics, including a Guardian ECM suite and a C3 slave link—providing a great deal of flexibility and an additional level of protection to mixed- and combined-arms forces.

Few field refits to the Striker have appeared over the years. Apart from some isolated refits to give the stock Striker more ammunition stores for its LRM racks, the only major in-field modification involved removing the C³ computer modules, freeing up enough mass to mount

a second ER medium laser in the turret—a lengthy and complex modification, but one made to the majority of the Strikers assigned within the Draconis March.

Notable Crews

Sergeant Louie Fox: Assigned to the defense of No Return, Sergeant Fox and his Striker "Pearlie" were the only survivors of a Capellan ambush that drove off the rest of the third battalion, First Kestrel Grenadiers. The two wandered through the world's uncivilized regions, making sporadic attacks and scrounging for ammunition and spare parts for nearly a month before chancing upon another group of survivors. Still cut off from the rest of the AFFS relief force on-world, they continue to monitor Capellan troop movements and harass supply convoys—"crimes" that prompted a 100,000 C-bill bounty on their heads.

"Gypsy Queen": The "Gypsy Queen" is something of a legend within the Seventeenth Avalon Hussars RCT. For as long as anyone can remember, the Striker bearing this name has been a part of the Ninety-ninth Avalon Armored Regiment, but by all accounts it has been destroyed dozens of times over, in addition to being captured in battle on Matsuida and An Ting during the FedCom Civil War. Still, whenever the Ninety-ninth masses, the beat-up Striker, with its signature hull art and the dent in its aft right quarter (made by, as legend has it, *Kanrei* Theodore Kurita when he kicked the tank with his *Orion* during the War of 3039), is there with the rest of its regiment. Regardless of the truth or falsity of the legends built up around it (it turns out the Seventeenth Hussars and Kurita were never on the same world in 3039), the Gypsy Queen is the mascot of sorts for both tankers and infantry in the RCT.

STRIKER LIGHT TANK

Type: **Striker Light Tank**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 35

Battle Value: 691

Equipment

Internal Structure:

Engine: 155 8.5

Type: Fusion

Cruising MP: 5

Flank MP: 8

Heat Sinks: 10 0

Control Equipment: 2

Lift Equipment: 0

Power Amplifier: 0

Turret: 1.5

Equipment

Armor Factor (Ferro): 116 6.5

Armor

Value

Front 26

R/L Side 23/23

Rear 20

Turret 24

Weapons

And Ammo

Location Tonnage

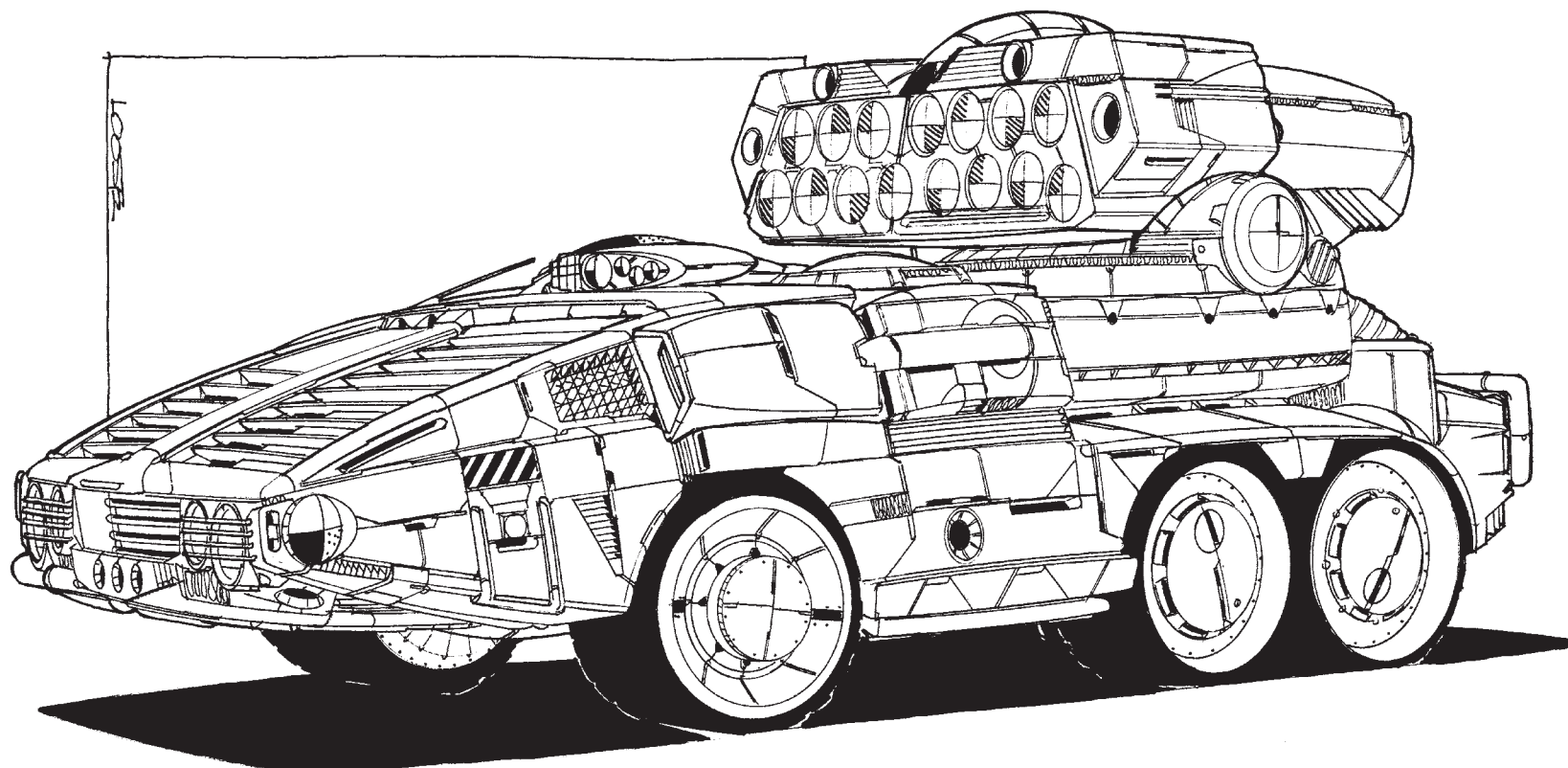
LRM 15 Turret 7

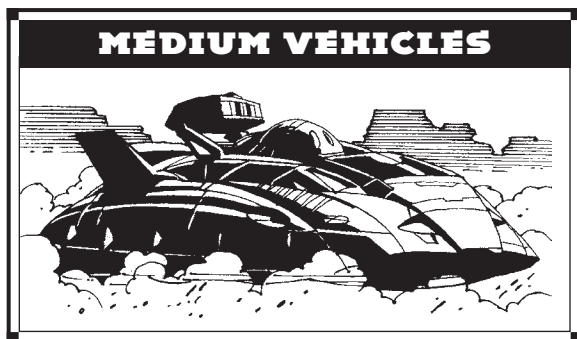
Artemis IV FCS Turret 1

Ammo (LRM) 8 Body 1

2 Streak SRM 2 Turret 3

Ammo (Streak) 50 Body 1





Mass: 45 tons

Movement Type: Tracked

Power Plant: Fireheart 180 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Durallex Light Ferro-Fibrous

Armament:

- 1 Sutel Precision Line Large Pulse Laser
- 2 Johnston Miniguns
- 1 Harpoon-6 SRM Rack
- 1 MainFire Point-Defense AMS

Manufacturer: Johnston Industries

Primary Factory: New Syrtis

Communications System: CommuTech XL

Targeting and Tracking System: BlazeFire Tracker with Range Check

Overview

Based on an obscure 20th-century concept, the original Goblin was a unique design among Inner Sphere battle tanks, since it carried its own small infantry support unit. Though it generally fared well on the Succession War battlefields, Goblin engagements with power-suited infantry during the Clan Invasion prompted Johnston Industries—the Goblin's main manufacturer since the days of the First Succession War—to redesign the whole tank.

The new Goblin entered service in the former Federated Commonwealth in early 3053 and was classed as an infantry-support vehicle rather than a medium tank, since it is intended to transport and support up to a platoon of infantry.

Capabilities

The Goblin's weapon systems are configured to provide optimal close-range infantry support. A turret-mounted large Sutel pulse laser is the Goblin's main weapon system and—combining accuracy and firepower—is especially effective against hostile power-armored troops. The Harpoon-6 missile system and the two Johnston Miniguns enable the Goblin to fight off conventional infantry. When combining pulse laser and SRM launcher, the Goblin is able to threaten enemy BattleMechs or tanks.

Almost ten tons of Durallex Light ferro-fibrous armor makes the *Goblin* one of the most rugged designs of its weight class, while the MainFire anti-missile system increases its battlefield survivability even more. Unfortunately, the limited ammunition supply for the AMS restricts its use to the first three or four volleys directed against the vehicle.

The Goblin's only major weakness is its lack of long-range weaponry and its low speed, forcing many commanders to combine Goblins with other fighting vehicles like the Hunter light support tank to provide the long-range firepower the Goblins need to approach enemy lines.

Deployment

The first major action Goblins saw after the new version was introduced to the AFFC troops was in 3057 on the world of Hsien in the Sarna March. After Marik forces had destroyed the Second Federated Commonwealth RCT's aerospace assets, regiments of McCarron's Armored Cavalry dropped onto the planet and assaulted the RCT's ground forces.

The Second FedCom RCT's commander, Marshal Thome, threw most of the Goblins into the battle about the city of Chengde, where bitter street fighting devastated units on both sides. The close-quarters urban battlefield was ideal ground for the Goblins and their infantry. Though attrition gradually reduced their numbers, they managed to inflict considerable damage on the Capellan mercenary troops. When hostilities between the Federated Commonwealth and the Marik and Liao attackers officially ended in December 3057, only seven out of twenty-four Goblins remained operational, but the trial of fire was a success and the new design had proved its advantages for the first time.

During the FedCom Civil War, Goblins fought in almost every battle, since the majority of the units hailing from the Federated Suns fielded Goblins as the backbone of their conventional regiments. Goblins saw especially heavy action on the urban battlefields of Tikograd and New Moskau on Tikonov and during the battle for New Syrtis, where the Goblins rolled directly from their assembly lines into battle.

Variants

Johnston Industries built several prototypes of Goblin tanks mounting long-range weapons during the FedCom Civil War, but none of them has been mass produced until now. The most common prototype replaced the Sutel Large Pulse Laser with a Diverse Optics Medium ER Laser and a Far Fire Medium LRM-10 Missile Rack with 12 packs of rockets.

Notable Crews

Sergeant Thomas Becker, Corporal Cassandra Mitchell, PFC Ian Bieber: Sergeant Becker and his two crewmen immediately volunteered to aid the Disaster Response Teams following the nuclear catastrophe that struck Tharkad City on 5 December 3067, despite being ill-equipped for the nuclear wasteland they would be sent to. The Goblin and its crew arrived at Tharkad City within an hour of the initial explosion and evacuated civilians, protected medical and foodstuff convoys, and cleared the rubble around ground zero to enable the radiation control teams to reach the melted reactor core. After two weeks of constant work, Sergeant Becker and PFC Bieber broke down due to radiation sickness and had to be evacuated. Sergeant Becker died within a few hours due to radiation exposure, while quick treatment saved the life of PFC Bieber. Corporal Mitchell battled through an aggressive form of leukemia months later. All three crewmen were personally decorated with various grades of the Alliance Medal of Honor by Peter Steiner-Davion.

GOBLIN INFANTRY SUPPORT VEHICLE

MEDIUM VEHICLES

85

Type: **Goblin Infantry Support Vehicle**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 45

Battle Value: 790

Equipment

Internal Structure:

Engine: 180

Type: Fusion

Cruising MP: 4

Flank MP: 6

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro): 170

Armor

Value

Front 40

R/L Side 32/32

Rear 26

Turret 40

Weapons and Ammo

Large Pulse Laser Turret

2 Machine Guns Front

Ammo (MG) 100 Body

SRM 6 Turret

Ammo (SRM) 15 Body

Anti-Missile System Front

Ammo (AMS) 12 Body

Infantry Body

Mass

4.5

10.5

0

2.5

0

0

1

9.5

Tonnage

7

1

.5

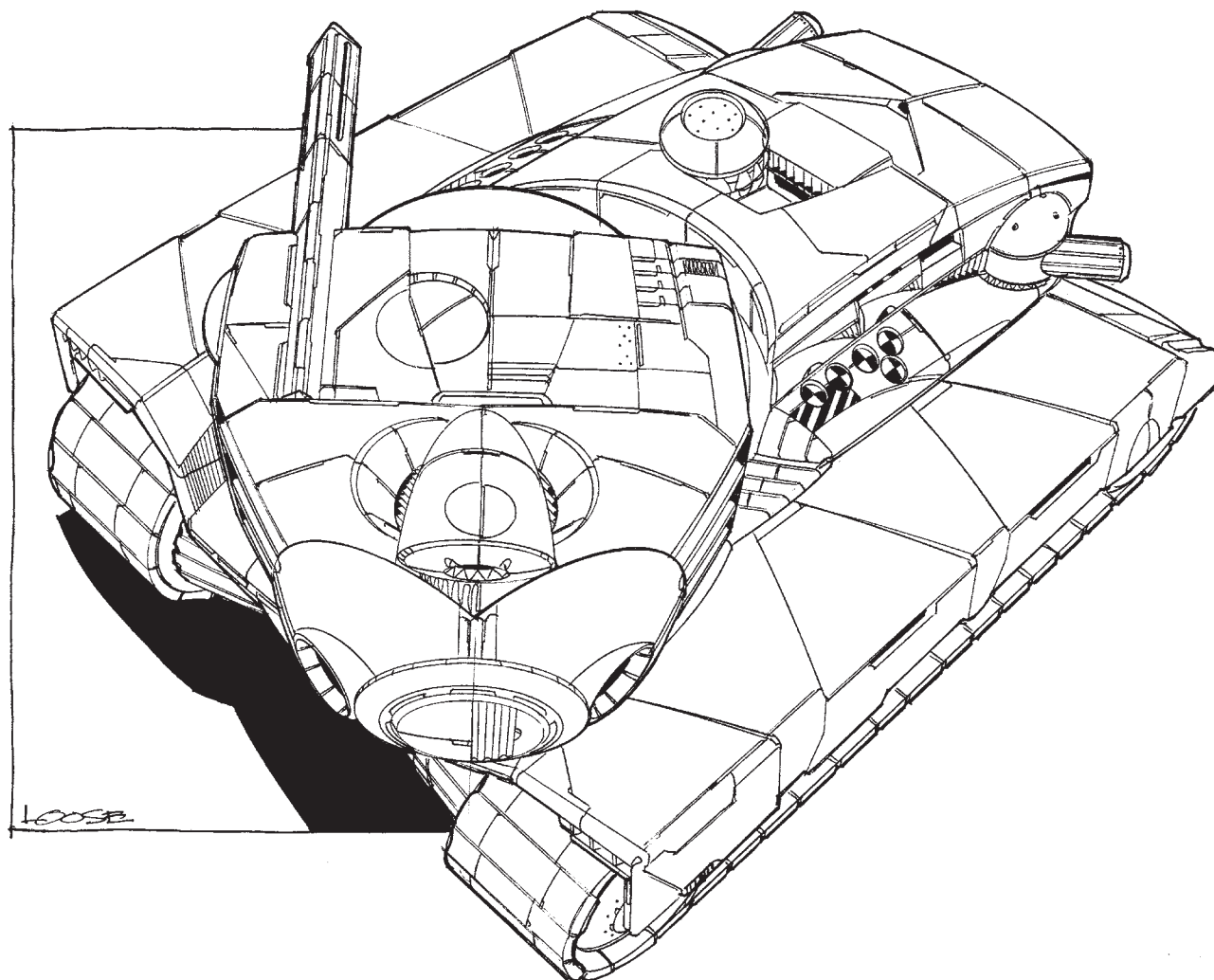
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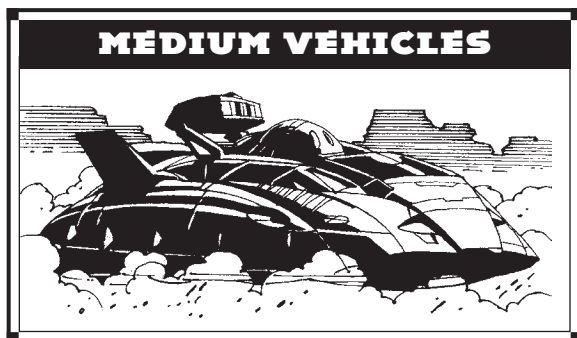
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.5

1

3





Mass: 45 tons

Movement Type: Hover

Power Plant: GM 170 Fusion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: Hellespont Lite Ferro-Fibrous

Armament:

1 Inokuma Gauss Rifle

Manufacturer: Aldis Industries

Primary Factory: Betelgeuse

Communications System: Olmstead 37

Targeting and Tracking System: Virtutrak S1

Overview

With so many of the Confederation's BattleMech production facilities lost to the FedCom during the Fourth Succession War, Capellan military designers turned their attention toward the creation of effective conventional vehicles. The Regulator was the result of their impressive effort.

Capabilities

Armed with a massive Gauss rifle, this fast and agile hover tank is capable of devastating most targets with one or two shots. With its speed and maneuverability, the Regulator can outflank a BattleMech, training its weapon on the weaker side and rear facings to achieve maximum effect with devastating results.

Built with state-of-the-art technology, the fusion-powered Regulator is a testament of Capellan design using ferro-fibrous armor and other recovered technologies in the past few years. The advanced Virtutrak target-

ing system is capable of simultaneously tracking up to fifteen targets, providing the gunner with a pseudo-360-degree view, comparable to most BattleMech systems available.

Deployment

The Regulator first saw action during the Marik-Liao offensive on the world of Tsingtao, where a lance of the heavy hover tanks destroyed three FedCom 'Mechs, forcing the unit's second-in-command to retreat. The Regulator proved its worth during many actions in the Chaos March and the Confederation-St. Ives Civil War. With Hasek's invasion of the Confederation, the Regulator is once again proving its worth.

Every CCAF front line and reserve unit deploys several lances or more of this impressive fighting vehicle. The Regulator's capabilities and ruggedness earned its title as the premier hover tank in the CCAF.

Variants

As with any military technology, tactical doctrine dictates the Regulator's uses. That said, the Regulator received one new factory variant and one notable field refit in order to support the Capellans doctrinal change.

With the Capellan's extensive use of Arrow IV systems, the Regulator was an obvious choice to use as a missile platform. This variant removed the direct fire weapon and installed the *Di Yu Huo* (Hellfire) Arrow IV System specifically designed for the Regulator. Three tons of ammunition supply the weapon system. Engineers reduced armor protection to facilitate the Arrow IV launcher, believing the Regulator's speed and maneuverability would more than compensate for the loss.

A field refit, gaining in popularity as the Capellan March continues its war against House Liao, combines speed with deadly accurate firepower in the form of a RAC 5 mated to a targeting computer (both Davion technologies salvaged from battlefields). For added protection against munitions explosion, CASE protects the weapon's four tons of ammunition. Though growing in legend and popularity, this field refit still remains rare due to the difficulty of obtaining functioning technology from the battlefield.

Notable Crews

Sang-shao Derrik Evans: Commanding the Dynasty Guard's Cavalry, Evans' position affords him his choice of vehicles, and he decided to ride the Regulator. During the FedCom Civil War, the Guard sent a 'Mech battalion supported by an armored battalion commanded by Evans against the Blackwind Lancers on the world of Chesterton. Working in conjunction with Hell's Black Aces, the two Capellan commands sprung an ambush on elements of the Free Capellan unit.

The Aces intercepted the Lancers' lead unit when they entered the system and forced them to land their DropShips on planet. Evans' battalion merged into the Guards, forming augmented units and met the Lancers' Third battalion head on. *Sang-shao* Evans' command lance led a flanking force, trapping the beleaguered Lancers. Firing on the move and darting between 'Mechs, Evans' Regulator accounted for three confirmed tanks and two 'Mechs before his hover tank was disabled. Lancers reinforcements landed to relieve their comrades and destroyed a large portion of the Guard's force.

During the outset of Hasek's War, the Eighth Syrtis Fusiliers RCT invaded Liao, and the Dynasty Guard reacted with precision and professionalism. After several months of holding actions, Evans' command spearheaded a flanking attack, leading to the collapse of the Fusiliers' lines. When news of Sian's bombing reached Liao, the Dynasty Guard reacted with unmatched fury. When the smoke cleared, the Fusiliers retreated off world as a decimated command.

The Guard rebuilt in time to face another invasion, this time by Word of Blake. Once again, the stalwart Capellan Hussars met the enemy head on. Evans' unit formed the point of a counter-assault launched by the Guard. The Blakists fought with fanatical fury matching the Dynasty Guard, leaving Evans and his command to resist a Blakist counter-attacking force that outnumbered his own. *Sang-shao* Derrik Evans selflessly gave his life, allowing the Guards to regroup and forcing the militia to retreat off world.

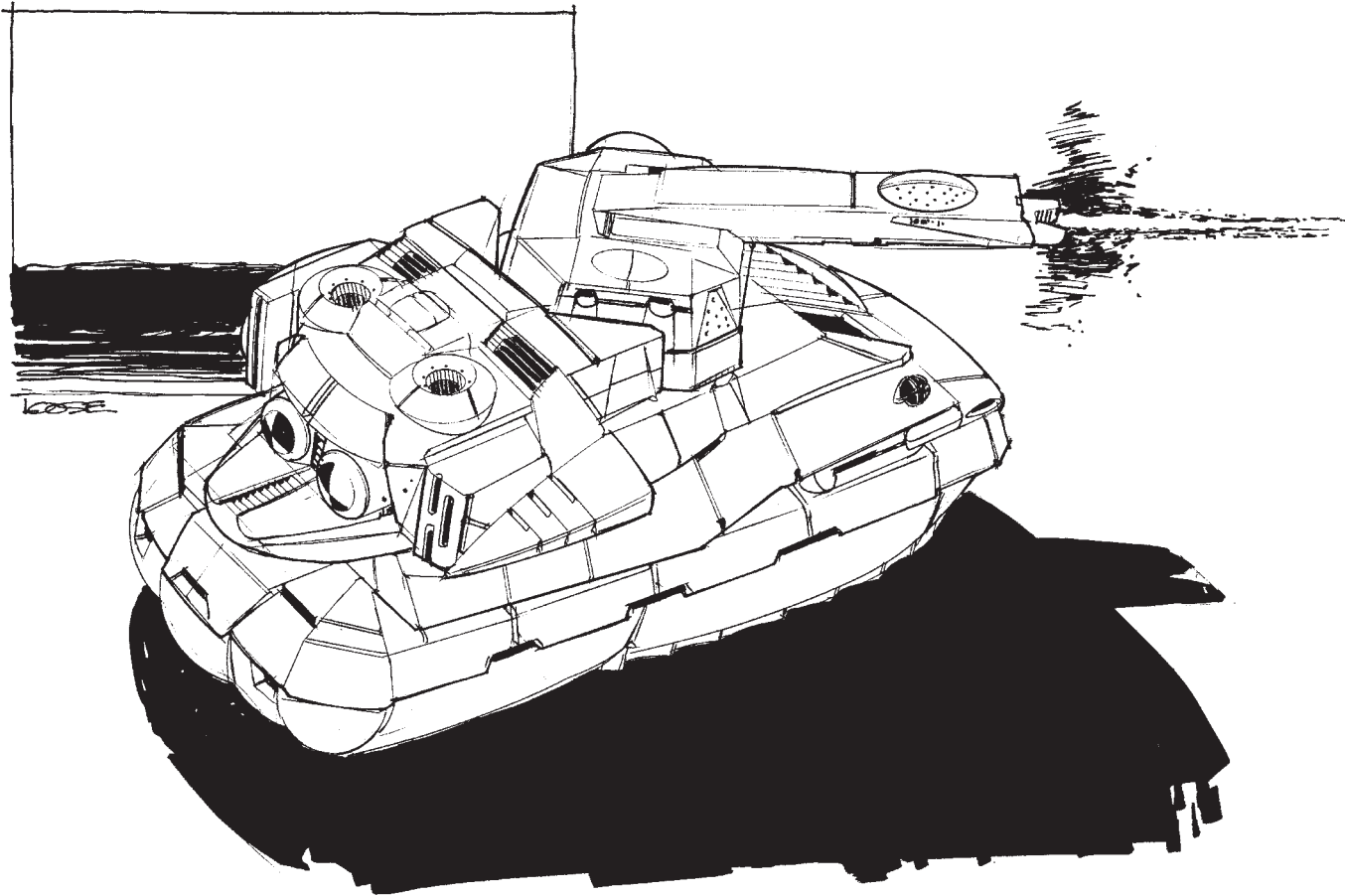
REGULATOR HOVERTANK

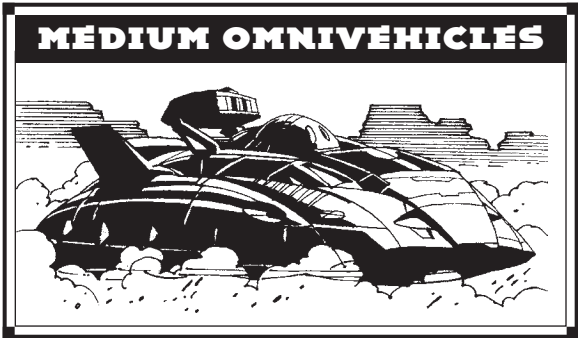
Type: **Regulator Hovertank**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 45
Battle Value: 1,212

Equipment		Mass
Internal Structure:		4.5
Engine:	170	9
Type:	Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		4.5

Equipment		Mass
Power Amplifier:		0
Turret:		1.5
Armor Factor (Ferro):	107	6
	<i>Armor Value</i>	
Front	30	
R/L Side	16/16	
Rear	16	
Turret	29	

Weapons and Ammo	Location	Tonnage
Gauss Rifle	Turret	15
Ammo (Gauss) 16	Body	2





Mass: 50 tons
Movement Type: Hover
Power Plant: VOX 215 Fusion
Cruising Speed: 97 kph
Flank Speed: 151 kph
Armor: ProTech 5
Armament:
7 tons of pod space available
Manufacturer: Blackwell Corporation
Primary Factory: Outreach
Communications System: Dalban StarLink II
Targeting and Tracking System: Garret E5a

Overview

Shortly after Wolf’s Dragoons appeared in the Inner Sphere, they contracted with the Blackwell Corporation, then a minor manufacturer of actuator parts and ‘Mech components, to exclusively produce three vehicles for them—the Kestrel VTOL transport, the Badger APC, and the Bandit hovercraft. By all accounts, the Dragoons supplied not only the finished plans for these vehicles but also significant technical assistance, expanding and upgrading Blackwell’s operations so the company could build the vehicles. Blackwell delivered the first Bandit in March of 3008, a little more than a year after the mercenaries first made contact with the company.

Like the Kestrel and Badger, the Bandit’s future is uncertain with the recent destruction of Blackwell Corporation.

Capabilities

Very likely an old Clan design hailing from the Golden Century, the Bandit has served the Dragoons well. The first OmniVehicle design in the Inner Sphere (along with the Badger), it is quickly reconfigurable and extremely versatile. The Dragoons commonly field seven major configurations, some concentrating on close-in firepower while others excel in ranged combat.

Deployment

Bandits make up some half of the APCs in service with the Dragoons. Most are assigned to the Dragoons’ Support Command and the Home Guard, though some serve in line combat units. Throughout its service life within the Inner Sphere, the Bandit has been sold exclusively to the Dragoons. Based on the number of Bandits seen within the ranks of other mercenary units of the AMC, however, the Dragoons must have lifted that restriction. Likewise, the Dragoons were likely selling it to the Star League before that body’s collapse.

Variants

[Editor’s note: in the time since first publication, it has become clear that this vehicle is indeed an Omni unit as well.] Unique among OmniVehicles, there is a distinct Clan variant of the base chassis. It is nearly identical to the Inner Sphere Bandit, with one exception: mounting ferro-fibrous armor gives these hovercraft an extra two valuable tons, allowing them to carry a greater load of infantry and mount additional weapons. The first configuration is similar to the Inner Sphere “C” loadout, mounting paired Streak SRM-6 launchers in the turret. The second mounts an ER Large Laser and a standard SRM-2 rack in the turret, with a second SRM-2 launcher fixed forward. Even now, two decades since Operation REVIVAL began, additional configurations have been seen among the Clans, though infrequently. Wolf’s Dragoons only fields a limited number of these models.

Notable Crews

Sergeant Halowin Briggs: A vehicle commander in the Wolf’s Dragoons Home Guard, Briggs and her platoon were on training maneuvers when Colonel Wayne Waco and the insurgents he led assaulted Harlech. Briggs, a veteran of combat on a dozen worlds, including Outreach during the Dragoons Civil War, rushed back to Harlech at the height of the battle, adding what fire she and her platoon could. Racing through the battered and destroyed streets, she sniped at insurgent ‘Mechs and mowed down any other enemies she encountered.

By the time the Blakists struck with orbital bombardments months later, her platoon was no more, but she’d claimed fourteen ‘Mech kills and some fifty more assists. No one has specifically seen or heard from her since, though rumor has it that an unmarked Bandit is still patrolling the wastes of Outreach, killing every Blakist or surviving insurgent it comes across.

Type: **Bandit Hovercraft**
Technology Base: Inner Sphere
Movement Type: Hover
Tonnage: 50
Battle Value: 929

Equipment		Mass
Internal Structure:		5
Engine:	215	14.5
Type:	Fusion	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	10	0
Control Equipment:		2.5
Lift Equipment:		5
Power Amplifier:		0
Turret:		1
Armor Factor:	176	11
	Armor Value	
Front	42	
R/L Side	40/40	
Rear	32	
Turret	22	
Fixed Equipment	Location	Tonnage
Cargo (Infantry)	Body	4

Weapons and Ammo

Primary Configuration

3 Medium Lasers
Machine Gun
Ammo (MG) 100
2 SRM 2
Ammo (SRM) 50

Location

Turret
Front
Body
Front
Body

Tonnage

3
.5
.5
2
1

Alternate Configuration A

PPC

Battle Value: 902

Turret

7

Alternate Configuration B

2 SRM 4
Ammo (SRM 4) 25
SRM 2
Ammo (SRM 2) 50
Battle Value: 753

Turret
Body
Front
Body

4
1
1
1

Alternate Configuration C

2 SRM 6
Ammo (SRM) 15
Battle Value: 792

Turret
Body

6
1

Alternate Configuration D

3 LRM 5
Ammo (LRM) 24
Battle Value: 827

Turret
Body

6
1

Weapons and Ammo

Alternate Configuration E

LRM 10
Ammo (LRM) 12
Medium Laser
Battle Value: 839

Location

Turret
Body
Front

Tonnage

5
1
1

Alternate Configuration F

Large Laser
Medium Laser
Heat Sink
Battle Value: 887

Turret
Front
Body

5
1
1

Alternate Configuration G

2 Medium Lasers
6 Small Lasers
2 Heat Sinks
Battle Value: 837

Turret
Front
Body

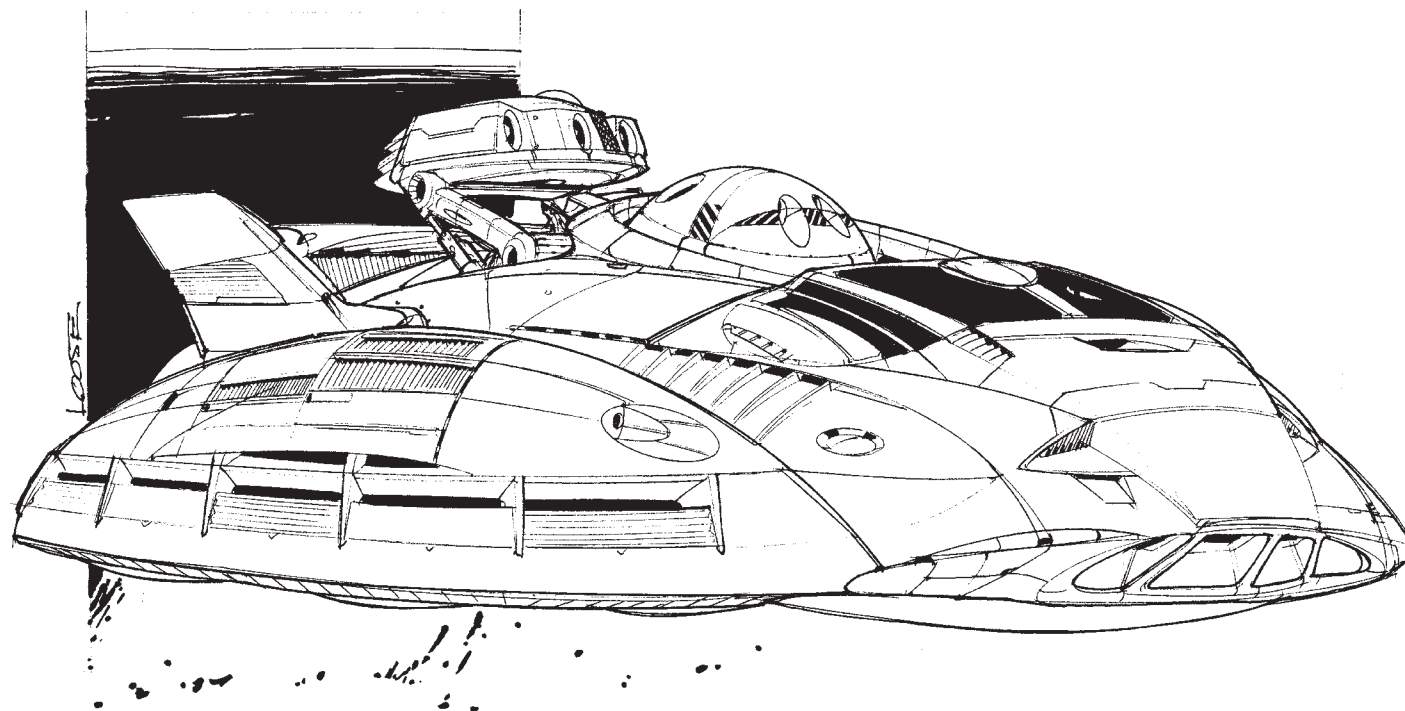
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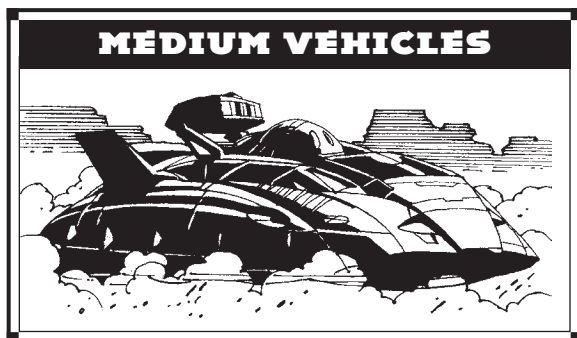
Alternate Configuration H

SRM 2
Ammo (SRM) 50
ER Medium Laser
Additional Cargo (Infantry)
Battle Value: 708

Turret
Body
Turret
Body

1
1
1
4





Mass: 50 tons

Movement Type: Hover

Power Plant: Strand 265 XL Fusion

Cruising Speed: 108 kph

Flank Speed: 162 kph

Armor: StarSlab/11.5 Type HVA

Armament:

1 Sunglow Type 2 Large Laser

1 Diverse Optics Type 18 Medium Laser

1 Delta Dart LRM 10 Launcher

Manufacturer: Alphard Trading Corporation,
Cyclops Incorporated, Johnston Industries

Primary Factory: Alphard and Perdition, Skye, New Syrtis

Communications System: O/P AIR 900 with Guardian ECM

Targeting and Tracking System: RCA Instatrak Mark XII
with TAG

Overview

In 3055, the Skye-based Cyclops Incorporated decided to engineer a new state-of-the-art hover tank to succeed its brisk selling Drillson Heavy Hover tank. The first four prototypes of the new Fulcrum rolled off the production lines in 3056 and performed so well in all tests that series production started in March 3057. Cyclops Incorporated received orders for 500 Fulcrums in a mere four months.

Following the FedCom Civil War, Johnston Industries on New Syrtis started building a licensed version of the Fulcrum Heavy Hover tank, due to the high demand for new Fulcrums. As both of the once-allied states rebuilt their forces, Cyclops Incorporated was forced by long-term contracts to supply the AFFS as well.

Capabilities

Built for rugged endurance and easy maintenance, the Fulcrum is a well-armed and -armored hover tank whose high top speed makes it a tough target to hit. The XL fusion engine is simple to maintain, with access panels on the rear deck and in the main compartment, and it can be replaced in the field in just three to six hours if a new one is at hand.

Since the Sunglow large laser and Delta Dart LRM-10, which provide the Fulcrum with its long-range firepower, have been used for hundreds of years throughout the Inner Sphere and the Periphery, they are also easy to maintain and replace. A medium laser rounds out the Fulcrum's weapons. The only major complaint about the Fulcrum's firepower is that it only carries one ton of LRM ammo and runs out of missiles fairly quickly during longer engagements.

The Fulcrum's primary missions are reconnaissance and fast strikes against an enemy's flank or rear positions, but its electronic payload allows it to carry out a variety of other missions, too. The Guardian ECM suite enables the Fulcrum to hide itself and to screen friendly units against enemy forces. The vehicle also carries TAG and can act as a spotter for units equipped with the Arrow IV missile system.

Deployment

The majority of the first Fulcrum production runs were stationed along the Lyran borders with the Free Worlds League and the Periphery. That decision quickly proved to be a good choice, since the Fulcrums were quite well-suited for the task of patrolling the under-manned planets in this region. The low level of maintenance needed by the Fulcrum, along with the cutting-edge nature of its technology, boosted the morale of forces receiving them, since it was the first time in over 15 years that such technology was not confined to the Clan border or to major planets.

Following the FedCom Civil War, Fulcrum hover tanks were primarily deployed to units within the Skye Province, the Freedom Theatre, or the Capellan March.

Duke Robert Kelswa-Steiner's retaliation attacks following the Second Sirian Lancers' assault on Skye and Duke George Hasek-Davion's preemptive strikes against

the Capellan Confederation threw the Fulcrum contingents of both states into the thick of war. During both initial attacks and counterattacks, Fulcrum hover tanks served exceptionally well in attack and retreat, harassing enemy units and trying to either gather combat information or slow down their opponent's advance by endangering their flanks and rears.

Variants

The only variant of the Fulcrum hover tank was introduced in 3067. It dropped the large laser and one heat sink in favor of two additional medium lasers and a SRM 6 rack with one ton of ammunition for more close-range firepower.

Notable Crews

Lieutenant Samantha Deveraux, Sergeant Sergei Mitchell, PFC Richard Huang, Private Charlene Thomas: Lieutenant Deveraux is in command of the Second reconnaissance platoon, Eighteenth Verlo Armored Regiment of the Sixth Syrtis Fusiliers RCT. She and her crew racked up an impressive account of seven Capellan BattleMechs and twenty-one vehicle kills during the battle of New Syrtis. Lieutenant Deveraux's company was a constant menace to the Capellan troops' rear, harassing their supply lines and attacking smaller patrols while using the sheets of ice and oceans of New Syrtis for a quick retreat, traversing terrain that few enemy units could cross in pursuit.

Kommandant Markus Schmidt-Iversen, First Lieutenant Maria Casillas, Staff Sergeant Harald Münkeberg: Kommandant Schmidt-Iversen commands one of the most expensive tanks throughout the whole Inner Sphere. He and his two crewmen are reconnaissance specialists of the Lyran Military Intelligence Division and their Fulcrum "Nachteule" (Night Owl) is highly customized, replacing most of the usual weaponry with additional electronics, along with active and passive stealth mechanisms that enable it to operate on enemy planets or deep within enemy terrain for extended periods of time without being noticed.

FULCRUM HEAVY HOVER TANK

MEDIUM VEHICLES

91

Type: **Fulcrum Heavy Hovertank**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 50

Battle Value: 1,167

Equipment

Internal Structure:

Engine: 265 10.5

Type: XL Fusion

Cruising MP: 10

Flank MP: 15

Heat Sinks: 11 1

Control Equipment: 2.5

Lift Equipment: 5

Power Amplifier: 0

Turret: 1.5

Armor Factor: 160 10

Armor

Value

Front 46

R/L Side 27/27

Rear 20

Turret 40

Weapons and Ammo

Large Laser Turret 5

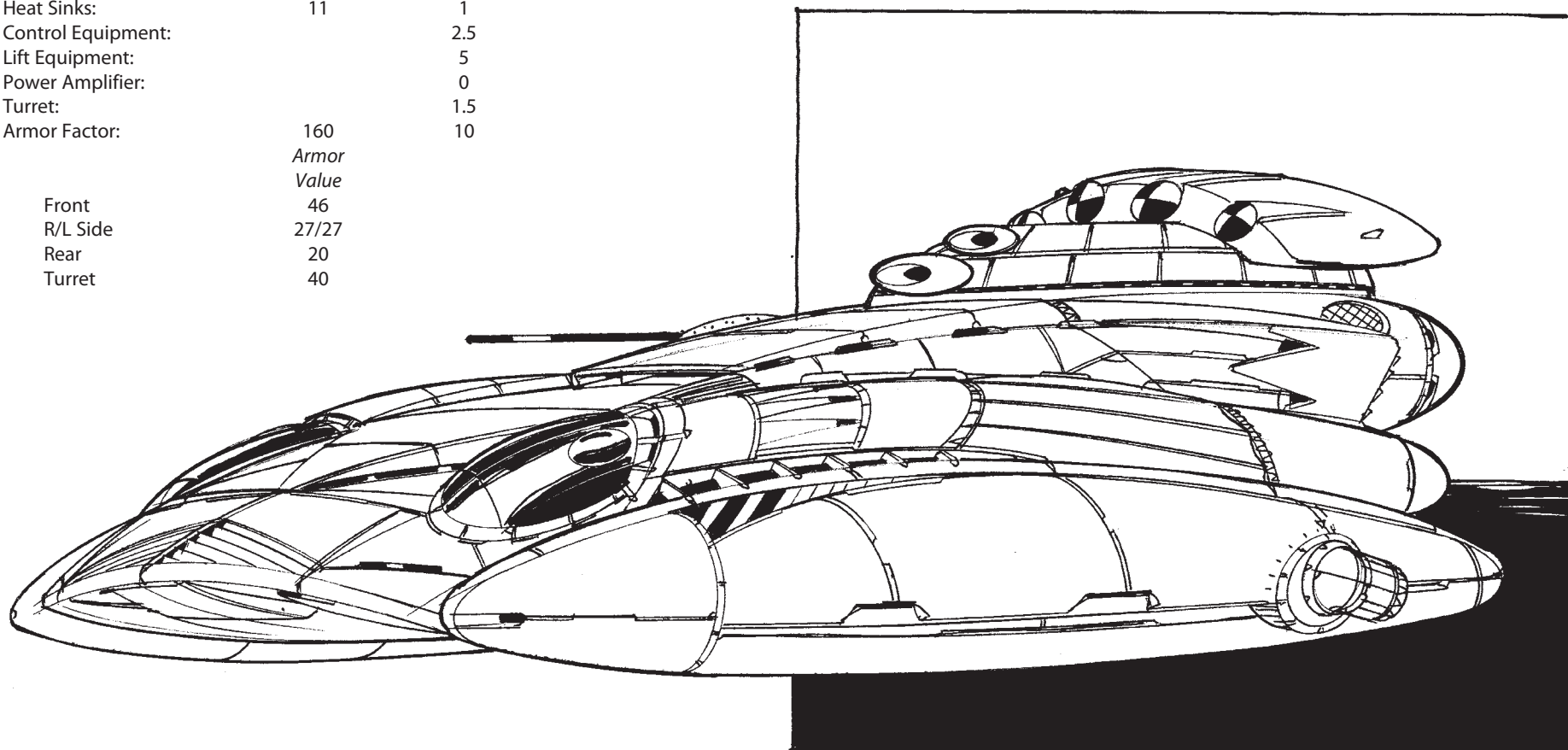
Medium Laser Turret 1

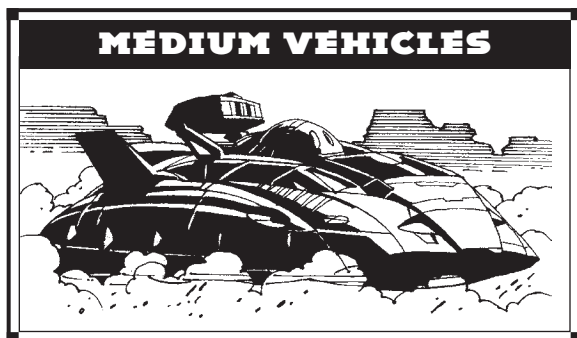
LRM 10 Turret 5

Ammo (LRM) 12 Body 1

Guardian ECM Suite Body 1.5

TAG Front 1





Mass: 50 tons

Movement Type: Hover

Power Plant: PowerTech 165 Highlift

Cruising Speed: 86 kph

Flank Speed: 129 kph

Armor: ProtecTech 6

Armament:

- 1 Telos-6 SRM Launcher
- 2 LongFire V LRM Launchers
- 2 Guided Technologies Streak-2 Missile Launchers
- 2 Bulldog Miniguns

Manufacturer: Scarborough Manufacturing

Primary Factory: Al Nair

Communications System: Scarborough Talky 2

Targeting and Tracking System: Scarborough Tracky 1 with TAG

Overview

When the DCMS actively sought contracts for the development and production of the first transport specifically designed to carry a battlesuit-equipped squad, it was made clear that a successful design would be the official ground transport for the power-armored units throughout the Draconis military. Scarborough Manufacturing easily won the contract with their proposal for an advanced technology version of the Maxim, and as they upgraded the transport, they publicly showed all the innovations going into the design. Wider doors, specially designed handholds and seats were widely boasted about by proud spokespeople.

The DCMS purchased the Maxim and began to widely distribute them throughout their military, bypassing traditional field-testing. It was not until a Smoke Jaguar Nova raided McAlister within a week of general distribution that a major flaw in the new Maxim became plainly evident; the transport lacked the capability to carry an entire squad of battle armor without losing precious speed. Scarborough initially denied the claim and attempted to dispel it with a public display of the Maxim's capabilities. However, it became apparent that Scarborough had failed to test its own vehicle, as the transport, contrary to the company's claim, could only carry three battle suits inside its bay without losing speed during the demonstration. Afterwards, Scarborough quickly went back to the drawing board, and the DCMS quietly began to modify already purchased transports.

Capabilities

Sticking to the proven layout of the original, the upgraded Maxim keeps the brutal close-in support needed to ensure its cargo can disperse safely. A turret-mounted SRM-6 provides the bulk of the weaponry, backed up by a pair of smaller but more accurate Streak-2 packs and a pair of machine guns. Two LRM-5 racks preserves the Maxim's much welcomed long-range capability, and a TAG allows crews to call in nearby Arrow IV batteries as well as semi-guided LRM munitions.

Deployment

The design error has been noted as the most embarrassing in Scarborough's history, and their initial refusal to admit it only compounded the outrage. The Blackwell Corporation, manufacturer of the Bandit hover tank, the Maxim's closest competitor, began an advertising campaign with the slogan "Able to carry what we say it can." Sales of the Maxim steadily declined and did not pick back up until Scarborough released the Maxim (I) in 3060.

Still, despite the problems, Maxims of all stripes are a common sight throughout the Inner Sphere. During the FedCom Civil War, many skirmishes occurred where a Maxim-equipped infantry force would come in under heavy fire, set up a perimeter, and provide cover fire for the trans-

ports while they fell back to provide long-range fire support. Once it became apparent the enemy was shifting, or if a current position became untenable, the Maxims would lay down heavy short-range fire, pick up the surviving infantry, and move to the next designated location.

Variants

Though Scarborough suggests the removal of the TAG to make room for a full battle armor squad, crews instead often strip out the machine guns. Crews are not willing to lose their ability to call in nearby artillery support, and with a squad of battle armor onboard, most feel safe from hostile unarmored infantry. This practice has ended with the release of the Maxim (I), where most of the weaponry is stripped out for a Streak SRM-6 and a pair of ER medium lasers. The TAG system was kept, and this newer version carries an entire platoon of battle armor suits.

Though in wide circulation with DCMS units stationed along the FedSuns border, the increase of battle armor troops in infantry regiments and lack of demand has forced the anti-personnel variant of the upgraded Maxim out of production, with the line retooled to produce the infantry transport version. Streak missile racks and ammo were removed to add another five machine guns spread throughout the chassis.

The fire-support version, however, is still in production. Removing all the short-range missile systems, the variant mounts a single LRM-15 rack with the original pair of LRM-5s, and this model is often used to support other light hovercraft.

Some field modifications of the Maxim have emerged, taking advantage of the recent slew of vehicle-compatible C³ field modification kits. Some have replaced the machine guns for a C³ slave, while others go further and change out the cargo space and TAG as well for a C³ Master. The most extreme variant seen is a Maxim (I) with a pair of C³ Masters, in charge of other similarly modified hover tanks and VTOLs.

MAXIM HEAVY HOVER TRANSPORT

MEDIUM VEHICLES

93

Type: **Maxim Heavy Hover Transport**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 50

Battle Value: 794

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

Mass

5

12

0

2.5

5

0

.5

6

Armor

Value

Front

R/L Side

Rear

Turret

25

23/23

16

20

Weapons and Ammo

SRM 6

Ammo (SRM) 15

Streak SRM 2

Streak SRM 2

Ammo (Streak) 50

2 LRM 5

Ammo (LRM) 24

2 Machine Gun

Ammo (MG) 200

TAG

Cargo (Infantry)

Location

Turret

Body

Left

Right

Body

Front

Body

Turret

Body

Turret

Body

Tonnage

3

1

1.5

1.5

1

4

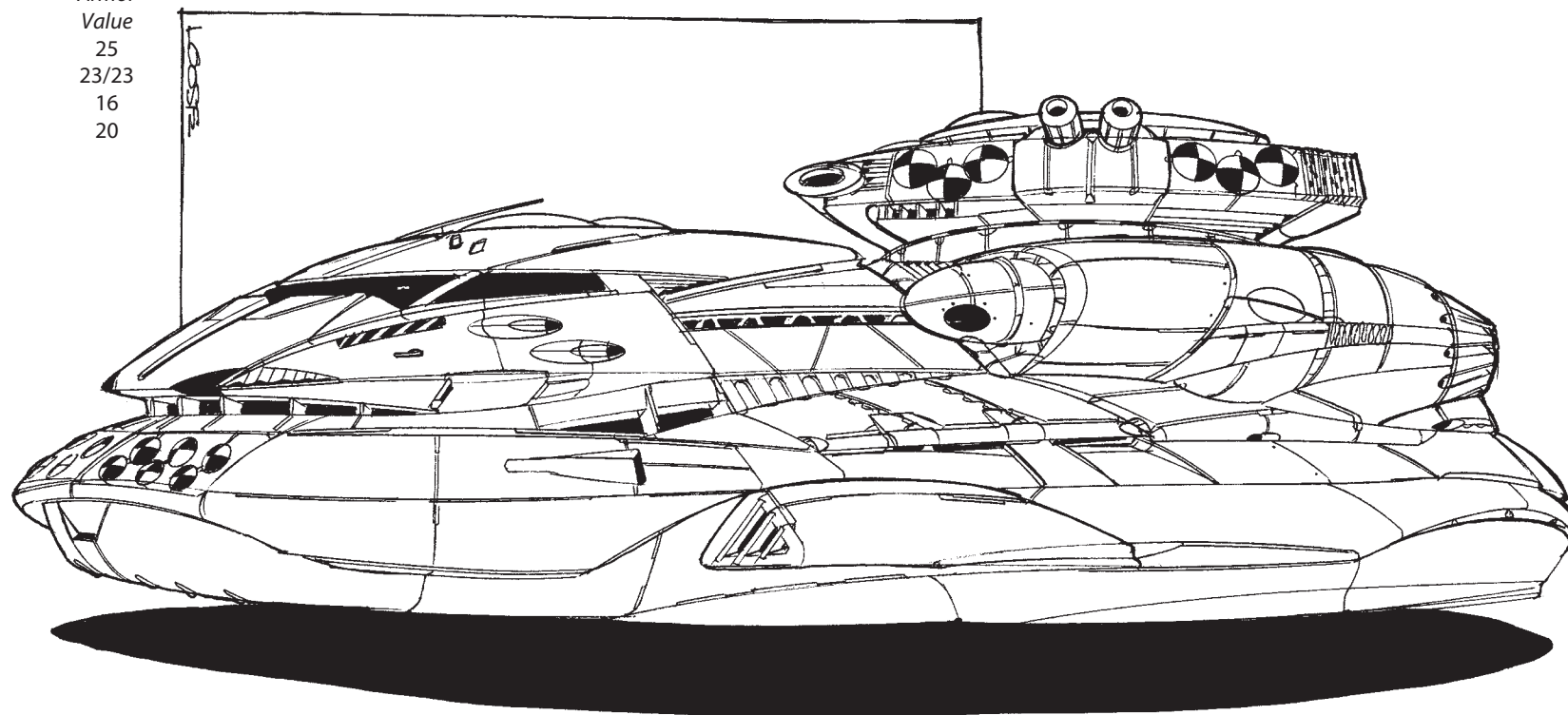
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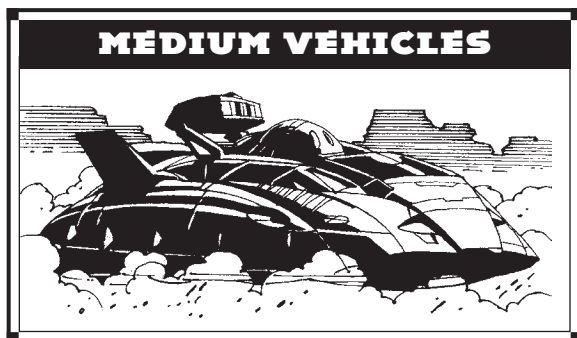
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3





Mass: 50 tons

Movement Type: Tracked

Power Plant: Locum-Pack 250 InterComBust

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: Hellespont Lite

Armament:

1 Imperator Ultra Class 5 Autocannon

Manufacturer: Hellespont Industries

Primary Factory: Sian

Communications System: ComStar Rover

Targeting and Tracking System: ComStar Test-2

Overview

Often in systems that cannot afford BattleMechs, governments resort to purchasing vehicles in large quantities in hopes of defending against a BattleMech raid. However, as technology progressed, those same local governments have been forced to look into purchasing vehicles with advanced technology. Depending on the equipment, this has meant that the vehicle's price tag is just as high as a more desired BattleMech, defeating the purpose of purchasing vehicles. The upgraded Vedette, however, is only two hundred thousand C-bills more than the original version, and a lance purchased is close to the equivalent of a light Succession Wars-era BattleMech.

So popular is the Vedette that the original producers, NETC, licensed it out to the Sian-based Hellespont Industries. Things seemed well until 3066, when NETC discovered Hellespont had hidden several billion in sales to avoid paying royalties. Despite NETC's protests,

Hellespont has so far refused to cease sales of the still-popular design.

Capabilities

The Vedette is the yardstick by which all other medium attack vehicles are measured. Mounting a cheap but durable internal combustion engine, the fifty-ton tracked tank can keep up with all but the swiftest of formations, and its Imperator Ultra autocannon nearly doubles the damage the vehicle can dish out at range.

In addition, the armor was switched for the lighter-weight ferro-fibrous to enhance the survivability of its originally typically light armor profile. Although the increase in protection was moderate at best, the Vedette can now take a hit from the heaviest weapon system in any area and still have no penetration to the internals.

Deployment

During Operation Sovereign Justice, Federated Suns troops landed a company on Tikonov to draw away Capellan troops from the main thrusts of the campaign. The commander of the local militia committed his own BattleMech company to fight the raiders, but a lance of heavy machines broke away and headed to a spaceport to make their escape.

The militia commander sent out a company of his Vedettes to draw away the raiders from the spaceport and into a hastily planned ambush of slower vehicles and unarmored infantry. The BattleMech lance initially ignored the Vedettes, until one of the vehicles scored a direct hit into a cockpit with its Imperator. Realizing the threat the vehicles posed, the lance turned to eliminate them and pursued when the Vedettes retreated and engaged in a mobile fight, both sides inflicting sporadic damage upon the other. The lance ran right into the ambush, and when the trap was sprung, the vehicles came back around to combat the BattleMechs at point-blank range.

Only three of the twelve Vedettes were able to leave the battlefield on their own power after the fight was concluded. However, planners had originally believed that none of the medium tanks were going to survive the confrontation with the heavier BattleMech lance, and subsequently placed an order for another battalion's worth with Hellespont Industries.

Variants

In an effort to regain orders from Hellespont Industries, NETC released several new variants for the simple yet efficient design. In addition to the original upgrade produced on New Earth with an additional machine gun, NETC now produces two other versions. One uses the more advanced rotary autocannon to provide more of a punch for light armor lances, while a slightly more radical variant strips armor away to be able to mount a light Gauss rifle to create a swift long-range sniper. Ferro-fibrous armor helps reduce the increase in vulnerability from the stripped-down armor.

Hellespont has also released another variant for the exclusive sale to the Trinity Alliance. Exchanging the Imperator Ultra for an LB 5-X AC and adding a machine gun to the body, many of these are being assigned to vehicle regiments in need of some sort of anti-aircraft capability.

Notable Crews

Duran "Bootleg" Daley: Originally a vehicle technician, then-Private Daley was reassigned to crew a Vedette during the FedCom Civil War when casualties ran high. When the engine in his crew's Vedette was destroyed in 3065, Daley took a salvaged extra-light 300-rated fusion engine from a destroyed BattleMech and reworked the internals until the two were compatible. From there, Daley began to continually tweak the custom vehicle, nicknamed "Doris' Delight," adding armor and upgrading weapons. Unfortunately, Doris's Delight was apparently destroyed during the fierce fighting on New Avalon against the Blakist invaders in the opening months of the Jihad; Sgt. Daley's whereabouts are unknown at this time.

VEDETTE MEDIUM TANK

MEDIUM VEHICLES

95

Type: **Vedette Medium Tank**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 50
 Battle Value: 590

Equipment

Internal Structure:
 Engine:
 Type:
 Cruising MP:
 Flank MP:
 Heat Sinks:
 Control Equipment:

250
 ICE
 5
 8
 0

Mass

5
 25

 0
 2.5

Equipment

Lift Equipment:
 Power Amplifier:
 Turret:
 Armor Factor (Ferro):

Mass

0
 0
 1
 6.5

Armor Value

Front
 R/L Side
 Rear
 Turret

25
 21/21
 24
 25

Weapons and Ammo

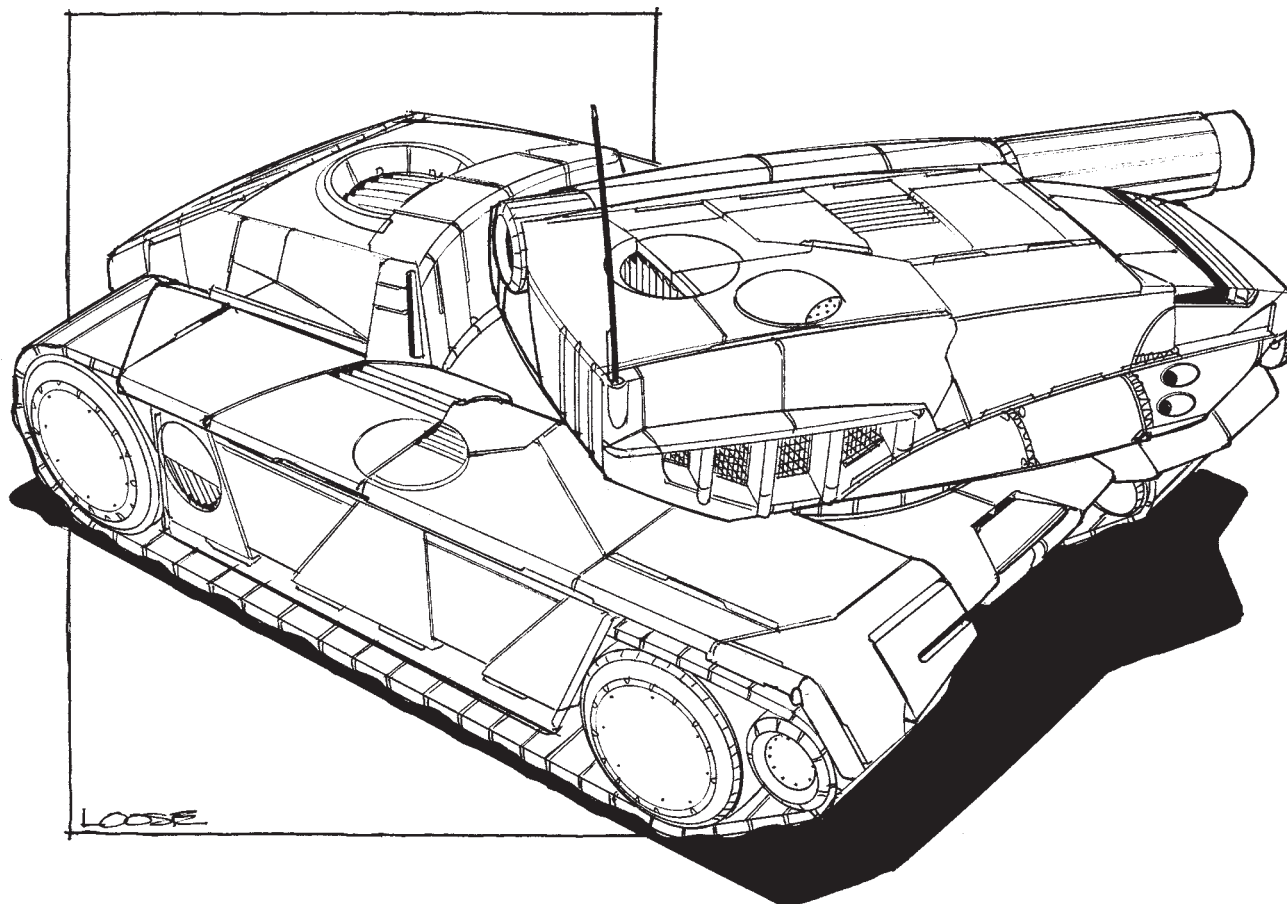
Ultra AC/5
 Ammo (Ultra) 20

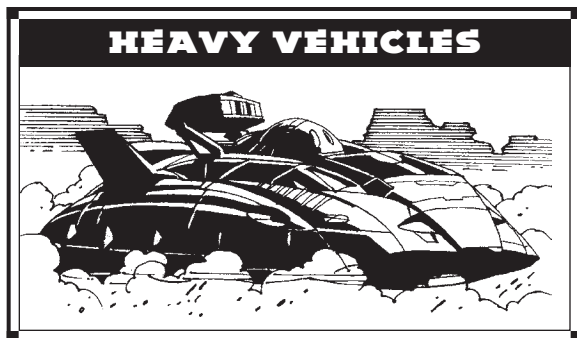
Location

Turret
 Body

Tonnage

9
 1





Mass: 60 tons

Movement Type: Tracked

Power Plant: InterComBust 180 (SRM),
InterComBust 120 (LRM)

Cruising Speed: 32 kph (SRM), 21 kph (LRM)

Flank Speed: 54 kph (SRM), 32 kph (LRM)

Armor: Lexington Ltd. High Grade

Armament:

SRM: 9 Holly SRMVI

1 Doering Electronics Glowworm Narc System

LRM: 3 FarFire LRM Racks

Manufacturer: Aldis Industries, Quikscell Company

Primary Factory: Terra, Oliver and Richvale

Communications System: Communicator
(with C³ link on LRM)

Targeting and Tracking System: FireScan with
IndirecTrack (and Artemis FCS on LRM)

Overview

Part of the massive combat vehicle upgrade program undertaken by the then-united Federated Commonwealth, both the widely utilized LRM and SRM carriers were upgraded and distributed among many Regimental Combat Teams. When the Free Worlds League conquered Oliver during the brief Marik-Liao invasion of Operation Guerrero, sales were opened up the rest of the Inner Sphere. Once Quikscell's contractual production runs were completed for the Federated Commonwealth, the upgraded missile carriers spread themselves to most major vehicle regiments, including the typically low-tech Periphery realms.

Capabilities

Quikscell decided to not mess with the proven concept of large quantities of missile racks on their vehicles, and instead concentrated on improving accuracy and survivability. The newly developed high grade ferro-fibrous armor was mounted, and in the case of the SRM Carrier, a single Glowworm Narc was mounted. Though promising when it first came out in the technological renaissance, many crews complained about the need to land a Narc beacon before their advanced SRM munitions would make any difference, and their limited ammo supply restricts their ability to fire freely to gain a hit.

The LRM carrier, by contrast, has met with a better reception from the various militaries. Instead of relying on prerequisite means, each long-range missile rack is linked directly to an Artemis IV fire-control system mounted on each launcher. This automatically increased the accuracy of each missile salvo, regardless of the target. To assist further when in an integrated company, a C³ system allows improved targeting data to be fed to the crew. To compensate for all the added equipment, the original's internal combustion engine was reduced to a 120-rated, dropping the LRM carrier's speed by a third.

Deployment

During Operation Sovereign Justice, a clerical error resulted in the mis-shipment of special LRM munitions to a company of LRM Carriers on Liao. Instead of Artemis-compatible and semi-guided rounds for the launchers, the company received a shipment of thunder-augmented and thunder-active. A mixed company of the Eighth Syrtis Fusiliers was approaching their position, and the company had no way to combat them.

In an effort to buy time, the launchers began saturating a large swath of the area in thunder munitions. When the company attempted to cross, they quickly found themselves in the middle of the minefield. Jump capable units attempted to jump over the fields, only to find the mines launching up into them. After several hundred meters of attempting to make it through the field (and several disabled vehicles and BattleMechs later), the company painfully turned around and went back the way

it came, losing several more vehicles and BattleMechs before their retreat was completed.

Variants

The lack of popularity of the SRM Carrier made Quikscell re-evaluate their upgrade and look into ways to make it both more effective and more popular. The current one they are advertising removes the Narc and replaces it with a C³ slave and a Guardian ECM suite.

Their most radical variant is almost an entirely new design in itself. Instead of SRMs, the MRM Carrier mounts three MRM-30s. A C³ slave is put on the vehicle, and it is often paired up with a unit mounting an ECM in a hidden position, as it is too slow to keep up in any sort of swift advance. Marginally more popular, it often cannot travel far from its supply point, as each launcher only has eight rounds to draw from.

Word of Blake has modified their own Carriers, and it is suspected they have a secret facility producing SRM and LRM carriers, as their vehicles carry extra-light fusion engines, a refit extremely difficult to do in the field. Both carry C³i, more armor, and have recorded speeds ten to twenty kph faster than Quikscell's version. While the LRM carrier's armament remains the same, the SRM carrier contains packs of turret-mounted Streak-4s, Targeting Acquisition Gear, and a Guardian electronics suite.

Notable Crews

Sang-wei Jerry Schindler: Commander of an LRM Carrier company on Liao, Schindler's quick thinking earned him the Grand Cordon of Merit. Since that skirmish, he has made sure his Carriers carry at least a single ton of augmented thunders each, usually two.

Type: **SRM Carrier**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 60

Battle Value: 794

Equipment

Internal Structure:

Engine: 180

Type: ICE

Cruising MP: 3

Flank MP: 5

Heat Sinks: 0

Control Equipment: 3

Lift Equipment: 0

Power Amplifier: 0

Turret: 0

Armor Factor (Ferro): 53

*Armor
Value*

Front 14

R/L Side 14/14

Rear 11

Weapons and Ammo

9 SRM 6 Front 27

Ammo (SRM) 45 Body 3

Narc Missile Beacon Front 3

Ammo (Narc) 6 Body 1

Mass

6

14

0

3

0

0

0

3

Type: **LRM Carrier**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 60

Battle Value: 798

Equipment

Internal Structure:

Engine: 120

Type: ICE

Cruising MP: 2

Flank MP: 3

Heat Sinks: 0

Control Equipment: 3

Lift Equipment: 0

Power Amplifier: 0

Turret: 0

Armor Factor (Ferro): 53

*Armor
Value*

Front 14

R/L Side 14/14

Rear 11

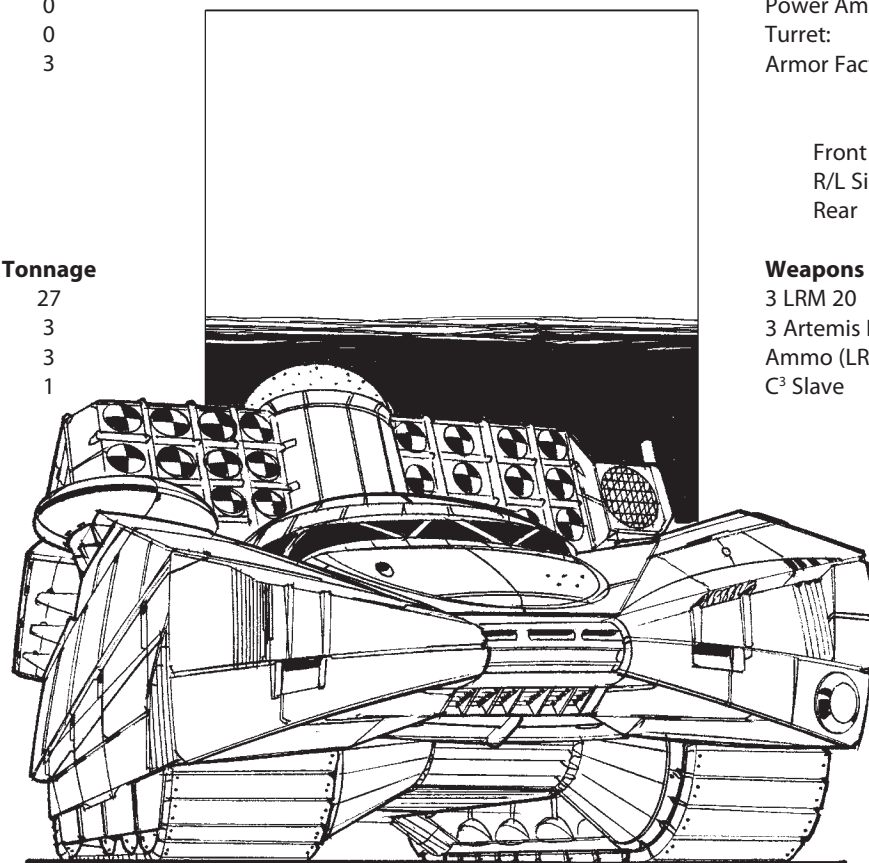
Weapons and Ammo

3 LRM 20 Front 30

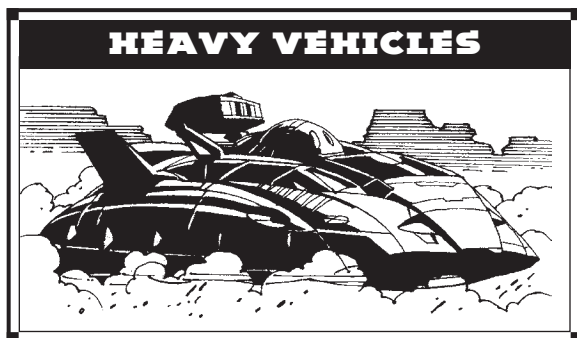
3 Artemis IV FCS Front 3

Ammo (LRM) 36 Body 6

C³ Slave Body 1



LOOSE



Mass: 60 tons

Movement Type: Tracked

Power Plant: Pitban 240 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Durallex Super Ferro-Fibrous

Armament:

1 Thunderbolt-12 Large Pulse Laser

1 TharHes Reacher-10 LRM Rack

1 TharHes Maxi SRM 6 Rack

1 Defiance Sting Streak SRM 2 Rack

Manufacturer: Defiance Industries

Primary Factory: Hesperus II

Communications System: TharHes Muse 54-58K

Targeting and Tracking System: TharHes Targitrack with Artemis

Overview

Designed by TechniCorp for the Free Worlds League, the Manticore earned a reputation as a powerful infantry support weapon during the Reunification War. With the destruction of TechniCorp's head offices on Terra during the Amaris coup, other weapon manufacturers absorbed their production plants across the Inner Sphere.

Access to recovered Star League technology helped Defiance Industries make the Manticore even more deadly. The team responsible for crafting a redesign focused on two goals: identifying the vehicle's maximum strategic potential and reaching that potential with minimal alteration from the original to allow easy upgrades on existing

Manticores. Their solution was to make the weapons systems more effective by finding ways to deliver more ordnance on target.

Capabilities

The designers chose to retain the original power plant and basic chassis, which forced them to economize on weight elsewhere. Rather than sacrificing systems, they made the weapons more energy efficient. The new Manticore's main weapon is a TharHes Thunderbolt large pulse laser. Though the laser lacks the range of the original PPC, the designers were of the opinion that the increased accuracy would even out the balance. Artemis fire-control systems improve the accuracy of both the short- and long-range missile racks, resulting in more missiles hitting their targets. Placed in the vehicle's turret, these three weapons enjoy excellent fields of fire. The front-mounted Defiance Sting Streak missile rack replaces a medium laser, allowing the design team to remove heat sinks to gain needed space.

For increased survivability, Defiance increased the Manticore's protection by upgrading its armor to Durallex Super Ferro-Fibrous.

Deployment

Always a common design, the updated version of the Manticore can be found with commands throughout the Lyrans Alliance and Federated Suns. The first Manticores issued went to Lyrans Royal Guards, where they were used mainly for ceremonial duties until called into action when Allied forces launched the final assault on Tharkad at the end of the FedCom Civil War. Defiance also produced a field refit kit to allow commands already deploying the Manticore to upgrade. Ultimately, both Allied and Loyalist forces fielded the updated design, and many of the upgrade kits were also imported into the Federated Commonwealth.

Following the destruction of the First Davion Guards on New Avalon, students from the NAIS broke into the War Museum and absconded with the Manticore known as "Lady Jane." Somehow evading both the New Avalon police and Loyalist military forces, the students escaped into the countryside. Over the next three years, the students were able to elude their pursuers while striking at

targets of opportunity (and leaving behind a trail of anti-Katherine graffiti) before linking up with the Allied landings in 3066.

Variants

Defiance Industries considered the benefits of replacing the pulse laser with an LB 10-X autocannon. However, they ultimately decided this would require the sacrifice of too much firepower to offer a true improvement. Nevertheless, the New Earth Trading Company expressed an interest in licensing the rights to this version. Armed with a medium pulse laser in place of the Streak SRM-2, and turret mounted LB 10-X AC and Streak SRM-6, it proved effective as a support unit for conventional infantry facing battle armor during the FedCom Civil War.

Bulldog Industries on Proserpina has introduced two variants that employ the Combine's C³ technology. The first replaces the SRM launcher with a C³ master and additional armor, while the second mounts a Streak SRM-4 and C³ slave. Both versions retain the original PPC.

Jalastar Aerospace on Panpour has experimented with mounting a RAC/5 and targeting computer in place of the pulse laser and LRM launcher. Two ER medium lasers replace the Streak SRM-2 launcher.

The original Manticore is still manufactured by Quikscell in the Capellan Confederation and Majesty Metals in the Magistracy of Canopus.

Notable Crews

Lady Jane: Famous as the first Manticore to kill an *Atlas* assault 'Mech, the Lady Jane was one of many exhibits at the NAIS War Museum. Upgraded after her "liberation" in 3064, the Jane survived over two years of guerrilla combat. How the students could hide something as conspicuous as a Manticore Heavy Tank in full Davion Guards parade colors remains one of the more interesting mysteries of the Civil War.

More recently, the Lady Jane was called back into action following the Word of Blake assault on New Avalon. Her one-time students have employed their hard-earned skills in the vicious street fighting amidst the ruins of the Federated Suns capital.

MANTICORE HEAVY TANK

Type: **Manticore Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 60

Battle Value: 957

Equipment

Internal Structure:

Engine: 240 17.5

Type: Fusion

Cruising MP: 4

Flank MP: 6

Heat Sinks: 10 0

Control Equipment: 3

Lift Equipment: 0

Power Amplifier: 0

Turret: 2

Armor Factor (Ferro): 179 10

Armor
Value

Front 43

R/L Side 34/34

Rear 26

Turret 42

Weapons and Ammo

Large Pulse Laser Turret 7

LRM 10 Turret 5

Artemis IV FCS Turret 1

Ammo (LRM) 12 Body 1

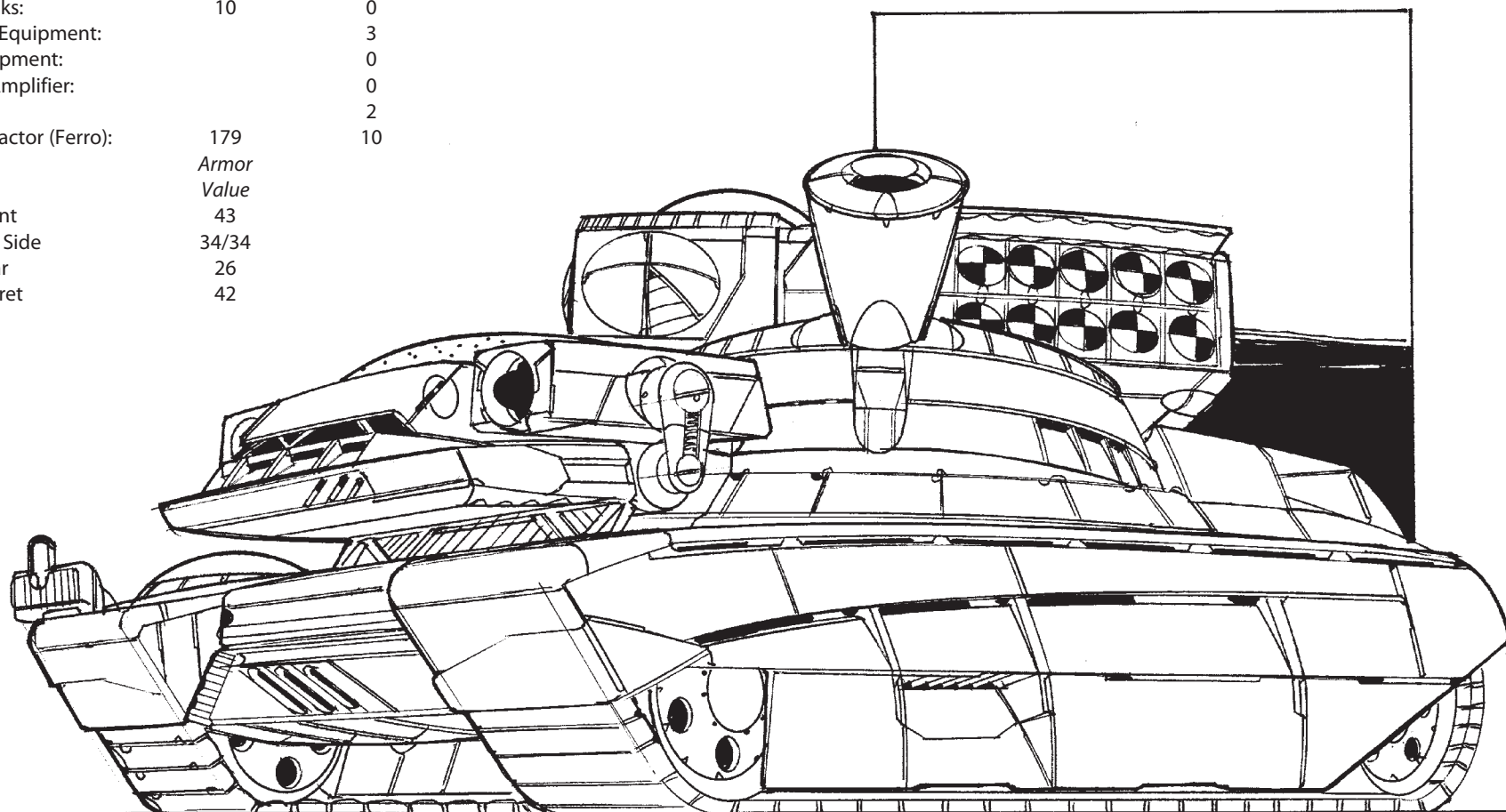
SRM 6 Turret 3

Artemis IV FCS Turret 1

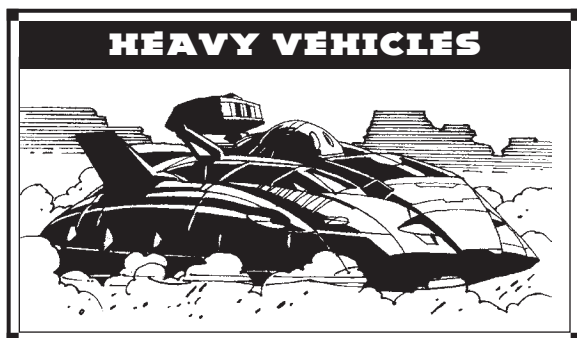
Ammo (SRM) 15 Body 1

Streak SRM 2 Front 1.5

Ammo (Streak) 50 Body 1



LOOSE



Mass: 60 tons

Movement Type: Tracked

Power Plant: Ceres 240 ICE

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Starshield Type V

Armament:

1 Ceres Arms Model T Class 10 Autocannon

2 Maxi Mini Machine Guns

Manufacturer: Alliance Defenders Limited, Ceres Metals Industries, Majesty Metals and Manufacturing

Primary Factory: Alpheratz, Menke and St. Ives, Dunianshire

Communications System: CeresCom Model 37-P

Targeting and Tracking System: Ceres/Maladev 3

Overview

After the end of the Fourth Succession War, which devastated the Capellan Confederation's military production, then-Chancellor Romano Liao commissioned Ivan Maladev to design an easy-to-maintain and low-budget tank to quickly replenish the devastated CCAF.

Rushed straight into full-scale production, the Po saw immediate action in the defense of the Confederation against Andurien and Magistracy forces. Because of its sturdy construction and easy maintenance schedule, the Po continues to see solid use among the Confederation Reserve Cavalry and is even practically given to the Capellan Defense Force by Ceres Metals in an ongoing effort to compete with HildCo and Hellespont.

Consequently, the majority of planetary militias along the Magistracy and Capellan March borders are heavily supplied with the Po.

Capabilities

Built around the dependable (and cheap) Ceres 240 internal combustion engine, the Po offers easy maintenance, even in the field. The main gun, the venerable Ceres Arms Model T Class 10 autocannon, is supplied with enough ammunition to last several minutes of heavy combat. Two Maxi Mini machine guns provide close support to ward off infantry teams.

Deployment

Because of its low cost and easy maintenance, the Po is a popular choice among most mercenary units across the Inner Sphere, helping bring money into the Confederation's treasury.

Over the last ten years, House Marik purchased large amounts of Pos, supposedly to bolster their depleted armor units within the League. Recent events occurring within the region, however, have begun to reveal the truth of the matter. According to a source that Mask had planted deep within Ceres Metals, over half of the purchased units actually went to Word of Blake militia units stationed within the League. The cost of these units was charged to blind accounts within various FWLM budgets, so when the intended recipients notified their quartermasters of the missing units, they were only re-requisitioned and the process would start over again—only the destinations would change. Enough material would arrive to stem off any heavy investigation and the entire operation continued well after the beginning of the Blakist Jihad until a Ceres vice president approached the Maskirovka with a guilty conscience. Production and shipments of the Po to any FWLM units ceased immediately and the overage of material was redistributed to the CCAF at no cost to the Capellan military.

Variants

Early on, the FWLM experimented with their new light Gauss rifle mounted to the Po with limited success. The light Gauss didn't pack the punch of the venerable Model

T Class 10, but it had the reach to provide long-range fire support. Effective only in lance-sized units, the light Gauss variant never became popular with tanker crews and was discontinued by Ceres in 3064.

In 3069, Ceres experimented with a LB variant, mounting an Oriente Model O Class 10-X in place of the standard autocannon. Using the extra space to add another ammunition bin, the LB-10X variant can maintain a longer period of fire and was immediately produced in large quantities for use in the CCAF's "shadow lances." This new variant of the Po found high acclaim among the hard-hit forces along the Capellan March border, shoring up the reserves and releasing the more mobile units for use against Duke Hasek as he waged his personal crusade against the Confederation.

Notable Crews

"Gearhead Brigade": Comprising a company of Po tanks and supported by an infantry regiment, this arm of the Drozan planetary militia has accounted for six 'Mech kills over the last five years while dealing with increased bandit activity. Rumor abounds among the members of the unit that they will soon be attached to a CCAF unit in the Victoria Commonality to bolster Confederation forces from the brutal attacks of the Federated Suns.

"Miracle Martha": Named after its first commander, this Po was the seventh to roll off the original assembly line on Menke. Despite incredible odds, the tank has survived several brutal firefights and has been assigned to four different CCAF units. Miraculously, the Miracle survived the orbital bombardment of Forbidden City and was among the first vehicles to assist in rescue and recovery operations, with the crew mounting a makeshift towing crane along the barrel of their autocannon. They are credited with the rescue of *Sang-jiang-jun* Talon Zhan from the wreckage of the palace, and the vehicle served briefly as his command center until more appropriate accommodations could be found. The Chancellor, upon his return, awarded the entire crew with citizenship on Zahn's recommendation.

Type: **Po Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 60

Battle Value: 719

Equipment

Internal Structure:

Engine: 240

Type: ICE

Cruising MP: 4

Flank MP: 6

Heat Sinks: 0

Control Equipment: 0

Lift Equipment: 0

Power Amplifier: 0

Turret: 1.5

Armor Factor: 168

Armor

Value

Front 40

R/L Side 32/32

Rear 30

Turret 34

Mass

6

23

0

3

0

0

1.5

10.5

Weapons and Ammo

Autocannon/10

Ammo (AC) 20

Machine Gun

Machine Gun

Ammo (MG) 200

Location

Turret

Body

Turret

Front

Body

Tonnage

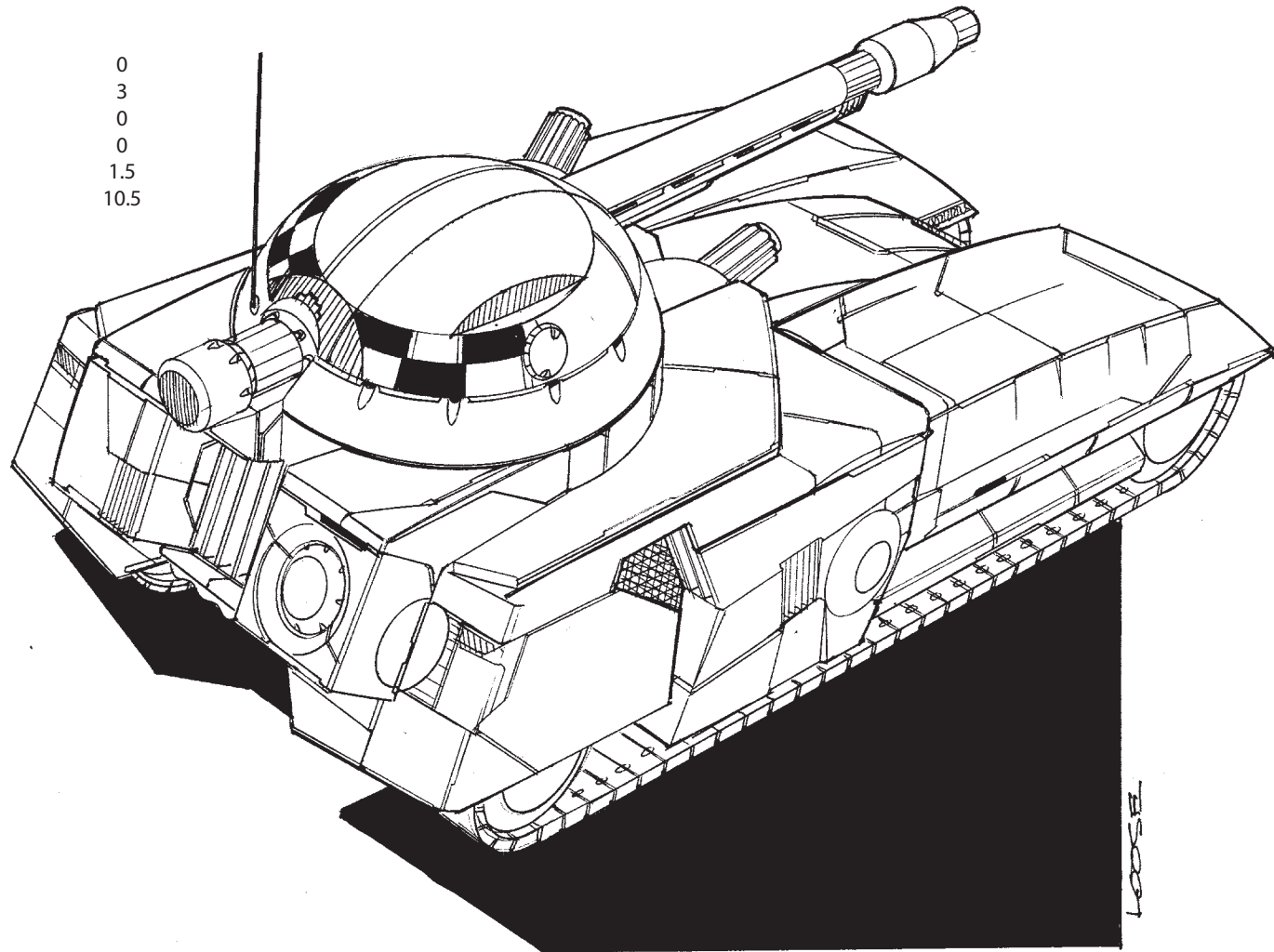
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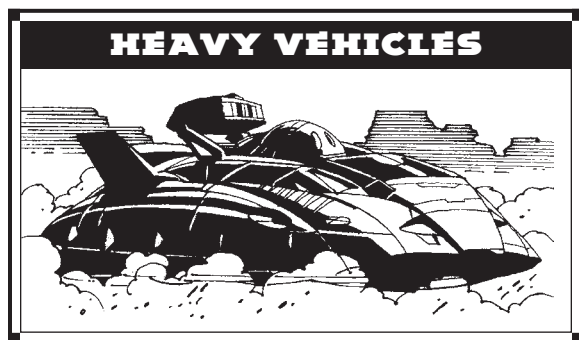
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1005B



Mass: 60 tons

Movement Type: Wheeled

Power Plant: Nissan 220 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: StarSlab/2

Armament:

2 Diverse Optics Type 20p Medium Pulse Lasers

1 Imperator Code Red LB 10-X Autocannon

1 Ayukawa "Slapper" SRM 6 Launcher

Manufacturer: Buda Imperial Vehicles, Bulldog Enterprises

Primary Factory: Luthien, Proserpina

Communications System: Sipher CommSys 1

Targeting and Tracking System: TargiTrack 717 with
Artemis IV FCS

Overview

Although regarded by many as a modern design, the first Tokugawa Heavy Tanks were designed by the DCMS during the First Succession War, but by the Fourth Succession War most plants had been retooled or destroyed. Only Buda Imperial Vehicles of Luthien continued to produce the design, and that in limited numbers. After the War of 3039 *Gunji-no-Kanrei* Theodore Kurita commissioned Bulldog Enterprises of Proserpina to produce Tokugawas, and the first of their models appeared in 3046. The resurgent design saw heavy action in the Clan Invasion, particularly at the Battle of Luthien, and in the wake of that action Buda and Bulldog produced an improved Tokugawa that entered service in 3053. The design played a significant role in Operation Bulldog

and also the border wars with the Ghost Bears and the Federated Suns.

Capabilities

The upgraded Tokugawa excels at short- and mid-range combat, mixing missile, laser, and ballistic weapons. The turret-mounted missile and autocannon provide the main offensive power, able to track any targets that approach the vehicle, but the chassis-mounted Diverse Optics lasers provide additional firepower and can be triggered by either the gunner or the Tokugawa's driver.

Deployment

Though employed in numerous border clashes with the Nova Cats and Smoke Jaguars, the Tokugawa's baptism of fire came in Operation Bulldog where it was employed principally as a defensive weapons platform—it played a vital role on Pesht and Matamoras—but also saw offensive use in crushing the Jaguar Guards on Outer Volta. More recently, the design helped turn the tide of the Davion incursions during the FedCom Civil War and has seen action on the Snow Raven front. There, however, it struggled against the fast-moving Clan forces, in particular sustaining major losses at the hand of aerospace forces.

Although the Free Worlds League supplies many of the components used in the Tokugawa—most notably the Imperator Code Red autocannon—it does not deploy the design in a combat role. It is believed, however, that Imperator maintains a lance of the vehicles as part of its security force on Atreus, also employing the vehicles as weapons test-beds.

Variants

No official variants of the Tokugawa exist, but in the decade and half since the upgraded version entered service a number of common field modifications have appeared. One replaces the turret-mounted missile launcher and Artemis system with a Streak variant and an in-line small pulse laser. Another employs an MRM-30 in lieu of the autocannon and also carries a TAG designator. The most common upgrade, however, reduces the autocannon ammunition bins by a ton and instead

installs a C³ slave unit, allowing the Tokugawa to form part of a coordinated assault force. This variant, usually commanded by a master-equipped 'Mech, contributed significantly to the DCMS operations against the Ghost Bears and Federated Suns.

Notable Crews

The Specters: The crew of Tank 22 of the First Ghost Regiment distinguished themselves twice in recent years, once against the Ghost Bears and again in the liberation of Prosperina. In the Clan conflict, the crew claimed four OmniMech kills, one of which was a solo effort after the Clan pilot underestimated their tenacity and resolve, dismissing them as a "mere vehicle." The Davions were a much more challenging foe, however, and in a bloody clash in the capital the vehicle was hit in the magazine and suffered a catastrophic ammunition explosion. Observers claim that the vehicle continued to fight after the explosion, refusing to give ground against an AFFS counterassault despite only being armed with lasers. When technicians forced entry to the vehicle after the battle they found the crew dead, killed in the chaos, and legend in the unit is that it was the ghosts of the crew who held off the Davions for so long.

SecDet 2: The only Tokugawas officially operating in the Free Worlds, the Imperator Security Force Detachment 2 has found itself embroiled in the unrest wracking the League. Officially only allowed to operate in the Imperator Complex, SecDet 2 was called upon to undertake a larger policing role in the anarchy on Atreus after Thomas Marik's unmasking, maintaining order in several suburbs around the plant. The crews have not been required to fire upon civilians—to their great relief—but they fear they will be forced to do so before the crisis is resolved. The recent landing of Blakist "peacekeepers" on the erstwhile Free Worlds capital has exacerbated the situation, and SecDet 2 may yet be forced to take sides in the conflict; while Corrine Marik has assumed control and the Blakists are now "allies", the SecDet 2 realize this could change all too quickly.

TOKUGAWA HEAVY TANK

Type: **Tokugawa Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 60

Battle Value: 912

Equipment

Internal Structure:

Engine: 220

Type: Fusion

Cruising MP: 4

Flank MP: 6

Heat Sinks: 10

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 168

Armor

Value

Front 40

R/L Side 33/33

Rear 26

Turret 36

Mass

6

15

0

3

0

0

1.5

10.5

Weapons and Ammo

2 Medium Pulse Lasers

LB 10-X

Ammo (LB-X) 30

SRM 6

Artemis IV FCS

Ammo (SRM) 30

Location

Front

Turret

Body

Turret

Turret

Body

Tonnage

4

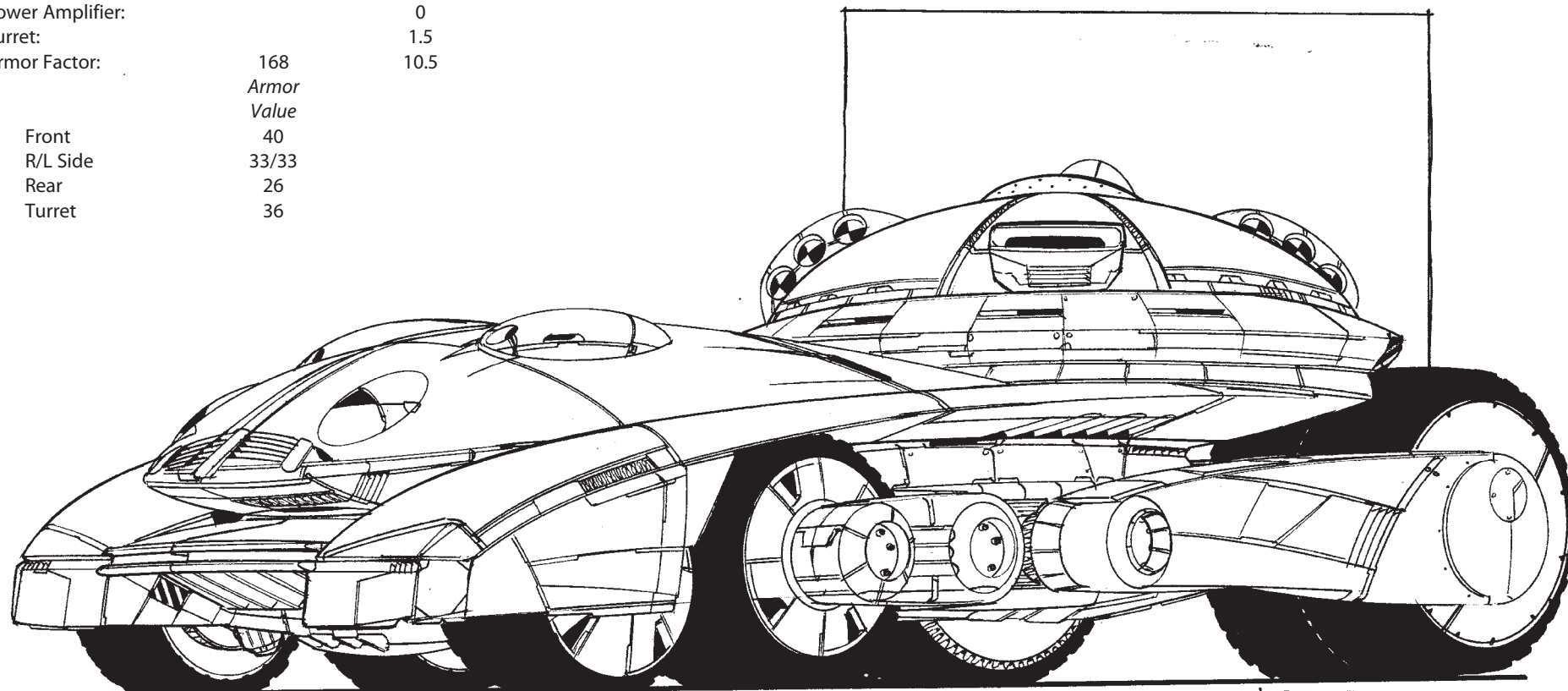
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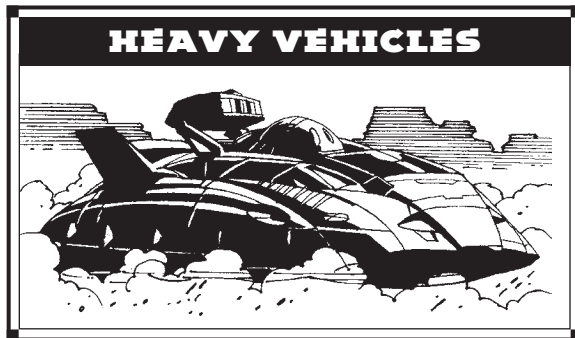
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Mass: 70 tons

Movement Type: Wheeled

Power Plant: InterFus 260 Fusion

Cruising Speed: 43 kph

Flank Speed: 64 kph

Armor: Valiant Scutum Ferro-Fibrous

Armament:

- 2 Valiant Arbalest LRM Racks
- 2 Valiant Javelin Streak SRM Racks
- 2 Valiant Ruby Dart Medium Pulse Lasers

Manufacturer: Valiant Vehicles

Primary Factory: Johnsondale

Communications System: Wunderland XXV-2

Targeting and Tracking System: Wunderland XXV-2 with Artemis FCS

Overview:

The Pilum Heavy Tank continues to confound military experts who believed the “swollen Striker” was a design mistake. Its dependability and ability to handle a wide variety of terrain and combat situations have proven that a wheeled heavy tank can be a valuable asset to any armored or mixed-arms force. Though no longer the only wheeled tank in the 70-ton weight class, it is still the fastest and most versatile in the field.

Valiant Vehicles has never pretended the Pilum was anything other than a heavy counterpart to its highly successful Striker. It follows the same philosophy of high speed and firepower over armor and is designed to be inexpensive and easy to maintain. The two tanks actually share many of the same components, a decision appreciated by forces that deploy both vehicles.

Capabilities:

The Pilum is primarily a long-range support vehicle. Its turret mounts a pair of Valiant Arbalest missile racks that are designed to be fired in tandem. Separately or together, the Arbalests are well able to lay down precise fire at extreme ranges.

Enemies attempting to engage the Pilum at close range find themselves facing a turret-mounted brace of Valliant’s highly effective Javelin Streak short-range missile launchers and a duo of Valiant Ruby Dart medium pulse lasers mounted forward.

The Valliant’s use of their Scutum ferro-fibrous armor means the tank is better protected than the weight of its armor would indicate. However, the Pilum’s firepower and speed are the keys to its battlefield survival.

Deployment:

The Pilum has proved popular with several Federated Suns commands, and it is a rare RCT that does not field at least one platoon. The Seventeenth Avalon Hussars RCT found the Pilum’s speed and long-range firepower useful in actions against the Jade Falcons, and they boast they have taught the Clans new respect for conventional armor. Both the Second Chisholm’s Raiders and the Crucis Lancers rely on Pilums as the mainstay of their heavy armor battalions.

Of particular note is the Eighth Crucis Lancers’ extensive use of both the primary configuration and the artillery variant. Though the Eighth was effectively destroyed on Proserpina in March of 3066 by the combined might of the DCMS First Sword of Light, First Ghost, and Forty-sixth Dieron Regulars regiments, armor commander Lieutenant General Do Sy Truscott was their ranking officer in the unit’s last days. Faced with certain annihilation of his few remaining forces, Truscott led a last desperate attack spearheaded by his Pilum tanks. Though the outcome was inevitable, the Eighth’s armor assets were credited by *Sho-sho* Shin Yodama, overall commander of the Draconis forces, with the destruction of “scores” of DCMS BattleMechs.

Variants:

Highly respected as a solid and well-rounded design, there have been few calls for variations to the Pilum. The only factory-standard variant in production replaces the long-range missile launchers with the Arrow IV artillery system. There are rumors of field modifications to improve its close defense capabilities, but no hard data are available on these changes—if in fact they exist. It has been suggested that with its high speed and maneuverability, the Pilum could be an effective platform for short- or medium-range missile launchers. However, in the sort of firefight in which these weapons would be effective, the Pilum’s light armor becomes problematic.

Notable Crews

Hauptmann William La Vonda: On 22 July 3064, Hauptmann General Helen Eisner led the Second Chisholm Raiders into the “Meatgrinder” of Kathil. Seven of the Raiders’ DropShips were shot down or captured before they made planetfall, and those Raiders who managed to reach the surface found the Sixth Syrtis Fusiliers RCT between them and their objective: the GM BattleMech plant. Rather than face the superior force head-on, Eisner ordered her forces to break into small units and “flow through” the Fusiliers. Second Company of the Fourth Chisholm—two platoons of Pilums and scout platoon of Strikers under the command of Hauptmann William La Vonda—was leading a column of medical and support vehicles through an apparent gap in the wake of Raider BattleMechs when they came face to face with a lance of Fusilier assault ‘Mechs. La Vonda ordered the Strikers and supplies to the GM plant, then wheeled his Pilums to engage the ‘Mechs, hot-loading their LRMs for the close combat. Only two Pilums survived the firefight, but La Vonda’s tanks destroyed two Fusilier ‘Mechs and critically damaged the remaining pair. The vital supplies allowed Eisner to consolidate her position, making the GM plant her base of operations for an assault on Kathil’s capital District City.

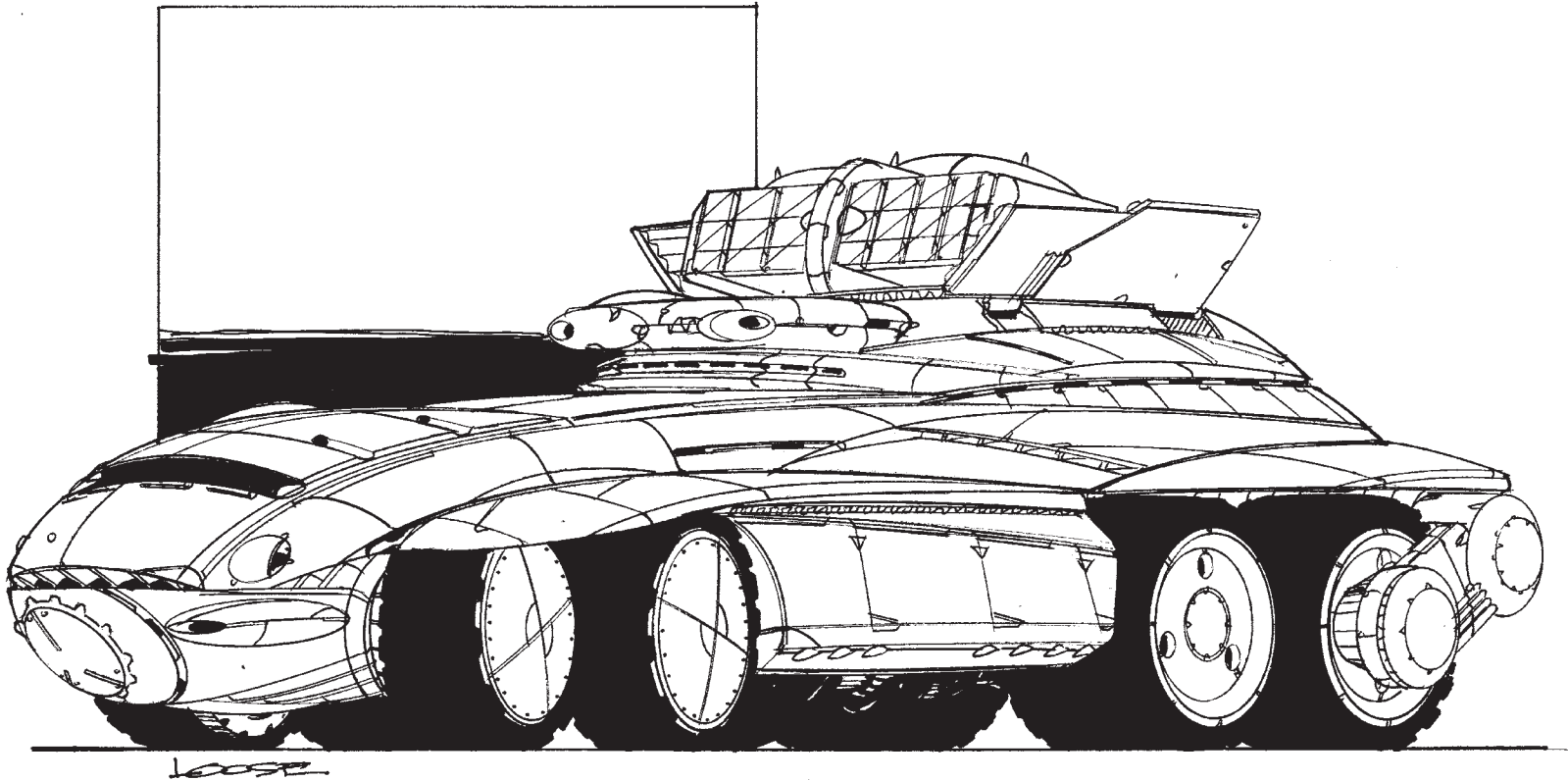
PILUM HEAVY TANK

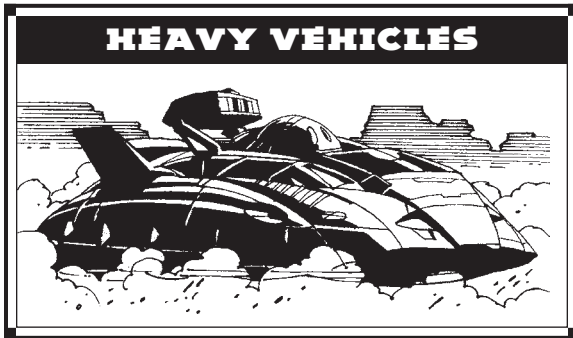
Type: **Pilum Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 70
Battle Value: 1,121

Equipment		Mass
Internal Structure		7
Engine:	260	20.5
Type:	Fusion	
Cruising MP:	4	
Flank:	6	
Heat Sinks:	10	0
Control Equipment:		3.5
Lift Equipment:		0
Power Amplifier:		0
Turret:		2

Equipment		Mass
Armor Factor (Ferro):		179
	<i>Armor Value</i>	
Front		40
R/L Side		33/33
Rear		33
Turret		40

Weapons and Ammo	Location	Tonnage
2 LRM 15	Turret	14
2 Artemis IV FCS	Turret	2
Ammo (LRM) 24	Body	3
2 Streak SRM 2	Turret	3
Ammo (Streak) 50	Body	1
2 Medium Pulse Lasers	Front	4





Mass: 70 tons

Movement Type: Wheeled

Power Plant: Breen 190 Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: ArcShield Maxi IV Ferro-Fibrous

Armament:

- 1 Luxor Devastator-20 Autocannon
- 4 Holly Streak SRM Racks
- 1 Harpoon-6 SRM Rack
- 2 Sutel Precision Line Medium Pulse Lasers
- 1 Sutel Precision Line Small Pulse Laser

Manufacturer: Jalastar Aerospace

Primary Factory: Panpour

Communications System: Omicron 1500

Targeting and Tracking System: Jalastar TargiTrack 717
with Beagle Active Probe

Overview

In the wake of the Clan invasion, the AFFC was desperately seeking to replenish the depleted ranks of its armored regiments. Jalastar Aerospace, manufacturer of the ever-popular Manticore, submitted a wheeled design shortly thereafter, though bureaucratic snafus and engineering problems led to significant delays. Full-scale production on the Typhoon didn't begin until early 3057 at Jalastar's factory on Panpour.

Capabilities

The low-slung Typhoon is well-suited for its role as an urban combat vehicle. Its main weapon is the powerful Luxor Devastator-20 series autocannon, more than capa-

ble of destroying vehicles and even BattleMechs with a well-placed shot. The Typhoon also boasts a turret-mounted Harpoon-6 missile system and a pair of turret-mounted Holly Streak launchers, complemented by two additional front-mounted Streak systems. A pair of turret-mounted Sutel Precision Line medium pulse lasers further provides the Typhoon with devastating short-range firepower. A rear-firing small pulse laser completes the Typhoon's arsenal. Finally, a Beagle active probe enables a Typhoon crew to better detect enemy units within the confines of urban and close-terrain combat situations.

Deployment

The Typhoon received its baptism of fire during Operation Guerrero and the pre-Civil War clashes that followed the Lyran secession from the Federated Commonwealth. Exclusive to the Davion Brigade of Guards at that time, Typhoons accounted well for themselves on worlds like Tigress and Hesperus II, and later during raids into the Jade Falcon Occupation Zone. Since that time, it has gone on to build a powerful reputation for itself, especially in the urban and other confined spaces in which it was designed to operate.

Though produced exclusively in the Federated Suns, the Typhoon can be found in units throughout the AFFS and the LAAF, thanks to years of Archon Katherine Steiner-Davion's rule on New Avalon. Once Panpour was claimed by Allied forces during the FedCom Civil War, however, Typhoon production runs were shunted to Allied units that needed replacements, especially Duke Hasek's forces fighting within the Capellan March.

Variants

Two major Typhoon variants have been accepted into service since the tank's debut more than a decade ago. The first was a factory refit rushed into production when it became clear that Panpour would become a hotly contested world early in the FedCom Civil War. It trades the heavy autocannon, the SRM rack, and the small pulse laser for dual rotary autocannon-5s, while also swapping the two medium pulse lasers for ER medium lasers. Though often criticized for its mere four tons of autocannon ammunition, this version of the Typhoon nevertheless

became extremely popular with crews and armor commanders alike for the raw firepower it can dish out.

The second variant likewise focuses on paired weapons, in this case two Imperator LB 10-X autocannons. It replaces the four Streak launchers with two newer Streak-4 launchers, places an ER small laser in place of the rear-mounted small pulse, and trades the Beagle active probe for a C³ slave module. All this comes at the price of the medium pulses and the SRM-6 rack, though the autocannons and their generous ammunition load limit the complaints from crews using this variant.

Notable Crews

Major Judgar "Ravager" Amman: Major Amman was just a cadet in the Second Albion Cadre when the FedCom Civil War broke out. Shipped off to Panpour with the rest of the cadre, he drove the "Savage Amusement" for the duration of the campaign until his tank commander was killed in the final push against the Loyalists that forced them off the world. Amman took over as tank commander and kept the Savage Amusement with him when he transferred into the Second Ceti Hussars, where he and his tank saw heavy action on Taygeta and finally New Avalon. Promoted rapidly to platoon and company command after heavy combat left the Hussars bereft of many officers, Amman took charge of a feint that drew off a significant number of Arcturan Guards from their defense of Avalon City. Now commanding a full battalion in the Pleiades Cluster, he and his fellow Hussars thought they'd eliminated all Taurian resistance until new reinforcements arrived to keep the fight going.

Specialist Sunshine Reagan: The Sirian Lancers' unprovoked assault on Skye in early 3068 forced military commanders to scramble for qualified personnel to fill the Civil War-weakened ranks of the LAAF. A mechanic's assistant in the Fourth Skye Rangers, specialist Reagan found herself dragooned into crewing a Ranger Typhoon. Though a poor driver and an even worse gunner, she's more than made up for her shortcomings by keeping her platoon's tanks operational through damage that by all accounts should have destroyed them several times over.

TYPHOON URBAN ASSAULT VEHICLE

HEAVY VEHICLES

107

Type: **Typhoon Urban Assault Vehicle**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 70

Battle Value: 1,104

Equipment

Internal Structure:

Engine: 190

Type: Fusion

Cruising MP: 3

Flank MP: 5

Heat Sinks: 10

Control Equipment: 3.5

Lift Equipment: 0

Power Amplifier: 0

Turret: 2.5

Armor Factor (Ferro): 197

Armor

Value

Front 43

R/L Side 40/40

Rear 42

Turret 32

Mass

7

11.5

0

3.5

0

0

2.5

11

Weapons and Ammo

Autocannon/20

Ammo (AC) 15

2 Streak SRM 2

Ammo (Streak) 50

2 Medium Pulse Lasers

SRM 6

Ammo (SRM) 15

Beagle Active Probe

Small Pulse Laser

2 Streak SRM 2

Location

Turret

Body

Turret

Body

Turret

Turret

Body

Front

Rear

Front

Tonnage

14

3

3

1

4

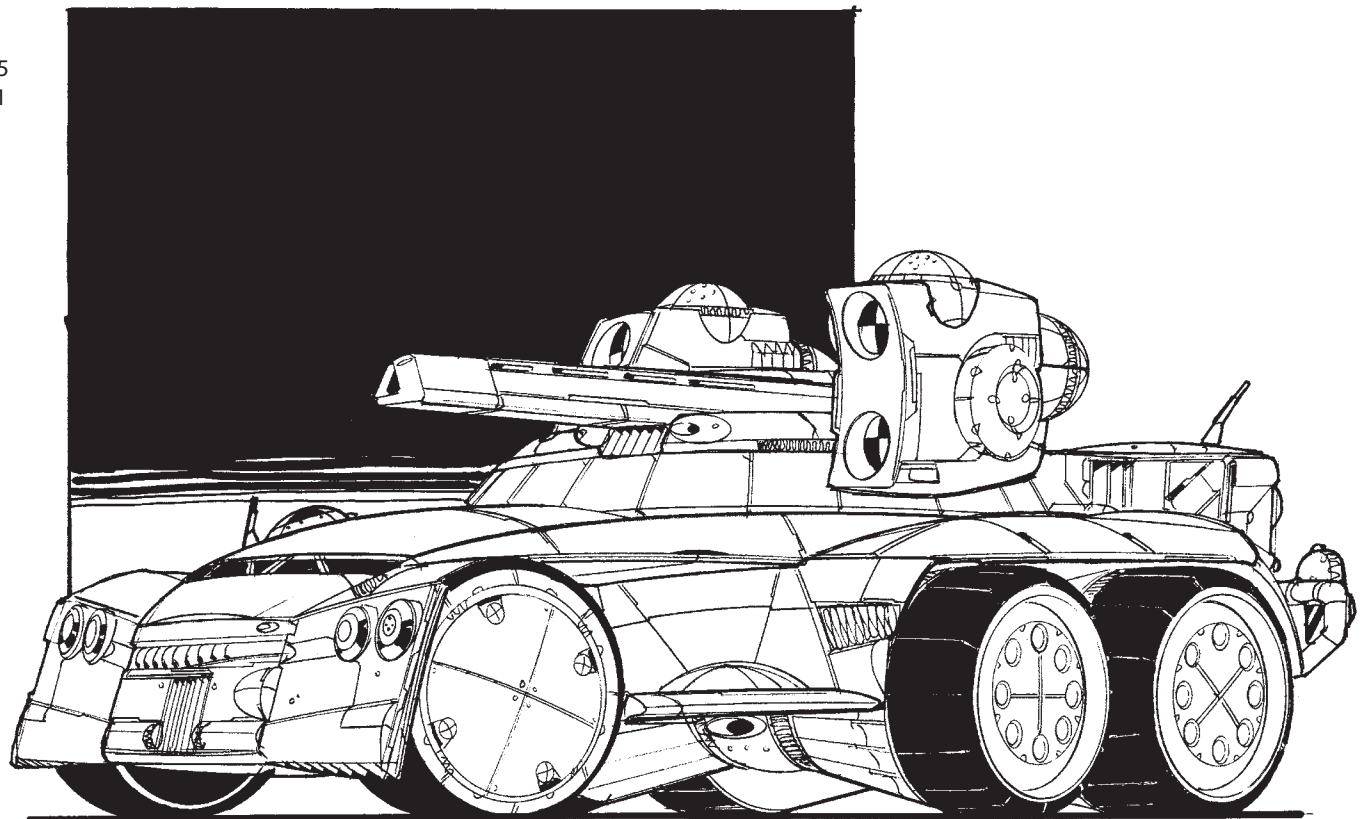
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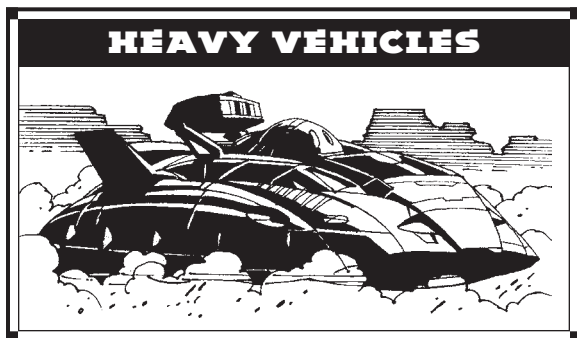
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1.5

1

3





Mass: 75 tons

Movement Type: Tracked

Power Plant: Rawlings 225 Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Kressly Stoneskin 40X

Armament:

- 2 Firmir MaxiLase Heavy Lasers
- 1 Delta Dart LRM 20 Rack
- 2 Hovertec SRM 6
- 1 Hovertec SRM 2

Manufacturer: Kressly WarWorks

Primary Factory: Epsilon Eridani

Communications System: Angst Clear Channel 3

Targeting and Tracking System: Dwyerson Mark XII

Overview

Built in the late 30th century, the Brutus started its career with a whimper when Capellan High Command classified the design as “unimpressive” and relegated it to second-line units. The vehicle’s performance during the Fourth Succession War earned it much credit from the Confederation’s enemies, and the AFFC was eager to add the Brutus Assault Tank to their RCTs, where it continues to perform well today. It is equally renowned in the Chaos March, where the locally produced tank is one of the most common armor units. When the Word of Blake accepted Epsilon Eridani into their Protectorate, Kressly WarWorks increased their production and stopped selling the Brutus on the open market. Brutus Assault Tanks have since been spotted in Word of Blake colors on New Avalon, Tharkad, Solaris VII, and Dieron.

Capabilities

The Brutus is capable of projecting tremendous amounts of firepower at every range. The Delta Dart can inflict serious damage to opponents at long range, with sustained fire capabilities granted by the three-ton ammunition bin. The main gun consists of two MaxiLase heavy lasers, which make short work of armored opponents. For point-blank range assault or defense, the Brutus can rely on three Hovertec SRM launchers. The only significant weakness is the relatively slight amount of protection provided by the Stoneskin 40X.

Deployment

While concentrated mostly among the armored units of the Federated Suns, the Brutus also exists in considerable numbers among the CCAF. Likewise, many worlds in the Chaos March possess a large amount of the Brutus Assault Tanks, and the Word of Blake is starting to deploy the Brutus in larger numbers. It is speculated that these numbers stem partially from increased Kressly WarWorks production, and partially from reverting standing militia units.

Variants

A popular variant built at the Kressly WarWorks replaces the MaxiLase Heavy Lasers with a second Delta Dart LRM system, expands the ammunition bin, and increases the armor of the tank. Another factory-built variant removes the MaxiLases and Delta Dart in favor of two Parti-Kill Heavy Cannons and additional armor. This latter variant is commonly deployed along with Myrmidon units.

Notable Crews

Adept Johan Musetti: Commanding his Level II from his Brutus, Adept Musetti is developing a brutal reputation on the world of Genoa. This reputation began on Outreach, where his blood-red tank was regularly involved in suppressing enemy positions and personnel using both fragmentation and inferno ammunition. A blood-red Brutus was likewise seen leading a Level II on the streets of Solaris VII. The great Silesia fire of 3068 was supposedly started by Musetti himself, deploying inferno SRMs and incendiary LRMs in a deliberate attempt to force resistance fighters out in the open.

Musetti and his tank have been spotted on Genoa more recently, where his holocaust continues while much of the population of Genoa resists the Blakists. Seemingly eager to find a new atrocity to add to his long list, Musetti has begun the practice of “blood trenching.” A trench is dug, just wide enough for a tank and about six meters deep. People are forced into the trench, and tanks on both sides of the trench advance towards each other, crushing all inside. Musetti appears to have become fond of this horrible procedure as a means to conserve ammunition. When committing the atrocities, he has to operate the Brutus alone, a sign that perhaps even his own crew objects to his methods. Regardless, his superiors have not stopped this nor other warcrimes as they attempt to defeat the relentless guerilla war on Genoa.

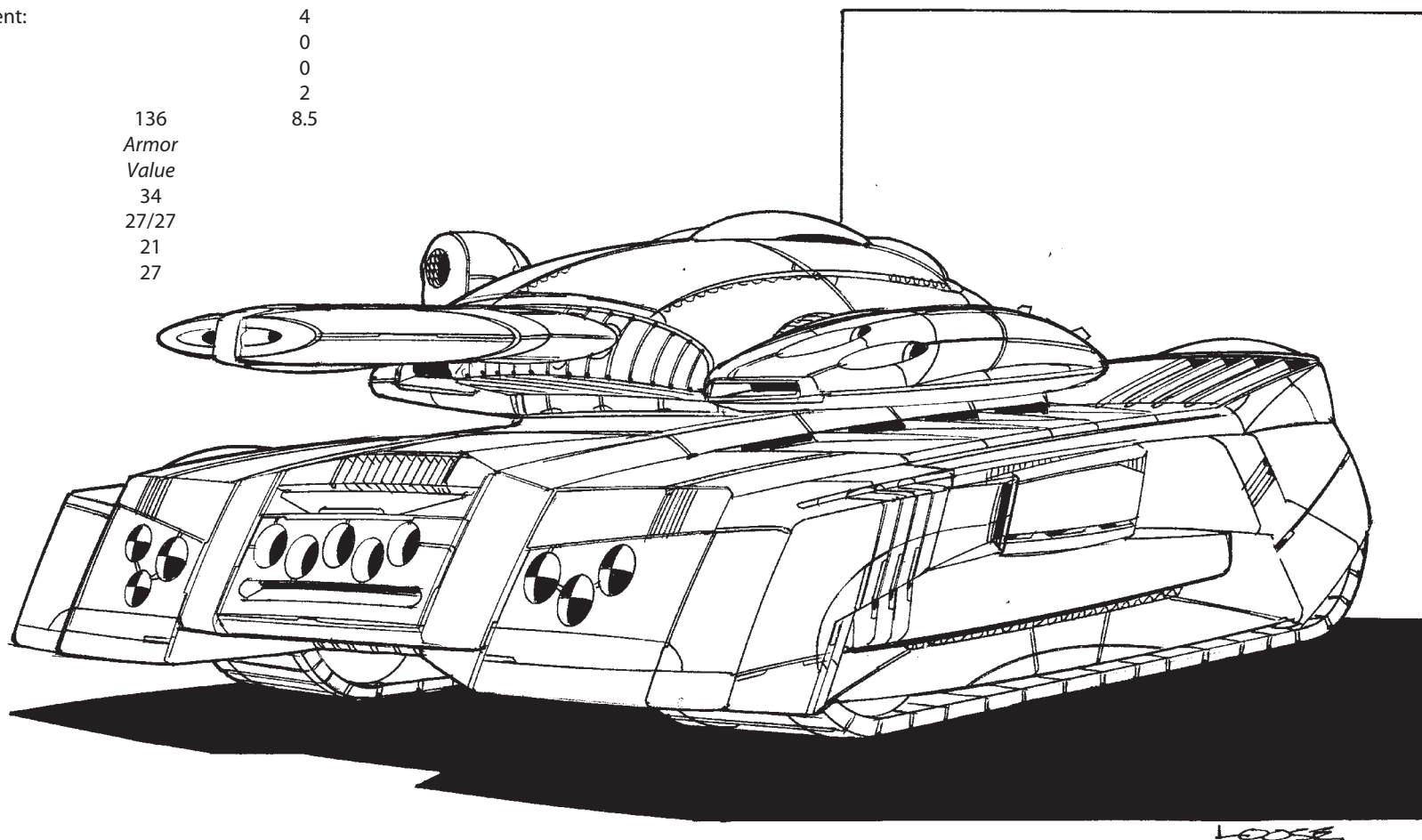
Haloran: The Haloran has been involved in almost every major war since it was produced in 3001. After serving in the Capellan Home Guard for almost three decades, the Haloran was captured by Davion forces in the Fourth Succession War. Responsible for disabling Marshal Nicholas Stephenson’s BattleMech, the crew was forced to surrender moments later. Humbled, but with a healthy respect for the 75-ton tank, Marshal Stephenson attempted to salvage as many Brutus tanks as he could from New Hessen. Haloran found itself on Klathandu IV during the War of 3039, where it furthered a reputation of lethality against hostile officers, disabling the ‘Mech of one *Sho-sho* while killing another before the Second New Ivaarsen Chasseurs retreated off-world. It is credited with taking out a Star Commander on Anywhere, and its current crew claims that Haloran has killed a Blakist Precentor, though this has not yet been confirmed. Meanwhile, assignment to the aging tank is considered an honor within the Chasseurs.

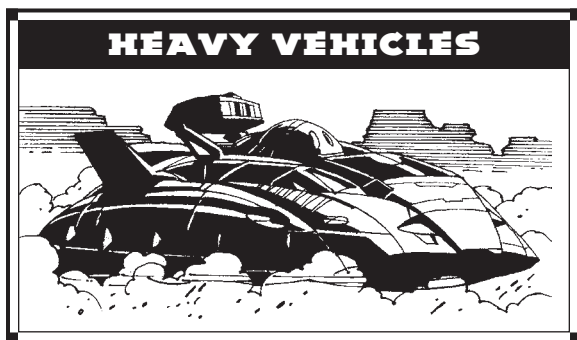
BRUTUS ASSAULT TANK

Type: **Brutus Assault Tank**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 75
 Battle Value: 1,115

Equipment		Mass
Internal Structure:		7.5
Engine:	225	15
Type:	Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	16	6
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor:	136	8.5
	<i>Armor Value</i>	
Front	34	
R/L Side	27/27	
Rear	21	
Turret	27	

Weapons and Ammo	Location	Tonnage
2 Large Lasers	Turret	10
LRM 20	Turret	10
Ammo (LRM) 18	Body	3
2 SRM 6	Front	6
Ammo (SRM 6) 15	Body	1
SRM 2	Front	1
Ammo (SRM 2) 50	Body	1





Mass: 75 tons

Movement Type: Tracked

Power Plant: 225 Internal Combustion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: ArcShield Max I

Armament:

2 SarLon MaxiCannon AC/10

1 Harvester 20K SRM 6 Launcher

Manufacturer: Aldis Industries

Primary Factory: Betelgeuse

Communications System: Olmstead 30

Targeting and Tracking System: Cirxese BallistaCheck,
Cirxese RockeCheck

Overview

The Zhukov is Aldis Industries' follow-up to its successful Demolisher design, and it incorporates several elements from that vehicle. Smaller and less heavily armed than the Demolisher, the Zhukov features better armor and a lower profile, reducing its battlefield vulnerability. Wolf's Dragoons were the first large unit to use the Zhukov, beginning in 3030. Over the course of the first twenty-eight years of manufacture, Aldis has made many design refinements based on suggestions from Dragoon commanders, but eventually they couldn't keep up with the technological advancements.

Capabilities

The Zhukov is an evolutionary design. Its hull and turret are different from those of the Demolisher, but its running gear, suspension, transmission, and automotive

controls remain the same. The autoloader for the SarLon MaxiCannon is also very similar to the autoloader of the Demolisher's ChemJet 185mm guns.

Though the Demolisher appears to outclass the Zhukov—with similar armor protection and ammunition load, and weapons with almost twice the throw weight of the Zhukov's—the Zhukov is nevertheless a superior machine. Its SarLon autocannons have a significant range advantage over the Demolisher's ChemJets, and a Zhukov commander can aim and fire the weapons from a sight mounted on his cupola. Additionally, the Zhukov's smaller silhouette, lower weight, and lower ground pressure give this vehicle significant tactical advantages over its larger cousin.

The most extreme example of this advantage was demonstrated during the War of Andurien Succession in 3031 on the planet Watermael. Marik commanders threw a battalion of Zhukovs in the path of a battalion of enemy Demolishers that had broken through the front and were headed for the Marik logistical base. The Demolishers came charging through a vast field of standing sugar cane, bounded on the right and left by marshy fields that had been flooded in preparation for spring planting. The lighter Zhukovs could traverse the marshes more easily than the heavy Demolishers. The tall, dense cane blocked all the vehicles' gunnery sights, but the Zhukov commanders could track the Demolishers' movements by observing the waving cane and firing the guns at the movement. By the time the Demolishers pushed through the cane fields and into effective firing range, twenty-five of the battalion's tanks lay burning. The Zhukov battalion wiped out the remaining Demolishers within minutes.

Today, Zhukovs are often considered obsolete by many commanders who completely ignore their versatility, ruggedness, and simplicity. Attributes working in favor for any dedicated Zhukov commander include the ability to dish out heavy damage while being overlooked by the enemy and—after the fight—having his machine ready again before all others because standard replacement parts are the only ones readily available.

Deployment

The Zhukov primarily sees service with Wolf's Dragoons, the Free Worlds League, and the Capellan Confederation. A smaller number can be found in the ranks of several mercenary units.

In the first decades of its production, other Inner Sphere Houses have bought small numbers for evaluation, but no large orders have been placed due to the ascent of new technology in the 3050s.

Variants

Having it well-designed from the start and lacking considerable customer interest, Aldis Industries never saw the need to produce a notable variant of their Zhukov. Additionally, its straightforward construction allows for easy modification, making upgraded or adapted Zhukovs a common sight on battlefields.

However, the Zhukov plant on Terra remains the big unknown in this equation. Under direct control of the Word of Blake, neither type nor figures of production have leaked out in several years. Judging from the other gadgets the Word fields in its armies and the potential of the Zhukov itself, an ugly surprise might well be stacked in the factory's parking lots.

Notable Crews

The "Red Russian": A recently surfaced BattleROM of unknown origin and unconfirmed reliability led to the disturbing rumor of the "Red Russian." Although blurry, the footage clearly shows a blood-red Zhukov bearing the Home Guard's insignia rolling through a devastated Outreach. After trading fire with something out of the frame, the camera suddenly shifts and shows the tank turning around a corner where it fires a stream of shells out of both its autocannons straight into the unprotected back of an already battle-engaged blue-gold *Archer* BattleMech.

Sergeant-Major John Purcell: Sergeant-Major Purcell and his Zhukov were part of Wolf Dragoon's Home Guard. Off-duty, Purcell was an enthusiastic musician, whose love of rock music led to him installing a music system in his tank on which he plays his tunes of choice during assignments—volume turned fully up.

ZHUKOV HEAVY TANK

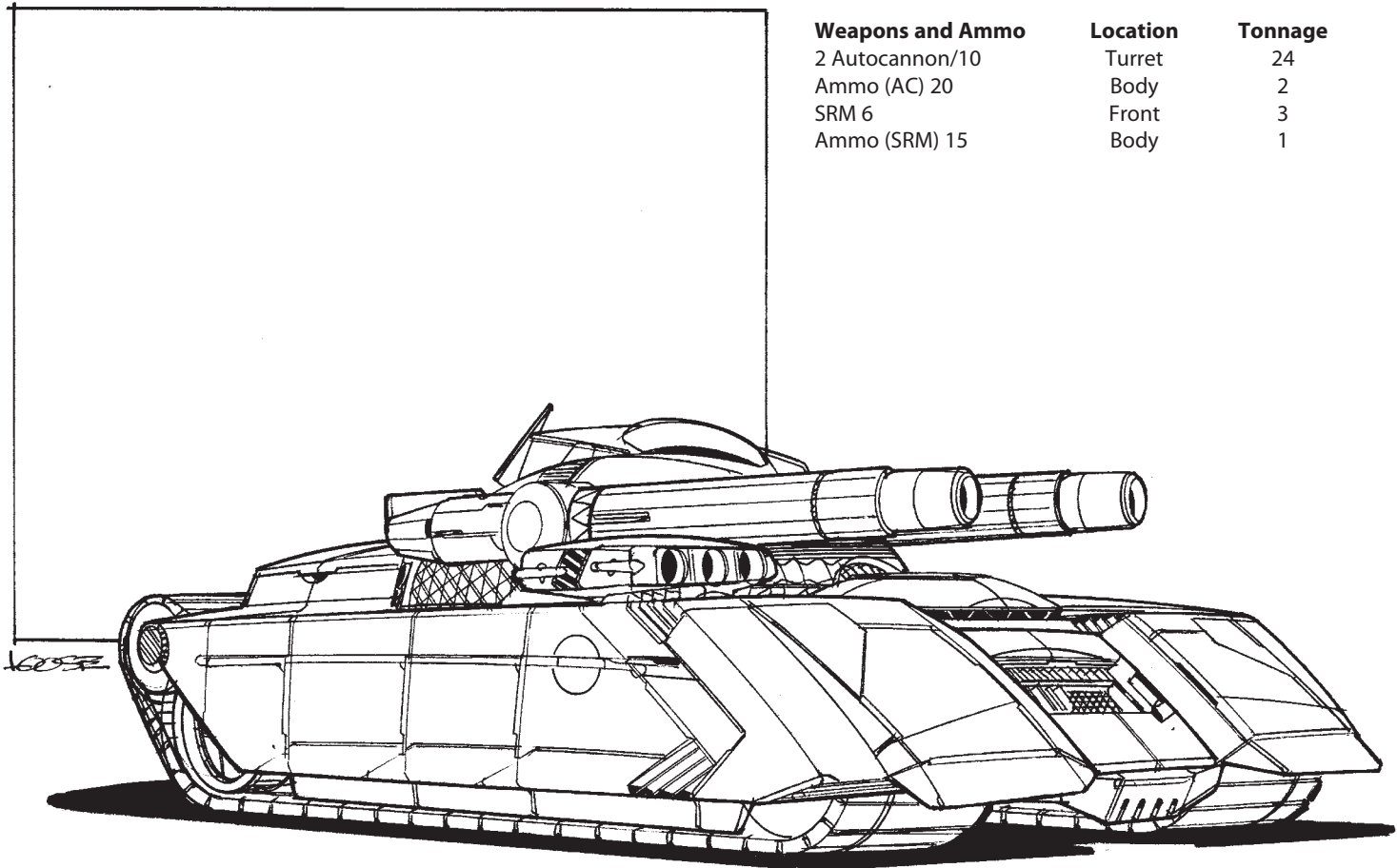
Type: **Zhukov Heavy Tank**
Technology Base: Inner Sphere
Movement Type: Tracked
Tonnage: 75
Battle Value: 920

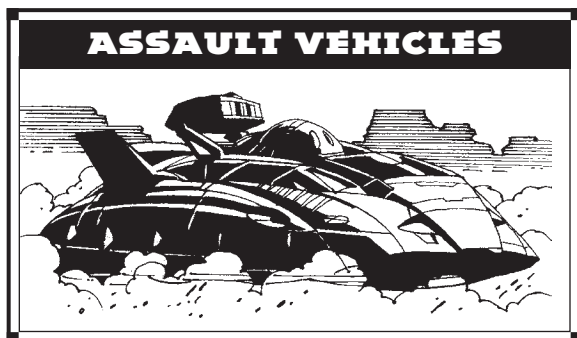
Equipment		Mass
Internal Structure:		7.5
Engine:	225	20
Type:	ICE	
Cruising MP:	3	
Flank MP:	5	

Equipment		Mass
Heat Sinks:	0	0
Cockpit & Controls:		4
Lift Equipment:		0
Power Amplifier:		0
Turret Equipment:		2.5
Armor Factor:	176	11

	<i>Armor Value</i>
Front	44
R/L Side	32/32
Rear	24
Turret	44

Weapons and Ammo	Location	Tonnage
2 Autocannon/10	Turret	24
Ammo (AC) 20	Body	2
SRM 6	Front	3
Ammo (SRM) 15	Body	1





Mass: 80 tons

Movement Type: Tracked

Power Plant: GM Super 240 Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Kallon Unity Weave Ferro-Fibrous

Armament:

2 Imperator Code Red LB 10-X Autocannons

2 Imperator Smoothie Light Autocannons

Manufacturer: Kallon Industries

Primary Factory: Nanking

Communications System: Kallon Secure Net with C³

Targeting and Tracking System: Kallon Sure-Shot

Overview

During the Clan Invasion, the AFFC quickly found itself consistently losing its skies to the vastly superior Clan OmniFighters during campaigns. Their own fighters could not compare, and once the aerial units were routed, battles typically deteriorated into a free-for-all, with Clan fighters wiping out entire BattleMech lances before returning to base. Commissioned to build a new anti-air defense system, Kallon decided to concentrate on their already popular and inexpensive Partisan. One problem, however, was obtaining their key component, the Draconis-invented C³ networking computer. Promising a discount price on their production models and other upgraded vehicles, Kallon Industries was able to negotiate the plans and technical details on producing C³ networking computers in house, rather than importing them from Luthien Armor Works on a bi-yearly basis.

Capabilities:

Due to the capabilities inherent in their original design, Partisans were a natural candidate to use the first integral C³ computers in House Davion's arsenal. Linking with an entire company using the best targeting data the company possesses, attacking aerospace fighters often find themselves under a withering salvo of autocannon shells when encountering a unit of linked Partisans.

The firepower of the air defense tank is an assortment of long-range autocannons. A pair of Imperator Code Red LB 10-X autocannons were selected to be the vehicle's main cannons, backed up by a smaller pair of their Smoothie lights.

Many in recent years have suggested that the Smoothie lights be stripped out to make way for more recently developed light LB-Xs and Ultras, but Kallon officials point out that using the older Smoothies allows a Partisan to take advantage of new precision-guided and armor-piercing rounds.

Deployment

Since their widespread deployment shortly after Operation Guerrero, Partisans have proved their usefulness in both land and air confrontations. On New Avalon, garrison forces including several lances of Partisans were able to mobilize before Blakist forces completed a combat drop outside New Avalon. These defense units, largely due to the C³ networking ability of the Partisans working in concert with highly skilled and fanatical BattleMech forces, were able to drive off several strikes by Blakist aero assets and destroy several units of Blakist BattleMechs as they combat-dropped from low orbit. It took a series of strikes from the Blakist WarShips in low orbit to scatter the dug-in defenders enough to allow several landing zones to be established.

Even as fighting continues to rage in that system, Partisan companies remain on the capital planet of House Davion, providing the few strongholds left with a mobile and effective network of anti-air defense. Latest holoivid reports smuggled out show a group of Partisans crippling a low-flying *Assault Triumph* that was making a supporting strafe for a Blakist push towards the Fox's Den. When the Blakists attempted to engage the Partisans with ground

units, they quickly found themselves caught in repeated crossfire from the networked group.

Variants

Kallon Industries produces a wide array of Partisan variants, all modified to perform in any position in a C³ network. Most of these involve reducing the size or type of the autocannon to something smaller and the added ability to share targeting information, which more than compensates for the loss in firepower. One slave variant also mounts an extra-light engine, upgrading the two lighter autocannons to much more potent Ultra AC/5s. Though as expensive as heavy BattleMechs, the AFFS has purchased these vehicles in large quantities, banking on the increased firepower being worth the cost.

Taking advantage of the newly developed rotary autocannon, the latest model produced mounts a pair of the high-speed guns along with a pair of much smaller LB 2-X autocannons. As with all Partisan models, this version also contains a C³ slave.

Another version being tested with rotary autocannons is a quad assembly of RAC/2s slaved to a targeting computer and a C³ network to optimize the accuracy of the platform. An extra-light engine provides the free weight to mount such a heavy configuration. This variant is so costly that it has been assigned to only the most prestigious units.

Many militias during the FedCom Civil War who were unable to pay the much higher price tag for the upgraded Partisans modified their originals by removing the machine guns and adding in a CASE system to protect the crews from an ammunition explosion, while also installing a C³ slave to create an inexpensive C³ lance mate. To compensate for the obsolete weapons, militias invest in various special munitions, making the guns more accurate and powerful on the cheap.

PARTISAN AIR DEFENSE TANK

ASSAULT VEHICLES

113

Type: **Partisan Heavy Tank**
 Technology Base: Inner Sphere
 Movement Type: Tracked
 Tonnage: 80
 Battle Value: 923

Equipment

Internal Structure:

Engine: 240 Mass 17.5

Type: Fusion

Cruising MP: 3

Flank MP: 5

Heat Sinks: 10 0

Control Equipment: 4

Lift Equipment: 0

Power Amplifier: 0

Turret: 3.5

Armor Factor (Ferro): 143 8

Armor
Value

Front 35

R/L Side 26/26

Rear 21

Turret 35

Weapons and Ammo

2 LB 10-X AC

Ammo (LB-X) 30

2 Autocannon/2

Ammo (AC) 45

C³ Slave

Location

Turret

Body

Turret

Body

Body

Tonnage

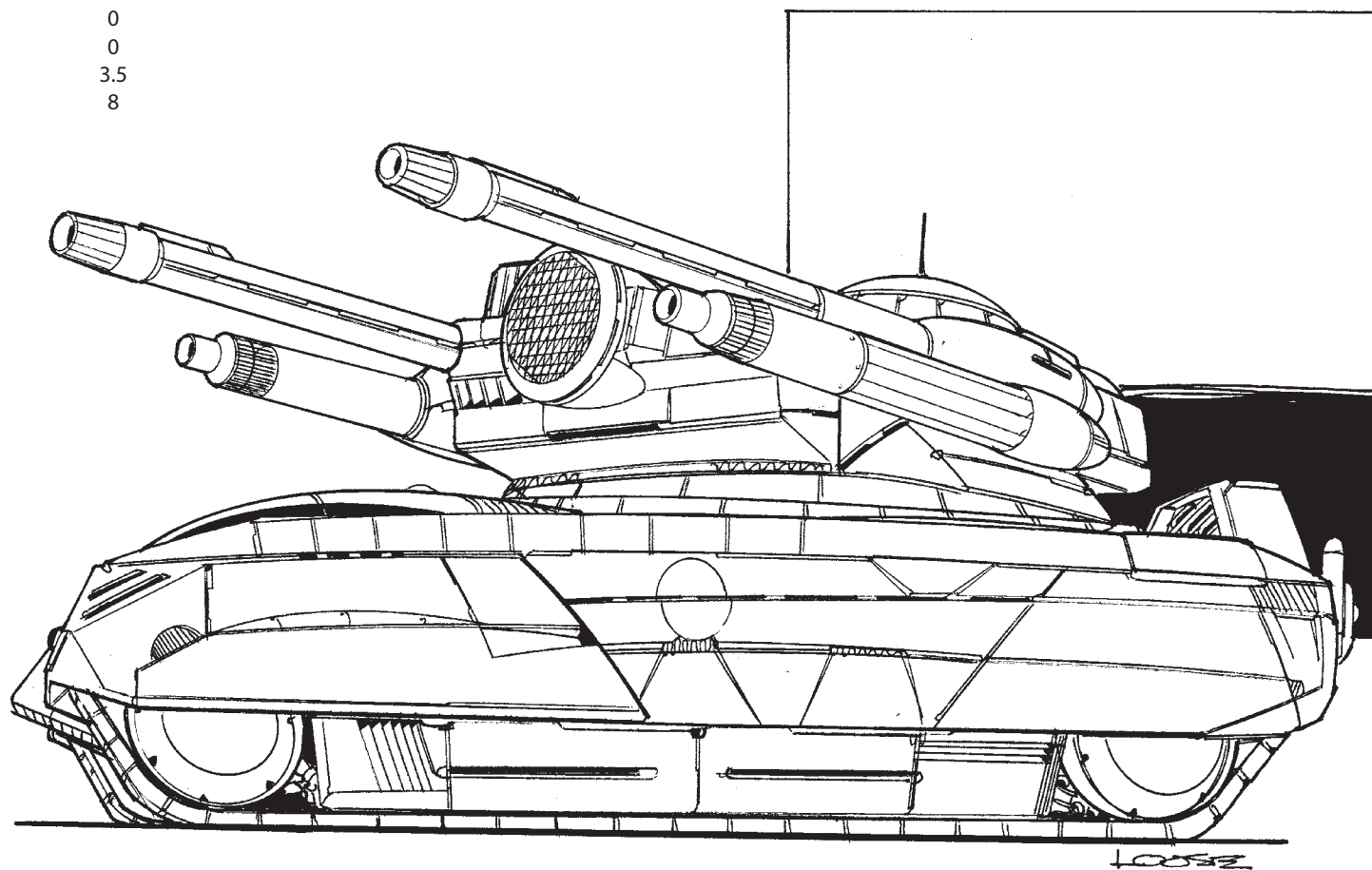
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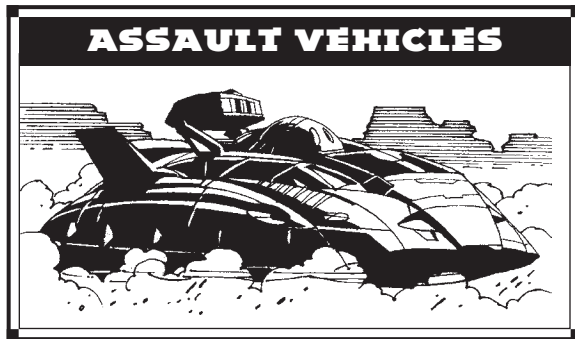
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Mass: 90 tons

Movement Type: Tracked

Power Plant: GM 270 XL Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Kallon Unity Weave Ferro-Fibrous

Armament:

- 1 Poland Main Model A Gauss Rifle
- 1 Imperator Code Red LB 10-X Autocannon
- 2 Martell Medium Pulse Lasers
- 2 Federated Super Streak SRM 2 Racks
- 1 Federated 10-Shot LRM Launcher
- 1 ExoStar Small Pulse Laser
- 1 MainFire Point-Defense Anti-Missile System

Manufacturer: Kallon Industries and General Motors

Primary Factory: Kirklin, Kathil, and Salem

Communications System: Wunderland XXXV-2 Series

Targeting and Tracking System: Kallon Lock-On with Artemis FCS

Overview

During the Clan Invasion, two of the Inner Sphere's largest weapons manufacturers, Kallon Industries and General Motors, recognized the need for new vehicle designs that could counter the Clan threat. Rather than compete with each other and potentially lose the lucrative contracts to come, they cooperated to produce an entirely new super-heavy main battle tank that could go head-to-head with most 'Mechs. The Challenger X Main Battle Tank is that vehicle.

Capabilities

The Challenger features an impressive mix of speed, firepower, and durability. Powered by a GM XL fusion engine, the Challenger has enough speed to evade dangerous infantry and Elemental attacks while carrying a powerful array of weapons. A Poland Main Model A Gauss Rifle, paired with the accurate and efficient Imperator Code Red LB 10-X autocannon, provides tremendous long-range punch, especially when coupled with the Federated 10-shot long-range missile rack slaved to an Artemis fire-control system. The rest of the vehicle's weapons provide highly effective point defense. These include a pair of forward-mounted Martell medium pulse lasers, side-mounted Federated Super Streak missile racks and a rear-mounted ExoStar small pulse laser.

A staggering fourteen tons of Kallon Unity Weave ferro-fibrous armor provide the Challenger with unmatched protection. A turret-mounted MainFire Point-Defense anti-missile system provides additional protection against enemy missile attacks.

Deployment

The Challenger is produced on three different worlds, and even then supply has not yet been able to keep up with demand. Challengers currently serve in every heavy armored regiment in the AFFS and a number within the LAAF as well. Unsurprisingly, the Challenger serves in great numbers within the Davion Assault and Heavy Guards RCTs, but over the past decade has become the backbone of the heavy armor forces within the Federated Suns. This tough tank has proven itself time and again, most recently holding the line on New Avalon against the Blakist onslaught as well as on worlds like St. Ives and Indicass.

Variants

Two major variants of the Challenger exist. The first came about when the AFFC initiated a study to test the Combine-developed C³ Computer system on the Challenger chassis. GM stripped out most of the weapons and equipment, leaving only the turret-mounted Gauss rifle, to make room for a second Gauss rifle, a front-mounted ER medium laser, and the Wunderland C³ Master computer system. It wasn't long before the AFFC and GM

jointly realized the power of the C³ system and rushed the modified XI into production.

The XII debuted several years later during the FedCom Civil War. A less radical design, it replaces the LB-X autocannon with a rotary autocannon-2, upgrades the LRM-10 to a fifteen-tube launcher, replaces the two Streak launchers to a single turret-mounted Streak SRM-4 launcher, and strips out the rest of the weapons to mount a pair of ER medium lasers, a Guardian ECM suite, and a C³ slave link.

Notable Crews

Kashira Reginald Suribachi: Then-*Gunsho* Reginald Suribachi claimed a heavily damaged Challenger X abandoned by the Sixth Lyran Guards on Garstedt during Operation Bulldog in 3059. Though he never managed to get the tank into battle on that world, just a few years later, when the Ghost Bears struck the Combine, Suribachi got more than he bargained for. Assigned to the Ryukengo, he and his tank fought a short but bloody campaign against the Bears before being uprooted and transferred to the Combine-Suns border to repel Duke Sandoval's invasion, and shortly afterward to defend Matsuida from Blakist agents intent on overthrowing the Inner Sphere. Plagued by continual transmission and suspension problems that leave his vehicle immobilized more often than not during heavy combat, Suribachi nevertheless rushes up into close battle to bring the full force of his tank's firepower to bear—even if that means being immobilized amongst a superior enemy force.

"Sanitarium": The exact history of the tank known as "Sanitarium" is unclear, but by all accounts it was assigned to the Eighth FedCom RCT just prior to that unit's retreat from Second Try in 3057 and remained within the unit until the Kathil Flashpoint. From there, the tank was captured and recaptured by each side a dozen times over and additionally saw combat on Tikonov and New Avalon before finally ending up in the Tenth Lyran Guards. What's notable is that no crew has survived more than a single battle in the tank, some killed by enemy hands and some by their own—reports say three crewmen committed suicide while at least half a dozen others perished in "training accidents" and "firearms mishaps."

Type: **Challenger X Main Battle Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 90

Battle Value: 1,710

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

Mass

9

11.5

XL Fusion

3

5

10

0

4.5

0

0

3.5

14

Armor

Value

Front

R/L Side

Rear

Turret

57

50/50

36

57

Weapons and Ammo

Gauss Rifle

Ammo (Gauss) 16

LB 10-X AC

Ammo (LB-X) 20

LRM 10

Artemis IV FCS

Ammo (LRM) 12

Anti-Missile System

Ammo (AMS) 12

2 Medium Pulse Lasers

Streak SRM 2

Streak SRM 2

Ammo (Streak) 50

Small Pulse Laser

Location

Turret

Body

Turret

Body

Turret

Turret

Body

Turret

Body

Front

Left

Right

Body

Rear

Tonnage

15

2

11

2

5

1

1

.5

1

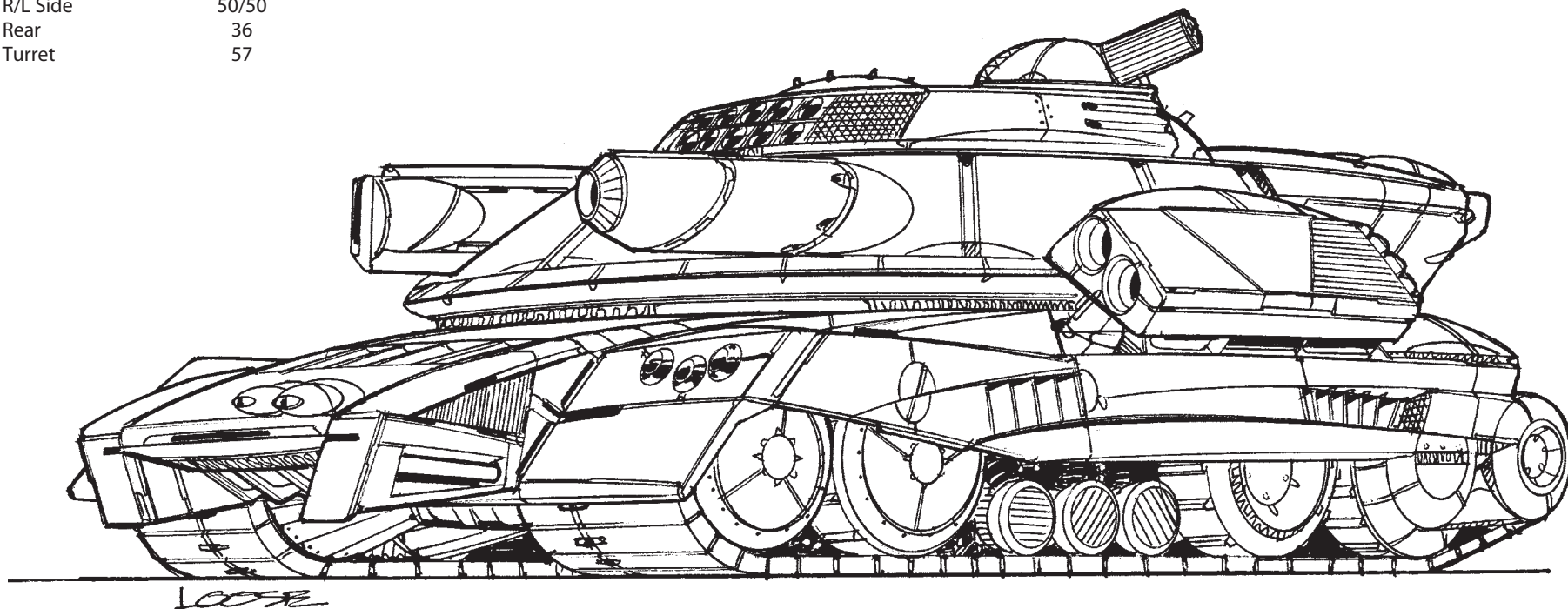
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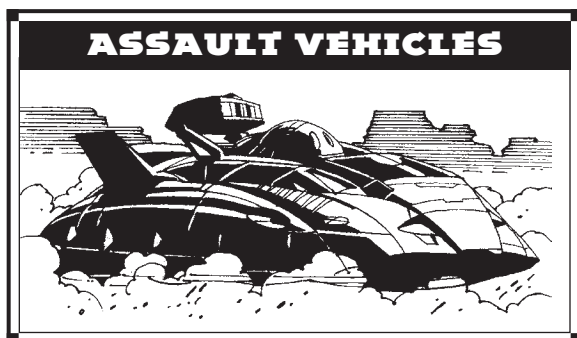
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Mass: 95 tons

Movement Type: Tracked

Power Plant: GM 285 Cold-Start Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: Durallex Light Ferro-Fibrous with CASE

Armament:

- 4 Hellion V Medium Lasers
- 3 Intek Medium Pulse Lasers
- 1 Delta Dart LRM 15
- 1 Hovertec SRM 4
- 1 Harpoon-6 SRM 6

Manufacturer: Grumman Amalgamated

Primary Factory: Shiro III

Communications System: Easy Talk

Targeting and Tracking System: GuideRite with Laser Coordination Link and Artemis FCS

Overview

The Ontos Heavy Tank saw extensive action during the Succession Wars, when its twin LongFire missile launchers and large array of lasers made it a mainstay of House troops throughout the Inner Sphere. However, many commanders considered the Ontos an inferior tank because a lack of sufficient heat sinks limited its battlefield effectiveness. In 3053, Grumman Amalgamated set out to remedy this problem, using recovered technology and improved manufacturing methods to create an updated Ontos.

Proving its worth against the Clans as an Elemental hunter in close quarters or an effective stop-gap measure in defense, it gained a bad reputation in the FedCom Civil

War, during which their mission profile often put Ontoses into cities and therefore close to NewsCams.

Capabilities

Grumman's next-generation Ontos features a GM 285 Cold-Start fusion engine in place of the original design's bulky power plant. The use of a compact fusion engine freed up tonnage for weapons and armor improvement.

Intek medium pulse lasers replaced half of the Hellion V medium lasers mounted in the original Ontos' turret, providing greater accuracy. As an additional bonus, all those lasers could be fired simultaneously without fear of shutting down the whole tank, because the fusion reactor eliminated the need for power amplifiers. Also eliminated was the delicate laser-coordination device responsible for preventing the lasers from melting down, which accomplished its task by sequencing the shots fired and thus limiting the effective punch delivered.

A single Delta Dart launcher, slaved to an Artemis fire-control system, replaces the two LongFire launchers. What seems to be an aggravation at first pays off by freeing up space for a pair of Artemis-linked SRM launchers, mounted just below the Delta Dart system, which round out the Ontos' armament.

Ammunition for both the LRM and SRM systems is stored immediately behind the turret in an armored area that features CASE technology to protect the tank in the event of an ammunition explosion. Additionally, the new tank features Durallex Lite ferro-fibrous armor, providing the upgraded Ontos with effectively 30 percent more armor protection than the original design.

All in all, the new Ontos features some of the best technology currently available, making it a worthy adversary on any battlefield.

Deployment

In production for almost fifteen years now, upgraded Ontoses are deployed with many Marik, Capellan, Steiner, and Davion units. A number of those are deployed with mercenary troops and the Touman of Clan Nova Cat as well.

As for the new light Gauss variant, Grumman Amalgamated has surprisingly restricted its sales to the CCAF and the FWLM only, although it is assumed that

business interest and the outbreak of war will prompt the company to loosen that agreement shortly.

Despite the improvements, the older variants are not out for the count. Ontoses of all kinds were and are such a common sight in every roster that it is safe to assume they will also see action on nearly every front of the maelstrom unleashed by the Word of Blake.

Variants

As fearsome as that bundle of medium lasers is in close combat, its relatively weak armor is an Achilles heel. Combined with weapon developments during the last ten years, this fact resulted in more and more Ontoses being wrecked before they even got into firing range.

Following the basic idea of the classical LRM-variant—long-range support—Grumman addressed this problem by installing three light Gauss rifles and backing them up with two ER medium lasers. Although losing its characteristic brace of lasers along the way, the new Ontos was enthusiastically received by customers and crews alike and quickly proved its worth.

Notable Crews

Jeff Strange: Like his father, Strange is the gunner of an old Kuritan Ontos called "Love's True Kiss." Calm and with a keen eye, he is known for settling all eight of the medium lasers onto the same spot of an enemy 'Mech, downing it in a quick and somewhat humiliating way.

Captain Walter Pfister: Currently engaged in the Bolan conflict, Captain Pfister has a full company of factory-new light Gauss Ontoses under his command. Making use of their superior range, he and his crews have taken on a role of armored sniper in his battalion. Their task is harassing and softening up the enemy before an engagement takes place, an assignment they fulfill with great skill and success, already claiming thirteen confirmed kills among them (much to the chagrin of the main battle company, which so far has racked up only twelve).

Type: **Ontos Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 95

Battle Value: 1,242

Equipment

Internal Structure:

Engine: 285

Type: Fusion

Cruising MP: 3

Flank MP: 5

Heat Sinks: 24 14

Control Equipment: 5

Lift Equipment: 0

Power Amplifier: 0

Turret Equipment: 2.5

Armor Factor (Ferro): 170 9.5

Armor
Value

Front 40

R/L Side 32/32

Rear 30

Turret 36

Weapons and Ammo

4 Medium Lasers

3 Medium Pulse Lasers

LRM 15

Artemis IV FCS

Ammo (LRM) 16

SRM 4

Artemis IV FCS

Ammo (SRM 4) 25

SRM 6

Artemis IV FCS

Ammo (SRM 6) 15

CASE

Location

Turret

Turret

Turret

Turret

Body

Turret

Turret

Body

Turret

Turret

Body

Body

Tonnage

4

6

7

1

2

2

1

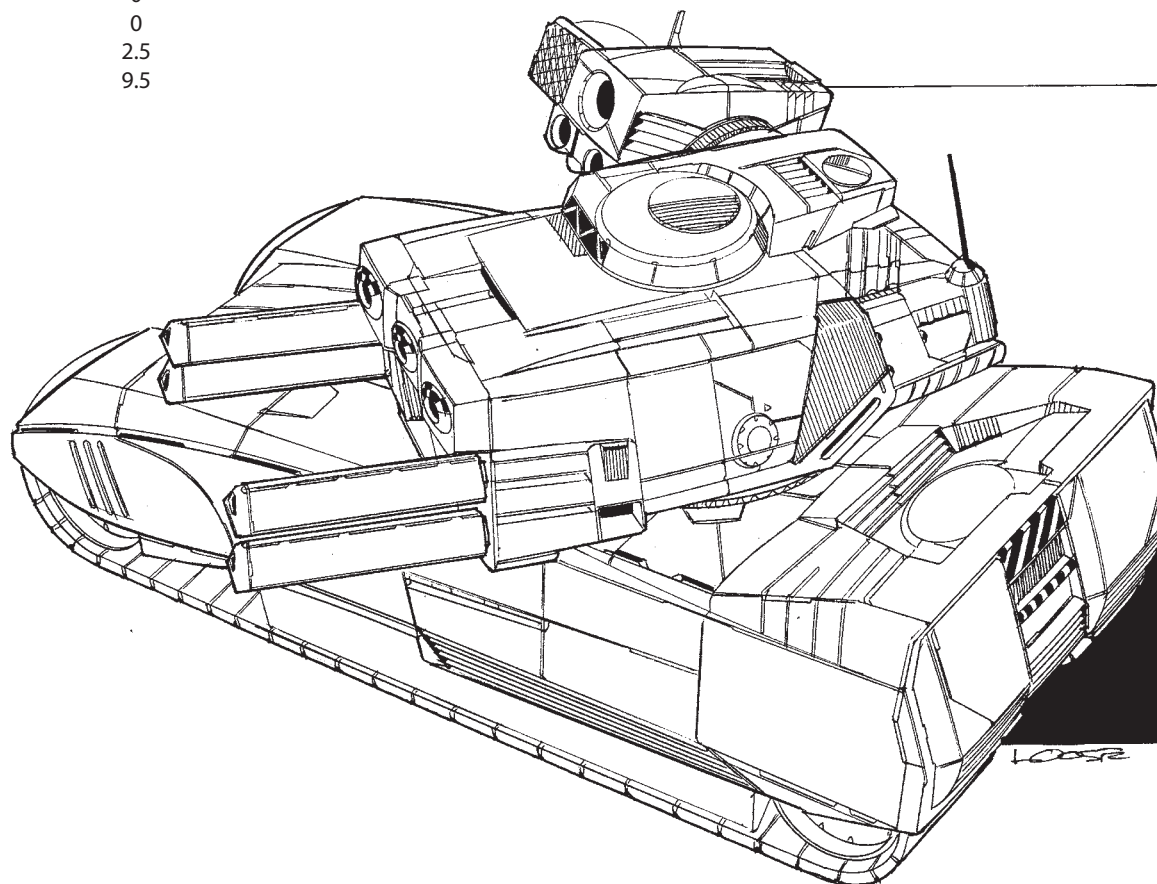
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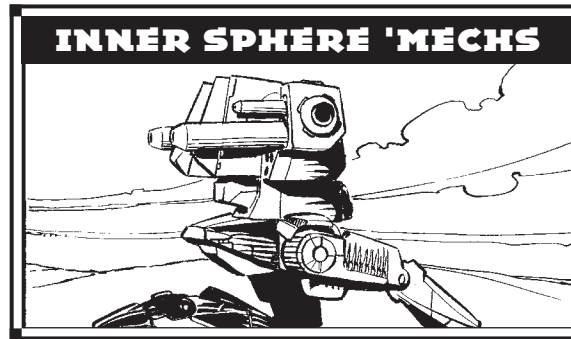
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Spurred by the consciousness of passing time and the increasing shakiness of the Truce of Tukayyid, Inner Sphere political and military establishments have undergone drastic changes that would have been unthinkable a mere decade ago. Once bitter enemies, the militaries of Houses Davion and Kurita now work side by side to defeat the Clans, and BattleMech manufacturers in both realms have begun to follow suit. Setting aside centuries of mutual distrust, they have begun to pool their resources in the interests of the entire Inner Sphere.

The new atmosphere of cooperation, however, has not eliminated independent development. Like those of all Great Houses, Kurita scientists have been diligently working to decode the secrets of Clan technology. However, the four fully functional OmniMechs gained as part of the victory on Walcott in 3050 have given them a significant edge. After more than seven years of analysis, the DCMS is fielding the first of its own OmniMechs, all of which are being built in a new high-security facility operated by Luthien Armor Works and heavily subsidized by the Combine government.

This technical briefing contains ComStar's latest intelligence on BattleMech designs now being produced across the inner Sphere. Some have seen action against the Clans, either during the Battle of Tukayyid or against Clan raiders in the years since; others have yet to see combat outside the testing grounds.

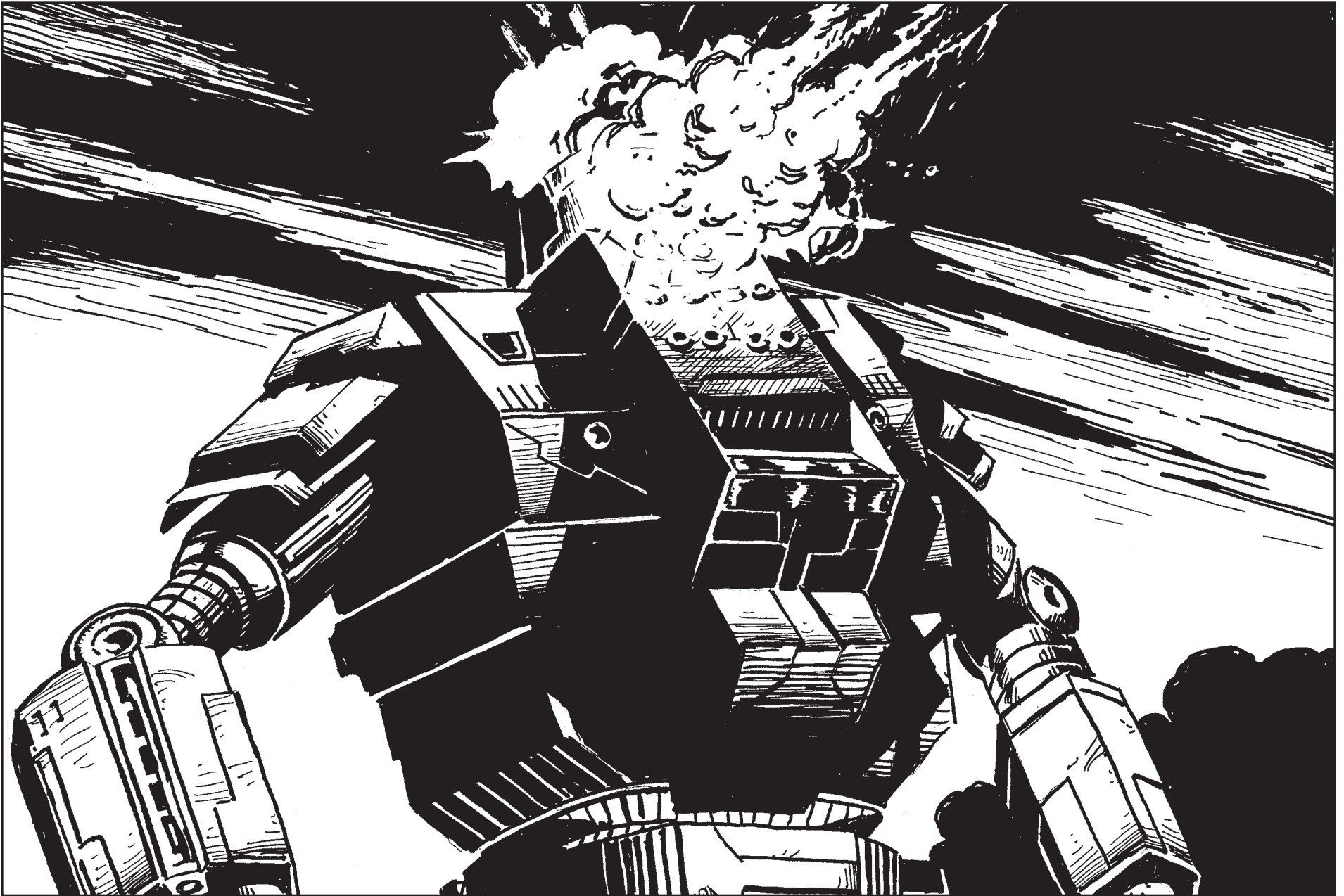
—Frances Pryce
Adept X-Omega
ComStar Archives, Terra
4 January 3058

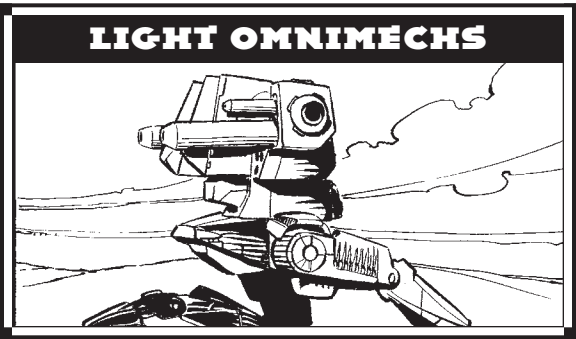
The resurrection of the Star League continued to foster a spirit of cooperation, with Luthien Armor Works licensing the rights to produce several of its OmniMech designs to other Member States. Alongside these OmniMechs, other new designs received their baptism of fire in Operation Bulldog.

Unfortunately, the spirit of cooperation which enabled the Inner Sphere to not just drive Clan Smoke Jaguar from the Inner Sphere, but also to strike at their homeworld and effectively annihilate one of the Clans could not last. Soon troops who had fought side-by-side to save the Inner Sphere were turning these new weapons on each other as a series of brush wars and internal conflicts broke out. Worse was to come with the collapse of the Second Star League and the start of the Word of Blake's bloody campaign of terror. In short, the new BattleMechs presented here could not have been more extensively tested.

Reviewing and updating Frances Pryce's work proved a challenging task. Interference from the Word of Blake reared its ugly head when it was discovered that all files containing the technical details of the *Nexus*, *Rajin* and *Grand Crusader* had been corrupted by a cunningly constructed worm program. At press time, we have been unable to reconstruct that data. We also tackled the extra work of restructuring the contents of this Technical Readout—splitting off designs serving with the SLDF during the era of the First Star League into a separate section for the sake of clarity.

—Captain Ignatius Smith
Intelligence and Analysis, Wolfnet
11 March 3070





Mass: 25 tons
Chassis: Alshain Type KR140 Endo-Steel
Power Plant: Omni 175 XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4
Armament:
11.5 tons of pod space available
Manufacturer: Luthien Armor Works
(OmniMech Production Facility)
Primary Factory: Luthien
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

Like several of the first-produced Inner Sphere Omnimechs, the *Raptor* was originally regarded with skepticism by many within the Draconis Combine Mustered Soldiery. However, Luthien Armor Works stood behind its design, eventually winning the respect of even the most die-hard traditionalists.

Capabilities

Almost half the weight of the *Raptor* is dedicated to pod space, with the speed of the 'Mech acting as additional protection to compensate for its light armor. While the original five configurations provided a gamut of designs, in an usual move for a Combine company, Luthien Armor Works listened to the soldiers piloting the *Raptor* and eventually began standard production

of two more configurations, making it one of the most prolific of any of the Inner Sphere Omnimechs.

Deployment

May 3052 saw the first *Raptors* walking off the production line, with the very first 'Mech assigned to the Dragon's Claws for testing. Additional *Raptors* were also sent to such commands as the Sword of Light, Genyosha, and Ghost Regiments for further testing. While it took many years for the standard Combine soldier to appreciate the subtle strength of the *Raptor*, its performance during Operation Bulldog and the Combine-Dominion War has secured it a spot as the premier light 'Mech of the DCMS. As such, it is found in the regiments of every top-rated command within the Combine
Such prolific use has seen the *Raptor* propagate to some extent beyond Combine boundaries.

Notable MechWarriors

Sho-sa Jaqueline Tokawa: Commander of Third Battalion, First Genyosha, *Sho-sa* Tokawa piloted one of the first *Raptors* to enter service. Despite her initial disdain, Tokawa fell in love with the design immediately.
Following the horrific use of nuclear weapons on her beloved Black Pearl on January 31, 3068, she became ever more reckless, finally stumbling into an ambush by the mercenaries Sathen's Snipers. Between the time her 'Mech fell and when the Snipers returned from destroying her command lance, the heavily wounded Tokawa managed to crawl from her *Raptor* and hide under a heap of metal until the Snipers finished and withdrew.
The shame of her loss has forced a blood oath of revenge. While she once more pilots a *Raptor*, the very smell of its newness is an affront, a stain she has yet to wash away in two failed encounters with Patrick Snodgrass.

Captain Patrick Snodgrass: A member of the Sathen's Snipers mercenary unit, Captain Snodgrass lost his 'Mech in the initial months of fighting on Luthien. The Snipers salvaged a *Raptor* F from a battlefield where they'd managed to surprise a Genyosha lance. The lightning-fast, all-energy platform proved a brilliant fit to Snodgrass' Sniper mentality, and he used it to great effect during dozens of sorties against Genyosha and Blakist positions in '68.

What Snodgrass did not know until months later is that the recon command he ambushed almost netted him none other than *Sho-sa* Jaqueline Tokawa, commander of the Third Battalion, First Genyosha. Since that time, they have personally dueled twice with no decisive winner.

Type: **Raptor**
Technology Base: Inner Sphere OmniMech
Tonnage: 25
Battle Value: 721

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	8
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	56	3.5
	Internal Structure	Armor Value
Head	3	6
Center Torso	8	8
Center Torso (rear)		2
R/L Torso	6	7
R/L Torso (rear)		2
R/L Arm	4	5
R/L Leg	6	6

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso	None	2
Right Torso	3 Engine	6
	3 Endo Steel	
Left Torso	3 Engine	6
	3 Endo Steel	
Right Arm	3 Endo Steel	2
	Double Heat Sink	
Left Arm	2 Double Heat Sinks	2
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Medium Laser	RA	1	1
Small Laser	RA	1	.5
LRM 5	RT	1	2
2 Machine Guns	RT	2	1
Ammo (MG) 100	RT	1	.5
Medium Laser	LA	1	1
Small Laser	LA	1	.5
LRM 5	LT	1	2
LRM 5	CT	1	2
Ammo (LRM) 24	CT	1	1

Weapons and Ammo

Alternate Configuration A

Weapons and Ammo	Location	Critical	Tonnage
Small Laser	RA	1	.5
Large Laser	RT	2	5
Small Laser	RT	1	.5
Small Laser	LA	1	.5
Large Laser	LT	2	5
Battle Value: 783			

Alternate Configuration B

Weapons and Ammo	Location	Critical	Tonnage
SRM 6	RT	2	3
Small Laser	RT	1	.5
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
SRM 6	CT	2	3
Battle Value: 613			

Alternate Configuration C

Weapons and Ammo	Location	Critical	Tonnage
Small Pulse Laser	RA	1	1
Double Heat Sink	RA	3	1
2 Medium Lasers	RT	2	2
Anti-Missile system	RT	1	.5
Ammo (AMS) 12	RT	1	1
Small Pulse Laser	LA	1	1
Double Heat Sink	LA	3	1
2 Medium Lasers	LT	2	2
2 Medium Lasers	CT	2	2
Battle Value: 870			

Alternate Configuration D

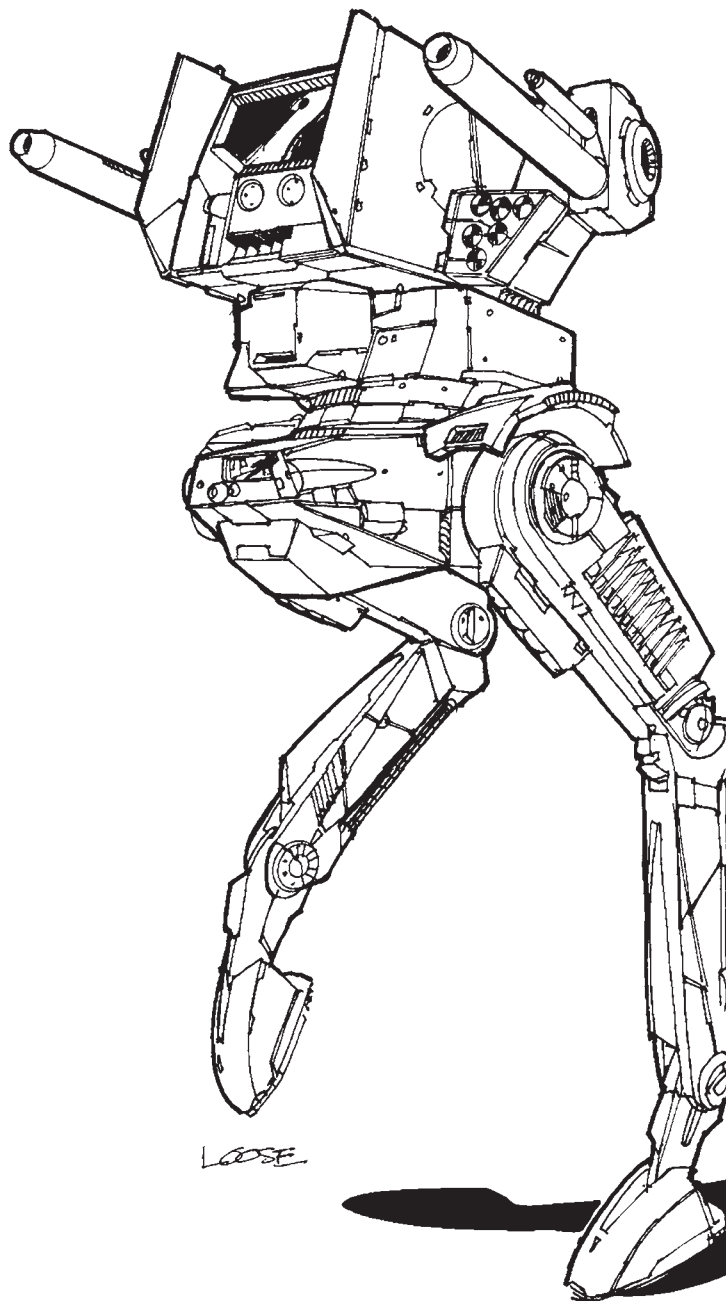
Weapons and Ammo	Location	Critical	Tonnage
Small Laser	RA	1	.5
Streak SRM 2	RT	1	1.5
2 Machine Guns	RT	2	1
Ammo (MG) 100	RT	1	.5
TAG	RT	1	1
Small Laser	LA	1	.5
C ³ Slave	CT	1	1
Streak SRM 2	LT	1	1.5
Ammo (Streak) 50	LT	1	1
Beagle Active Probe	LT	2	1.5
Streak SRM 2	CT	1	1.5
Battle Value: 490			

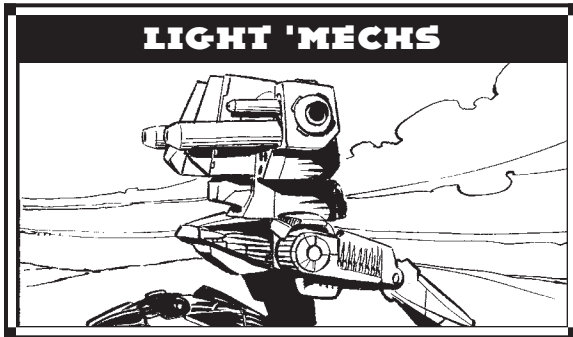
Alternate Configuration E

Weapons and Ammo	Location	Critical	Tonnage
MRM 10	RT	2	3
Small Laser	RT	1	.5
MRM 10	LT	2	3
Ammo (MRM) 48	LT	2	2
MRM 10	CT	2	3
Battle Value: 597			

Alternate Configuration F

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Double Heat Sink	RA	3	1
Jump Jets	RT	3	1.5
Double Heat Sinks	RT	3	1
3 ER Medium Lasers	LA	3	3
Jump Jets	LT	3	1.5
Double Heat Sink	LT	3	1
ER Medium Laser	CT	1	1
Jump Jet	CT	1	.5
Battle Value: 1,029			





Mass: 35 tons

Chassis: Kallon Light Type 2AXQ

Power Plant: Omni 175 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Light Ferro-Fibrous

Armament:

- 1 Fusigon Longtooth ER PPC
- 2 Tronel XII Medium Pulse Lasers
- 1 Diverse Optics Small Pulse Laser
- 1 Martell Medium Laser

Manufacturer: Kallon Industries

Primary Factory: Asuncion

Communications System: Irian TelStar

Targeting and Tracking System: GuideRite with Laser Coordination Link

Overview

A stillborn 'Mech design when the start of the Succession Wars cut short its development in 2794, the FNHK-9K *Falcon Hawk* was resurrected in 3057, thanks to the advances made possible by the Gray Death Memory Core. Within a year, Kallon Industries of Asuncion had produced close to thirty machines, selling most to the recently sundered states of the Federated Commonwealth. These foreign sales—a part of Captain-General Marik's efforts to smooth relations with nations still reeling from his own 3057 offensive against them—helped seed the new design along many active fronts across the Inner

Sphere. Within another year, as favorable battle reports came in, *Falcon Hawk* sales increased dramatically, eventually drawing attention from the Free Worlds' erstwhile allies, the Word of Blake.

Capabilities

Though its speed is more in keeping with pre-Helm Core light 'Mechs, the *Falcon Hawk*'s mobility is sufficient to keep up with most medium and heavy units, while it sports enough armor and energy-based firepower to make itself a tenacious threat to these same elements in battle. Backing up the long-range punch of an extended range PPC with a trio of pulse lasers and a standard rear-firing medium laser to deter pursuit, the *Falcon Hawk* can deliver excellent damage for its size at any range and can stay in the fight as long as its armor and speed hold out, making the design an ideal raider and strike 'Mech.

Deployment

The Word's recent sponsorship and improvements to the *Falcon Hawk* design (which produced the new 9K1B variant) came at a price: an exclusivity contract that prevented the sale of these upgraded 'Mechs to any state or organization beyond the Free Worlds League borders. This contract, along with the Blakists' demand for increased production runs of the newer models, led to the eventual death of foreign *Falcon Hawk* sales by 3063. The dawn of the Blakist Jihad thus found most of the newer *Falcon Hawks* deployed by Word forces Sphere-wide.

Still, an estimated regiment's worth of unmodified 9K *Falcon Hawks* are still believed to be in service with several regiments throughout the fracturing League states. Almost as numerous are the export sale 9K1As, which may be found among LAAF units along the Falcon border, as well as several scattered mercenary commands throughout the Inner Sphere.

Variants

Kallon Industries developed only two main variants to the *Falcon Hawk*. The first of these—the 9K1A model, made for export sales—has recently been discontinued. Brisk sales in the 9K1A's production run, however, have placed this variant—which traded the 9K's ER PPC and

medium pulse lasers for two large lasers (one an ER model) and a standard medium laser—in many units beyond the Free Worlds League, and so the model may still be encountered in small numbers today.

The second variant, replacing the 9K1A in 3063, was developed in partnership with the Word of Blake and is now sold to the Word under an exclusivity contract with Kallon Industries. This model replaces all the pulse lasers with BrightBloom ER medium lasers, and the right-arm ER PPC with an ExoStar ER large laser. The weight savings created by this alternative weapons load has allowed the addition of TAG, a Beagle Active Probe, and a Guardian ECM suite—features that make this model a deadlier hunter/killer than ever.

Notable MechWarriors

Adept XI Kellen Armatage: One of the most infamous Level II commanders among the Word of Blake forces attacking Atreus, Adept Kellen Armatage of the Fifteenth Division has earned the nickname "Bloody Shepherd" for the way in which he and his command routinely flush and execute insurgent forces from the cities on the conquered Free Worlds capital. Often at the head of his formation, Armatage uses his 9K1B *Falcon Hawk*—known for the black skull emblazoned across its bone-white torso—to spot hidden armored units and flush them from cover with a TAG-assisted barrage of friendly Arrow IVs and semi-guided missiles. This tactic invariably forces the enemy to abandon cover, where—with the aid of lancemates flanking the enemy positions, Armatage forces his prey further into the open, where he ruthlessly cuts them down in a withering crossfire.

Type: **Falcon Hawk**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,030

Equipment

Internal Structure:

Engine: 175 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 2

Cockpit: 3

Armor Factor (Ferro): 119

Mass

3.5

3.5

3

2

3

7

Internal Structure

Armor Value

Head 3 9

Center Torso 11 16

Center Torso (rear) 6

R/L Torso 8 12

R/L Torso (rear) 4

R/L Arm 6 12

R/L Leg 8 16

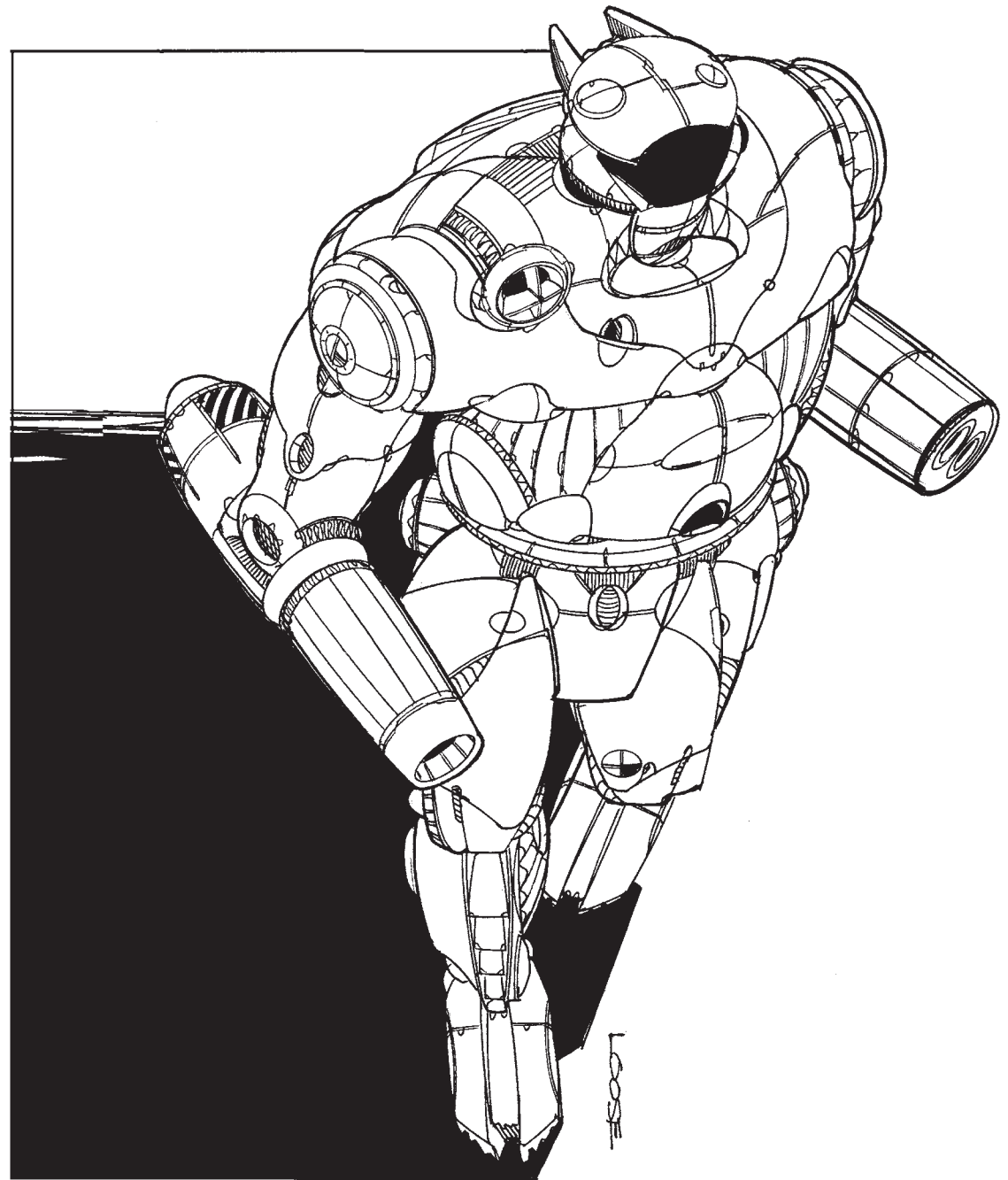
Weapons and Ammo

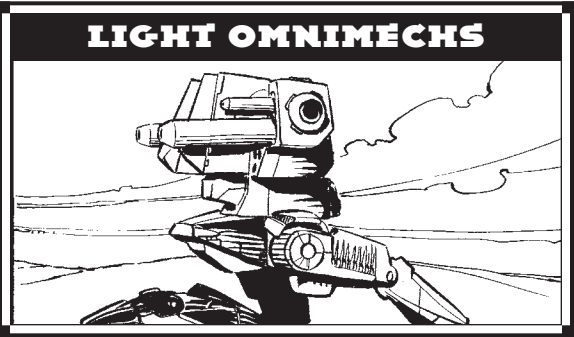
ER PPC RA 3 7

2 Medium Pulse Lasers LA 2 4

Small Pulse Laser H 1 1

Medium Laser CT (R) 1 1





Mass: 35 tons
Chassis: Alshain Class 48 Omni
Power Plant: VOX 280 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament:
7 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), Irian BattleMechs Unlimited
Primary Factory: Luthien, Irian
Communications System: Sipher Security Plus with C³ Network
Targeting and Tracking System: Matabushi Sentinel with Beagle Active Probe and TAG

Overview

After analyzing the results of the *Raptor's* manufacturing and operational tests, the DCMS authorized production of a full line of Inner Sphere OmniMechs. Amongst these new designs was an improved version of the *Jenner*. In a surprising move, the DCMS broke with tradition and christened this new OmniMech as the *Owens*. Inner Sphere Intelligence agencies were mystified by this radical departure from expected behavior, and great effort was expended only to discover that the *Owens* takes its name from an old Terran drinking song.

Capabilities

The *Owens'* primary mission is that of a cavalry 'Mech—screening and reconnaissance. The lessons from the *Raptor* are reflected in the design of the *Owens*. The modular weapon containers were standardized and perfected to allow weapons to operate with all future OmniMech designs. Of special note is the quantity of fixed electronics the *Owens* carries; a C³ network, Beagle active probe, and TAG gear. With this array the *Owens* can find and fix the enemy with indirect fire from supporting elements while the main body moves against the enemy's flank. The *Owens* rarely engages and destroys the enemy directly; instead, it uses its targeting and communications systems to assist heavier units in performing that task.

The primary configuration uses small and medium lasers for self-defense, while LRM racks on the 'Mech's arms offer suppressive fire in indirect support of other units in the lance or company. Configuration A replaces the LRM launchers with the highly efficient Streak SRM-2, and two machine guns and a small pulse laser make this a dangerous opponent for conventional infantry. Designed for maximum punch at close range, configuration B carries an SRM-6 launcher slaved to an Artemis fire control system and no less than four small lasers. Configuration C is armed exclusively with energy weapons, making it well suited to extended operations. However the single large and two medium lasers can overwhelm the *Owens'* single heat sinks. Inspired by the Combine's development of special Narc munitions, configuration D pairs a Narc system with an SRM-4 launcher. Configuration E is another example of a loadout built around new Kuritan weapons—in this case an MRM 10. Two medium lasers, one a pulse model, round out this configuration.

Deployment

The DCMS deployed the *Owens* in 3056, and now most frontline regiments have between a lance and a company of these versatile machines. The *Owens* has also appeared in service with the Com Guards, and the SLDF had access to the design before the collapse of the Second Star League. While the League lasted, other Successor States were also able to acquire examples of this design.

Notable MechWarriors

Chu-i Raymond Orr: "Victory by any means" is the tactical doctrine of the Second Dieron Regulars, and the principle has been taken to heart by Chu-i Orr. A veteran of the campaigns against the Smoke Jaguars and Ghost Bears, Raymond uses the sophisticated electronics carried by his *Owens* to eliminate the enemies of the Dragon with ruthless efficiency.

Type: **Owens**
Technology Base: Inner Sphere OmniMech
Tonnage: 35
Battle Value: 839

Equipment		Mass
Internal Structure:		3.5
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	112	7
	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	15

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	3 Engine TAG C ³ Slave	7
Left Torso	3 Engine Beagle Active Probe	7
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
LRM 5	RA 1	2
LRM 5	LA 1	2
Ammo (LRM) 24	LA 1	1
Medium Laser	H 1	1
2 Small Lasers	CT 2	1

Alternate Configuration A

Streak SRM 2	RA 1	1.5
Ammo (MG) 200	RT 1	1
Streak SRM 2	LA 1	1.5
Ammo (Streak) 50	LT 1	1
Small Pulse Laser	H 1	1
2 Machine Guns	CT 2	1

Battle Value: 680

Alternate Configuration B

SRM 6	RA 2	3
Artemis IVFCS	RA 1	1
Ammo (SRM) 15	RT 1	1
3 Small Lasers	LA 3	1.5
Small Laser	H 1	.5

Battle Value: 752

Alternate Configuration C

2 Medium Lasers	RA 2	2
Large Laser	LA 2	5

Battle Value: 964

Alternate Configuration D

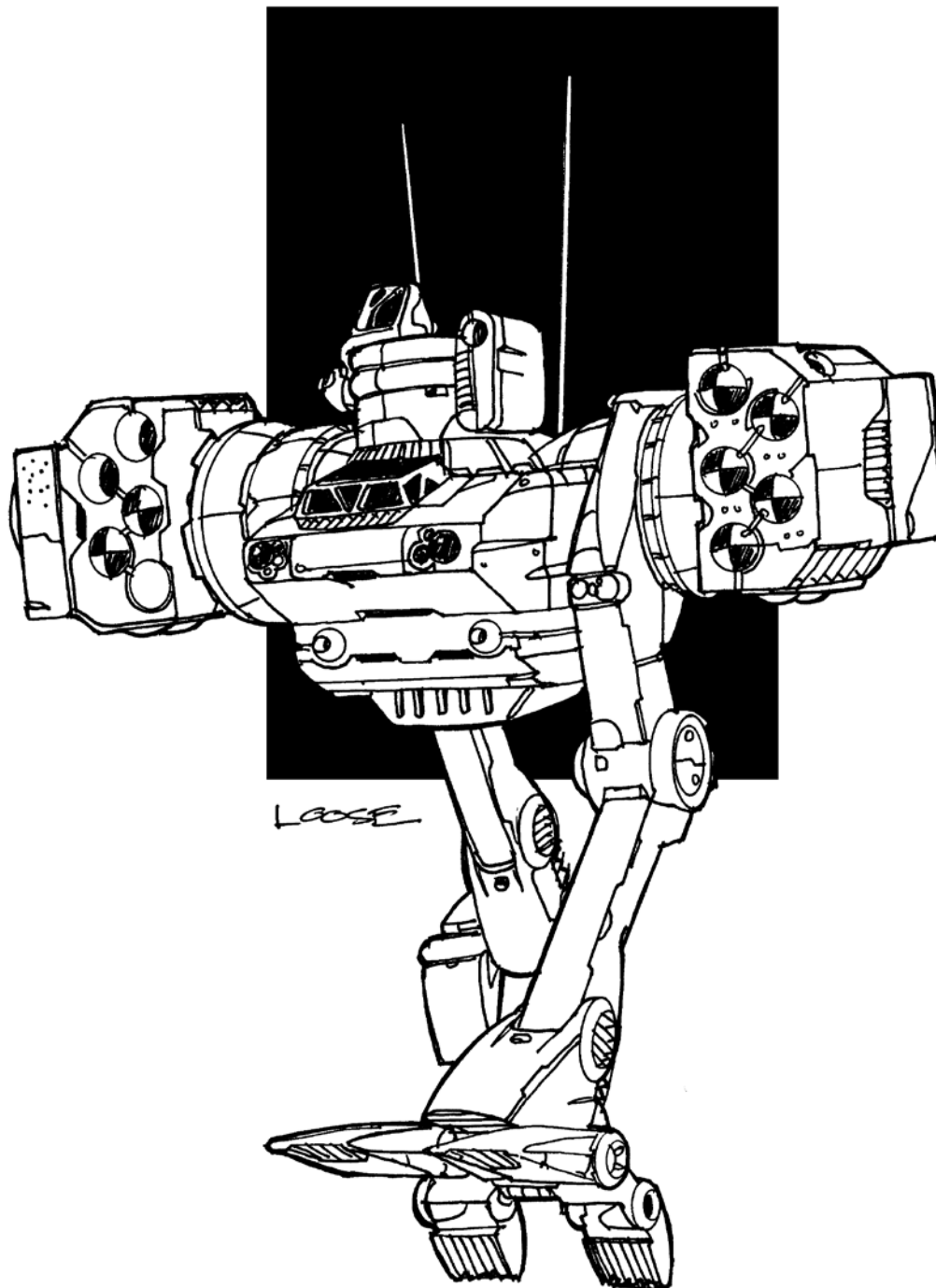
SRM 4	RA 1	2
Ammo (SRM) 25	RT 1	1
Narc Missile Beacon	LA 2	3
Ammo (Narc) 6	LT 1	1

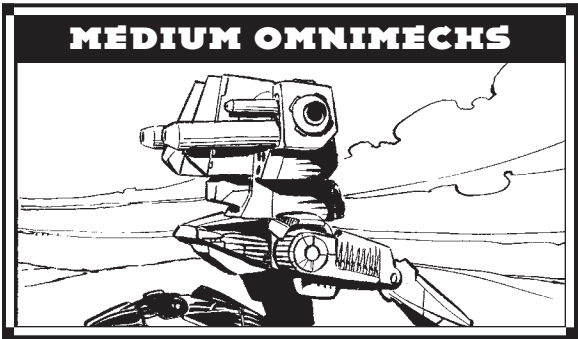
Battle Value: 655

Alternate Configuration E

MRM 10	RA 2	3
Ammo (MRM) 24	RT 1	1
Medium Pulse Laser	LA 1	2
Medium Laser	LA 1	1

Battle Value: 833





Mass: 40 tons
Chassis: Alshain Type KR240 Endo-Steel
Power Plant: GM 240
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4 with CASE
Armament:
12 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), Irian BattleMechs Unlimited
Primary Factory: Luthien, Shiro III
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

As one of the later Inner Sphere OmniMechs to hit the field, the SR1-O *Strider* was considered by many critics to be something of a disappointment, primarily due to Luthien Armor Works’ decision to base the new OmniMech on the chassis of the venerable *Cicada*. Noting the SR1’s sacrifice of mobility for armor and firepower, *Cicada* proponents often pointed out that, while the *Strider* might be deadlier and harder to kill on the battlefield, the loss of speed meant that the ‘Mech could not escape without serious support if outmatched. Despite this shortcoming, the DCMS rushed several runs of the new OmniMech to the front lines and sold many to its Federated Commonwealth allies.

Capabilities

Although capable of sporting other weapons loads, every major *Strider* configuration employed since the ‘Mech’s 3057 introduction has sported a mix of arm-mounted missile pods, typically backed up by lasers and electronics such as Beagle probes, TAG, or C³ systems. Even the dedicated electronic warfare configuration, the SR1-OA, uses its arm pods for Narc launchers, while torso space is devoted to electronics and a small laser.

The advent of larger Streak launcher systems made possible even more such configurations, which have further reinforced the image in many commanders’ minds of the *Strider* as a light missile support unit, while also increasing its effectiveness in combat. Indeed, by far the most potent version to emerge has been the F configuration, which combines the accuracy of twin Streak-4s with two medium lasers and jump jets. Many DCMS warriors jokingly refer to this *Strider* configuration as the “*Grand-Jenner*,” noting its relative similarities—both in appearance and capabilities—to the old Kurita standby.

Deployment

The DCMS still fields most of the *Striders* produced to date, many of which serve as light lance command vehicles or recon units to heavier formations. Despite their critics, these OmniMechs have become almost commonplace among the more elite Kuritan commands today. Several *Strider* runs were also sold to the FedCom powers in the final months of their union and continued to trickle into both states for a few years afterward.

Notable MechWarriors

Chu-i Meagan Fontaine: A decorated lance commander in the Third Dieron Regulars’ Second Battalion, Fontaine and her *Strider* “Darkblade” have been missing on Altair since a Blakist offensive there shattered the DCMS command in June of 3068. Since then, however, a *Strider* matching Darkblade’s F-configuration load out and painted blood red from the waist down has appeared sporadically to harass the Blakist garrison forces on planet. Often emerging from the many nuclear-devastated ruins, where

lingering radiation from the initial Blakist attacks prevents most forces from doing a thorough sweep or getting accurate sensor readings, the mysterious ‘Mech has accounted for the deaths of almost two dozen Blakist MechWarriors and armored infantry troops.

Type: **Strider**
Technology Base: Inner Sphere OmniMech
Tonnage: 40
Battle Value: 867

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	15
Center Torso (rear)		6
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	14

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	6 Endo Steel CASE	5
Left Torso	6 Endo Steel CASE	5
Left Arm	None	8
Right Arm	None	8
Right Leg	Endo Steel	1
Left Leg	Endo Steel Heat Sink	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
SRM 6	RA	2	3
Artemis IV FCS	RA	1	1
Ammo (SRM) 15	RT	1	1
SRM 6	LA	2	3
Artemis IV FCS	LA	1	1
Ammo (SRM) 15	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5

Weapons and Ammo

Alternate Configuration A

Narc Missile Beacon	RA	2	3
Ammo (Narc) 6	RT	1	1
C ³ Slave	RT	1	1
Narc Missile Beacon	LA	2	3
Ammo (Narc) 6	LT	1	1
TAG	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5
Battle Value: 723			

Alternate Configuration B

LRM 10	RA	2	5
Ammo (LRM) 12	RT	1	1
LRM 10	LA	2	5
Ammo (LRM) 12	LT	1	1
Battle Value: 910			

Alternate Configuration C

LRM 5	RA	1	2
Ammo (LRM) 24	RT	1	1
LRM 5	LA	1	2
Ammo (LRM) 24	LT	1	1
C ³ Slave	H	1	1
Large Laser	CT	2	5
Battle Value: 944			

Alternate Configuration D

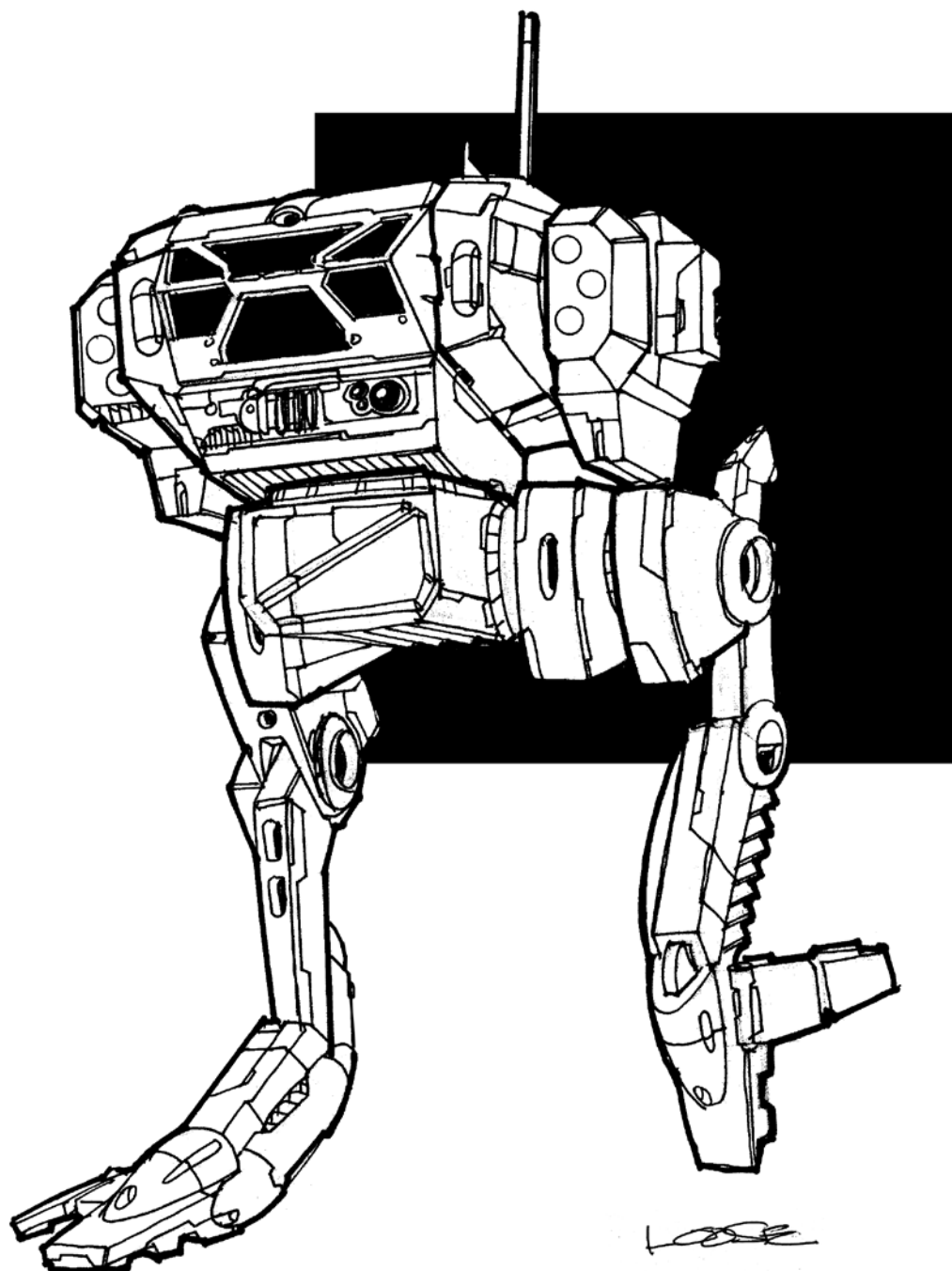
Streak SRM 2	RA	1	1.5
Medium Pulse Laser	RA	1	2
Ammo (Streak) 50	RT	1	1
Streak SRM 2	LA	1	1.5
Medium Pulse Laser	LA	1	2
TAG	LT	1	1
C ³ Slave	LT	1	1
Small Laser	H	1	.5
Beagle Active Probe	CT	2	1.5
Battle Value: 873			

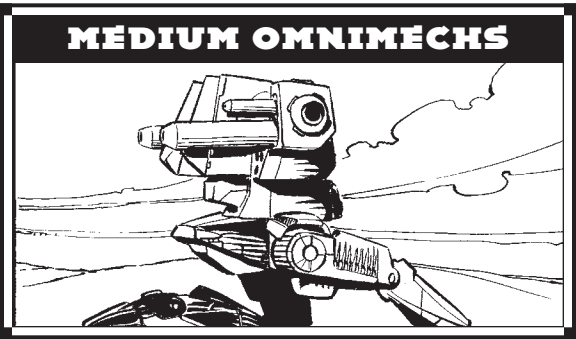
Alternate Configuration E

Streak SRM 6	RA	2	4.5
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LA	2	4.5
Ammo (Streak) 15	LT	1	1
Medium Laser	H	1	1
Battle Value: 976			

Alternate Configuration F

Medium Laser	RA	1	1
Streak SRM 4	RT	1	3
Ammo (Streak) 25	RT	1	1
Jump Jets	RT	3	1.5
Medium Laser	LA	1	1
Streak SRM 4	LT	1	3
Jump Jets	LT	3	1.5
Battle Value: 1,032			





Mass: 45 tons
Chassis: Foundation Reinforced Endo Steel
Power Plant: GM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Luxor Load Lifters
Jump Capacity: 180 meters
Armor: Durallex Nova
Armament:
13.5 tons pod space available
2 Hotshot Flamers
Manufacturer: Coventry Metal Works, Luthien Armor Works (OmniMech Production Facility), Ceres Metals Industries, Victory Industries
Primary Factory: Coventry, Luthien, Capella, Marduk
Communications System: Cyclops 18XS Adaptable
Targeting and Tracking System: Cyclops Special Limited

Overview

Originally thought of as a throwaway BattleMech when the technical specifications were given as a gesture of “goodwill” by Coventry Metal Works, the specialized design of the *Firestarter* prototype was modified by Luthien Armor Works to be able to accept interchangeable weapons pods. As reciprocation for the goodwill gesture, LAW returned the FS9-0 *Firestarter*, and the rumor mill immediately began to talk about whether the relationship between the two companies would continue or wither on the vine. Proving naysayers wrong, at the first conference of the Second Star League the two companies hammered out a licensing agreement that allowed Coventry to begin production of a *Black Hawk-KU* line.

Capabilities

Like the *Black Hawk-KU*, which is also produced on both Coventry and Luthien, the components used for the *Firestarter* are functionally the same at either factory, while the exact make and models depend on the locale. Some configurations, however, seem to be House-specific depending on the weapons system used.

Most configurations center on a piece of special electronics, either an Active Probe, TAG, or a Command and Control slave system. The rest of the space is taken up by various weapons systems, seemingly configured for a MechWarrior’s personal preference.

Only a few configurations put the ‘Mech in a specific, dedicated role. Configuration C provides fire support for a C³-equipped company, while the DCMS’ Configuration E is the complete opposite, intended to be a close-in brawler with its array of pulse lasers, medium range missiles, and sword. The Free Worlds League has designed a configuration for those *Firestarters* shipped during the Second Star League, taking advantage of their superior extended-range laser systems to create an effective long-range sniper.

If the *Firestarter* has a weakness, it is the complaint from its pilots or technical crew of its lack of ample space and poor use of fixed equipment. Many believe permanently mounting the jump jets, flamers, and extra heat sinks has only restricted the naturally flexible nature of an OmniMech. These same critics argue that if the equipment is needed, pod versions could be mounted quickly, and more effective weapons can be used in the meantime.

Deployment

Despite its dubious beginnings, the *Firestarter* has made its way into many Draconis front-line regiments, serving in either a close-in or long-range support role. Many have come to view it as multi-purpose ‘Mech for lighter units, able to replace aging workhorses such as *Phoenix Hawks*, *Wolf Traps*, and *Trebuchets* while streamlining logistics with its standardization. It is not uncommon for certain Draconis BattleMech companies to have anywhere from a pair to a lance of this flexible machine.

The former Federated Commonwealth states, in contrast, originally assigned their *Firestarters* to replace their

lighter FS9s on the battalion and regimental level, preferring to use the expensive and fragile machine in a more specialized role of reconnaissance. However, with the need to rebuild after the FedCom Civil War, many have found their way into the command ‘Mech position of light lances and companies.

Type: **Firestarter**
Technology Base: Inner Sphere OmniMech
Tonnage: 45
Battle Value: 1,144

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	136	8.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		7
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	16

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	Flamer	0
	Flamer (rear)	
Right Torso	3 Engine	3
	3 Jump Jets	
	Double Heat Sink	
Left Torso	3 Engine	1
	3 Jump Jets	
	2 Endo Steel	
	Double Heat Sink	
Right Arm	3 Endo Steel	5
Left Arm	5 Endo Steel	3
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Large Laser	RA	2	5
2 Flamers	RA	2	2
Beagle Active Probe	RT	2	1.5
Large Laser	LA	2	5

Weapons and Ammo

Alternate Configuration A

Location	Critical	Tonnage
LB 10-X AC	RA	6
Ammo (LB-X) 20	RT	2
Small Laser	LA	1
Battle Value: 976		.5

Alternate Configuration B

Location	Critical	Tonnage
Large Pulse Laser	RA	2
Small Laser	RA	1
TAG	RT	1
2 Medium Pulse Lasers	LA	2
C ³ Slave	LT	1
Battle Value: 1,070		4

Alternate Configuration C

Location	Critical	Tonnage
LRM 10	RA	2
Ammo (LRM) 12	RA	1
Small Laser	RT	1
LRM 10	LA	2
Ammo (LRM) 12	LA	1
C ³ Slave	LT	1
Battle Value: 1,006		5

Alternate Configuration D

Location	Critical	Tonnage
LRM 5	RA	1
Ammo (LRM) 24	RA	1
Medium Laser	RA	1
Guardian ECM Suite	RT	2
ER PPC	LA	3
C ³ Slave	LT	1
Battle Value: 1,322		1.5

Alternate Configuration E

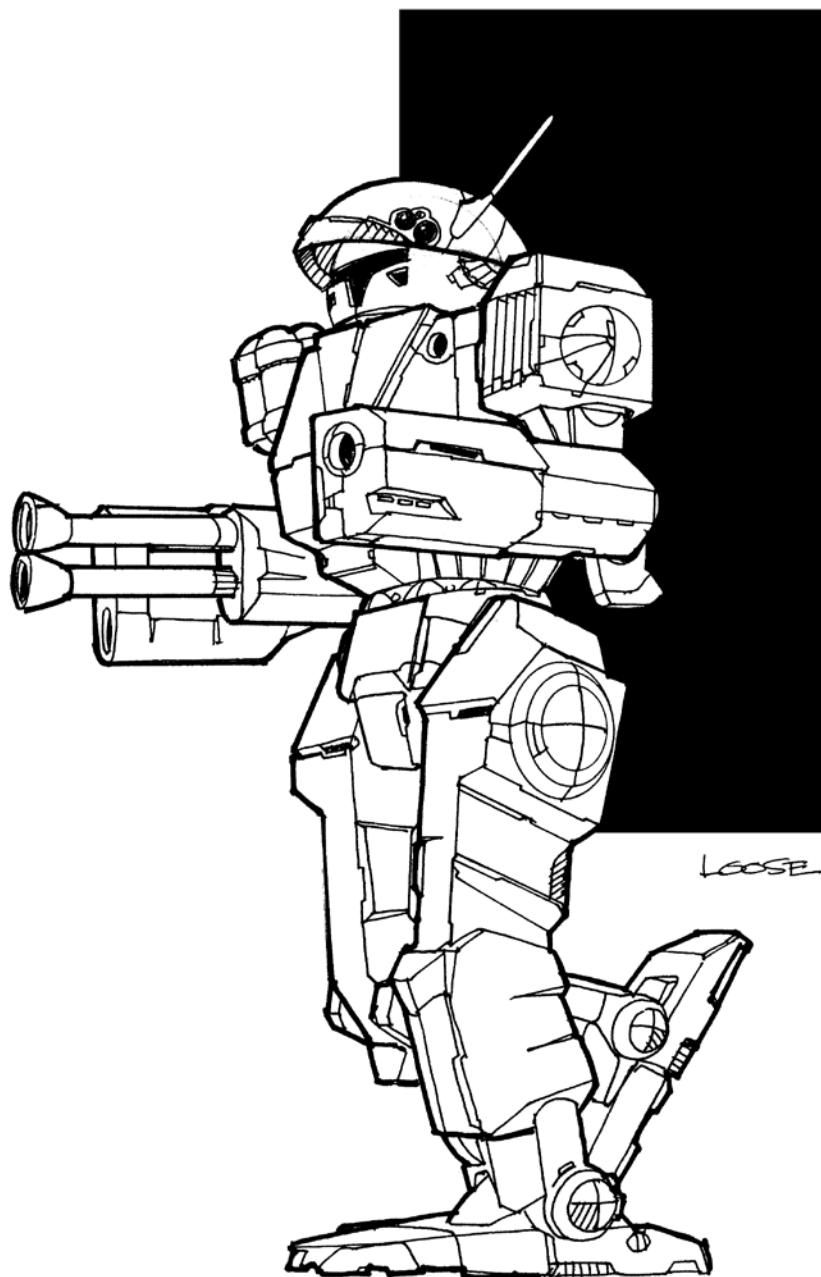
Location	Critical	Tonnage
MRM 20	RA	3
Ammo (MRM) 12	RA	1
Small Pulse Laser	RT	1
Sword	LA	3
Medium Pulse Laser	LT	1
Battle Value: 998		2.5

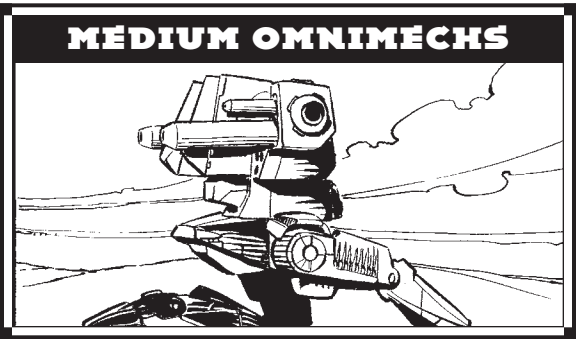
Alternate Configuration F

Location	Critical	Tonnage
ER Large Laser	RA	2
ER Medium Laser	RA	1
Double Heat Sink	RT	3
ER Large Laser	LA	2
ER Medium Laser	LA	1
ER Small Laser	H	1
Battle Value: 1,446		.5

Alternate Configuration G

Location	Critical	Tonnage
LB 5-X AC	RA	5
Ammo (LB-X) 40	RT	2
CASE	RT	1
3 Medium Lasers	LA	3
Battle Value: 1,063		.5





Mass: 50 tons
Chassis: Alshain 50 Endo Steel
Power Plant: Nissan 200 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: Icarus Standard
Jump Capacity: 120 meters
Armor: Mitchell Argon
Armament:
26.5 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), Irian BattleMechs Unlimited, Ceres Metals Industries
Primary Factory: Luthien, Irian, Shiro III, Warlock, St. Ives
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Overview

After suffering horrendous losses of material and resources in the devastating attacks on Luthien during the opening stages of the Jihad, LAW offered the entire engineering and design protocols of the *Blackjack* OmniMech to its two design partners—Ceres Metal Works and IBMU. CMW declined the offer, preferring instead to accept a production license from IBMU, which bought the entire package after brief negotiations.

Since early '68, IBMU has been producing record numbers of the BJ2-O series, adjusting the electronic hookups and modules to fit most League weapon compo-

nents. Not surprisingly, most maintenance on the newer models requires IBMU-certified parts.

Capabilities

Loaded with an impressive 26.5 tons of pod space and sporting a fixed jump jet system, the BJ2-O series has become very popular among loyal League forces. Several common configurations are offered by IBMU, though the ones utilizing League equipment are the most popular, despite rumors that the ones using older LAW equipment are being phased out due to incompatibility with the IBMU interface.

The newest known configurations are straight from the Duchy of Oriente. The E variant sports a light Gauss rifle and an LRM-10 pack of missiles. Coupled with an ER large laser, this deadly variant has become a favorite with Hussar warriors who enjoy finding high ground and sniping enemy formations from a great distance.

The F configuration mounts a lethal combination of an ER PPC and an Ultra AC-10, with two ER medium lasers and an ER small added for close combat situations.

Deployment

Reeling from financial disaster as it saw facility after facility fall to capture or outright destruction to both Black Dragon and Word of Blake forces, LAW began selling off select Omni design rights and engineering plans in order to salvage the company's future. Produced in record numbers at IBMU facilities, a large quantity of *Blackjacks* can be found scattered among the larger provincial armies of the fracturing League.

Ceres Metal Works has continued to produce a limited quantity of *Blackjack* Omnis with most of their production heading to Capellan units along the Federated Suns front.

Notable MechWarriors

Adept III Norris Anderson: Once a Force Commander with the Third Oriente Hussars, Adept Anderson is currently wanted for murder and the theft of League property after he savagely attacked the Hussar command post during a routine nighttime patrol, killing Colonel Theresa Matthews as she arrived for the morning staff meeting.

Leaving the Hussars in chaos, he departed along with a substantial portion of the Second Van Diemen Green Jackets. Anderson was later seen in service to the Word of Blake during the savage fighting on Pleione, which saw the end of Little Richard's Panzer Brigade.

George "Grimjack" Theophilus: A small-time pirate, Grimjack is the nominal head of the band known as "The Glorious," one of three plaguing worlds of the Rim Commonality. He and his band are enjoying tormenting the overstretched Eighth Orloff Grenadiers, though rumor has it that the mysterious Coterie is getting involved in reprisals against the pirate marauders.

Type: **Blackjack**
Technology Base: Inner Sphere OmniMech
Tonnage: 50
Battle Value: 1,201

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	200 XL	4.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		9
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	14
R/L Leg	12	18

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	Endo Steel	0
Center Torso	Endo Steel	1
Right Torso	3 Engine	3
	6 Endo Steel	
Left Torso	3 Engine	3
	6 Endo Steel	
Left Arm	Double Heat Sink	5
Right Arm	Double Heat Sink	5
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
Ultra AC/5	RA 5	9
2 Medium Lasers	RA 2	2
Ammo (Ultra) 20	RT 1	1
2 Machine Guns	RT 2	1
Ultra AC/5	LA 5	9
2 Medium Lasers	LA 2	2
Ammo (Ultra) 20	LT 1	1
2 Machine Guns	LT 2	1
Ammo (MG) 100	CT 1	.5

Alternate Configuration A

Location	Critical	Tonnage
LRM 20	RA 5	10
Ammo (LRM) 12	RA 2	2
Medium Laser	RT 1	1
LRM 20	LA 5	10
Ammo (LRM) 12	LA 2	2
Medium Laser	LT 1	1
Small Laser	CT 1	.5

Battle Value: 1,318

Alternate Configuration B

Location	Critical	Tonnage
LRM 10	RA 2	5
Artemis IV FCS	RA 1	1
Ammo (LRM) 24	RA 2	2
Small Laser	RT 1	.5
Gauss Rifle	LA 7	15
Ammo (Gauss) 16	LT 2	2
C³ Slave	CT 1	1

Battle Value: 1,323

Alternate Configuration C

Location	Critical	Tonnage
LB 10-X AC	RA 6	11
Ammo (LB-X) 10	RT 1	1
Medium Laser	RT 1	1
LB 10-X AC	LA 6	11
Ammo (LB-X) 10	LT 1	1
Medium Laser	LT 1	1
Small Laser	CT 1	.5

Battle Value: 1,189

Alternate Configuration D

Location	Critical	Tonnage
2 Large Laser	RA 4	10
Double Heat Sink	RA 3	1
Double Heat Sink	RT 3	1
PPC	LA 3	7
Medium Pulse Laser	LA 1	2
Double Heat Sink	LA 3	1
Medium Pulse Laser	LT 1	2
2 Medium Laser	LT 2	2
Small Laser	CT 1	.5

Battle Value: 1,375

Alternate Configuration E

Location	Critical	Tonnage
Light Gauss Rifle	RA 5	12
Ammo (Light Gauss) 32	RT 2	2
ER Large Laser	LA 2	5
LRM 10	LA 2	5
Ammo (LRM) 24	LT 2	2
ER Small Laser	CT 1	.5

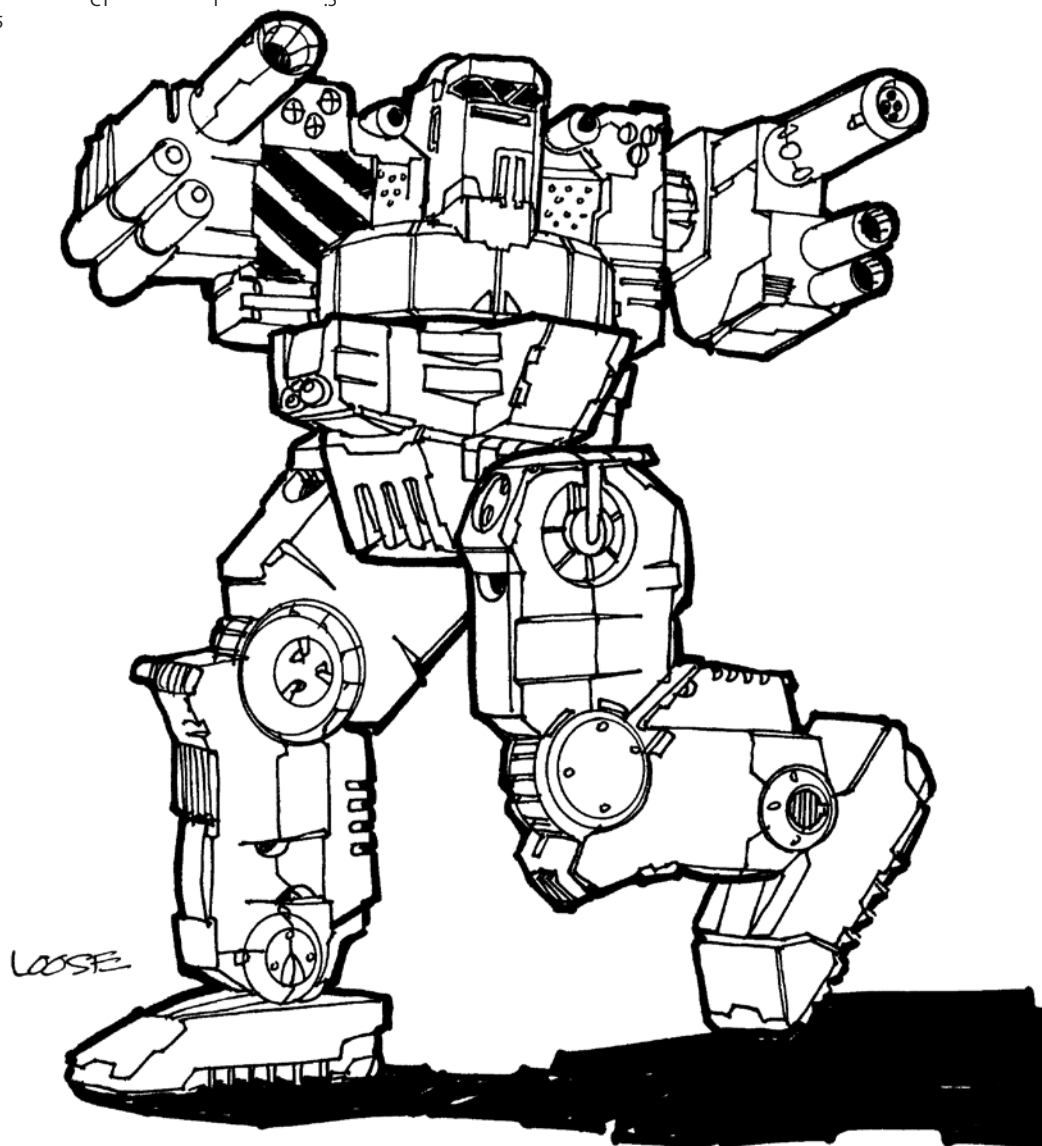
Battle Value: 1,260

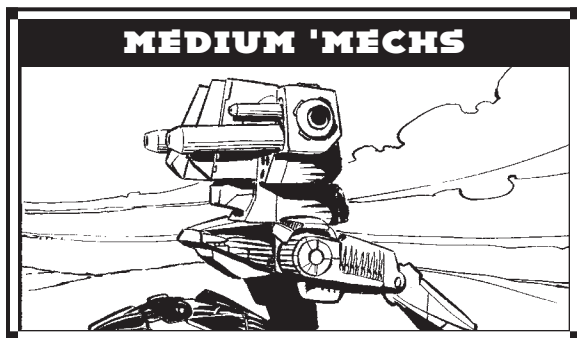
Weapons and Ammo

Alternate Configuration F

Location	Critical	Tonnage
Ultra AC/10	RA 7	13
Ammo (Ultra) 20	RT 2	2
ER Medium Laser	RT 1	1
ER Medium Laser	LA 1	1
2 Double Heat Sinks	LA 6	2
ER PPC	LT 3	7
ER Small Laser	CT 1	.5

Battle Value: 1,405





Mass: 50 tons

Chassis: Enran TXS2A

Power Plant: Vlar 300

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: McCloud Specials

Jump Capacity: 180 meters

Armor: SimplePlate Manufacturers Type M

Armament:

- 1 Cyclops Eye Large Laser
- 2 Intek Medium Lasers
- 3 Defiance B3S Small Lasers
- 2 ScatterGun Light Machine Guns

Manufacturer: J.B. BattleMechs Inc.

Primary Factory: Storfors

Communications System: Jolex Systems

Targeting and Tracking System: Optisight-12

Overview

Just about every MechWarrior worth his or her salt remembers the *Chameleon*. The popular training 'Mech has been manufactured since the 2500s, with total production numbers running somewhere in the tens of thousands. Since the production line was within the impenetrable Hesperus II facilities, the *Chameleon* never suffered the same fate as hundreds of other BattleMech lines that were destroyed in the Succession Wars.

In 3052 Inner Sphere Houses ramped up production of new designs to a level unseen since the height of the Star League. To make room for massive demand, Defiance announced that it would be closing down the line to produce the newly developed *Nightsky* BattleMech.

Knowing that the need for MechWarrior training would only increase over time, a Lyran businesswoman purchased the rights to once again produce the ancient design under J.B. BattleMechs, and she planned to offer combat variants for purchase to any parties. By 3056, the *Chameleon* was back in production.

Capabilities

Designed with training in mind, Defiance figured academies would want pilots to learn the importance of mobility and heat management. Mediocre armor and an uncomfortably high weapons-to-heat-sink ratio were deliberately included in the design to force greenhorn pilots to think beyond the tactic of a slow advance of alpha-striking.

By giving the *Chameleon* the ability to jump 180 meters and hold a maximum speed of over 95 kph, the designers hoped pilots would realize how beneficial it would be to maintain constant movement during combat to avoid losing what small armor the 'Mech has. Its weapons are also substandard; a large laser and a pair of medium lasers for most situations, and a battery of machine guns and small lasers to deal with light targets. When fired all at once and moving at full speed, the heat generated is enormous, risking immediate shutdown.

To teach pilots heat management, special software was installed in the 'Mech. Beginning at start-up, the program would monitor the current heat level and automatically shut down weapons that would risk raising the ambient temperature beyond a certain level, leaving the pilot with less of a choice. Good pilots found that to stay hard to hit and be able to use their best weapons, a high ground speed would be used instead of constant employment of the jump jets. Though helpful with new MechWarriors, more experienced ones found this program frustrating, preventing the *Chameleon* from being used on a frontline battlefield.

Deployment

Every academy in the Inner Sphere and the Periphery (and, according to some rumors, the Clan home worlds) has at least one *Chameleon* in its ranks. Though not seeing action often, the *Chameleon* is commonly trotted out for actual combat for when invaders attempt to overrun an academy.

Two variants, however, have seen extensive combat since their introduction. Used in various training units that are sent into the battlefield, the cadres of the Federated Suns and the Lyran Alliance put the benign-looking BattleMechs to good use. Enemy units have often mistaken the *Chameleon* variants for a standard version and categorize it as not much of a threat due to its tendency to overheat quickly. The enemy, then, was often surprised when they were hit by laser blasts coming from a *Chameleon* over five hundred meters out. This occurred several times until units on both sides updated their battle software to recognize the variants.

Variants

Slow sales initially met the release of the combat variants, but the outlook since the Civil War has been encouraging, as many older pilots have a nostalgic attachment to one of the first BattleMechs they ever piloted.

The first variant, known as the 7W, dropped the light weapons for an additional two tons of armor. The large laser is upgraded to an extended range version, while the left-arm medium laser is swapped out for a pulse. Double heat sinks were installed to help manage the heat problems, and J.B. disabled the management software to allow MechWarriors more freedom in battlefield operations, though it can be manually turned back on if the pilot wishes.

The second variant is more of a support version. Instead of an endo steel chassis, an extra-light engine is installed, and all of the weaponry is stripped for a trio of large lasers, the primary one being extended range. Three and a half extra tons of armor are mounted to protect the fragile frame, and double heat sinks allow the 7Z *Chameleon* to become more involved in high-intensity confrontations.

Type: **Chameleon**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,042

Equipment

Internal Structure:

Engine: 300

Walking MP: 6

Running MP: 9

Jumping MP: 6

Heat Sinks: 10

Gyro: 3

Cockpit: 3

Armor Factor: 112

Internal
Structure

Head 3

Center Torso 16

Center Torso (rear) 5

R/L Torso 12

R/L Torso (rear) 4

R/L Arm 8

R/L Leg 12

Mass

5

19

0

3

3

7

Armor
Value

9

18

5

12

4

12

12

Weapons and Ammo

Location

Critical

Tonnage

Large Laser RA 2 5

Medium Laser RA 1 1

Medium Laser LA 1 1

2 Small Lasers RT 2 1

Small Laser LT 1 .5

2 Machine Guns CT 2 1

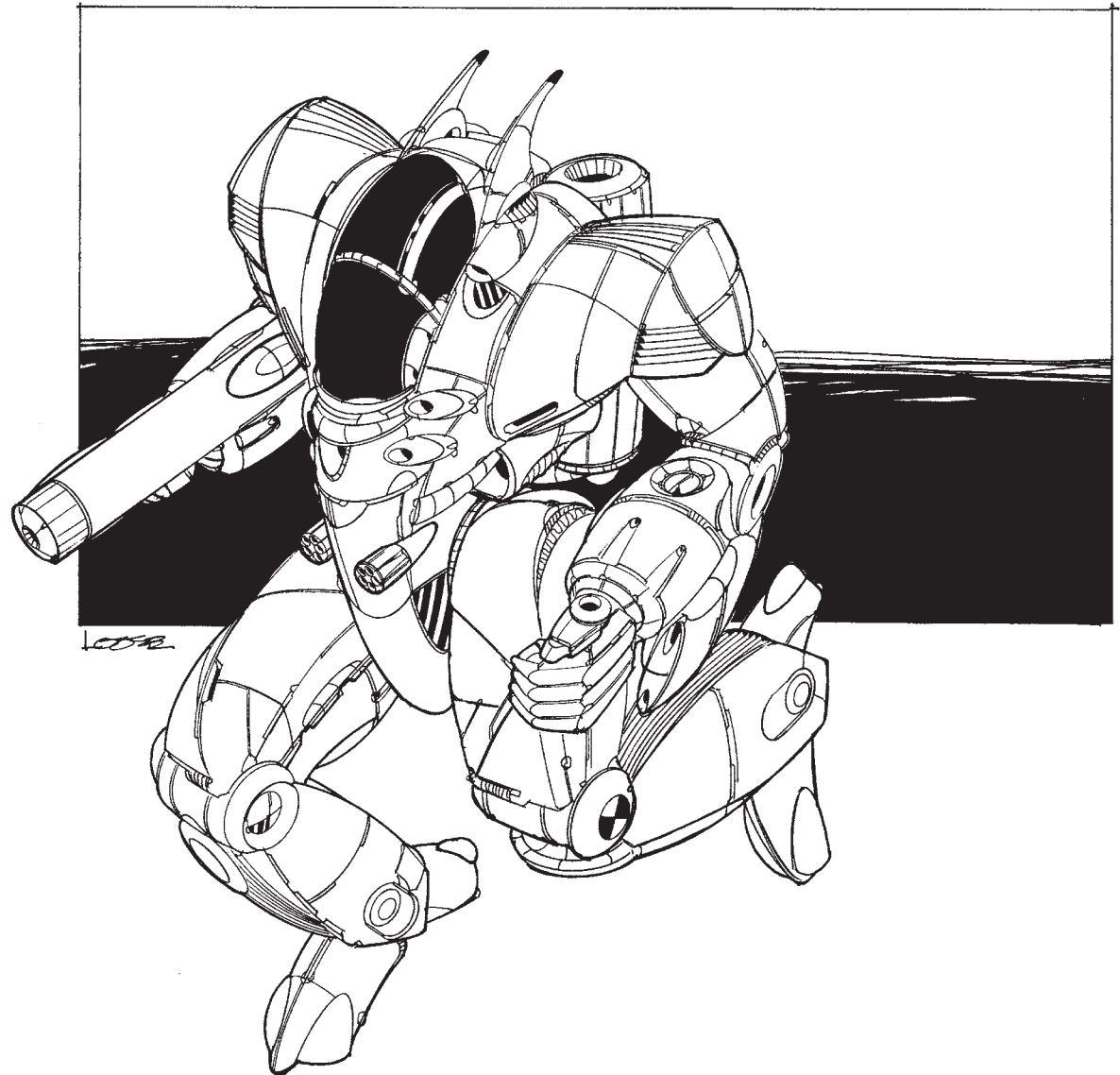
Ammo (MG) 100 LT 1 .5

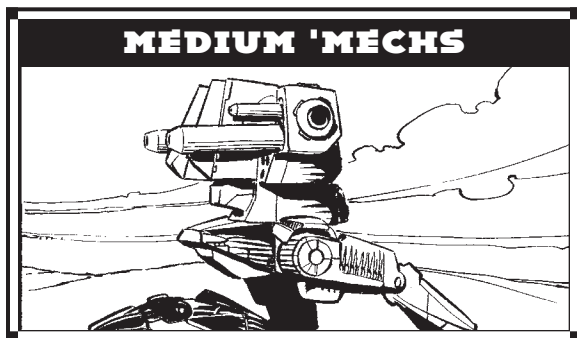
Jump Jet RT 1 1

Jump Jet LT 1 1

Jump Jets RL 2 2

Jump Jets LL 2 2





Mass: 50 tons

Chassis: Blackstone MD2E Endo Steel

Power Plant: Magna 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: StarGuard III with CASE

Armament:

1 Defiance Disintegrator LB 10-X Autocannon

1 Thunderbolt-12 Large Pulse Laser

2 Defiance B3M Medium Lasers

1 ChisComp 32 Small Laser

Manufacturer: Blackstone BattleMechs, Ltd.

Primary Factory: Inarcs

Communications System: CommuTech Multi Channel 10

Targeting and Tracking System: Tek Tru-Trak

Overview

Discovered nearly two centuries ago by Davion soldiers in the system of Achernar, the plans for the 'Mech dubbed the *Enfield* were for a medium urban 'Mech designed to replace the aging *Wyvern*. Enthusiastic about having such an advanced design, the Federated Suns kept the plans hidden until they had the technology to finally begin development of the design in the early 3050s. Looking for a companion to the highly popular *Enforcer*, NAIS made some changes to the aesthetics and load out to make it more compatible. In 3055, Blackstone BattleMechs, Ltd. was licensed to produce the design, and Blackstone began shipping to units to the Clan border and to any Federated Commonwealth-employed mercenary units.

Ironically very few *Enfields* made it to Davion units since production started; the Lyran Alliance broke away before full production could begin. While some *Enfields* went to Davion troops, all of them belonged to loyalist units. But those Davion units that received the *Enfield* immediately assigned it to a lance with a accompanying *Enforcer* and began evaluation of the combination.

Capabilities

A close-fire support design, the *Enfield* carries every sort of advanced construction material available for full production. Endo steel, CASE, and an extra-light engine free up enough weight to mount an impressive amount of firepower while maintaining maximum armor protection and a cruising speed in line with other designs of lesser firepower and armor. If the *Enfield* lacks anything, it is jump jets to keep it mobile in built-up or urban battlefields, and it often must rely on competent lance mates to keep it from being flanked by enemy forces.

In the category of firepower, however, its payload is impressive. The two main weapons of the *Enfield* are its LB 10-X and large pulse laser mounted on opposing arms. Useful only when within a range of three hundred meters, the pulse laser is often used to punch holes through armor and allow the cluster rounds of the autocannon to exploit the exposed internal workings of the target. As back-up weaponry, a pair of medium lasers and a single small laser assist in combat under ninety meters in range. To compensate for all the heat put out by the battery of lasers and the ballistic cannon, eleven double heat sinks keep the *Enfield* cool in just about every situation.

Deployment

The *Enfield* did not see as much combat as other recent designs, and although on paper the design worked well, in combat, its performance was reputed as mediocre at best when heavy combat began to break out all over Lyran space. As close-combat support for an *Enforcer* or other similar design, the 'Mech's extra-light engine quickly became a liability, as the increase in speed and firepower was not enough to overcome its fragility. More times than not, when an *Enfield* went into combat, it came back crippled or did not come back at all. Commanders began holding the BattleMech back in reserve until the battle

was at its most intense, hoping that the opposition would be too damaged to incapacitate the *Enfield*, or at least have their focus on sturdier targets while *Enfield* provided support fire. After the war, many commanders began to quietly transfer its *Enfields* to reservist and militia units in favor of more hearty medium 'Mechs.

Variants

Early on, Blackstone realized the possible fragility of the *Enfield* and began offering the 6J version in 3060. Taking out the small and a medium laser, the large pulse laser is replaced with a longer-ranged standard version of the laser. With the extra weight available, five HildCo model 13 jump jets were expected to make the *Enfield* harder to hit, increasing its survivability rate.

Though better than the original, pilots are still not satisfied with the 6J, and Blackstone is currently experimenting with designs using a sturdier light engine, but nothing other than a prototype (known as the 6S) has been produced to date. This prototype uses a standard large laser instead of a pulse and removes a heat sink to compensate for the heavier engine. Ferro-fibrous armor is added, along with a Guardian ECM mounted to provide additional protection by disrupting enemy sensors.

Type: **Enfield**

Technology Base: Inner Sphere

Tonnage: 50

Battle Value: 1,248

Equipment

Internal Structure:

Endo Steel

Mass

2.5

Engine:

250 XL

6.5

Walking MP:

5

Running MP:

8

Jumping MP:

0

Heat Sinks:

11 [22]

1

Gyro:

3

Cockpit:

3

Armor Factor:

169

11

Internal
Structure

Armor
Value

Head

3

9

Center Torso

16

26

Center Torso (rear)

6

R/L Torso

12

20

R/L Torso (rear)

4

R/L Arm

8

16

R/L Leg

12

24

Weapons and Ammo

LB 10-X AC

RA

6

11

Ammo (LB-X) 20

RT

2

2

CASE

RT

1

.5

Large Pulse Laser

LA

2

7

Medium Laser

LA

1

1

Medium Laser

CT

1

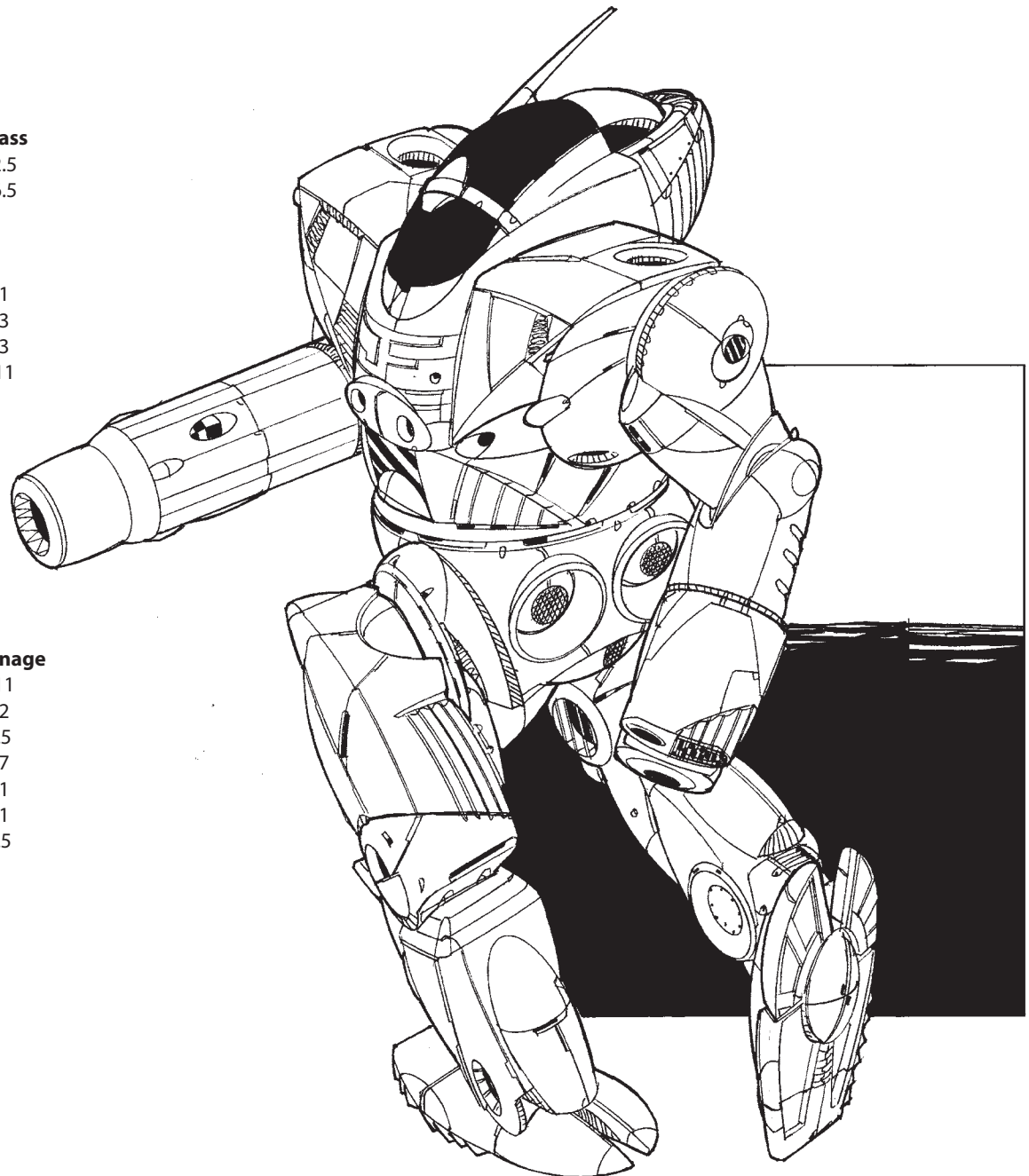
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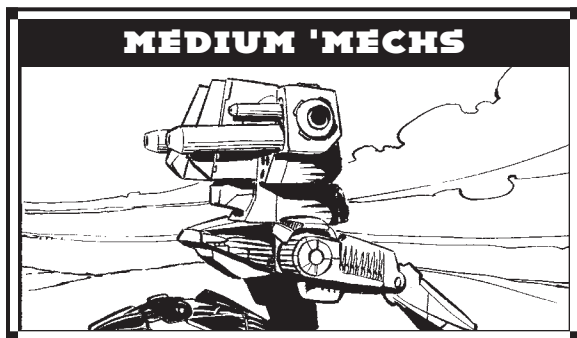
Small Laser

CT

1

.5





Mass: 55 tons

Chassis: Earthwerks BSW

Power Plant: Hermes 275 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Unity Weave Ferro-Fibrous with CASE

Armament:

2 Federated 5-Shot LRM Missile Systems

1 BlazeFire Sweetshot ER Large Laser

1 Mydron Model B Autocannon

2 Johnson MiniGuns

Manufacturer: TharHes Industries

Primary Factory: Tharkad

Communications System: TharHes Euterpe HM-14

Targeting and Tracking System: TharHes Ares-8a

Overview

While the *Bushwacker* employs no Clan technology, its final design is the result of applied Clan BattleMech construction principles. Originally developed before the Clan invasion, the 'Mech's innovative design broke with mainstream thinking in several key areas, primarily in its low-slung, narrow aspect that eluded enemy targeting systems while providing space and strength for an impressive weapons load. Unfortunately this fundamental break with traditional design resulted in a complex and crowded internal structure. The fusion engine's close proximity to the sensor and communication suites generated internal interference which caused frequent targeting and sensor system failures. Though evaluators were impressed with

the basic design and its capabilities, these chronic and apparently insoluble electronic difficulties fairly guaranteed the *Bushwacker* would never see full production.

This dreary prognosis was reversed by a successful raid on a Jade Falcon base on Twycross. Among other discoveries was an extensive collection of technical specifications and schematic diagrams for a number of Clan BattleMechs. Of particular interest to the *Bushwacker* design team was the Clan *Vulture*. Though a more vertical design than the *Bushwacker*, the *Vulture's* interior shared the same compressed volume issues. To compensate, the Clan engineers had made several unusual decisions in the internal layout which minimized the fusion engine's interference with sensitive systems. Adapting the Clan solutions to the *Bushwacker's* unique needs, the design engineers were able to reconfigure the 'Mech's internal structure to eliminate the electronic interference.

Capabilities

The *Bushwacker* is first and foremost a long-range combat BattleMech. Two LRM launchers, an ER large laser, and the excellent Mydron autocannon enable it to deliver lethal destructive power at ranges few Inner Sphere BattleMechs can match. In combating conventional opponents, the savvy *Bushwacker* pilot keeps her opponents at range, relying on the 'Mech's relative nimbleness to avoid close combat. The paired Johnston MiniGuns mounted forward provide some defense against infantry anti-Mech team assault.

Of course, the range advantage evaporates when the *Bushwacker* engages Clan forces. Clan long-range weapons overreach the *Bushwacker's* by fifty percent, making trading fire at range problematic for Inner Sphere MechWarriors. As a result, *Bushwacker* units have developed cooperative tactics which utilize terrain and other obstacles to close to effective range. A typical lance teams three *Bushwackers* with a fast light 'Mech. The light 'Mech acts as a spotter—and if necessary as a diversion—and directs the indirect LRM fire of the *Bushwackers*.

Deployment

Though originally deployed almost exclusively along the Clan/Lyran Alliance border, the *Bushwacker* can now be found in almost every first echelon unit throughout the former Federated Commonwealth. For some reason it has

become a particular favorite of commands throughout both the Capellan and Draconis Marches.

Variants

Two variants have come into common usage. The S2 trades the LRM-5 launchers and machine guns for two SRM-4s, and an anti-missile system, while upgrading the autocannon to an LB-X.

The L1 is a much more radical design, making use of the still relatively new technology of the light engine (in place of the extra light of the standard model). The design then trades a CASE and all the weaponry except the large laser (upgraded to an extended-range version) for an LB 20-X autocannon and three tons of ammo, as well as an additional two and a half tons of armor; the ferro-fibrous armor was also exchanged for endo steel.

Notable MechWarriors

Captain Sarah Blair: On November 12 3065, Hauptmann General Kev Evans ended several months of mobile defensive actions against the DCMS Fifth Sword of Light and Ryuken-go on Cassias at the base of the Romen Mountains. The center of his defensive line was the Callas Line, entrenched fortifications built by the local militia and units of the Third Crucis Lancers. Repulsed by the bunkers and concealed batteries, *Tai-sa* Shotoku led elements of the Ryuken-go on a flanking attack. The Seventeenth Avalon Hussars's Third Battalion was waiting for them. When Major Chad Thomas fell in the opening minutes, Captain Blair assumed command, her able leadership enabling the outnumbered battalion to repeatedly throw back the Ryuken-go force. Gun cam recordings show Blair's *Bushwacker* trading fire with Shotoku's *Hatamoto-Chi*, a duel that would be repeated on 31 January 3066. Heavy DCMS losses at the Battle of Callas changed the balance of power on Cassias, allowing the Seventeenth to press the Fifth Sword and Ryuken-go, inflicting heavy losses over the next several weeks. Facing ultimate defeat, Shotoku led two companies of volunteers in an all-out attack on the Seventeenth. Though three Hussar BattleMechs engaged the *Hatamoto-Chi*, battle recordings confirm it was Captain Blair's coolly accurate alpha strikes at range that brought the *Tai-sa* down. DCMS forces yielded the planet on 6 February 3066.

Type: **Bushwacker**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,223

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 3

Cockpit: 3

Armor Factor (Ferro): 161 9

Internal
Structure
Armor
Value

Head 3 9

Center Torso 18 26

Center Torso (rear) 8

R/L Torso 13 22

R/L Torso (rear) 4

R/L Arm 9 11

R/L Leg 13 22

Weapons and Ammo

AC/10

Ammo (AC) 10

LRM 5

LRM 5

Ammo (LRM) 24

ER Large Laser

Machine Gun

Machine Gun

Ammo (MG) 100

CASE

CASE

Location

RA

RT

LA

LT

LT

CT

RT

LT

RT

RT

LT

Critical

7

1

1

1

1

2

1

1

1

1

1

Tonnage

12

1

2

2

1

5

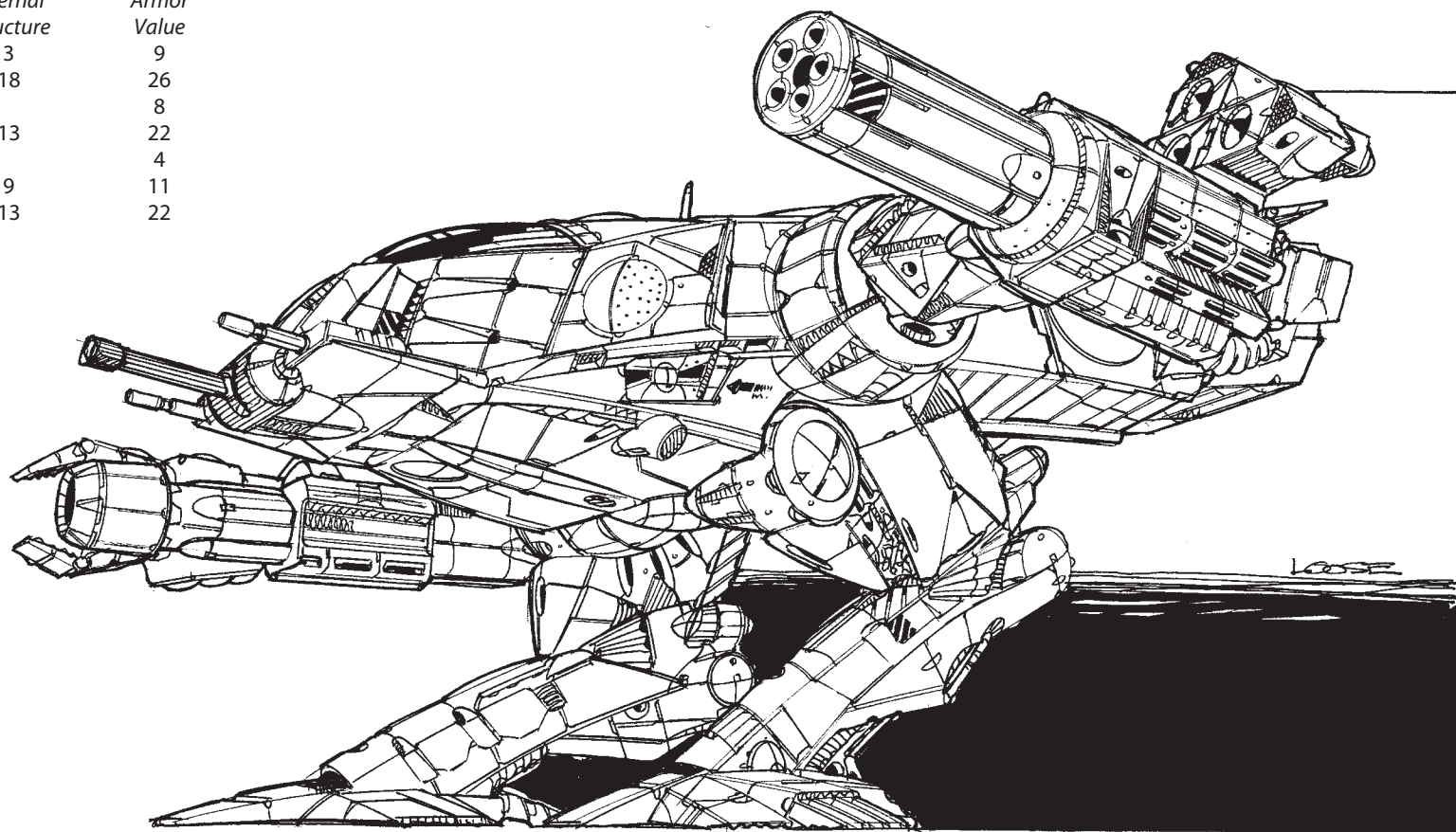
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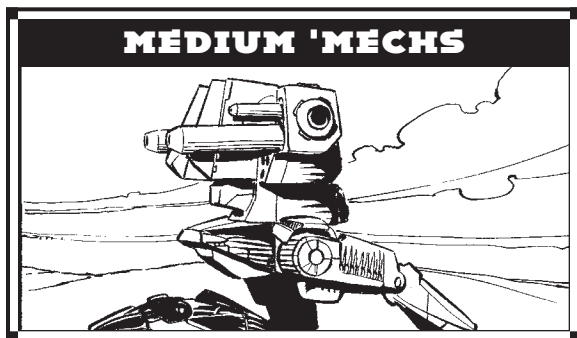
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Mass: 55 tons

Chassis: Kressly GRF1A-MDX

Power Plant: CoreTek 275 Fusion

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kressly Stoneskin 30M

Armament:

2 LongFire V LRM Racks

4 Intek Medium Lasers

1 BlazeFire Systems Large Laser

Manufacturer: Kressly WarWorks

Primary Factory: Epsilon Eridani

Communications System: Angst Clear Channel 3

Targeting and Tracking System: RCA Instatrak Mk XII

Overview

The first BattleMech design manufactured by Kressly WarWorks, the *Lineholder* has become one of the new benchmarks for all future designs to be produced by Kressly. Using a set of “Common Sense Design” theories created by a Kressly think tank, designers attempted to adhere to set of rules and guidelines while creating a medium-weight weapons platform. Speed caps, heat-sinks-to-weapon ratios, and damage bracket projections were all followed while creating the *Lineholder*.

The *Lineholder's* popularity among its target market led Kressly to expand its ambitions for the design, producing several other versions for higher-paying customers.

Though none proved as popular as the original, each has had brisk sales, and Kressly was encouraged enough by this to release future designs using the “Common Sense Design Guidelines.”

Capabilities

A defensive design, the *Lineholder* has a variety of weapons to hold up advancing enemy formations. A pair of LRM racks softens up opposition at range, while the BlazeFire large laser punches holes through armor. For short-range combat, four medium lasers provide the bulk of the design's firepower. Though not able to inflict considerable damage to heavily armored BattleMechs, the *Lineholder* makes a solid member of a lance or company, lending support where needed.

The *Lineholder* holds fourteen heat sinks and can easily handle the heat generated during all but the most intense firefights, and it carries above-average armor for its weight class of the same technological level. This employment of Common Sense Design provided the owners of the *Lineholder* with a sturdy, versatile design.

Deployment

The *Lineholder* can be found in almost every garrison within the Chaos March that can afford new BattleMechs. Its low cost and easy-to-repair design has made it highly desired by small- and medium-sized units, and the Federated Suns and Word of Blake in particular have employed advanced versions of the 'Mech. Demand for the *Lineholder* has even reached Periphery states such as the Circinus Federation.

With such widespread use, the *Lineholder* has seen its fair share of combat in its past ten years of production. Many units assign the *Lineholder* to be either the damage dealer of a medium attack lance, or the quick ready-response 'Mech of a heavier assault company. In both roles, the *Lineholder's* reputation is solid.

Variants

Content with the original's popularity, Kressly has begun to modify the *Lineholder* in several different ways to appeal to those groups willing to spend more money for

an advanced design. The first version is little more than a field upgrade, replacing the four medium lasers with a pair of medium pulses and changing out the BlazeFire for an extended-range version of the laser. A second, much more extensive modification is currently being sold to the Word of Blake. Not content with just changing out all the lasers for more advanced ER versions, the KW2-LHW also uses an extra light chassis, ferro-fibrous armor for better protection, and double heat sinks for better heat management. The biggest addition however, is a C³i system that allows the *Lineholder* to integrate with the most advanced Blakist Level II unit.

Kressly WarWorks' most radical variant, however, is sold exclusively to the Federated Suns. Using the same extra-light chassis and high strength armor used in the WoB variant, all of the *Lineholder's* armament is stripped for an ER large laser and a pair of arm mounted rotary AC/2s. Nicknamed the “*Linebreaker*” by its pilots, some armor and heat sinks were sacrificed to create the impressive offensive capability. This variant, however, ceased production within a day of the dissolution of the Star League, apparently in retribution for the Federated Suns' no-confidence vote.

Notable MechWarriors

Big Abby: This first production *Linebreaker*, Big Abby was shipped to the Second Davion Guards RCT right before the outbreak of the FedCom Civil War. Big Abby has been in more skirmishes and has seen more combat and survived then any other *Lineholder* produced to date. Having been on both sides of the conflict, Big Abby has gone through well over a half a dozen pilots during the entire civil war, and yet has never lost a pilot in combat. Instead, its pilots have often been killed out of cockpit, either before getting inside the BattleMech, or executed after ejection. Big Abby is currently serving with the New Syrtis CMM.

Type: **Lineholder**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,280

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Mass

5.5

15.5

4

3

3

10

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

3

18

6

13

5

9

13

9

25

6

18

5

18

19

Weapons and Ammo

2 LRM 5

Ammo (LRM) 24

2 Medium Lasers

2 Medium Lasers

Large Laser

Location

Critical

Tonnage

RA

RT

RT

LT

LA

2

1

2

2

2

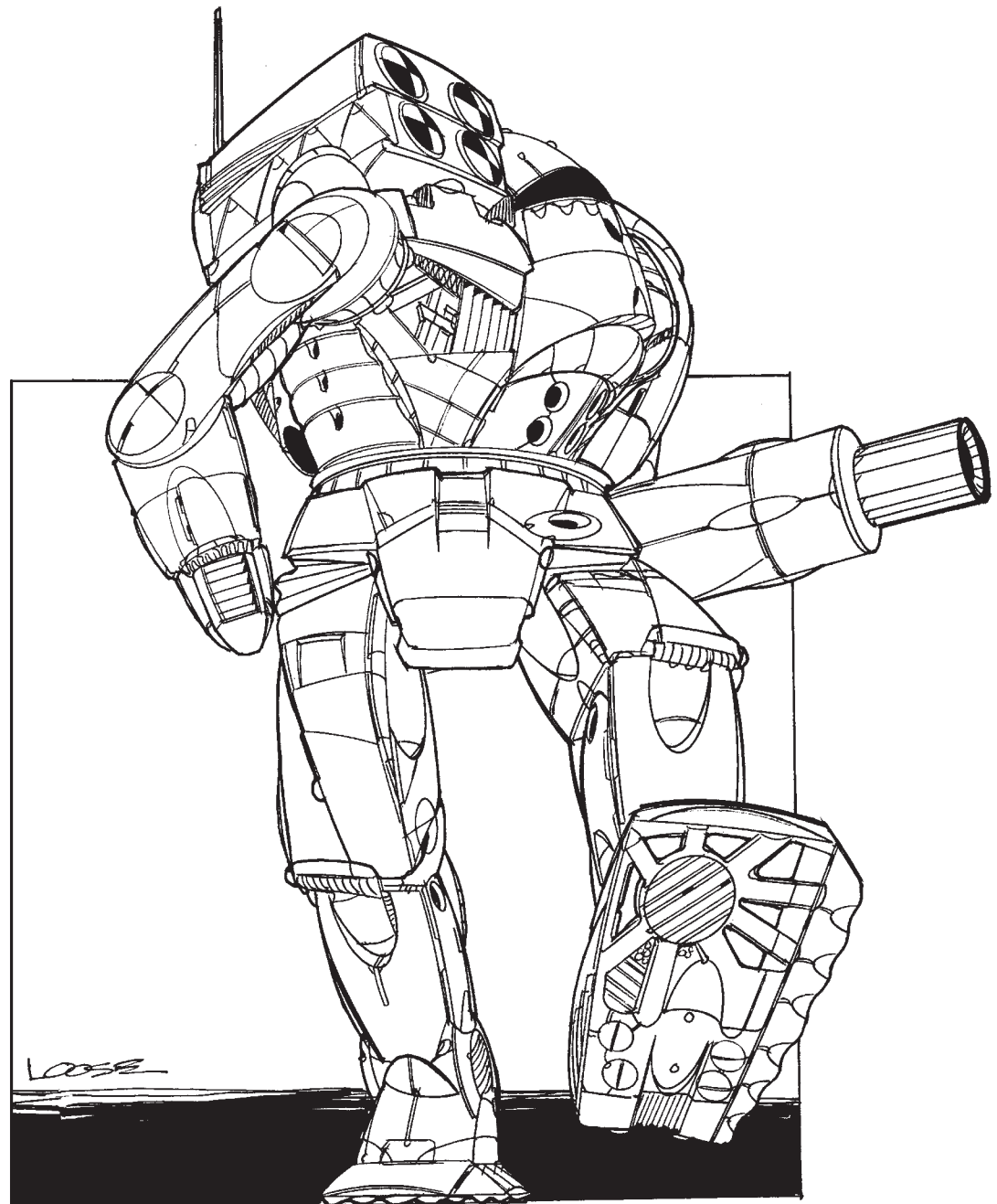
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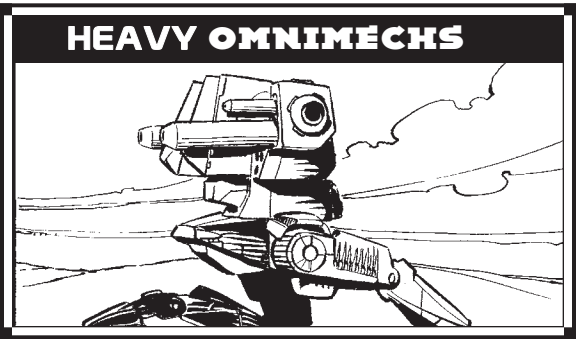
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5





Mass: 60 tons
Chassis: Alshain 52 Endo Steel
Power Plant: Vlar 300 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Icarus Standard
Jump Capacity: 150 meters
Armor: Mitchel Argon
Armament:
17 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), Coventry MetalWorks, Starcorps Industries, Corean Enterprises, Victory Industries
Primary Factory: Luthien, Coventry, Crofton, Son Hoa, St. Ives, Loburg, Marduk, New Avalon
Communications System: Sipher CommSys 4b
Targeting and Tracking System: Matabushi Sentinel Plus

Overview

In the aftermath of the battle for Wolcott, Draconis Combine troops obtained several Clan OmniMechs, allowing the DCMS to begin a crash program to develop OmniMechs. Direct replication of the Clan designs was not possible due to technical differences, and many of the Inner Sphere OmniMechs were modifications of existing designs or wholly new models designed to employ the technologies. Luthien Armor Works realized that the *Black Hawk* design could be replicated to a considerable degree with extant technologies, including many available “off the shelf.” The resulting design, though ten tons heavier than its Clan sibling (a necessary modification to support

the heavier engine and chassis) has a comparable performance profile.

Capabilities

Relatively swift and agile for its size, the *Black Hawk-KU* is a flexible and deadly weapons platform, able to employ its various load-outs to deadly effect. Like most OmniMechs, the *Black Hawk-KU* supports a variety of standard configurations, but the pod technology allows pilots and commanders to tailor the configuration according to mission needs and personal preferences. Some load-outs, like the primary, ape the Clan original, but others play to the strengths and weaknesses of the Inner Sphere weapons systems. In some regards, the DCMS version of the *Black Hawk* is superior to that of the Clans: the use of standard rather than advanced weapons variants in many configurations reduces heat-management issues (albeit at the expense of range and/or hitting power), and so the *Black Hawk-KU* is less prone to heat-triggered shutdowns after an alpha strike.

Although they vary in the exact components used (each employs locally sourced standard equipment), the LAW and CMW variants of the *Black Hawk-KU* are functionally identical. Independent analysis of the designs in *What ‘Mech?* magazine favors the Steiner variant, however, citing superior manufacturing processes and tighter quality control.

Deployment

Initially deployed with the Legion of Vega for field tests, a number of *Black Hawk-KU* ‘Mechs saw action against Clan Smoke Jaguar where they swiftly proved their resilience against their smaller but more advanced cousins. The *KU* went on to serve with distinction in the Ghost Bear incursion and against the Federated Suns. These conflicts have allowed several examples of the design to fall into enemy hands: the Ghost Bears employ the variants they captured, now equipped with Clan weapon pods, in a second line cluster, while the handful in use by the AFFS are within the Brigade of Guards.

In stark contrast to the limited numbers employed by the AFFS, the LAAF maintains a significant contingent of *Black Hawk-KUs* thanks to a licensing agreement between Luthien Armor Works and Coventry MetalWorks, concluded at the first Star League conference after protracted

negotiations. Prior to the FedCom Civil War only units within the Lyran State Command received the design, and though production was hampered by that conflict, a significant number of the licensed models entered service.

Notable MechWarriors

Chu-i John Kikuchi: The pilot of the first *Black Hawk-KU* to see action, *Chu-i* Kikuchi led the Dark Sword against Hyner in the Bird Dog raids that preceded Operation Bulldog. An officer in Ryuken-yon, Kikuchi and his ‘Mech stand as paragons of the flexible operations paradigm favored by the Ryuken.

Type: **Black Hawk-KU**
Technology Base: Inner Sphere OmniMech
Tonnage: 60
Battle Value: 1,731

Equipment		Mass
Internal Structure:		6
Engine:	300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	200	12.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	20	30
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		8
R/L Arm	10	20
R/L Leg	14	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	Jump Jet	1
Right Torso	3 Engine	6
	Double Heat Sink	
Left Torso	3 Engine	6
	Double Heat Sink	
Left Arm	None	8
Right Arm	None	8
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
2 Medium Pulse Lasers	RA 2	4
3 Medium Lasers	RA 3	3
Small Laser	RT 1	.5
Double Heat Sink	RT 3	1
2 Medium Pulse Lasers	LA 2	4
3 Medium Lasers	LA 3	3
Small Laser	LT 1	.5
Double Heat Sink	LT 3	1

Alternate Configuration A

ER PPC	RA 3	7
Anti-Missile system	RT 1	.5
Ammo (AMS) 12	RT 1	1
ER PPC	LA 3	7
Anti-Missile system	LT 1	.5
Ammo (AMS) 12	LT 1	1
Battle Value: 1,770		

Alternate Configuration B

Ultra AC/5	RA 5	9
Ammo (Ultra) 20	RA 1	1
Large Pulse Laser	LA 2	7
Battle Value: 1,303		

Alternate Configuration C

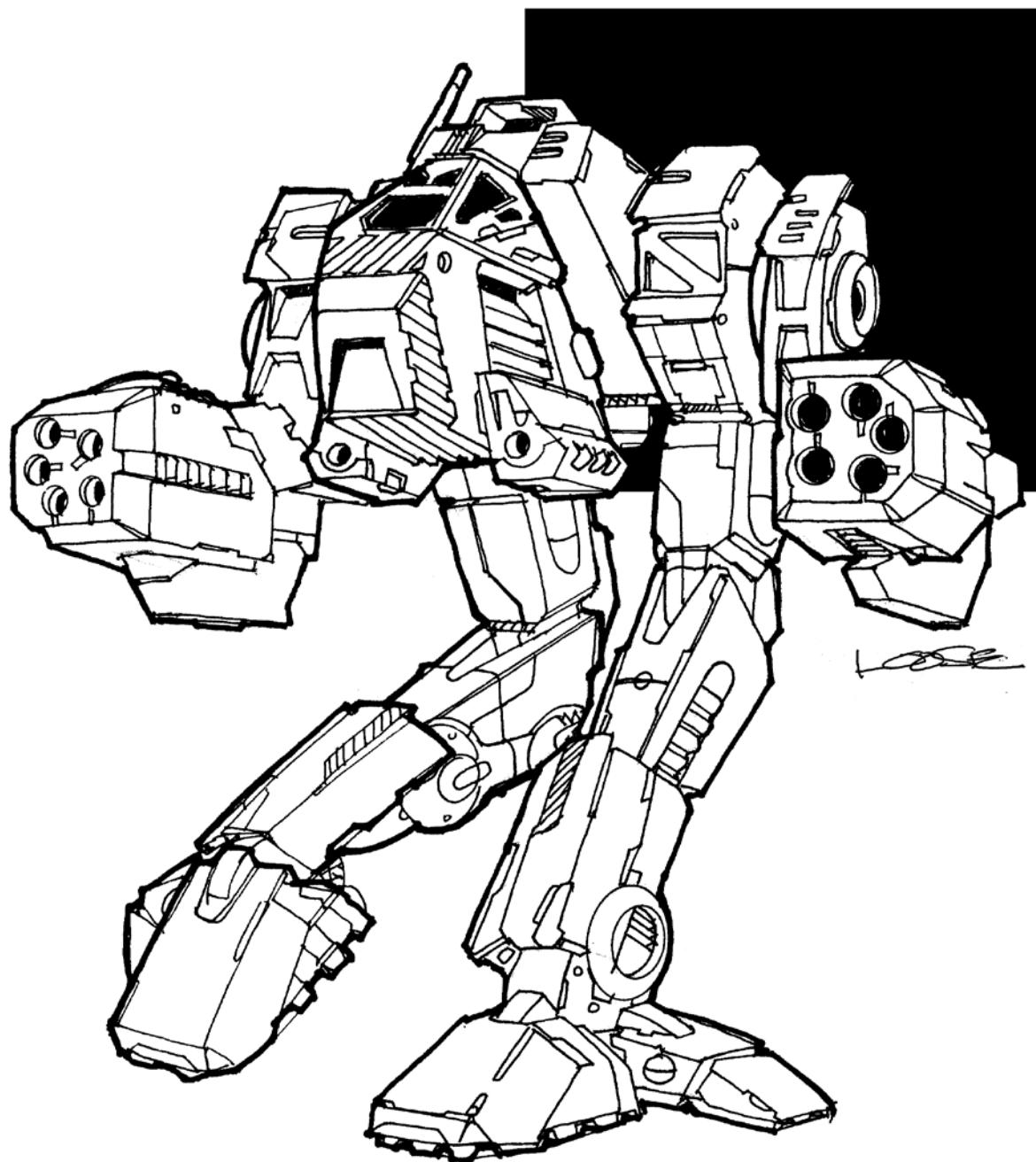
Medium Laser	RA 1	1
Gauss Rifle	LA 7	15
Ammo (Gauss) 8	LT 1	1
Battle Value: 1,597		

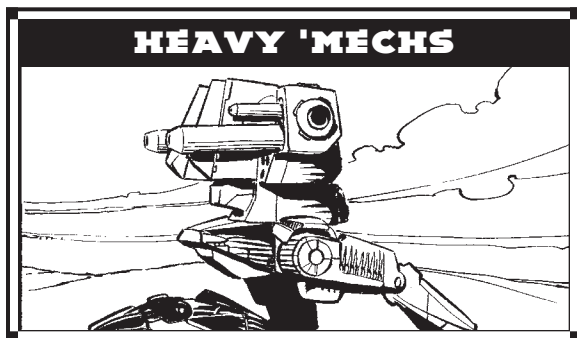
Alternate Configuration D

ER Large Laser	RA 2	5
LRM 20	LA 5	10
Ammo (LRM) 12	LT 2	2
Battle Value: 1,539		

Alternate Configuration E

6 ER Medium Lasers	RA 6	6
2 Double Heat Sinks	RT 6	2
6 ER Medium Lasers	LA 6	6
Double Heat Sink	LA 3	1
2 Double Heat Sinks	LT 6	2
Battle Value: 1,982		





Mass: 60 tons

Chassis: Heavy Star QAT-4

Power Plant: Pitban 240

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Pitban LFT 50

Jump Capacity: 120 meters

Armor: Longanecker PlastiSteel

Armament:

1 Magna Hellstar PPC

2 Martell Model 5 Medium Lasers

1 Holly LRM-5 Rack

1 Zippo Flamer

1 SperryBrowning Machine Gun

Manufacturer: Mountain Wolf BattleMechs

Primary Factory: Alpheratz

Communications System: Magestrix Alpha

Targeting and Tracking System: Magestrix Gamma

Overview

In 2945 House Marik forces destroyed the Mountain Wolf BattleMechs factories on Vendrell. Decades later, Brandon O'Leary, grandson of Mountain Wolf's last CEO, reestablished the company as a manufacturing concern by setting up shop in (of all places) the Outworlds Alliance. The first design off the production line in 3010 was immediately hailed as a technological breakthrough—not because it offered advanced features, but because the *Merlin* was the first totally new 'Mech design to be produced in the Inner Sphere in over a century.

Capabilities

The *Merlin* was designed to stand up to hard use, serve multiple roles, and be easily repaired using commonly available parts. The Pitban 240 gives the Merlin speed comparable to heavy 'Mechs commonly encountered during the Third Succession War, and over ten tons of armor offers adequate protection. A balanced mix of weapons makes the *Merlin* versatile enough to handle 'Mechs and infantry with equal ease. The Magma Hellstar PPC and Martell medium lasers are proven systems, veterans of the Succession Wars. The inclusion of Pitban LFT-50 jump jets makes the *Merlin* surprisingly agile.

Mountain Wolf BattleMechs received some criticism for not including hand actuators in their design, but the company countered with the argument that their decision simplifies maintenance and allows the medium lasers to be mounted in the core of each forearm, where they receive maximum protection.

Deployment

Rugged and reliable, the *Merlin* is suitable for a variety of assignments. While it rarely appears in House units, many mercenary commands have been attracted to the relatively inexpensive design. The Merlin has served honorably in mercenary ranks the length and breadth of the Inner Sphere. Even against the technologically advanced Clans, the *Merlin's* robust design has proven surprisingly effective.

The *Merlin* is the heaviest design commonly available to the Outworlds Alliance Ground Defense Arm. With Alliance Defenders producing the 'Mech locally, the AGDA have used the heavier 'Mech to stiffen ranks consisting mainly of *Locusts* and *Stingers*. These upgrades came none too soon for the sorely pressed troops of the AGDA, who are under ever-increasing pressure from raids by unidentified bands of Periphery raiders.

Variants

In 3053, Alliance Defenders introduced the *Merlin* 1B. This model removes the machine gun and ammo, adds another heat sink, and moves the LRM ammo from the center torso to the left torso.

Contact with Clan Snow Raven has given the Outworlds Alliance a much-needed technological boost. The Lushann Industries plant—already renowned for the quality of their lasers—has been able to produce more advanced extended range models. Packaged into a field upgrade kit in 3068, these upgrades have started to make their way into the field. The new 1C model replaces the medium lasers of the 1B with ER medium lasers.

Notable MechWarriors

Lt. Colonel Gavilán "Gabby" Camacho: Gavilán Camacho lived for years in the shadow of his talented sister, Patricia. For years after her death at the hands of the Smoke Jaguars, the Caballeros had little confidence in his abilities. However, since the fighting on Towne, Gavilán has matured. Serving under his father, the redoubtable Don Carlos Camacho, as executive officer of Camacho's Caballeros (also known as the Seventeenth Recon Regiment), his battlefield performance against the Ghost Bears has succeeded in winning over many of his critics.

To the surprise of many, when given the opportunity to replace the "Red-tailed Hawk," his venerable *Shadow Hawk*, Gavilán chose a *Merlin* instead of one of the larger designs salvaged on Towne. After over a decade of breakdowns and glitches, Gavilán quickly came to appreciate both the simplicity and reliability of his new machine.

Chairman Janet Rice: Given command of the Alliance Grenadiers, Chairman Rice was handed the unenviable task of transforming the Grenadiers from rabble with little skill and even less morale into an effective combat unit. Although still very green, new equipment, intensive training, and battlefield successes against ever-increasing bandit raids have all done wonders for morale.

The daughter of a wily old Periphery trader (or Kuritan Oil Merchant as he was sometimes called), Rice lives by the old adage that if something is too good to be true, then it isn't. As such, she is deeply suspicious of the motives of Clan Snow Raven, and she fears that in the long run they will prove a bigger threat to the Alliance than the worst Periphery scum.

Type: **Merlin**

Technology Base: Inner Sphere

Tonnage: 60

Battle Value: 1,217

Equipment

Internal Structure:

Engine: 240

Walking MP: 4

Running MP: 6

Jumping MP: 4

Heat Sinks: 18

Gyro: 3

Cockpit: 3

Armor Factor: 168

Internal
Structure

Head 3

Center Torso 20

Center Torso (rear) 11

R/L Torso 14

R/L Torso (rear) 8

R/L Arm 10

R/L Leg 14

Mass

6

11.5

8

3

3

10.5

Armor
Value

9

26

11

18

8

16

19

Weapons and Ammo

PPC RT 3 7

Medium Laser RA 1 1

Medium Laser LA 1 1

LRM 5 RT 1 2

Ammo (LRM) 24 CT 1 1

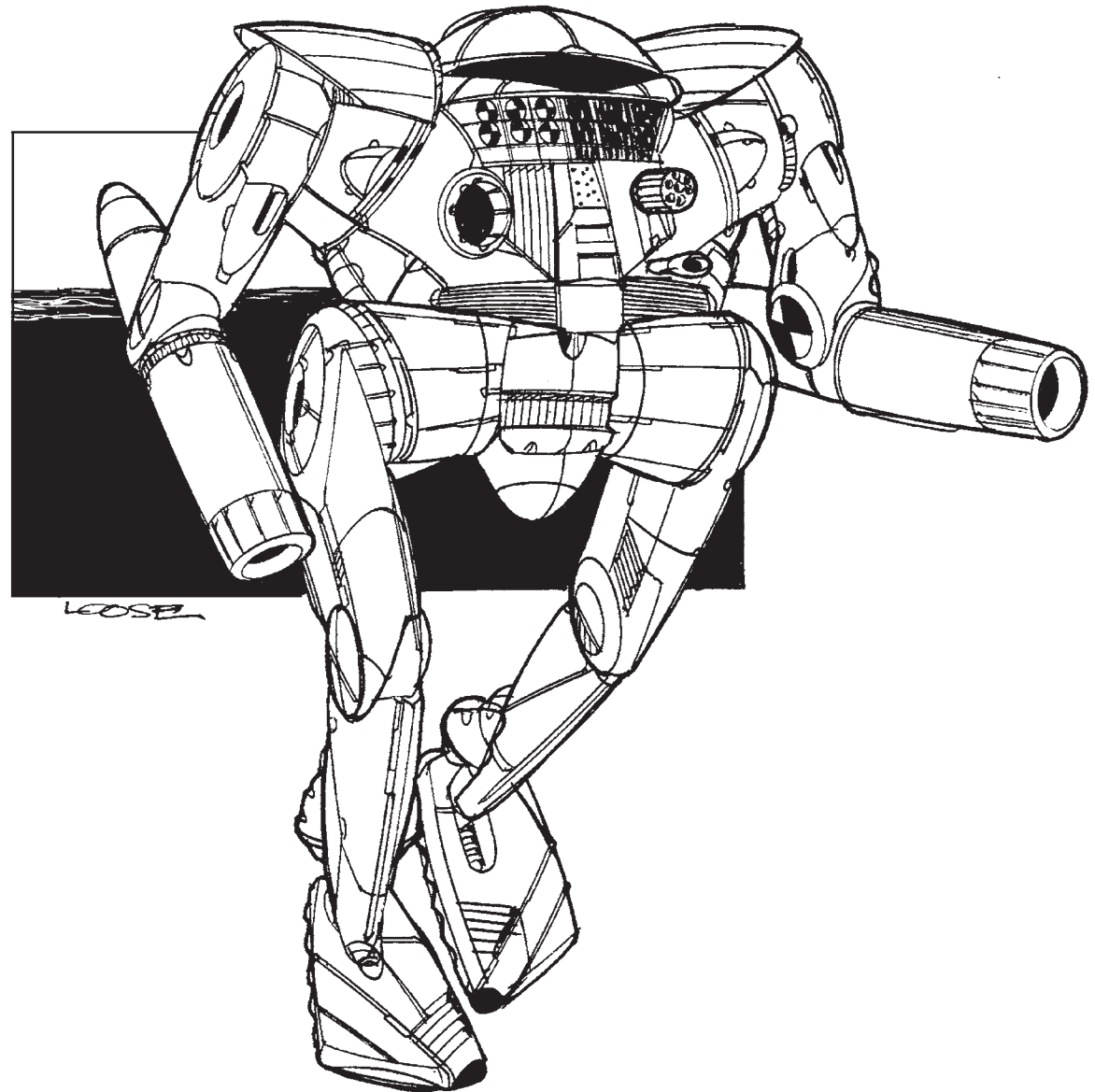
Machine Gun LT 1 .5

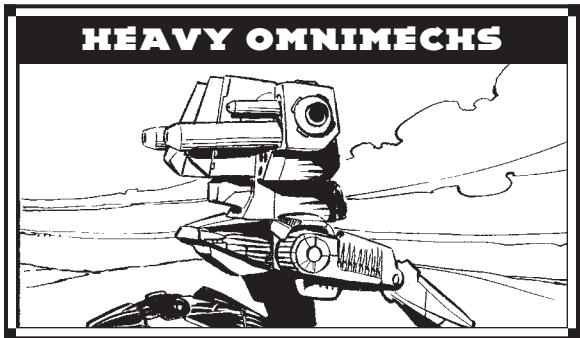
Ammo (MG) 100 CT 1 .5

Flamer LT 1 1

Jump Jets RL 2 2

Jump Jets LL 2 2





Mass: 70 tons
Chassis: Alshain Hagetaga-O7
Power Plant: Hermes 280 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/4 with CASE
Armament:
2 Victory 23R Medium Lasers
34 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), StarCorps Industries, Victory Industries
Primary Factory: Luthien, Crofton, Son Hoa, St. Ives, Loburg, Marduk
Communications System: Sipher CommCon SCU-9
Targeting and Tracking System: Matabushi Stalker

Overview

In an effort to resolve a maintenance crisis sparked by the widespread use of Clan battle salvage taken to rebuild DCMS troops on Luthien, Luthien Armor Works began work on what would become the *Avatar* in 3052, as a jury-rigged solution based on captured *Vulture* test beds. The process of melding Clan and Inner Sphere technologies took several years, during which time the engineers expanded their understanding of OmniMech technology well enough to spark the production of the *Raptor*, *Owens*, and *Black Hawk-KU* Omnis—all of which hit the fields before the 70-ton *Avatar* made its battlefield debut.

Capabilities

The *Avatar*'s land speed is slower than its Clan-made progenitor, but what it lacks in speed, it gains in enough open tonnage and pod space to outgun the *Vulture*, while simultaneously boasting superior armor protection as well. Even when discounting its twin medium lasers (fixed-mounted as the result of an unresolved fire control glitch), the *Avatar* can mount over thirty tons of firepower.

Many of the *Avatar*'s standard configurations ape those of the *Vulture*, with arm pods favoring direct-fire weapons while the torso packs missile launchers and ammo. Most of these configurations emphasize long-range capabilities that usually place the *Avatar* in a fire-support role, but the Alpha payload—which combines jump jets and close-in weapons—is a more effective brawler and anti-Elemental unit.

Deployment

Within the first two years of its production, *Avatars* were deployed by the DCMS along the Clan border and had even been sold in limited quantities to ComStar and the Federated Commonwealth's Lyran half. After the Lyran secession, foreign sales to the Lyrans diverted to ComStar instead—a policy that continued unabated until the aftermath of the Combine-Dominion War.

Unfortunately, the Word's assault on Luthien in the midst of a Black Dragon coup reportedly destroyed the Guthry Island complex where the *Avatar* and other OmniMechs were built, depriving the DCMS of any new machines for the foreseeable future.

Notable MechWarriors

Demi-Precentor Michelle Lei: A Terran native and Task Force Serpent veteran, Lei's loyalty to the Com Guard was beyond question, despite the wave of defections that followed Victor Steiner-Davion's elevation to Precentor Martial. Stationed on Orestes before the onset of the Blakist Jihad, Lei's faith was severely shaken on the day the Word of Blake publicly unmasked Primus Mori as a Combine spy and former Martial Anastasius Focht as a fallen Steiner noble. While this news was sufficient to turn even the head of ComStar ROM, Lei remained true to ComStar when she soon found herself

facing turncoats amid her own Level III. Commanding a truncated force of twenty 'Mechs and armored vehicles, she battled her own defectors near the Tyra Miraborg Memorial Academy and accounted for five defector kills before her *Avatar* A succumbed to battle damage.

Type: **Avatar**
Technology Base: Inner Sphere OmniMech
Tonnage: 70
Battle Value: 1,395

Equipment		Mass
Internal Structure:		7
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	16
R/L Leg	15	26

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	2 Medium Lasers	0
Right Torso	3 Engine CASE	8
Left Torso	3 Engine CASE	8
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
Machine Gun	RT	1	.5
Ammo (MG) 200	RT	1	1
2 Medium Pulse Lasers	LA	2	4
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 36	LT	3	3
Machine Gun	LT	1	.5

Weapons and Ammo

Alternate Configuration A

	Location	Critical	Tonnage
AC/20	RA	10	14
Ammo (AC) 15	RT	3	3
SRM 6	RT	2	3
ER Large Laser	LA	2	5
SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Battle Value: 1,481

Alternate Configuration B

LRM 15	RA	3	7
Artemis IV FCS	RA	1	1
LRM 10	RT	2	5
Artemis IV FCS	RT	1	1
Ammo (LRM 10) 12	RT	1	1
Ammo (LRM 15) 16	RT	2	2
LRM 15	LA	3	7
Artemis IV FCS	LA	1	1
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM 10) 12	LT	1	1
Ammo (LRM 15) 16	LT	2	2

Battle Value: 1,496

Alternate Configuration C

Ultra AC/5	RA	5	9
Ammo (Ultra) 20	RA	1	1
LRM 10	RT	2	5
Ammo (LRM) 24	RT	2	2
PPC	LA	3	7
C ³ Computer	LT	5	5
LRM 10	LT	2	5

Battle Value: 1,406

Alternate Configuration D

Light Gauss Rifle	RA	5	12
Ammo (Light Gauss) 16	RT	1	1
MRM 20	RT	3	7
Ammo (MRM) 12	RT	1	1
Double Heat Sink	RT	3	1
2 ER Medium Lasers	LA	2	2
MRM 20	LT	3	7
Ammo (MRM) 12	LT	1	1
Double Heat Sink	LT	3	1
C ³ Slave	H	1	1

Battle Value: 1,475

Alternate Configuration E

Ultra AC/10	RA	7	13
Double Heat Sink	RA	3	1
Ammo (Ultra) 30	RT	3	3
C3i	RT	2	2.5
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	6	2
Guardian ECM Suite	LT	2	1.5
2 Double Heat Sinks	LT	6	2

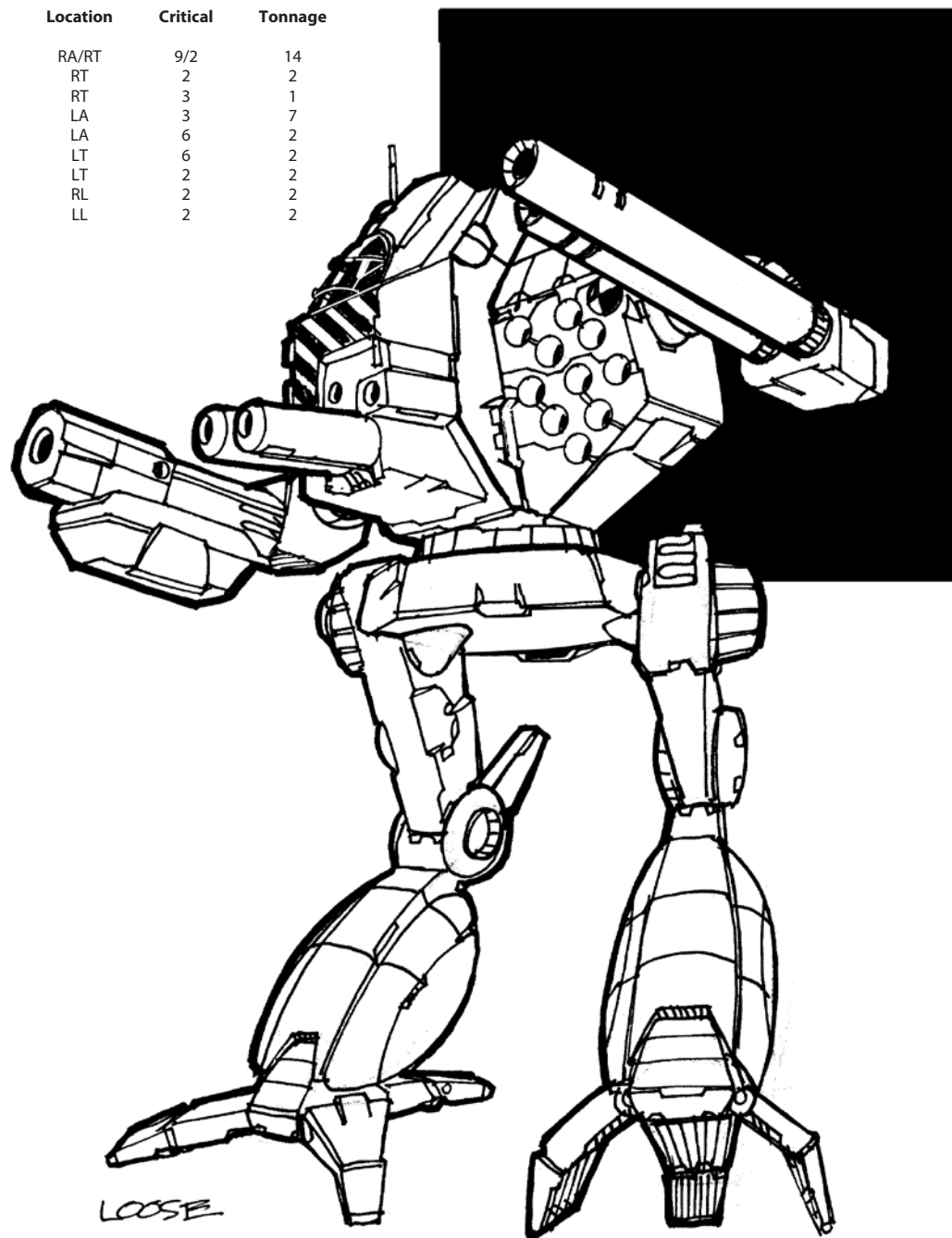
Battle Value: 1,563

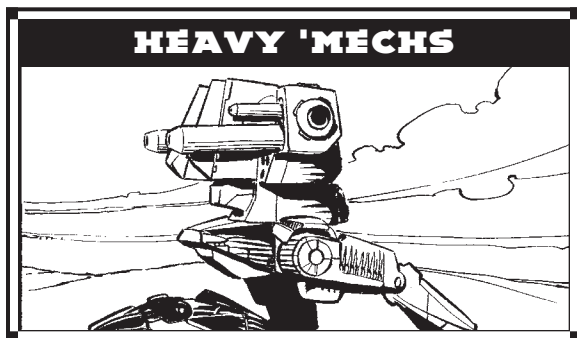
Weapons and Ammo

Alternate Configuration F

	Location	Critical	Tonnage
LB 20-X AC	RA/RT	9/2	14
Ammo (LB-X) 10	RT	2	2
Double Heat Sink	RT	3	1
ER PPC	LA	3	7
2 Double Heat Sinks	LA	6	2
2 Double Heat Sinks	LT	6	2
Ammo (LB-X) 10	LT	2	2
Jump Jets	RL	2	2
Jump Jets	LL	2	2

Battle Value: 1,667





Mass: 75 tons

Chassis: Royalstar ATE with Endo Steel

Power Plant: Pitban 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield Maxi II

Armament:

1 Zeus Slingshot Gauss Rifle

1 Mydron Excel LB 10-X Autocannon

1 ExoStar Large Laser

2 Defiance B4M Medium Pulse Lasers

Manufacturer: J.B. BattleMechs Inc.

Primary Factory: Storfors

Communications System: CeresCom Model 21-Rs with Guardian ECM

Targeting and Tracking System: FireScan with IndirecTrack

Overview

The discovery of the Gray Death memory core, combined with the opening of the technical archives on Terra in 3054, allowed engineers to revisit previously lost designs, including a design left on the drawing board back in the late twenty-eighth century.

The first *Dragon Fire* walked off the JBBMI production lines in late 3058, with the first company going directly to the Draconis Combine. Proving itself in Operation Bulldog and the subsequent Great Refusal, orders surged for the resilient design among units that faced the Clan threat.

While production for the original 3F design has dropped off somewhat, a new subsidiary contract with the Word of Blake in the mid- 3060s incorporating the Word's improved C³ technology helped JBBMI achieve solid profit goals and increased stockholder confidence in the company.

Early in 3068, JBBMI suddenly found itself in the middle of a financial crisis that saw the company change hands when three stockholders suddenly gained over sixty percent of the corporation. Most production facilities located in the Alliance, the Combine, and the Suns were closed with massive layoffs. Unconfirmed reports have JBBMI opening new production facilities on Epsilon Eridani, Caph, and New Earth, but no workers from the closed facilities have been invited to transfer to the new locations.

Capabilities

Based off the original design blueprints, the *Dragon Fire* design team produced a BattleMech in 3058 specifically designed to counter the advantages Clan machines gave their pilots. Able to handle versatile fighting styles and control fast heat buildup, the *Dragon Fire* incorporated an endo steel chassis and an XL engine, freeing up space in order to mount the heavier LB autocannons and the newly rediscovered Gauss rifle system. CASE protects the pilot from catastrophic ammunition explosions, and double-strength heat sinks help to counter the high heat bleed from the array of standard and pulse lasers.

Deployment

While the 3F design is still popular among Combine units, the newer 6FC design is found almost exclusively among the Word of Blake militia units. JBBMI will not sell any more units outside their exclusive contract to the Word of Blake, but a recent raid against the Myer facility on New Earth saw a unit sporting Skye Ranger colors abscond with six of the machines.

Variants

After the initial run of 3Fs that shot profits through the roof for JBBMI, the 4F variant appeared, swapping out the large laser with an ER version to make a sturdy long-range fighter.

When JBBMI signed an exclusive subsidiary contract with the Word of Blake, the *Dragon Fire* was redesigned from the 4F variant to take advantage of the Word's improved C³ technology. Swapping the pulse lasers with extended-range versions and removing the Guardian ECM suite, the *Dragon Fire* fulfilled a new role as a command and support 'Mech. The longer reach combined with the heavy firepower made it a popular heavy 'Mech with many Word of Blake commanders, seeing heavy use as an anchor in fast assault missions.

Notable MechWarriors

Adept XX Andrew Migayaki: Calm, cool, and collected on the battlefield, Migayaki has gained a reputation in the First Division as a deadly sharpshooter in his *Dragon Fire* 6FC. Using his Gauss rifle and lasers with surgical precision, he has racked up an impressive thirty-nine kills, nineteen of which have been confirmed as officers. Migayaki has no aspirations to rise any higher in rank and has refused promotions to command on three occasions. Currently, Adept Migayaki is training new recruits to the Word of Blake Militia on Caph.

Ronin Gordon Levi: Separated from his unit on Dieron during the devastating Word of Blake attack in 3068, Gordon has eschewed his rank and calls himself *ronin* until he can remove the dark stain of failure from his conscience. Originally part of the DEST bodyguard team assigned to protect Director Kerai-Indrahar, a savage attack by a Light of Mankind *Cerberus* had crippled his *Dragon Fire* 3F with a freak hit to his hip, immobilizing his 'Mech and consequently allowing the fanatics to almost destroy the *No-Dachi* the Director was piloting. Critically wounded, the Director was successfully escorted off-planet by a small mercenary unit that was on Dieron delivering supplies to the beleaguered Combine forces. Electing to remain behind, Levi conducts solo hit-and-fade attacks against Blakist convoys coming out of the spaceport, using his range to pick off select targets before fading back into the rocky crags. Sympathetic locals have been attempting to obtain more ammunition and parts for Levi, with limited success.

Type: **Dragon Fire**

Technology Base: Inner Sphere

Tonnage: 75

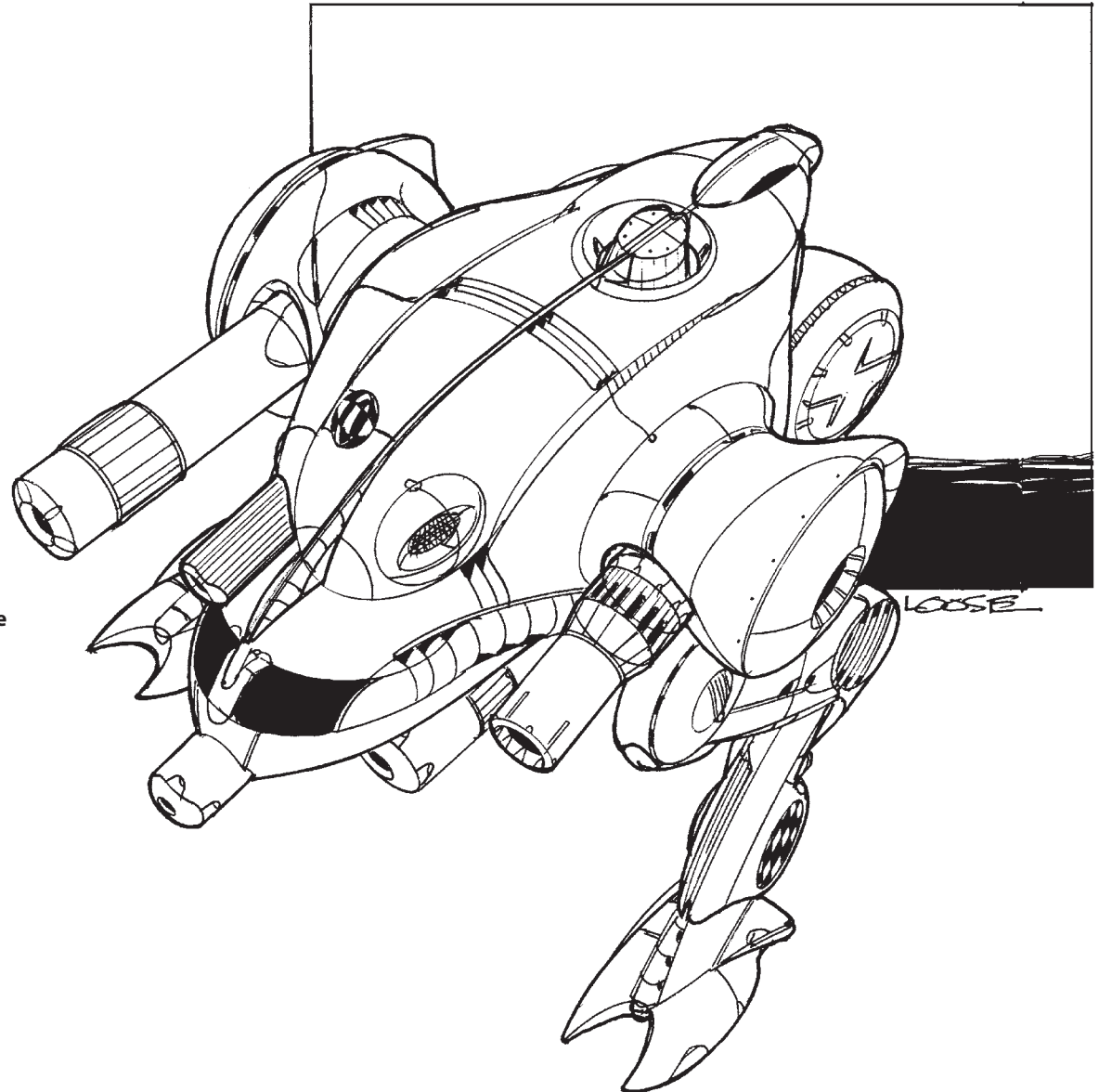
Battle Value: 1,855

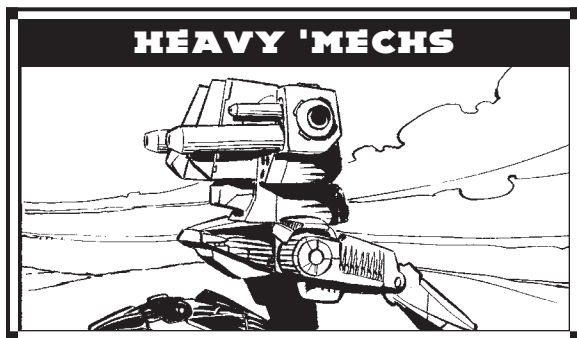
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	300 XL	4
Walking MP:	4	9.5
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	231	14.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	38
Center Torso (rear)		8
R/L Torso	16	26
R/L Torso (rear)		6
R/L Arm	12	24
R/L Leg	16	32

Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Ammo (LB-X) 20	RT	2	2
CASE	RT	1	.5
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LT	2	2
Large Laser	CT	2	5
Medium Pulse Laser	H	1	2
Medium Pulse Laser	LT	1	2
Guardian ECM Suite	LT	2	1.5





Mass: 75 tons

Chassis: Norse TRA34 Heavy

Power Plant: Ford 375 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar Heavy

Armament:

1 Defiance 1001 ER PPC

1 Cyclops XII Extended Range Large Laser

2 Defiance P5M Medium Pulse Lasers

1 Jackson Model 12 Small Laser

Manufacturer: General Motors, Norse-Storm BattleMechs, Telfar BattleMechs

Primary Factory: Kathil, Solaris VII, Midway

Communications System: Sony MSF-21

Targeting and Tracking System: Cirxese BallistaCheck, Cirxese RockeCheck

Overview

The *Maelstrom* is an SLDF BattleMech that never saw service with the SLDF. The final design of this third 'Mech in the *Marauder* series had only just been approved when the Star League fell. It was only through the recent deciphering of the Gray Death memory core that the design became known—and the technology to produce it understood. General Motors has taken the lead in production of the *Marauder*-series BattleMechs, manufacturing the entire line.

Demand for this hard-hitting heavy 'Mech outstripped the production capability of GM's Kathil plant

almost immediately. GM determined construction of a second *Maelstrom* production line—or modifying an existing line—would overtax its Kathil plant, which was already operating at near capacity. As a result, GM granted licensing rights to Norse-Storm BattleMechs. Norse-Storm's new plant on Solaris VII went into full production of the *Maelstrom* in early 3059 and has barely been able to keep up with demand since. In the spirit of goodwill that existed between the Federated Commonwealth and the Draconis Combine toward the end of the last decade, GM also licensed the *Maelstrom* to the Combine 'Mech manufacturer Telfar BattleMechs. Though the political climate has become more complex in recent years, the business relationship remains constant and apparently profitable for all parties involved. Telfar's Midway plant continues to produce full runs of the *Maelstrom*.

Capabilities

The *Maelstrom's* *Marauder* heritage is clear in its fundamental design, but most analysts agree the newer machine improves on its technological progenitor in many significant ways.

With all energy weapons and nineteen double heat sinks to handle temperatures, the *Maelstrom* is designed to stay in combat—and away from resupply—for protracted periods. The Ford 375 extra-light engine gives the heavy 'Mech a top speed of 86 kph, making it impressively fleet of foot for a machine of this size.

The *Maelstrom's* main weapon is the Defiance 1001 extended-range PPC. This reliable powerhouse gives the 'Mech effective firepower at extreme ranges. Coupled with the main gun is a Cyclops XII extended-range large laser, in itself enough to deter many opponents. For closer range defense and offense the *Maelstrom* mounts two medium pulse lasers and a small laser. Fourteen and a half tons of Kallon Royalstar Heavy BattleMech armor ensure that any attacker who manages to land a shot has little chance of damaging vital systems.

In keeping with this heavy 'Mech's agility and ability to survive on the battlefield, the *Maelstrom* is equipped with a TAG system which allows it to act as an artillery spotter.

Deployment

The *Maelstrom* is very popular with Combine units along the Clan frontier, and its heavy armor and speed make it one of the Inner Sphere 'Mechs most able to stand up to Clan weapons systems. Norse-Storm sales to the LAAF have been brisk as have GM's to the AFFS, and very few commands are without at least one. GM and Norse-Storm have also marketed the *Maelstrom* to mercenary units.

Variants

A recon/spotter variant was developed by Telfar, but has not been a big success with the DCMS. Intended for recon in force or as an artillery spotter under heavy fire, this variant interlinks the Beagle Active Probe sensor array and Guardian electronic counter measures suite with the existing TAG. Unfortunately, to make these systems fit, two double heat sinks had to be removed and the medium pulse lasers downgraded to medium lasers. Two small lasers were added to augment the mediums for close defense, but few MechWarriors consider the combination a fair trade for the lost pulse lasers. Worse, the loss of two double heat sinks means the pilot must husband her firepower carefully to prevent shutdown. Downgrading the main weapons from ER to standard solves the heat problem. Norse-Storm offers this sub-variant, though it robs the *Maelstrom* of its long-range effectiveness.

Notable MechWarriors

Chu-i Suki Peterson: In early 3063 the Sixth Ghost relieved the Second Legion of Vega on Schuyler, defending the world and its DropShip yards from a Ghost Bears invasion force. Third Battalion, under *Chu-sa* Talon Mori, was tasked with defense of the Wakazashi Enterprises plant at the foot of the Mitsuhama Range. During a Clan attack, *Chu-i* Peterson and her lance intercepted a flanking Star of Elementals and OmniMechs. Her three lance mates fell quickly, their lighter 'Mechs no match for the Clan's firepower. However, her *Maelstrom's* ER PPC allowed her to fell a *Vulture* at extreme range, while its heavy armor gave her time to remove Elementals with a "stop, drop, and roll." She held the flank alone until Mori could rotate her forces to meet the new threat.

Type: **Maelstrom**

Technology Base: Inner Sphere

Tonnage: 75

Battle Value: 1,694

Equipment

Internal Structure:

Engine: 375 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 19 [38]

Gyro: 4

Cockpit: 3

Armor Factor: 231

Internal
Structure

Armor
Value

Head 3

Center Torso 23

Center Torso (rear) 8

R/L Torso 16

R/L Torso (rear) 6

R/L Arm 12

R/L Leg 16

9

4

3

14.5

3

24

32

Weapons and Ammo

ER PPC

ER Large Laser

TAG

Medium Pulse Laser

Medium Pulse Laser

Small Laser

Location

RA

LA

RT

H

CT

CT

Critical

3

2

1

1

1

1

Tonnage

7

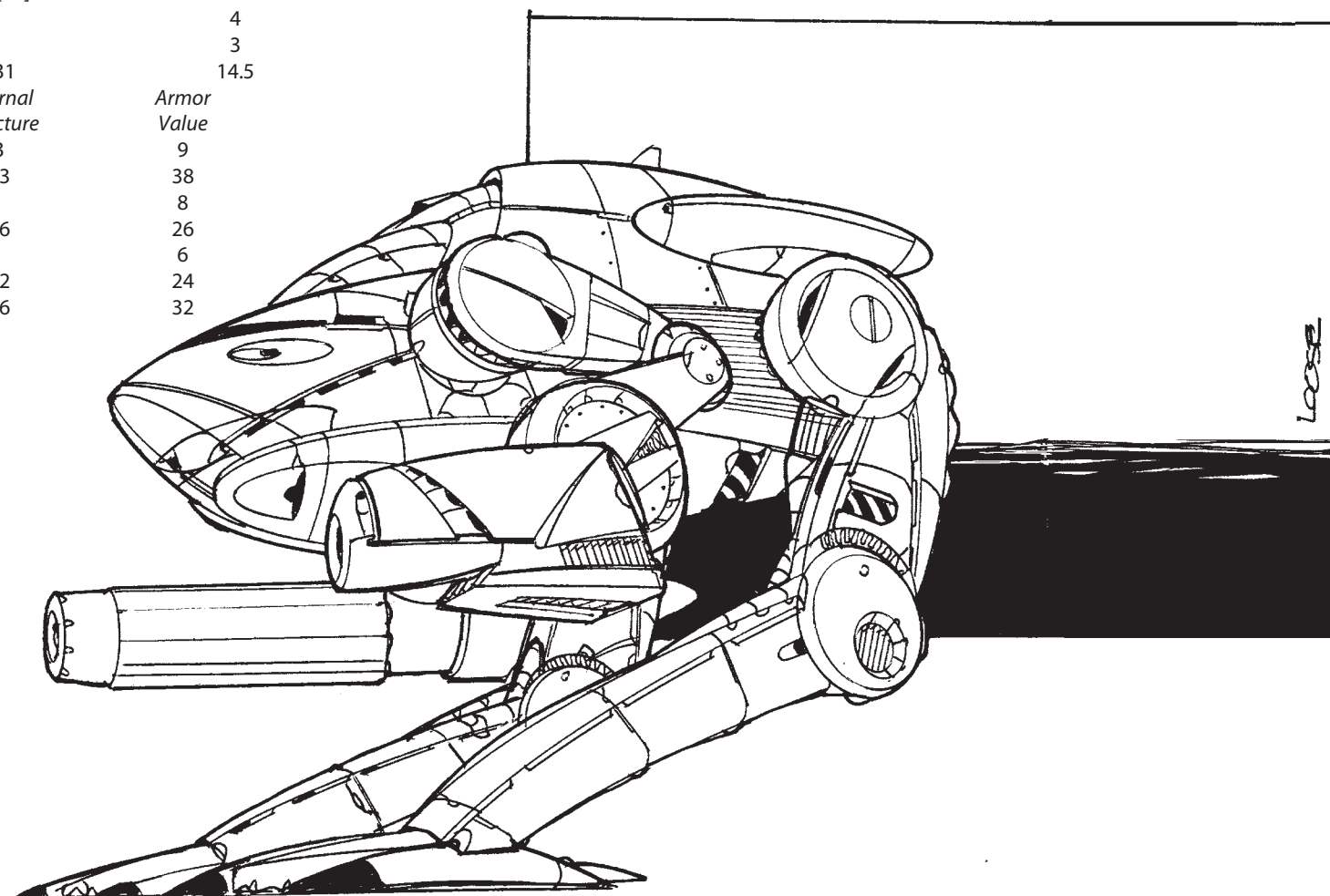
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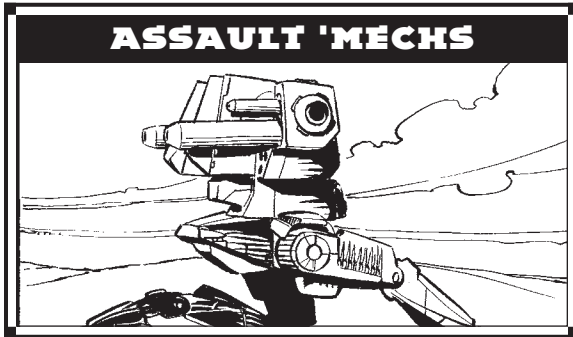
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.5





Mass: 80 tons

Chassis: Alshain Class 92b

Power Plant: Hermes 320 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/3

Armament:

- 1 ChisComp 32 Small Laser
- 2 Diverse Optics Type 20 Medium Lasers
- 2 Shigunga Arrow IV Missile Systems

Manufacturer: Luthien Armor Works

Primary Factory: Luthien

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

Overview

An early result of Luthien Armor Works' program to reverse-engineer captured Clan OmniMechs, the *O-Bakemono*, or "Great Goblin," is based on the *Naga*.

Capabilities

Though LAW managed to implement the dual Arrow IV launching system, they had to make numerous concessions along the way; a perfect reminder that though the Inner Sphere has moved forward in leaps and bounds technologically after the decline and stagnation of the last few centuries, the Clans still hold a distinct edge.

While the *O-Bakemono* actually mounts five more tons of armor and manages to include a slightly larger secondary array of weaponry than the *Naga*, it does so at the cost of fewer heat sinks and, more importantly, a significant reduction in top speed. Despite these drawbacks, however, the *O-Bakemono* is still a devastatingly powerful fire-support 'Mech.

Deployment

In an unusual move for the Draconis Combine—reminiscent of similar programs by other Great Houses, such as House Steiner's initial deployment of the *Wolfhound* with the Kell Hounds—the *O-Bakemono* first saw deployment with Camacho's Caballeros. Though initially only rumors of the 'Mech leaked out, reports finally surfaced which verified that Chandrasekhar Kurita—with or without his cousin's direct consent—secured a prototype of the *O-Bakemono* and handed it over to the Caballeros for field testing in 3057.

Its effectiveness became readily apparent in the ensuing years. While not found in every front-line regiment—its almost total lack of secondary weapons and its artillery-based load-out ensures it is only found in larger, more elite commands—the *O-Bakemono* still plays a prominent role in the Combine's BattleMech arsenal.

Variants

The OBK-M11 and OBK-M12 *O-Bakemono* are more field-salvage variant than actual factory produced. However, in the recent heavy fighting on Luthien, these models have proven extremely effective, resulting in the appearance of numerous such salvage variants.

The expense and supply lines needed for Arrow IV munitions have made them a rare sight on Luthien, hoarded for use in only the most critical operations. MRM munitions, on the other hand, are plentiful and cheap by comparison. Toss in the expense and difficulty of repairing and replacing the *O-Bakemono*'s extra-light engine and it's easy to see how a downgraded variant of this assault 'Mech evolved on the savage battlefields of Black Luthien.

The OBK-M11 trades the XL engine for a standard 240 Pitban, while trading out the Arrow IV launchers for twin

MRM-40s with four tons each of ammo, a C³ slave, and fourteen double heat sinks.

The OBK-M12, while effective, is also rare and difficult to produce—particularly in the field—almost defeating the purpose of a salvage variant; trading out two heat sinks and two tons of ammo from the M11, the M12 mounts a C³ master.

Notable MechWarriors

Kashira Barend Toet: *Kashira* Barend Toet, a member of Shigeru's Assault Company, Fourth Battalion of the Second Sword of Light, was instrumental in dislodging the Smoke Jaguars from the Kelian Wolds on Hyner during Operation Bulldog. *Tai-i* Shigeru Hirotsu initially engaged the Third Jaguar Cavaliers' Second Trinary Battle in one-on-one duels but quickly realized he was outmatched. In a superb act that defines the best of a samurai, *Tai-i* Hirotsu set aside his own honor for the sake of the victory and honor of the Draconis Combine and called in fire support from the Assault Company's Support Lance; in particular the dual Arrow IV systems of *Kashira* Toet's *O-Bakemono* proved devastatingly effective.

"El Cuco": The prototype *O-Bakemono* (named "*El Cuco*," or "the Bogeyman"), originally piloted by Diana Vásquez during its initial shakedown trials on Towne in 3057, has since passed through numerous hands. Pilots of *El Cuco* have sworn to hearing a faint voice on the commline (undetected by other MechWarriors), along with phantom images on radar, magscreens and even the forward viewscreen. Though everyone knows it is a prototype, and hence prone to such unique glitches—no amount of tinkering by the techs have eliminated the episodes—the Caballeros has come to believe *El Cuco* is inhabited by the spirit of Diana Vásquez, who was captured and murdered by a firing squad during their deployment to Towne. As such, the Caballeros consider *El Cuco* a good luck charm that must always accompany them into battle. However, no one is eager to be the pilot that must come so close to Diana's spirit and so assignments to *El Cuco* are handed out on a mission-by-mission basis.

Type: **O-Bakemono**

Technology Base: Inner Sphere (Advanced)

Tonnage: 80

Battle Value: 1,659

Equipment

Internal Structure:

Engine: 320 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro:

Cockpit:

Armor Factor: 224

*Internal
Structure*

Head 3

Center Torso 25

Center Torso (rear)

R/L Torso 17

R/L Torso (rear)

R/L Arm 13

R/L Leg 17

Mass

8

11.5

0

4

3

14

*Armor
Value*

9

37

10

25

9

26

24

Weapons and Ammo

Arrow IV System

Ammo (Arrow IV) 15

CASE

Arrow IV System

Ammo (Arrow IV) 15

CASE

Small Laser

2 Medium Lasers

Location

LT/LA

LT

LT

RT/RA

RT

RT

H

CT

Critical

5/10

3

1

15

3

1

1

2

Tonnage

15

3

.5

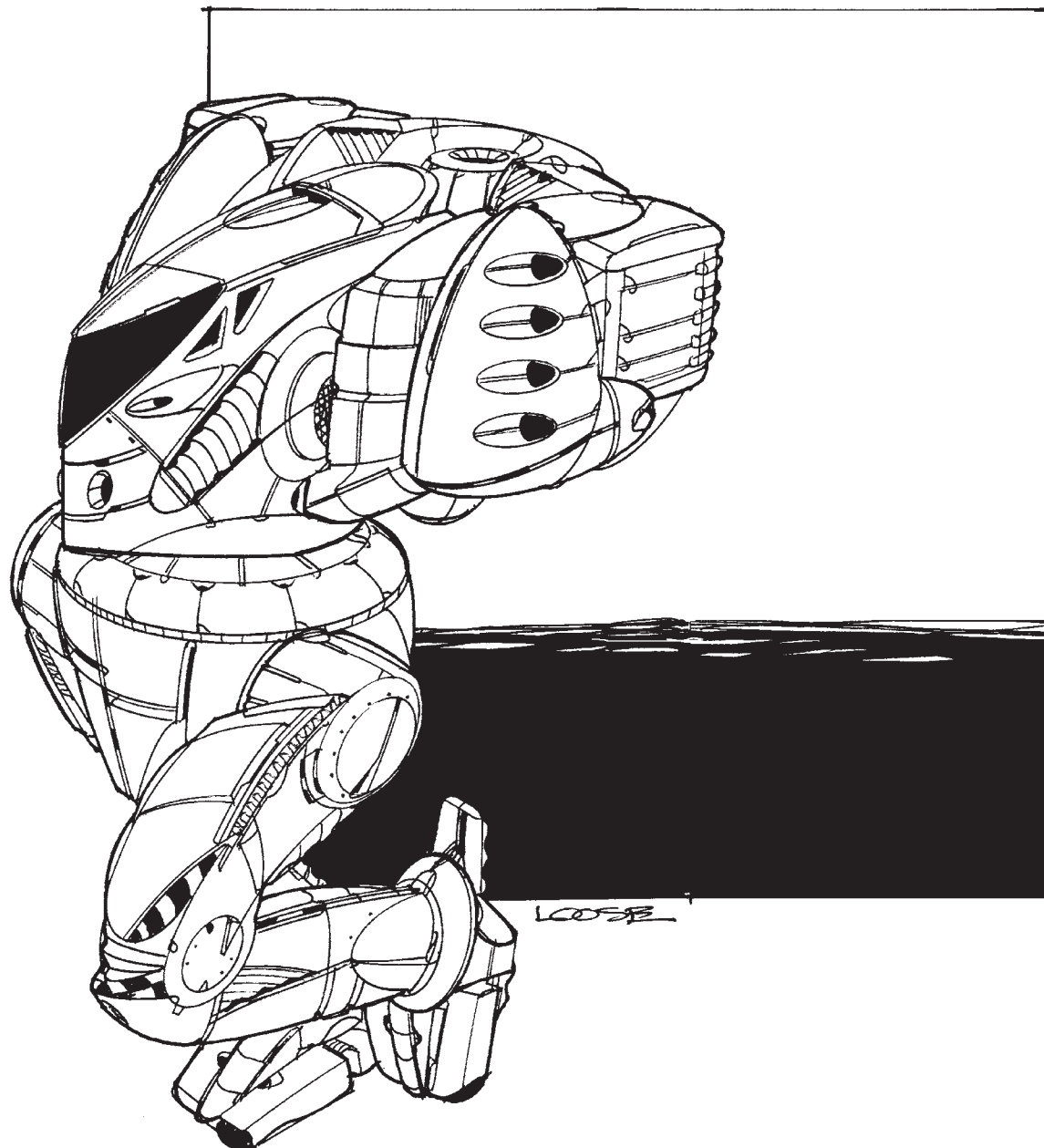
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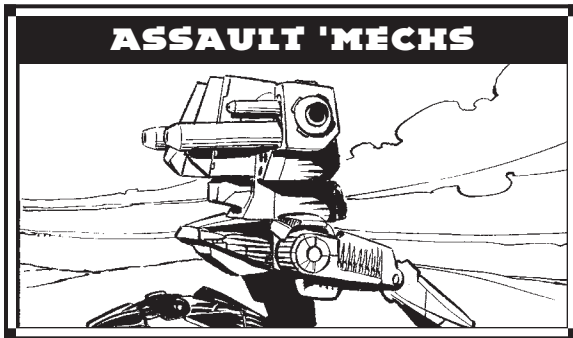
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.5

.5

2





Mass: 85 tons

Chassis: StarCorp 100

Power Plant: Strand 255

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: StarSlab/9.5 Mk. II

Armament:

2 Holly LRM-20 Missile Racks

2 Delta Dart LRM-5 Missile Racks

2 Ceres Arms Medium Lasers

Manufacturer: StarCorps Industries

Primary Factory: Crofton, Loburg, Emris IV

Communications System: O/P 3000 COMSET, Irian TelStar

Targeting and Tracking System: AntiAir Flak Systems-1,
Octagon Tartrac Systems C

Overview

Since the golden age of the Star League, the *Longbow*, with its twin barrel arms packed with as many LRM tubes as possible, has been a staple on the battlefields of the Inner Sphere. At the same time, it's had its share of detractors, prompting StarCorps Industries to make several overhauls of its base design. As a result, though the *Longbow* may well be one of the most numerous assault 'Mechs in existence, there are no less than three significant base models, each with vastly different outward appearances. The LGB-7Q *Longbow* and its child variants were the second base model to see the light of day, debuting more than four and a half centuries before the third—the LGB-12C.

Capabilities

Utilizing a smaller engine than the original 0W model, the *Longbow*-7Q sacrifices some speed but gains a much-needed additional three tons of armor along with enough heat sinks to maintain a continual barrage of missiles—something the original 0W could not do for long. Additionally, two torso-mounted medium lasers provide some measure of short-range firepower. Most significantly, the *Longbow* utilizes an anti-aircraft targeting and tracking system widely considered one of the best in the Inner Sphere. Despite these improvements, the 7Q never gained the popularity of the 0W, which remained in limited production until StarCorps debuted the re-imagined 12C in the early 3060s.

Deployment

The *Longbow* is one of the most widely used 'Mechs in the Inner Sphere. In its various incarnations, it is in service with every Successor State and Periphery nation, along with most major mercenary units. With factories in the Federated Suns, Free Worlds League, and Lyran Alliance that have been producing the 0W and 7Q models for centuries, those three nations' militaries field the greatest concentration of *Longbows*, though mercenary units make a not-insignificant percentage of purchases.

Variants

StarCorps offers a major upgrade of the *Longbow*, the LGB-7V, which was intended to give the 'Mech the ability to defend itself against enemies at close range and give it some measure of firepower when its ammunition stores are depleted. It replaces the standard fusion engine with an extra-light model. The 7V also replaces the twenty-two standard heat sinks with fourteen double heat sinks and drops the LRM-5 racks and twin medium lasers in order to accommodate one and a half tons of additional armor. To make the 7V a more potent front line fighter, it mounts an ER large laser and five medium pulse lasers, plus two additional tons of ammunition for its LRM-20 racks. Both torsos are equipped with CASE to protect the pilot from ammo explosions. To make the LRMs more accurate, each of the 'Mech's arms sports an Artemis fire control system.

Notable MechWarriors

Lieutenant (j.g.) Vrkrin "Scuba" Wojadzinski: Most MechWarriors that pilot a 'Mech capable of overheating during extended-fire missions often look for bodies of water they can temporarily move into to better shed waste heat. "Scuba" Wojadzinski has turned this into a science. Without fail, he moves into a river or pond, or even larger bodies of water, and fires every weapon he has within range of a target just as quickly as they recycle, invariably producing a cloud of rising steam. And when his 7Q *Longbow* has overheated to the point of shutting down, he submerges the entire 'Mech, surfacing again when he's cool enough to start the whole process over again. His superiors in the Fifth Oriente Fusiliers have ordered him time and again to stop this tactic—repairing damage from corrosion and the inevitable missteps and falls requires more maintenance time than any two other 'Mechs in the regiment—but he refuses to change.

"The Longbowman": No one knows who pilots the rusted and mottled *Longbow* that anchors the fire lance within the pirate group Red Avengers, but whoever it is has a bounty of almost a million C-bills on his or her head. Having struck more than a dozen Capellan settlements in the past year alone, the Red Avengers are responsible for hundreds of millions in damage and thousands of deaths. The so-called "Longbowman" is responsible for the great majority of those deaths; the Capellan government released several tri-vids showing this MechWarrior targeting housing and other civilian buildings with missile fire and purposely wading into crowds of people to stomp them to death.

Type: **Longbow**

Technology Base: Inner Sphere

Tonnage: 85

Battle Value: 1,618

Equipment

Internal Structure:

Engine:	255	Mass	13
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks:	22		12
Gyro:			3
Cockpit:			3
Armor Factor:	232		14.5

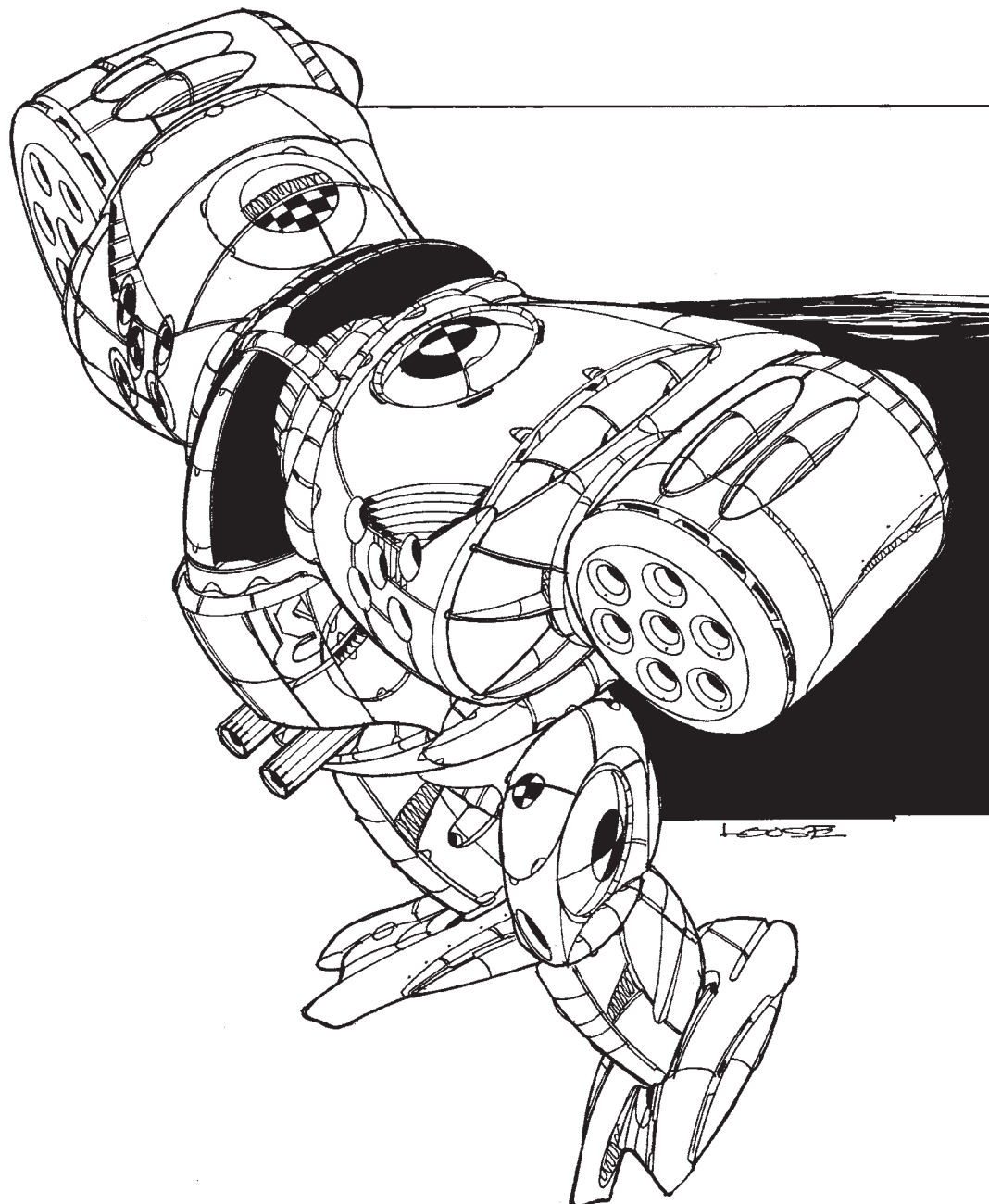
Internal
Structure

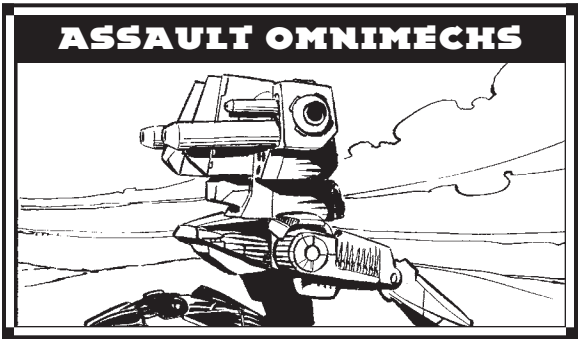
Armor
Value

Head	3	9
Center Torso	27	37
Center Torso (rear)		12
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	23
R/L Leg	18	28

Weapons and Ammo

	Location	Critical	Tonnage
LRM 20	RA	5	10
Ammo (LRM 20) 12	RT	2	2
LRM 20	LA	5	10
Ammo (LRM 20) 12	LT	2	2
LRM 5	RT	1	2
Medium Laser	RT	1	1
LRM 5	LT	1	2
Medium Laser	LT	1	1
Ammo (LRM 5) 24	CT	1	1





Mass: 90 tons
Chassis: Alshain Class 98 Omni
Power Plant: Hermes 360 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon
Armament:
36 tons of pod space available
Manufacturer: Luthien Armor Works (OmniMech Production Facility), StarCorps Industries
Primary Factory: Luthien, Crofton, Son Hoa, St. Ives, Loburg
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

Overview

Using information gleaned from captured Clan *Loki* and *Thor* chassis, Draconis Combine scientists were able to re-engineer an OmniMech designed to perform in similar roles as those Clan 'Mechs. Actuator wear and missile exhaust issues prevented widespread *Sunder* deployment until late in 3056.

Capabilities

While the *Sunder* is capable of carrying 36 tons of pod-mounted equipment, its slower speed and the inherent quality difference between Inner Sphere and Clan technology allows it to accomplish its intended tasks only marginally well.

The SD1-O configuration concentrates almost its entire pod-space on short range firepower, featuring an AC/20 with a brace of SRM-4s to exploit any armor breaches. Several lasers support this weaponry should ammunition run out.

A Gauss rifle, several LRM racks and an ER PPC provide the SD1-OA configuration an almost equivalent amount of firepower at range. The Alpha and Prime variants often fight together in pairs, where the Alpha provides longer range support.

SD1-OB Configuration is intended to deploy and safeguard the central C³ node of an entire C³ company.

The SD1-OC configuration of the Sunder takes advantage of the new DCMS missile systems to deliver withering firepower at close and medium ranges. For maximum efficiency this weapon load is used in a C³ network that includes faster 'Mechs.

First deployed in Kuritan and Davion cities, the SD1-OD Configuration mounts an LB 20-X autocannon supported by two PPCs for long-range barrages. It proved itself extremely deadly when combined with the torso-mounted jump jets.

Deployment

Sunders have been deployed with assault lances in units stationed along the Clan border. They played a key role in Operation Bulldog, when the DCMS authorized the widespread use of Clan weaponry on OmniMechs. With its 36-ton pod space used to peak efficiency, the *Sunder* was able to compete favorably with Clan *Masakari* and *Gladiator* OmniMechs. Many *Sunders* were also equipped as lance or company C³ nodes, enhancing the performance of DCMS units even further.

More recently, the *Sunder* has seen action during the Lyons Thumb incident and the Ghost Bear War. It continued to acquit itself well, proving the strategic advantages of OmniMech technology in several protracted engagements.

Notable MechWarriors

Tai-sa Stephen Somogyi: As the commander of Fourth Pesht Regulars during Operation Bulldog, *Tai-sa* Somogyi acquitted himself well against his Nova Cat opponents.

He went on to earn great renown on Kiamba, when he covered the retreat of the remainder of his unit by challenging the Star Captain of a Second Bear Regulars Trinary to single combat over the right to use the Gurana Plains of Kiamba to pursue his foes. Somogyi defeated his opponent's *Gladiator* OmniMech, thus buying enough time for the Fourth Pesht to regroup.

MechWarrior Tanisha Brown: MechWarrior Brown's reputation stems from her tendency to equip her OmniMech with a multitude of flamers, machine guns and Inferno SRM launchers. Called 'the Scourge of Addicks', Brown maintains that her configurations and conduct in Saint Randall are the result of her superior's orders. It is a reputation that she has propagated on Dieron, against the Word of Blake.

Type: **Sunder**
Technology Base: Inner Sphere OmniMech
Tonnage: 90
Battle Value: 1,747

Equipment		Mass
Internal Structure:		9
Engine:	360 XL	16.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15 [30]	5
Gyro:		4
Cockpit:		3
Armor Factor:	264	16.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	41
Center Torso (rear)		12
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	33

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	3 Engine	9
Left Torso	3 Engine	9
Right Arm	Double Heat Sink	5
Left Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo
Primary Weapons Configuration

Location	Critical	Tonnage
2 Large Lasers	RA 4	10
Medium Laser	RT 1	1
Ammo (AC) 5	RT 1	1
Ammo (SRM) 25	RT 1	1
AC/20	LA 10	14
Medium Laser	LT 1	1
Ammo (AC) 5	LT 1	1
Ammo (SRM) 25	LT 1	1
SRM 4	H 1	2
2 SRM 4	CT 2	4

Alternate Configuration A

ER PPC	RA 3	7
Ammo (LRM) 48	RT 2	2
Medium Pulse Laser	RT 1	2
Gauss Rifle	LA 7	15
Ammo (Gauss) 16	LT 2	2
Medium Pulse Laser	LT 1	2
LRM 5	H 1	2
2 LRM 5	CT 2	4

Battle Value: 2,003

Alternate Configuration B

2 Medium Pulse Lasers	RA 2	4
C ³ Computer	RT 5	5
Medium Laser	RT 1	1
Ammo (LRM) 12	RT 1	1
LRM 20	LA 5	10
Ammo (LRM) 18	LA 3	3
C ³ Computer	LT 5	5
Medium Laser	LT 1	1
Ammo (LRM) 12	LT 1	1
LRM 10	CT 2	5

Battle Value: 1,597

Alternate Configuration C

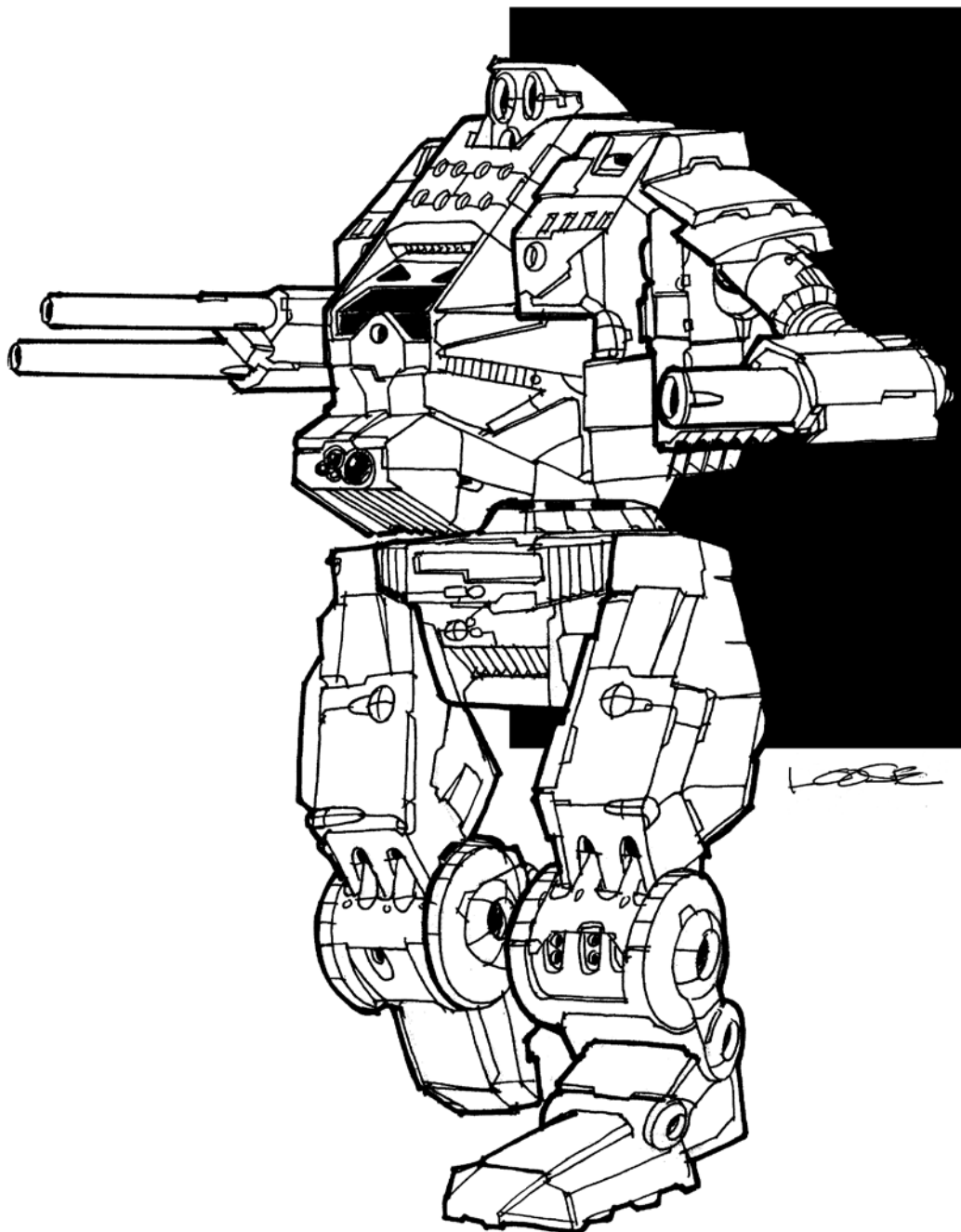
MRM 30	RA 5	10
Ammo (MRM) 16	RT 2	2
MRM 40	LA 7	12
Ammo (MRM) 18	LA 3	3
Medium Laser	LT 1	1
C ³ Slave	LT 1	1
Streak SRM 4	H 1	3
Streak SRM 4	CT 1	3
Ammo (Streak) 25	CT 1	1

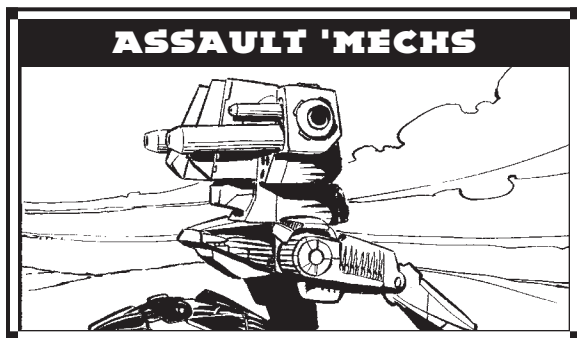
Battle Value: 1,735

Alternate Configuration D

2 PPC RA	6	14
Jump Jet	RT 1	2
LB 20-X AC	LA/LT 11	14
Ammo (LB-X) 10	LT 2	2
Jump Jet	LT 1	2
Jump Jet	CT 1	2

Battle Value: 1,947





Mass: 100 tons

Chassis: Star League XT

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

2 Poland Main Model A Gauss Rifles

2 Donal Particle Projection Cannons

4 Intek Medium Lasers

Manufacturer: Norse-Storm BattleMechs, Inc.

Primary Factory: Loxley

Communications System: Johnston Wide Band

Targeting and Tracking System: Randar Pinpoint-HY

Overview

Designed by General Kerensky himself right before the start of the Amaris Civil War, development of the *Devastator* ended abruptly when Stefan the Usurper took control of the Terran Hegemony. Resources were redirected to the war effort, but the design team was so dedicated to the design that when General Kerensky was about to begin the invasion of Terra, they delivered six prototypes for evaluation, expenses paid out of pocket by the team. None of the *Devastator's* combat records has ever been found; leaving historians unable to evaluate how one of the last original Star League Defense Force designs preformed or if any of the prototypes even survived.

The plans were rediscovered in 3023 on Hoff by a unit exploring a recently uncovered Star League base, but the first engineers to examine the plans could not reproduce any of the new technology that went into the original. It was not until 3033 that the NAIS construct a *Devastator* prototype using available technologies. Moderate production began a few years later, and the low tech DVS-1D was distributed to elite units until early 3048, when the Federated Commonwealth was able to begin production of a fully outfitted version.

Capabilities

Designed for long-range power to overcome its slow speed, two Poland Main Model A Gauss rifles were mounted, with a secondary pair of particle projector cannons placed in the torso. While conventional wisdom would switch the locations to make the main guns better protected, Norse wanted the *Devastator's* most powerful guns to be able to attack a flanking enemy. In addition, this also meant that should the Gauss rifles explode during combat through a lucky hit, the 'Mech's vulnerable extra-light engine would not be damaged in possible chain reaction, extending the *Devastator's* life expectancy in a high combat situation.

With a battery of medium lasers, the *Devastator* can hold its own in close combat, but its most impressive feature is its heat management capabilities. Fourteen double heat sinks allow pilots to move at maximum speed and fire all of its heavy weaponry without concern. Even while doused in inferno gel, or with multiple engine hits, a *Devastator* pilot only has to marginally cut back on his actions to keep the design from overheating.

Deployment

The *Devastator* has been in service of the Federated Commonwealth (now Federated Suns and Lyran Alliance) militaries for about twenty years and has been ingrained quite deeply. When the Lyran Alliance seceded in 3057, Archon Katherine stopped all shipments of the *Devastator* to the Federated Suns until 3061, when she took power in her brother's realm. Shipments went to loyalist units, and the design saw extensive use during all the heavy combat

operations from the Clan Invasion to the even more devastating Civil War. In addition to being a long-range weapons platform, many commanders assigned the unit to be their personal bodyguard 'Mech, using batteries of PPCs and Gausses to deter any would-be headhunter teams.

In the immediate aftermath of the Civil War, Archon Peter Steiner-Davion placed a massive order for BattleMechs from Norse-Storm. Not touched during the conflict, Norse-Storm was able to keep production at maximum output to meet the Archon's orders. However, unlike its sister design, the *Thunder Hawk*, the *Devastator* is available for export, and the AFFS has been purchasing it to replace many of its lost assault 'Mechs.

Variants

Worried about the *Devastator's* staying power in a protracted battle, Norse-Storm developed and released the DVS-3. Dropping the three front-firing medium lasers, the variant adds an additional half-ton of armor, a rear-firing small laser, and another two tons of Gauss ammo. Only a few have been sold, as many units feel that four tons of Gauss ammunition is more than enough for most battles, and they would rather have the extra medium lasers instead of the extra ammo.

Not in production anymore, the low-tech DVS-1D *Devastator* is still seeing service with some Militia units. Lacking such advanced features such as double heat sinks and Gauss rifles, much of the weaponry was downgraded to make do with what the Federated Commonwealth had at the time. AC/10s in the arms replaced the Gauss rifles, and instead of PPCs, a large laser in each torso makes up for the weight gain resulting from the employment of a standard fusion engine. Sacrificing a half a ton of armor, an extra heat sink in the center torso was added. It is estimated that only several dozen or so of this version exists, as there was a recall to upgrade existing *Devastators* to better technology, and most of those machines are currently in the possession of the Taurian Concordat.

DVS-2 DEVASTATOR

ASSAULT 'MECHS

157

Type: **Devastator**

Technology Base: Inner Sphere

Tonnage: 100

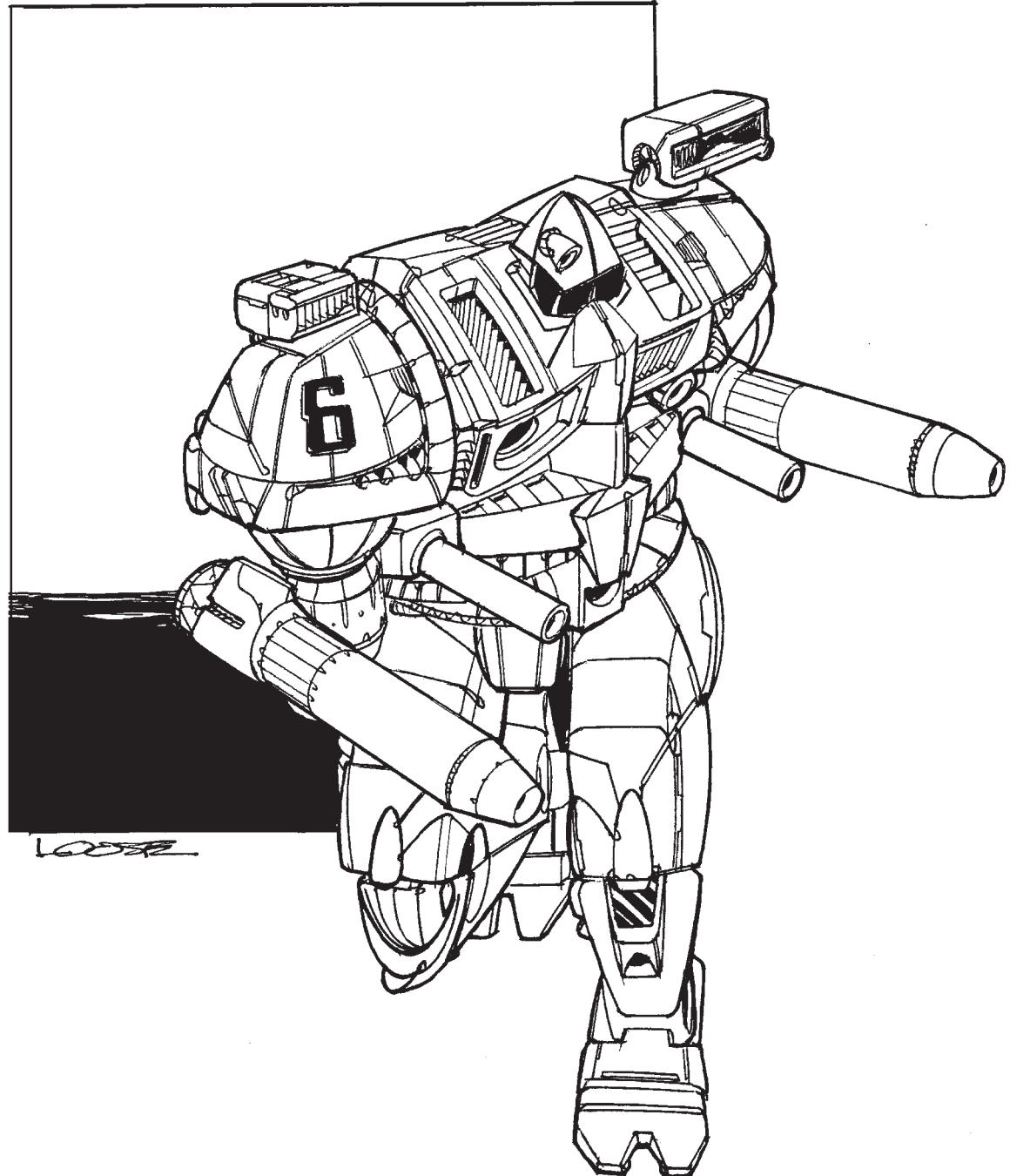
Battle Value: 2,481

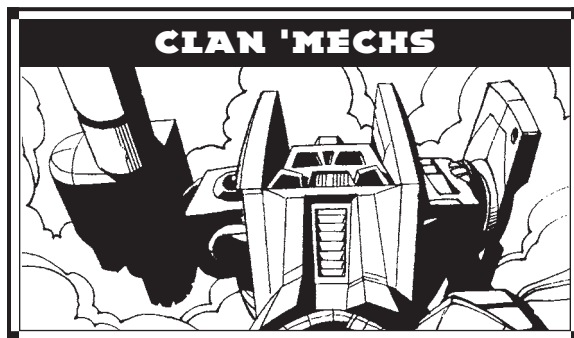
Equipment

Internal Structure:		Mass
Engine:	300 XL	10
Walking MP:	3	9.5
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	296	18.5
	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	31	47
Center Torso (rear)		12
R/L Torso	21	30
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	40

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Ammo (Gauss) 8	RT	1	1
Gauss Rifle	LA	7	15
Ammo (Gauss) 8	LA	1	1
Ammo (Gauss) 8	LT	1	1
PPC	RT	3	7
PPC	LT	3	7
Medium Laser	CT (R)	1	1
Medium Laser	H	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1





Though outright warfare with the Clans has ceased since the Truce of Tukayyid, intelligence-gathering efforts have increased tenfold. As the truce's expiration date draws nearer, ComStar and other Inner Sphere powers are intensifying efforts to learn as much about the Clan enemy as possible before war breaks out afresh.

These efforts have been greatly aided by the release of certain classified information from the datastores of Wolfnet, one of the few storehouses of knowledge not yet penetrated by our Order. Wolfnet has given us accurate, detailed descriptions of many Clan BattleMechs and OmniMechs heretofore rarely seen in the field but which are increasingly appearing in Clan garrisons throughout the Clan-occupied zones. Some designs, once seen in limited numbers among command Stars, are becoming more and more common. In the case of certain Clans, such as the Jade Falcons, these rotations probably stem from efforts to build up their forces in anticipation of the renewed offensive against the Inner Sphere.

This report indicates that the Clans are moving as rapidly as we are in the development and deployment of new battlefield units. Many military experts believe that the Clans will break the Truce of Tukayyid and resume their push towards Terra before the truce expires in 3067. Given this frightening possibility, the Inner Sphere must continue to be vigilant.

— Jared Pascal
Adept XIV-Omega
ComStar Archives, Terra
4 January 3058

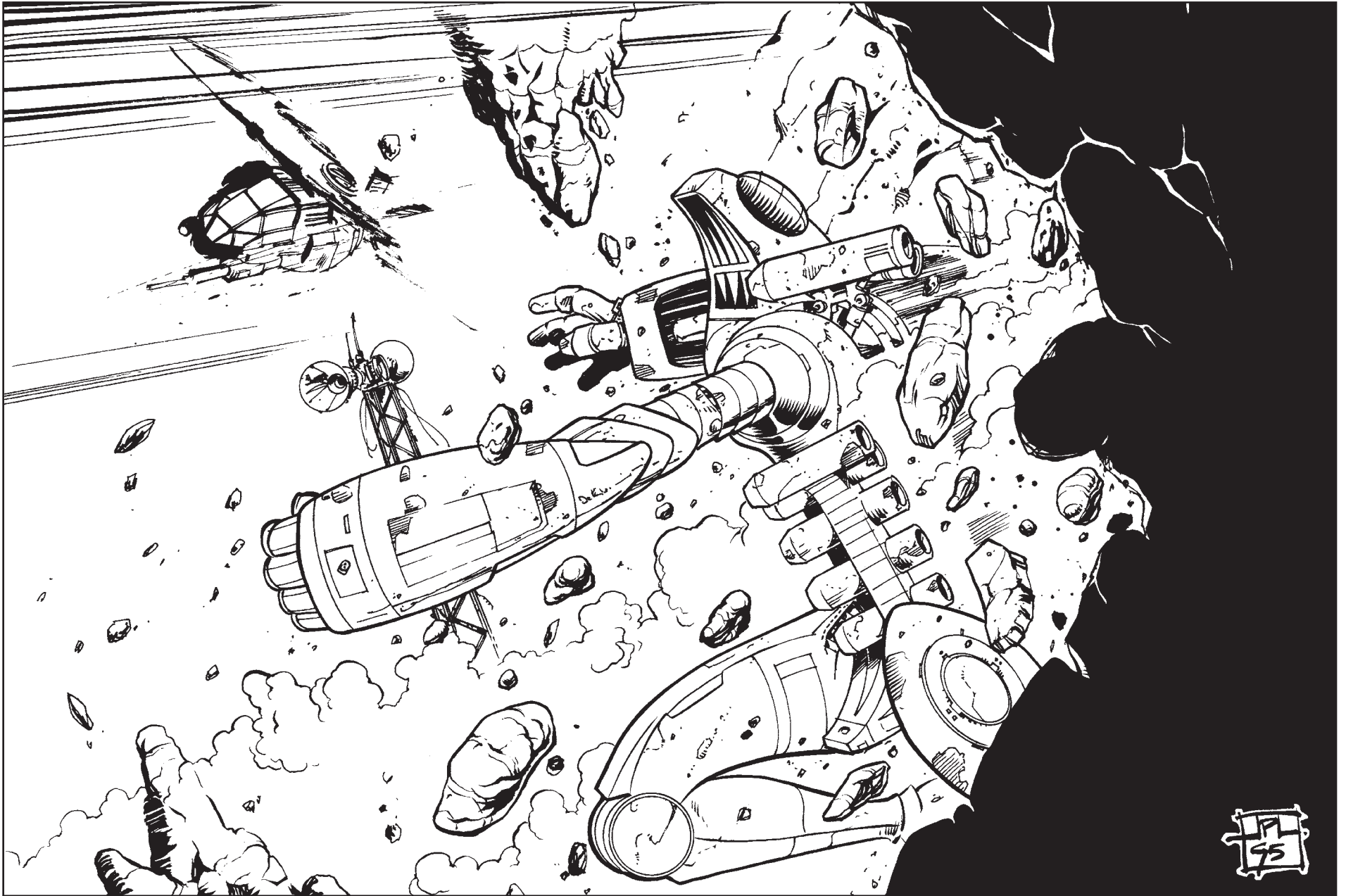
Thankfully Adept Pascal's fears that the Clans would break the Truce of Tukayyid ultimately proved unfounded. Although the Inner Sphere and various Clans have clashed several times in the past decade, the Truce itself ran its course.

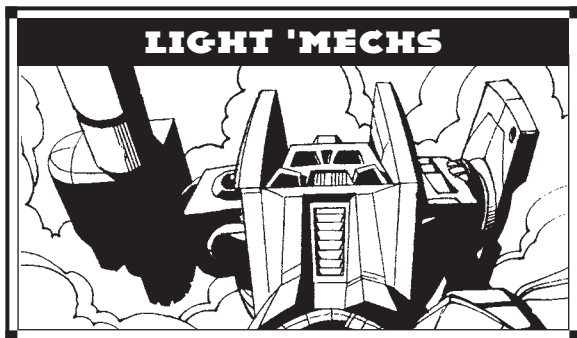
Of the three invading Clans remaining in the Inner Sphere, only the Jade Falcons have since made any concerted effort to push further into the Inner Sphere since the Truce ended. The Ghost Bears are still consolidating their hold on their Ghost Bear Dominion after abandoning their holdings on the Clan homeworlds. Clan Wolf's efforts to date appear to be focused more on frustrating Falcon ambitions than on renewing the drive towards Terra.

Of greater concern is the arrival of other Clans. Clan Diamond Shark has so far been content to play the role of armed merchant—taking only three worlds from other Clans to serve as trading outposts. The arrival of a large Snow Raven fleet in the Outworlds Alliance is a matter of great concern for the Draconis Combine and the Federated Suns. Already there have been a number of clashes between Combine and Snow Raven forces. Most recently comes the rumor that Clan Hell's Horses is probing the defenses of Occupation Zone worlds held by their one-time-allies, Clan Wolf.

In updating this information, Wolfnet has released additional information on older Clan designs. Data gathered by the Inner Sphere during Operation Bulldog has provided additional information on designs introduced following the Dragoon's split with the Clans, and also on Clan efforts to upgrade older equipment with new technology, such as heavy lasers and ATMs.

—Captain Ignatius Smith
Intelligence and Analysis, Wolfnet
12 March 3070





Mass: 20 tons

Chassis: Bergan XIV Endo Steel

Power Plant: 180 Firebox XL

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging ZK11 Standard

Armament:

12 Series XII Rotary Machine Guns

2 Mk. 3 ER Medium Lasers

1 Series 1 ER Small Laser

Manufacturer: Constantin Assembly Plant M27A-E,

CDS Poseidon/Auxiliary Production Site #4

Primary Factory: Priori, Itabiana

Communications System: K9 Communications System

Targeting and Tracking System: Able-Seven Sensor Suite

Overview

An enigmatic design, this light 'Mech offers superior speed and maneuverability and is armed with a weapon load more suited to an attack unit than a recon unit. Until recently, it was thought that the last of these 'Mechs disappeared along with the rest of Clan Diamond Shark's military after their disastrous campaign during the Battle of Tukayyid. However, Watch reports among the Wolves, Ravens, and Horses independently confirm that Clan Ice Hellion is using these 'Mechs in large numbers within Flurry units operating in the Deep Periphery.

Capabilities

Originally intended as a direct creation to combat Inner Sphere infantry and light vehicle forces, the *Piranha* design was developed by Clan Diamond Shark shortly before the Tukayyid campaign. An overly large XL engine and reinforced structure in the hips and legs helped the twenty-ton machine close quickly with opposing forces and bring its twelve machine gun arrays to bear. Ammo-dependant, most *Piranha* units are relegated to garrison and solahma duties.

Deployment

Most *Piranhas* now produced by the Sharks are used as "fillers" for other sales made to various Clans. At least two dozen were sold to the Wolves (in Exile) with a shipment of *Ha-Otokos* in late 3068, shortly after the heroic rescue of several Dragoon survivors from Outreach.

Variants

Clan Ice Hellion bargained for and won the rights to produce the *Piranha* on Hector in 3066, a move barely noted by the other Clans. Clan Hell's Horses' Watch submitted a report in late '67 that described contact with a Hellion Flurry unit on Tokasha. That Flurry consisted of a *Hellion OmniMech* supported by a new variant of *Piranha*, one entirely energy-based. The Hellions had apparently swapped out the machine guns for new extended-range micro lasers and had installed heavier lasers in place of the standard load-out. The report also noted that this *Piranha* had little trouble using most of its armament in taking down a bidden *Thunder Stallion*, using the irritating *zellbrigen* style the Hellions were known for. Because the design is energy-based, the Watch officer concluded that the new *Piranha* design must be using double-strength heat sinks.

Interestingly, Clan Snow Raven Watch reports identified a different variant in use with the Hellions during a Trial of Possession against the Ravens for the design specifications of their new Afreet battlesuits. Operating in packs with *Locust IICs*, this variant was also energy-based. The one claimed as *isorla* by the Ravens had the machine guns removed and eight ER micro lasers along with two

micro-pulse lasers installed that were tied to a targeting computer alongside a light active probe. The unit in question was part of a far-ranging recon Star that had flushed out the Raven's command Star. Swift thinking by the Raven commander eliminated the entire Hellion recon force, but at a cost of a *Nobori-nin* and a *Matador*.

Notable MechWarriors

Star Captain Jagriman: Noted for his inability to speak, Jagriman (of the Taney Bloodhouse) commands the Fourteenth Sleet Binary of the 180th Attack Cluster from the cockpit of his *Piranha* using special "radio tap" codes taught to his subordinates. This Binary is unique as it only contains *Piranhas*, often leading opponents to underestimate the potency of the Hellion force. Jagriman has made sure each warrior's strength matches their machine, making the Fourteenth a deadly foe. The Binary is most noted for savaging two Falcon *Turkinas* in a Trial of Possession for the single-generational use of the Roshak legacy on Ironhold at the cost of only three of his warriors.

Buford "Crazy Bo" Krazny: An odd bird, Buford Krazny isn't known on Solaris VII for his hot piloting skills or his ugly-as-sin mug. Most of the visitors to Solaris have never even heard of this veteran of the Clan Invasion. Yet Krazny has made a name for himself the last few years during the Blakist occupation of the Game World as one of the best couriers among the underground rebel cells scattered around the planet. Piloting his customized *Piranha*—bought straight from a Diamond Shark merchant back in late 3066—he is one of the main reasons the cell network is able to maintain coordination in their frequent hit-and-fade attacks against the Word of Blake occupiers. Combining the blazing speed of his *Piranha*, "Shadow," and his intimate knowledge of the underground transport tunnels that crisscross below Solaris City, any messages or goods given to him for special transport always arrive at their destination in record time.

Type: **Piranha**

Technology Base: Clan

Tonnage: 20

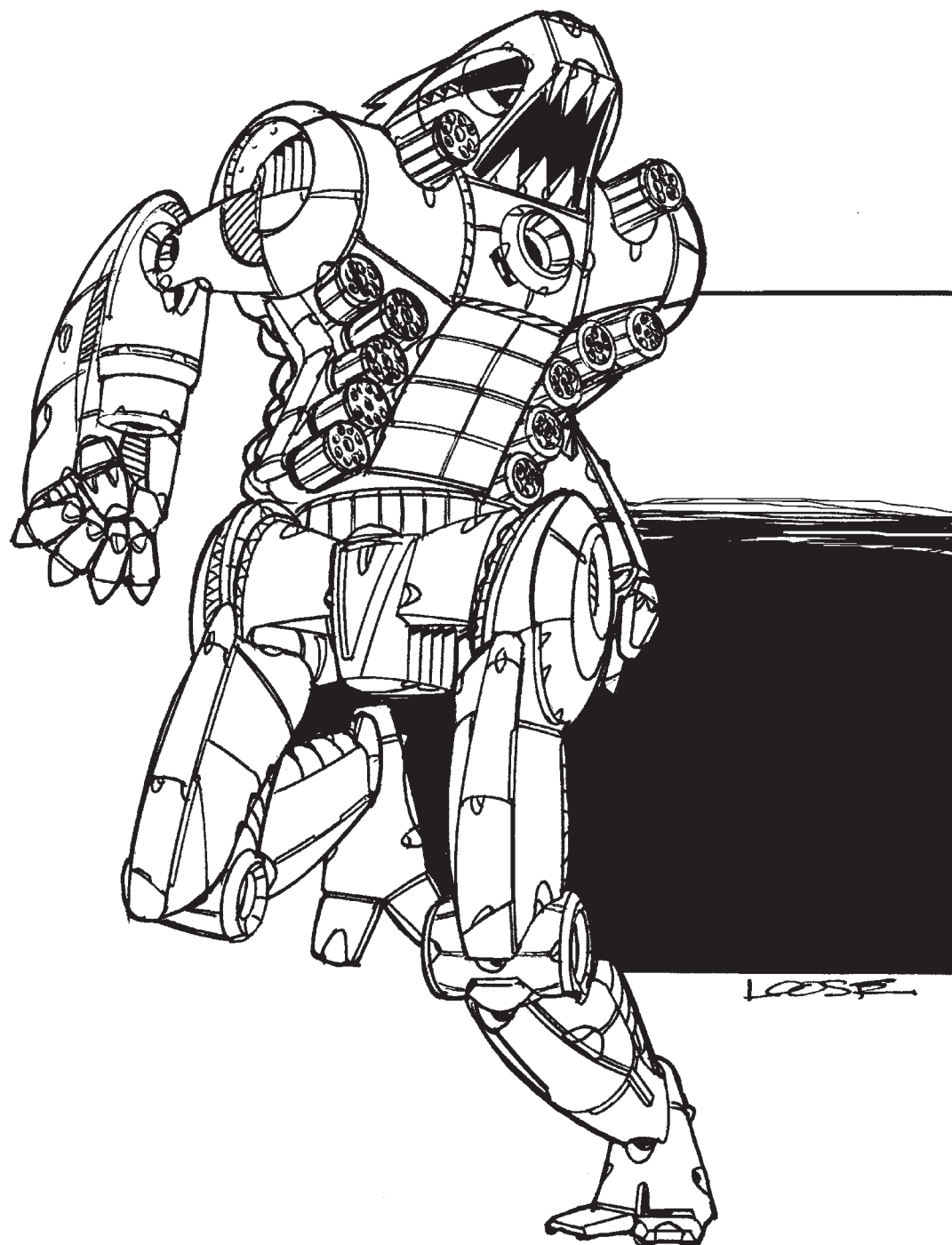
Battle Value: 998

Equipment

Internal Structure:	Endo Steel	Mass
Engine:	180 XL	1
Walking MP:	9	3.5
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		2
Cockpit:		3
Armor Factor:	64	4
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	6	9
Center Torso (rear)		3
R/L Torso	5	8
R/L Torso (rear)		2
R/L Arm	3	6
R/L Leg	4	6

Weapons and Ammo

	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1
6 Machine Guns	RT	6	1.5
Ammo (MG) 100	RT	1	.5
6 Machine Guns	LT	6	1.5
Ammo (MG) 100	LT	1	.5
ER Small Laser	CT	1	.5





Mass: 25 tons
Chassis: JF 3 Light Endo-Steel
Power Plant: JF 200 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound JF Ferro-Fibrous
Armament:
10 tons of pod space available
Manufacturer: Ironhold Alpha Complex, Olivetti Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFVIII KITT

Overview

The *Fire Falcon* first appeared in the Touman of Clan Jade Falcon in the early 3050s. However, unlike contemporary designs such as the *Night Gyr* and *Turkina*—which have been received with open arms and can be found in almost every Falcon Cluster—the *Fire Falcon* was initially deployed almost timidly, as though testing the waters. As such, despite its superior performance in numerous areas compared to the *Koshi*, only recently has it begun to gain the same acceptance.

While the vast majority of *Fire Falcons* are still produced on Ironhold, the 'Mech was used as a test-bed with the Olivetti Weapons plant on Sudeten. After a two-year upgrade to facilitate the manufacture of the more sophisticated OmniMech, a short run of *Fire Falcons* was

produced. The Second Falcon Jaegers received a Star of these *Fire Falcons* for intensive field testing to assure their quality; they passed with flying colors. Within a year the more potent *Black Lanner* and *Turkina* OmniMechs began walking off the Sudeten assembly line as well.

Capabilities

While the *Fire Falcon* is swift compared to the *Koshi*, there are numerous other designs of a similar weight class that can claim the same speed profiles. But what sets the *Fire Falcon* apart from other 'Mechs is that almost forty percent of its tonnage is dedicated to pod space. This allows it a potent mixture of load-outs for such a light 'Mech, from the devastatingly effective rapidly deployed fire-support B configuration of twin ER large lasers slaved to an advanced targeting computer to the brutally close-in fighter E mounting an ATM 12.

Deployment

The *Fire Falcon* is slowly replacing the *Koshi* in all front-line Galaxies—almost always deployed with the *Black Lanner*—while *Koshi*'s are cycled to second-line units.

Strangely enough, while the *Fire Falcon* initially remained exclusively fielded by Clan Jade Falcon, the early 3060s saw an explosion of deployment of this design by numerous other Clans, most notably Clan Fire Mandrill.

Notable MechWarriors

Star Captain Avarah Roshak: A young and inexperienced MechWarrior, Avarah clashed against the Dragoons led by Colonel Shelly Brubaker at Port St. William Spaceport on Coventry in 3058. There she became an almost instant riser when she briefly locked horns with Colonel Brubaker; though outweighed by more than fifty tons, Avarah almost brought Colonel Brubaker's 'Mech down, ultimately resulting in the Dragoons violating the terms of their batchall by calling in fresh reinforcements. She went on to further distinguish herself on Koniz during the Falcon Incursion, where she used the superior speed of her *Fire Falcon* to help rapidly deploy Elementals in the trap that ultimately decimated Barber's Marauder IIs. For her battle-

field prowess, she was sponsored for and won the Roshak Bloodname; she is poised to be the next commander of the Twelve Falcon Regulars.

Type: **Fire Falcon**
Technology Base: Clan OmniMech
Tonnage: 25
Battle Value: 1,451

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	76	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	8	10
Center Torso (rear)		3
R/L Torso	6	9
R/L Torso (rear)		2
R/L Arm	4	6
R/L Leg	6	10

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 Engine	6
	4 Ferro-Fibrous	
Left Torso	2 Engine	6
	4 Endo Steel	
Right Arm	3 Ferro-Fibrous	5
Left Arm	3 Endo Steel	2
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 ER Medium Lasers	RA	2	2
2 ER Small Lasers	RA	2	1
Medium Pulse Laser	LA	1	2
2 Streak SRM 4	LT	2	5
Ammo (Streak) 25	LT	1	1

Weapons and Ammo

Alternate Configuration A

Location	Critical	Tonnage
Ultra AC/2	RA 2	5
Ammo (Ultra) 45	RT 1	1
ER Small Laser	LA 1	.5
LRM 10	LT 1	2.5
Ammo (LRM) 12	LT 1	1
Battle Value: 822		

Alternate Configuration B

Location	Critical	Tonnage
ER Large Laser	RA 1	4
ER Large Laser	LA 1	4
Targeting Computer	LT 2	2
Battle Value: 1,570		

Alternate Configuration C

Location	Critical	Tonnage
4 Machine Guns	RA 4	1
Ammo (MG) 100	RA 1	.5
Medium Pulse Laser	LA 1	2
Small Pulse Laser	LA 1	1
ER Small Laser	LA 1	.5
2 SRM 6	LT 2	3
Ammo (SRM) 15	LT 1	1
Active Probe	H 1	1
Battle Value: 1,004		

Alternate Configuration D

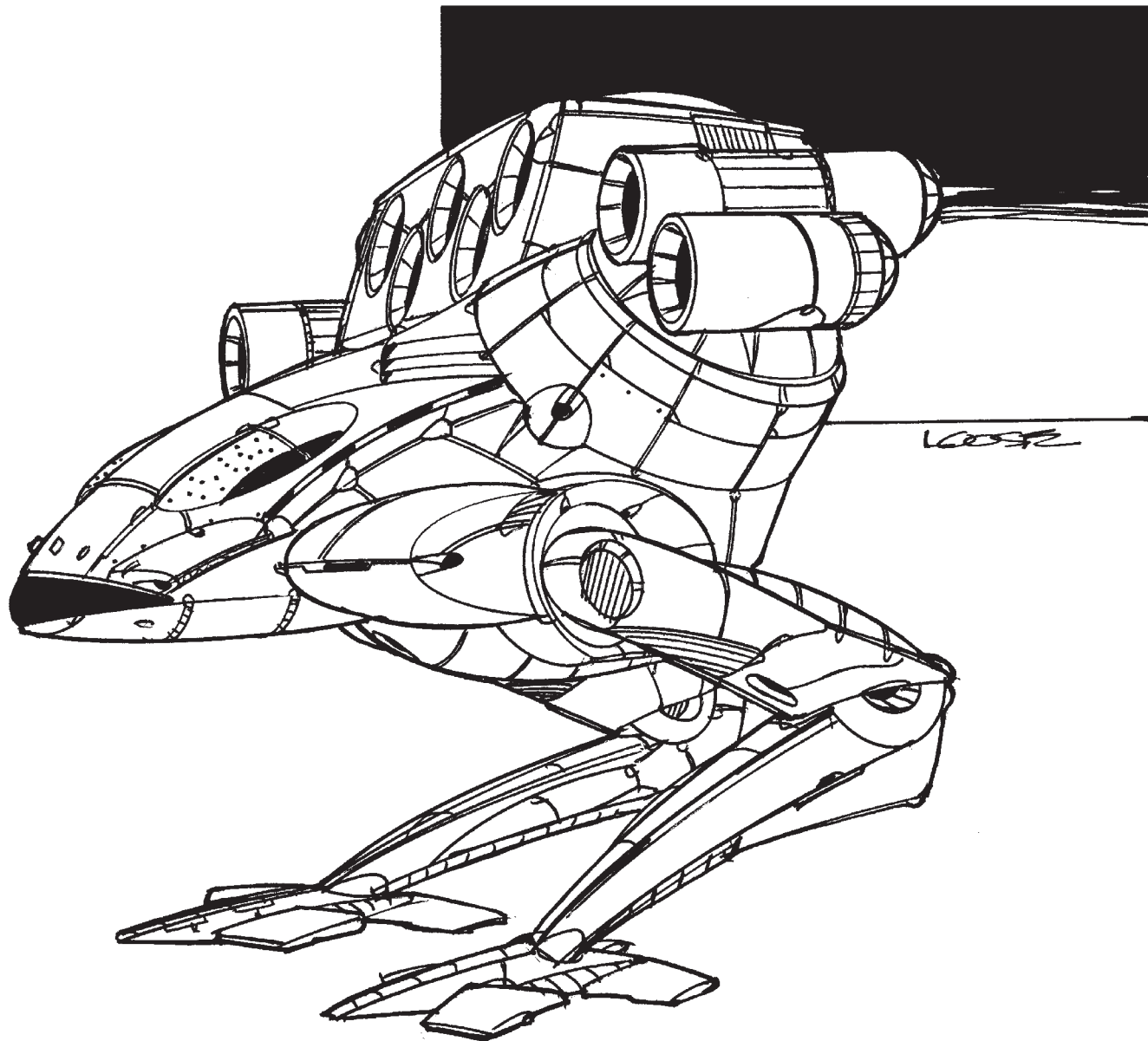
Location	Critical	Tonnage
Narc Missile Beacon	RA 1	2
Ammo (Narc) 12	RT 2	2
2 SRM 4	LT 2	2
Ammo (SRM) 50	LT 2	2
ER Medium Laser	LA 1	1
TAG	H 1	1
Battle Value: 826		

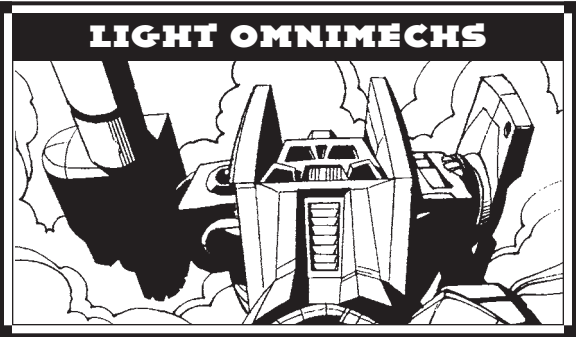
Alternate Configuration E

Location	Critical	Tonnage
ATM 12	LT 5	7
Ammo (ATM) 15	RT 3	3
Battle Value: 1,094		

Alternate Configuration H

Location	Critical	Tonnage
Heavy Medium Laser	RA 2	1
Medium Pulse Laser	RA 1	2
Double Heat Sink	RA 2	1
Double Heat Sink	RT 2	1
Heavy Medium Laser	LA 2	1
Medium Pulse Laser	LA 1	2
Double Heat Sink	LT 2	1
2 Heavy Small Lasers	CT 2	2
Battle Value: 1,162		





Mass: 30 tons
Chassis: Hellion Light Endo Steel V3
Power Plant: Warrior 240 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Foster Ocelot Mrk. VIII
Jump Capacity: 180 meters
Armor: Compound Beta Ferro-Fibrous
Armament:
9.5 tons of pod space available
Manufacturer: Foster MechWorks Facility Beta
Primary Factory: Foster
Communications System: HCFA 3001 5.7
Targeting and Tracking System: HCFA 3005 4.3

Overview

Originally designed by Clan Ice Hellion as a replacement for the aging *Koshi* OmniMech, the *Hankyu*—known as the *Arctic Cheetah* among the Clans—were manufactured at a plant on Foster that was captured by Clan Smoke Jaguar in 3037, only mere months after full-scale production had begun. The *Hankyu*'s superior capabilities compared to the *Koshi* allowed it to begin dethroning that venerable OmniMech as Clan Smoke Jaguar's premier Light OmniMech. By the time the Smoke Jaguars dropped on Tukayyid, most light 'Mech Stars contained at least one *Hankyu*.

Capabilities

With speed, armor, and pod-carrying ability all superior to that of the *Koshi*, the *Hankyu* improves on the older design in almost every fashion. While some light 'Mech designs outperform the *Hankyu* in one specific area or another, no other known designs combine such exceptional abilities together on one chassis.

The most common configuration found within Clan Nova Cat, the *Hankyu* Prime was also often spotted within the ranks of Clan Smoke Jaguar. Armed with two LRM-5s, *Hankyu* Primes would engage slower opponents at range until their ammunition bins ran out, then close to finish off their work with their medium lasers and flamer. Equipped with an active probe, ECM suite, and TAG, the Prime is also an extremely capable scout 'Mech.

Configuration A is most popular in Clan Steel Viper, where the heavy firepower and similarity to the *Crossbow* B make it a MechWarrior favorite.

Configuration B is used by pilots prepared to engage their opponents with cluster autocannon fire at long range until their ammunition runs out. Such exceptionally patient MechWarriors have been mostly spotted with Clan Nova Cat.

Often seen in urban environments, configuration C boasts a brace of medium lasers combined with the active probe, making it quite capable of finding and destroying opponents.

Battlefield needs may require a *Hankyu* to be utilized as long-range missile support. In those situations, configuration D has been deployed by several Clans.

A popular deployment configuration of heavy lasers, the H utilizes its speed to get its firepower in range. An ER large laser provides ranged firepower.

Deployment

While Clan Smoke Jaguar was the primary user of the *Hankyu*, both Clan Steel Viper and Clan Nova Cat field significant concentrations of the OmniMech. Clan Diamond Shark is another notable user of the design. Clan Ice Hellion has recovered the *Hankyu* manufacturing site

on Foster, but so far most MechWarriors in its Touman continue to prefer the *Hellion* OmniMech.

Notable MechWarriors

MechWarrior Eva Hordwon: Eva comes from an Asa Taney-Lysa Hordwon sibko. From an early age, she managed to gain her genefather's attention by challenging him to a personal trial at age 16. Eva then went on to win her Trial of Position by defeating three of her opponents, but Khan Taney assigned her to the Seventh Attack Cluster as a Star Commander. She lost the Trial of Refusal against her genefather, as well as both her legs, but after they were re-grown her performance in a *Hankyu* was considered exemplary in her Clan. Assigned to saKhan Weiland Cage's Lithe Kill Keshik as a "surprise" for Khan Ward, Star Commander Eva continued to excel, nearly defeating the Wolf Khan. Much to Asa Taney's chagrin, Vlad Ward took her as a bondsman. Eva quickly proved herself worthy to be a Wolf Warrior, and serves in the Golden Keshik. She traveled back to Babylon in 3066 to gain her Bloodname.

Type: **Arctic Cheetah**
Inner Sphere Designation: **Hankyu**
Technology Base: Clan OmniMech
Tonnage: 30
Battle Value: 1,334

Equipment	Endo Steel	Mass
Internal Structure:		1.5
Engine:	240 XL	6
Walking MP:	8	
Running MP:	12	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	76	4
	Internal Structure	Armor Value
Head	3	9
Center Torso	10	8
Center Torso (rear)		5
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	7
R/L Leg	7	8

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	2 Jump Jets	0
Right Torso	2 Ferro-Fibrous	4
	2 Endo Steel	
	2 Engine	
Left Torso	1 Double Heat Sink	
	2 Ferro-Fibrous	5
	3 Endo Steel	
	2 Engine	
Right Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Left Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
LRM 5	1	1
ER Medium Laser	1	1
Ammo (LRM) 24	1	1
Flamer	1	.5
Active Probe	1	1
LRM 5	1	1
ER Medium Laser	1	1
Ammo (LRM) 24	1	1
TAG	1	1
ECM Suite	1	1

Alternate Configuration A

Streak SRM 6	RA	2	3
Small Pulse Laser	RA	1	1
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LA	2	3
Flamer	LA	1	.5
Ammo (Streak) 15	LT	1	1

Battle Value: 1,117

Alternate Configuration B

LB 2-X AC	RA	3	5
Flamer	RA	1	.5
Ammo (LB-X) 45	RT	1	1
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1

Battle Value: 1,076

Alternate Configuration C

2 ER Medium Lasers	RA	2	2
Medium Pulse Laser	RT	1	2
Active Probe	RT	1	1
2 ER Medium Lasers	LA	2	2
Medium Pulse Laser	LT	1	2
Flamer	LT	1	.5

Battle Value: 1,840

Weapons and Ammo

Alternate Configuration D

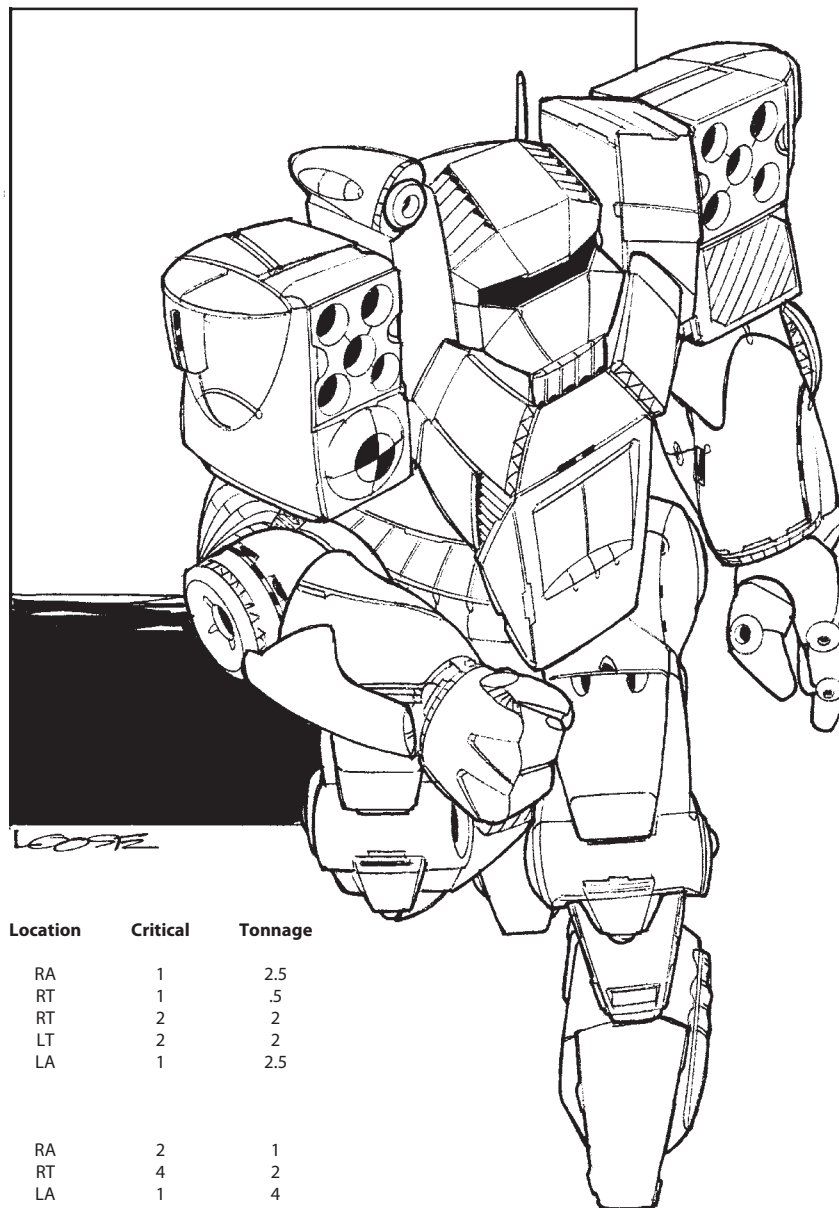
LRM 10	RA	1	2.5
Flamer	RT	1	.5
Ammo (LRM) 24	RT	2	2
Ammo (LRM) 24	LT	2	2
LRM 10	LA	1	2.5

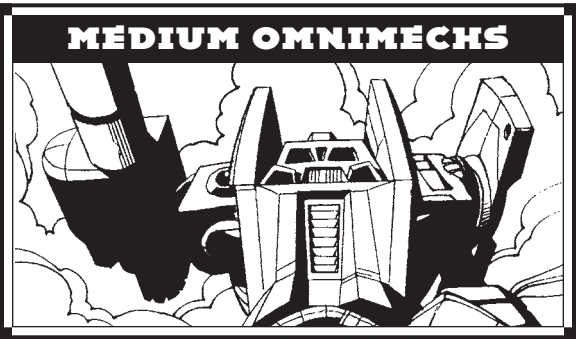
Battle Value: 1,080

Alternate Configuration H

Heavy Medium Laser	RA	2	1
2 Double Heat Sinks	RT	4	2
ER Large Laser	LA	1	4
Flamer	LA	1	.5
2 Heavy Small Lasers	LT	2	1
Double Heat Sink	LT	2	1

Battle Value: 1,264





Mass: 40 tons
Chassis: Cobra Endo Steel
Power Plant: New Kent Type 240
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous V3
Armament:
14 tons of pod space available
Manufacturer: Novy Minsky Armaments Plant
Primary Factory: New Kent
Communications System: Bishop 400 Holly-Meridian CTC
Targeting and Tracking System: Spanke 112-A

Overview

Shortly following the successful debut of the *Crossbow* in 2870, Clan Steel Viper began work on a second 'Mech based on the arm-mounted weapon pod technology. Another project had already reached the prototype stage, allowing a relatively quick redesign to OmniMech technology.

Capabilities

First deployed in 2873, the *Battle Cobra* carries endo steel and ferro-fibrous armor along with pod space almost equivalent to the *Crossbow*. Its combination of speed, durability, and firepower has made the *Battle Cobra* the premier OmniMech of the Steel Viper Touman.

The most commonly used configuration fields a large pulse laser supported by a small pulse laser in each arm.

Capable at long and short range, this variant can be found on almost every Steel Viper world.

Configuration A is more commonly used in close quarters, or during Trials, where the sheer firepower projected by this variant can be best deployed.

Configuration B is popular among Clan Blood Spirit, who prize the brute force of two ER PPCs, but this model has been spotted in some numbers on Tukayyid as well.

An apparent attempt to deploy the new ATM weapons technology, configuration C has so far only been used on Homer and New Kent. While capable, it suffers from a limited ammunition bin, preventing the design from making full use of the ATM technology.

Configuration D brings a tremendous amount of firepower to the field using heavy medium lasers, supported by ER large lasers to harass the enemy at range. This design proved itself on Lum during the weeks that the Steel Vipers occupied territory there.

Deployment

While common among Steel Viper Clusters, the *Battle Cobra* also appears in some numbers among Clan Blood Spirit, who value the relative simplicity of the design. ComStar extracted a number of *Battle Cobras* from Tukayyid, and rumors persist that they are working on a similar model.

Notable MechWarriors

Khan Perigard Zalman: This Khan came to power after Natalie Breen's retirement from her office following Tukayyid. He orchestrated the Viper-Falcon war of 3060, an offensive that was initially successful but ended in the complete withdrawal of the Steel Viper Clan from the Inner Sphere after Zalman's *Battle Cobra* was defeated on Waldorff V. The assault on Lum is also considered by many outside the Clan as a failure. Warriors of the Steel Viper Clan continue to hold him in high regard, however, with some referring to him as a visionary.

MechWarrior Hammond: Originally with the Capellan Warrior House Ijori, Hammond was captured on Jabuka in 3058. One of the rare individuals within the Steel Viper

Clan to be made Bondsmen, Hammond became a controversial figure within his Clan when he proved himself to be a warrior following Zalman's decree that the free-born should be allowed to be warriors, if worthy. Facing non-stop challenges from many wishing to "cleanse the Inner Sphere taint" from their Clan, Hammond even has to face many freeborn MechWarriors in his *Battle Cobra*. His control of the 'Mech itself following a Trial of Possession is considered by many to be a near-inexcusable affront.

Type: **Battle Cobra**
Technology Base: Clan OmniMech
Tonnage: 40
Battle Value: 1,487

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	124	6.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	16
Center Torso (rear)		5
R/L Torso	10	14
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	17

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	3 Endo Steel	6
	3 Ferro-Fibrous	
Left Torso	3 Endo Steel	6
	3 Ferro-Fibrous	
Left Arm	None	8
Right Arm	None	8
Right Leg	Double Heat Sink	0
Left Leg	None	2

Weapons and Ammo

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Small Pulse Laser	RA	1	1
Large Pulse Laser	LA	2	6
Small Pulse Laser	LA	1	1

Alternate Configuration A

2 Medium Pulse Lasers	RA	2	4
3 Small Pulse Lasers	RA	3	3
2 Medium Pulse Lasers	LA	2	4
3 Small Pulse Lasers	LA	3	3

Battle Value: 1,466

Alternate Configuration B

ER PPC	RA	2	6
Small Pulse Laser	RA	1	1
ER PPC	LA	2	6
Small Pulse Laser	LA	1	1

Battle Value: 1,892

Alternate Configuration C

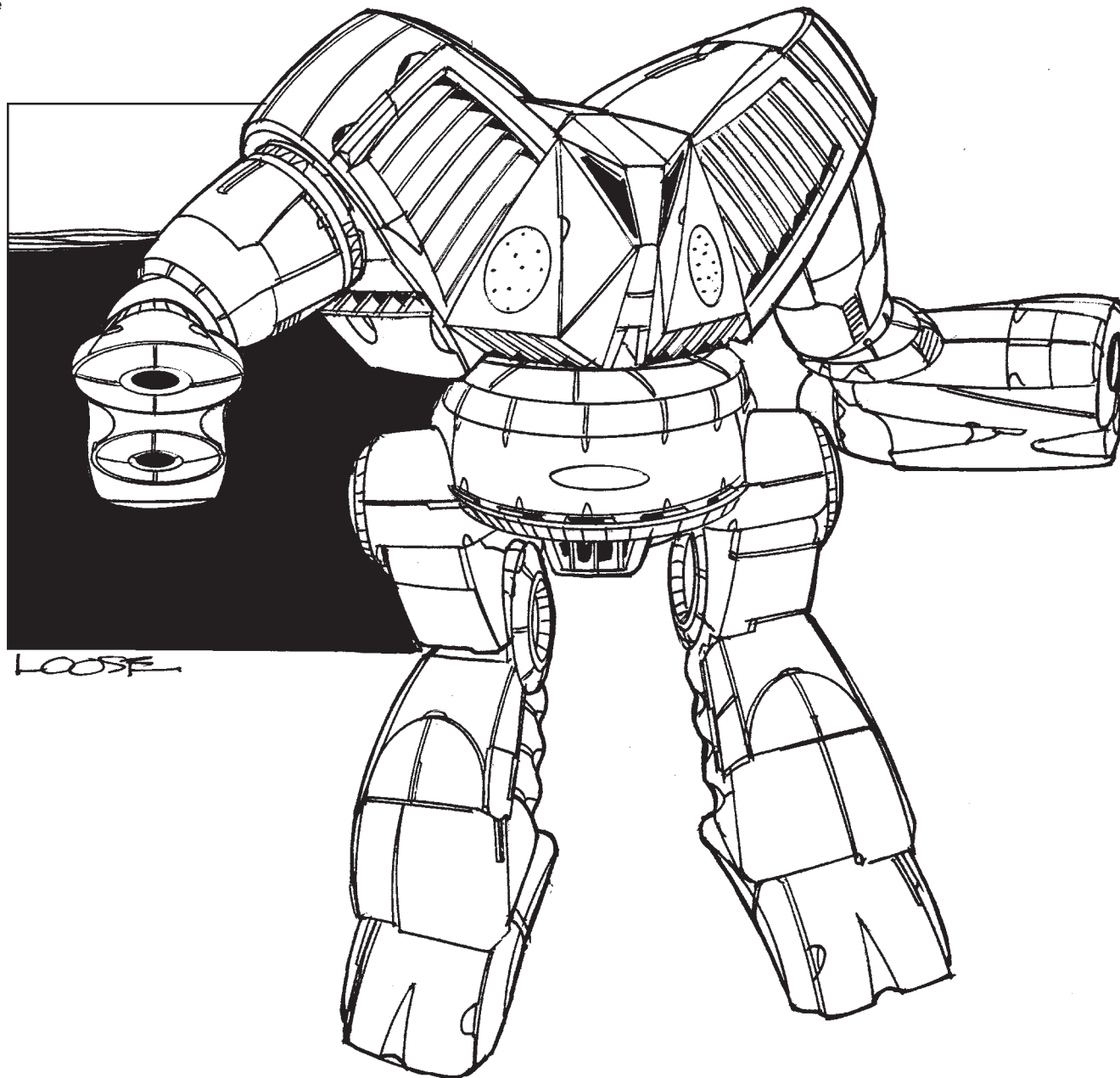
3 Medium Pulse Lasers	RA	3	6
Small Pulse Laser	RA	1	1
ATM 9	LA	4	7
Ammo (ATM) 14	LA	2	2

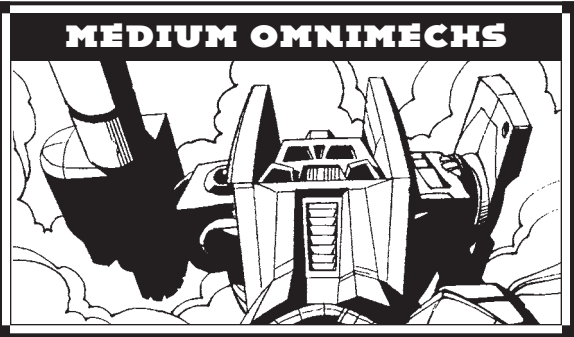
Battle Value: 1,484

Alternate Configuration H

ER Large Laser	RA	1	4
Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
ER Large Laser	LA	1	4
Heavy Medium Laser	LA	2	1
Double Heat Sink	LT	2	1
Double Heat Sink	LL	2	1

Battle Value: 1,592





Mass: 45 tons
Chassis: Process 12 Endo Steel
Power Plant: 315 Consolidated XL
Cruising Speed: 75 kph
Maximum Speed: 118 kph
Jump Jets: Clan Standard 14X Series
Jump Capacity: 210 meters
Armor: Arcadia Compound Delta VII Ferro-Fibrous
Armament:
13.5 tons of pod space available
Manufacturer: Arcadia BattleMech Plant CM-T15
Primary Factory: Arcadia
Communications System: KP-3 "Screamer"
Targeting and Tracking System: Version Gamma-V TTS

Overview

A design first seen among the Smoke Jaguars and the Diamond Sharks during the battle of Tukayyid, this potent medium-class 'Mech has become a common sight at the head of fast-moving strike and recon Stars. Originally designated the *Mongrel*, the design name was changed after Shark merchants overheard a reference by some Com Guards to a Clan 'Mech they called the *Grendel*, which turned out to be the *Mongrel*. After the appropriate Trials, the Sharks unveiled the *Grendel* (with minor physical modifications) to the Clans right before the design trials began in 3053.

Using a powerful 315 extra-light engine and the superior Clan jump jets, the *Grendel* is a constant threat for Inner Sphere forces because it can easily outflank most other Inner Sphere machines of the same class. When

combined with an almost total energy weapons platform, it becomes a nightmare to properly counter.

Capabilities

While not a dueling-style OmniMech, the *Grendel* usually carries mission-specific load-outs that allow a pilot to hit at extreme range, then close in fast to execute deadly close combat. Used correctly, the *Grendel* can be a devastating raider or efficient recon 'Mech.

The *Grendel Prime* is still considered the most potent variant seen in Clanspace. A combination of extended-range lasers and an ammo-conserving Streak six-pack make it the ideal 'Mech to command a fast striker star.

Although rare, the A variant sometimes finds a role as a fast-moving fire support 'Mech, usually paired with missile-loaded *Ferris* or long-range capable *Shadow Cats*.

Other variants seen among the Clans are more specialized in nature, configured for mission-specific tasks. Clan Coyote seems to enjoy using the E model, which employs their Advanced Tactical Missile system. With four tons of variable ammunition available, the Coyotes have been using this variant to deadly effect against border raids with the Cobras.

A new favorite among the Clan Hell's Horses is the H model, which utilizes the heavy large laser system to deadly effect.

Deployment

When the other Invading Clans saw how devastatingly well the *Grendel* performed on Tukayyid—despite the Shark's utter incompetence during that fateful month—Trials of Possession cropped up almost immediately. Rather than waste valuable warrior resources in fighting the numerous trials, the Sharks instead turned to their merchant caste. After a series of intense negotiations with almost every Clan, the Sharks gained transportation rights and year's worth of resources, material, and land to help speed their rebuilding process. The other Clans, meanwhile, walked away with production run percentages or, in some cases, the design blueprints themselves to the newly renamed *Grendel*. Thus the 'Mech became a common sight among several Clan front-line units.

Notable MechWarriors

Star Captain Boris Amirault: Dedicated to the Horse's new path, Boris recently upgraded from his *Hellion* H to a *Grendel* H upon his ascension to Star Captain. Known for his valor on Tiber, where he took down two *Wolf Cauldron-Borns*, his peers consider him a rising star among the Clan and expect him to do great things when the Horses clash again with the Wolves—this time within the Wolf OZ.

Type: **Grendel**
Technology Base: Clan OmniMech
Tonnage: 45
Battle Value: 2,290

Equipment	Endo Steel	Mass
Internal Structure:	315 XL	2.5
Engine:	315 XL	11
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	144	7.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	18
Center Torso (rear)		9
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	12
R/L Leg	11	20

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Jump Jet	1
Right Torso	3 Endo Steel 2 Engine	6
Left Torso	1 Jump Jet 3 Endo Steel 2 Engine	6
Right Arm	1 Jump Jet 1 Endo Steel 3 Ferro-Fibrous	4
Left Arm	4 Ferro-Fibrous	4
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
ER Large Laser	RA 1	4
ER Small Laser	RA 1	.5
Streak SRM 6	RT 2	3
Ammo (Streak) 15	RT 1	1
Double Heat Sink	RT 2	1
2 ER Medium Lasers	LA 2	2
Double Heat Sink	LT 2	1
ER Medium Laser	H 1	1

Alternate Configuration A

Medium Pulse Laser	RA 1	2
ER Small Laser	RA 1	.5
LRM 15	RT 2	3.5
Ammo (LRM) 16	RT 2	2
LRM 15	LT 2	3.5
Ammo (LRM) 16	LT 2	2

Battle Value: 2,031

Alternate Configuration B

Ultra AC/5	RA 3	7
ER Medium Laser	RA 1	1
Ammo (Ultra) 20	RT 1	1
Medium Pulse Laser	RT 1	2
Medium Pulse Laser	LA 1	2
ER Small Laser	CT 1	.5

Battle Value: 1,903

Alternate Configuration C

LB 10-X AC	RA 5	10
Ammo (LB-X) 10	RT 1	1
ER Medium Laser	LA 1	1
Anti-Missile System	LT 1	.5
Ammo (AMS) 24	LT 1	1

Battle Value: 1,465

Alternate Configuration D

Small Pulse Laser	RA 1	1
ER PPC	RT 2	6
Medium Pulse Laser	LA 1	2
ER Medium Laser	LA 1	1
SRM 6	LT 1	1.5
Ammo (SRM) 30	LT 2	2

Battle Value: 2,212

Alternate Configuration E

Medium Pulse Laser	RA 1	2
ER Small Laser	RA 1	.5
ATM 6	RT 3	3.5
Ammo (ATM) 20	RT 2	2
ATM 6	LT 3	3.5
Ammo (ATM) 20	LT 2	2

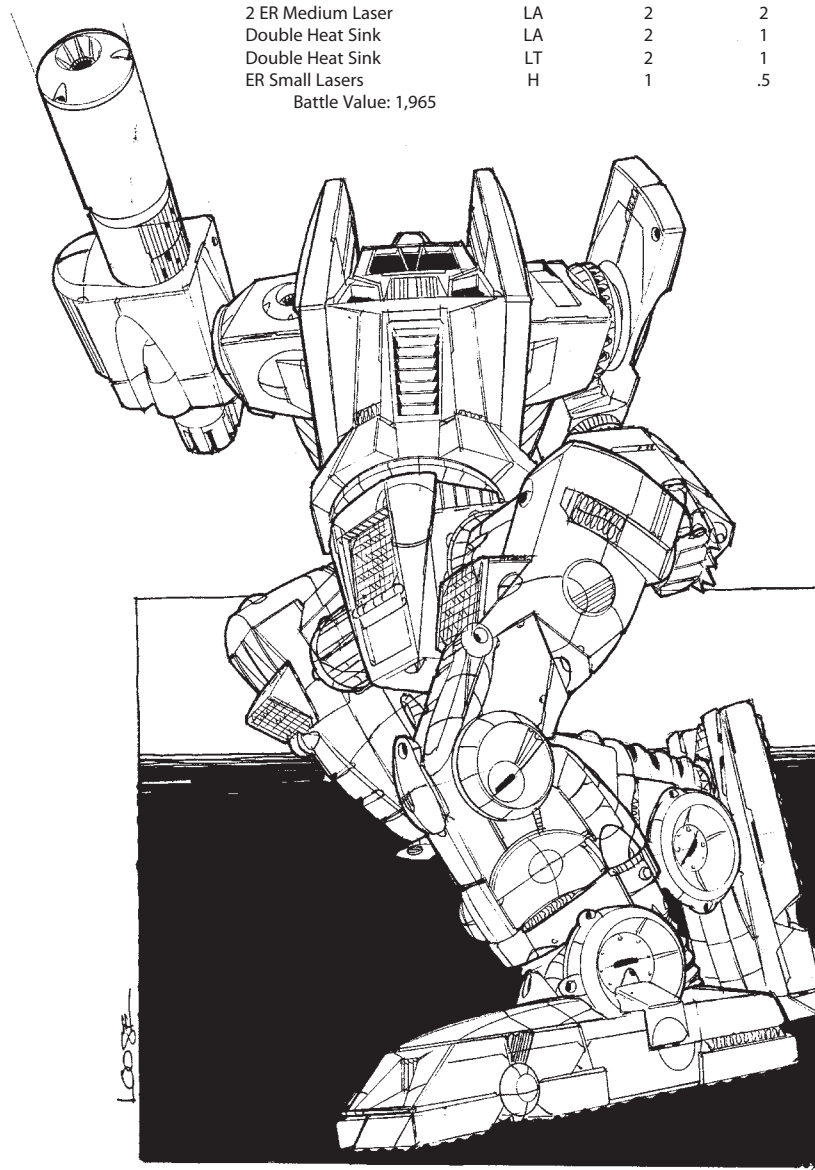
Battle Value: 1,806

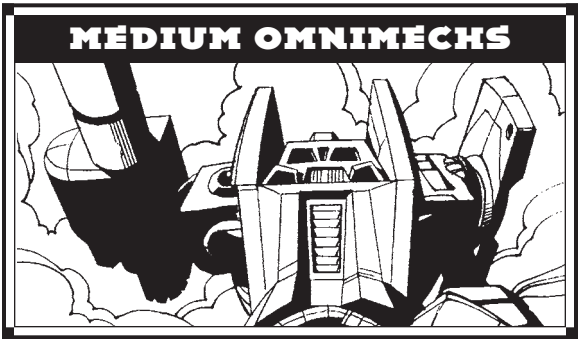
Weapons and Ammo

Alternate Configuration H

Heavy Large Laser	RA 3	4
Double Heat Sink	RA 2	1
Streak SRM 4	RT 1	2
Ammo (Streak) 25	RT 1	1
Double Heat Sink	RT 2	1
2 ER Medium Laser	LA 2	2
Double Heat Sink	LA 2	1
Double Heat Sink	LT 2	1
ER Small Lasers	H 1	.5

Battle Value: 1,965





Mass: 45 tons
Chassis: Type 79-45 Endo Steel
Power Plant: RFUM 270 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph, 129 kph with MASC
Jump Jets: Model KY Boosters
Jump Capacity: 180 meters
Armor: Compound H17 Ferro-Fibrous with CASE
Armament:
17 tons of pod space available
Manufacturer: Barcella Beta
Primary Factory: Barcella, Irece
Communications System: JNE Integrated
Targeting and Tracking System: Build 2 CAT TTS

Overview

At the beginning of this century, the leaders of Clan Nova Cat commissioned a new medium 'Mech that could compete with and outperform the *Fenris*. The *Shadow Cat* was the result.

Capabilities

Though it has a slower top speed than the *Fenris*, the *Shadow Cat* mounts more than twice the weapons and equipment. Further, its permanently mounted jump jets give it better maneuverability than the *Fenris*, while the myomer accelerator signal circuitry (MASC) allows it bursts of speed upwards of 120 kph.

The primary variant carries an active probe, also found on the Alpha and Bravo configurations. Its arm-mounted Gauss rifle provides exceptional range and punch, while

two ER medium lasers serve as not-insignificant short range back-ups.

The Alpha and Bravo configurations also focus on ranged combat. In the case of the Alpha, it carries two arm-mounted ER large lasers, backed up by a single SRM-6. Three additional double heat sinks allow MechWarriors to fire its lasers continuously without significant buildup of waste heat. The Bravo mounts Artemis-linked LRM-15s in the place of the ER large lasers, along with a single ER medium laser. In addition to the active probe, it also mounts an ECM suite.

The Charlie variant loses the active probe, but carries ATM 6 launchers in the arms, supported by three ER medium lasers and a single Narc beacon launcher. The final configuration marries a heavy large laser-targeting computer combination with an Artemis-linked LRM-20.

Deployment

Despite its obvious capabilities, the *Shadow Cat* serves in only a few Clans. The Nova Cats field the most—or at least did prior to their Abjurement—while the Cloud Cobras, Fire Mandrills, and Steel Vipers also extensively utilize the *Shadow Cat* in their toumans. Clans Diamond Shark and Wolf each field this 'Mech as well, though this may be due to salvage taken from the Smoke Jaguars—who, prior to their Annihilation, fielded numerous *Shadow Cats*.

Notable MechWarriors

MechWarrior Saginaw: MechWarrior Saginaw of the Kline Bloodline participated in Kindraa Kline's surprise attack on Clan Star Adder in 3067. He survived the battle on Tathis with four kills, but was taken *abtakha*. Initially, he resisted his new Clan masters, but after he learned of his Kindraa's absorption by Kindraa Mick-Kreese, especially the political maneuvering that brought about that absorption, he devoted himself to Clan Star Adder, regaining his warrior status less than a year after his capture. From his position within the Adder Seventy-ninth Dragoon Cluster, he has pledged to gain the Kline Bloodname and destroy the Mick-Kreese Kindraa, all in order to ultimately reestablish Kindraa Kline.

Star Colonel Isaiah Khatib: After the first Babylon Diet, Star Colonel Isaiah Khatib led seventeen fellow Cloud Cobras away from their home to join the Nova Cats in the Inner Sphere—without the blessings of their Khan, or even their ecKhan. With all ties to the Cobras cut, and a resulting split within the Rossei Cloister between those still within the Cobras and those within the Cats, they made a new life within the Nova Cats' Xi Galaxy. Star Colonel Khatib quickly rose to become Galaxy Commander Jal Steiner's second.

Type: **Shadow Cat**
Technology Base: Clan OmniMech
Tonnage: 45
Battle Value: 2,156

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor: (Ferro)	134	7
	Internal Structure	Armor Value
Head	3	8
Center Torso	14	20
Center Torso (rear)		6
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	18

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	2 MASC	0
Right Torso	2 Engine	4
	4 Ferro-Fibrous	
	1 Jump Jet	
Left Torso	1 Endo Steel	
	2 Engine	5
	3 Ferro-Fibrous	
	1 Jump Jet	
	1 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	2 Endo Steel	6
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
Gauss Rifle	RA 6	12
ER Medium Laser	RT 1	1
Ammo (Gauss) 16	RT 2	2
ER Medium Laser	LA 1	1
Active Probe	LT 1	1

Alternate Configuration A

ER Large Laser	RA 1	4
Double Heat Sink	RA 2	1
Streak SRM 6	RT 2	3
Ammo (Streak) 30	RT 2	2
ER Large Laser	LA 1	4
Double Heat Sink	LA 2	1
Active Probe	LT 1	1
Double Heat Sink	LT 2	1

Battle Value: 2,220

Alternate Configuration B

LRM 15	RA 2	3.5
Artemis IV FCS	RA 1	1
ER Medium Laser	RA 1	1
Active Probe	RT 1	1
Ammo (LRM) 16	RT 2	2
LRM 15	LA 2	3.5
Artemis IV FCS	LA 1	1
ER Medium Laser	LA 1	1
ECM Suite	LT 1	1
Ammo (LRM) 16	LT 2	2

Battle Value: 2,420

Alternate Configuration C

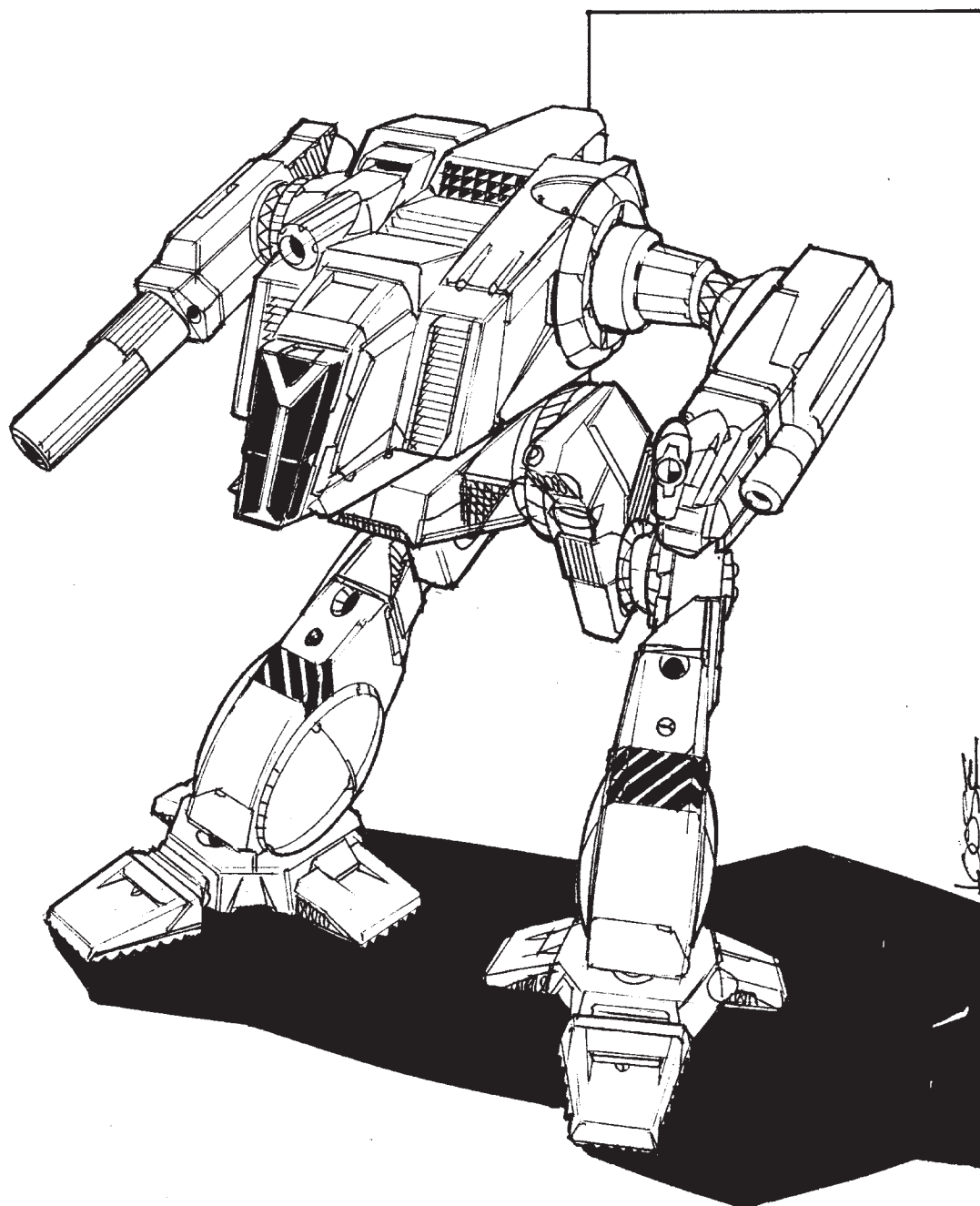
ATM 6	RA 3	3.5
ER Medium Laser	RA 1	1
Narc Missile Beacon	RT 2	2
Ammo (Narc) 12	RT 2	2
ATM 6	LA 3	3.5
ER Medium Laser	LA 1	1
ER Medium Laser	LT 1	1
Ammo (ATM) 30	LT 3	3

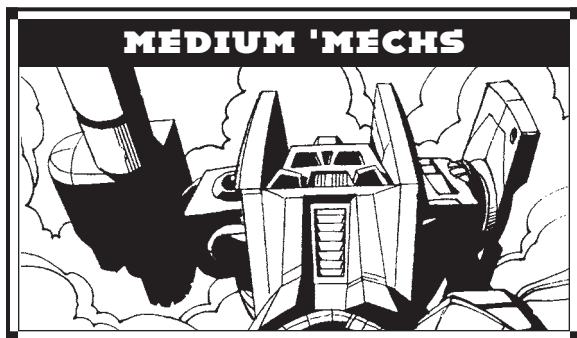
Battle Value: 2,199

Alternate Configuration H

Heavy Large Laser	RA 3	4
2 Double Heat Sinks	RA 4	2
Ammo (LRM) 12	RT 2	2
Targeting Compute	RT 1	1
2 Double Heat Sinks	LA 4	2
LRM 20	LT 4	5
Artemis IV FCS	LT 1	1

Battle Value: 2,155





Mass: 50 tons

Chassis: Series III Endo Steel

Power Plant: General Systems 200 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Clan Medium Series Mk. III

Jump Capacity: 120 meters

Armor: Series Ab

Armament:

2 Devastator Ultra 20 Autocannons

2 Series 7J ER Medium Lasers

Manufacturer: Various

Communications System: Circe Special MilComm

Targeting and Tracking System: DeadEye Superlock 18K

Overview

Developed by Clan Smoke Jaguar, the *Hunchback IIC* was not originally intended for those warriors attempting to turn their failing careers around, or to make a quick name in battle, as was believed by Inner Sphere observers. Instead, in an exceptionally unusual turn of events considering the Clan's waste-not-want-not mentality, it was deliberately produced for warriors who had fallen into such disfavor that their next battle would be intended as their last. With absolutely no effort put to survivability, all the resources went into allowing the pilot to die with a semblance of dignity by killing at least one opposing machine before falling in battle. The assignment of a *Hunchback IIC* was to be a death sentence.

However, its image changed when a Star equipped with the BattleMechs in 3015 fought a Trial of Possession

for a group of recently manufactured BattleMechs against a vastly larger force of Jade Falcons on Circe. Since then, many Clan MechWarriors have begun to look upon the second-line design with some respect.

Capabilities

Quickly spotted by all who can get a glimpse of the *Hunchback IIC*, its main weapons are a pair of massive Ultra autocannons. With only ten rounds between the two large-bore guns, battlefield endurance is stunningly short unless the MechWarrior uses only one of them at a time, a handicap most cannot afford. To assist in the close-range barrage, a pair of extended-range lasers resides in the center torso, though these are often forgotten while on the battlefield.

Lightly armored, the *Hunchback IIC* does not have the speed to avoid incoming fire. Jump jets were included, but these seem to have been placed just to assist in the MechWarrior getting to the prime distance to fire the autocannons. Many Inner Sphere pilots refuse to pilot an unmodified *Hunchback IIC* salvaged from a battlefield, stripping out at least one Ultra for more armor and other weaponry.

Deployment

In spite of its single-purpose mentality (or perhaps because of it) the *Hunchback IIC* remains popular in both the front-line and secondary clusters throughout the Clans. A rough study of popular 'Mechs by Inner Sphere observers found that in every Clan, approximately three percent of all BattleMechs are a *Hunchback IIC* model. This study has been done every year since 3061, and despite the high turnover rate of Clan warriors, the statistic barely wavers. Observers theorize that the percentage is approximately how many warriors are sufficiently desperate to attempt to turn their careers around in a glorious all-or-nothing fight.

Currently, many Jade Falcon sibkin undertaking their initial Trial of Position have been choosing this BattleMech for the final test. Using the high speed cannons at their fastest setting, the would-be MechWarriors attempt to swiftly destroy their first opponent practically before the Trial begins. Though detested by the older warriors and

seen as somewhat dishonorable, this has helped blood the young fighters and quickly fill the ranks of the Clan.

Variants

Variants of the *Hunchback IIC* have been spotted in several Clan Toumans. These "SwayBack IICs" have configurations befitting the outlook of the Clan employing it, but all rely on a short-term massive barrage of weapons fire.

In the case of the Blood Spirits and the Star Adders, the variant carries a pair of heavy large lasers on each side of the torso. Not dependent on ammo like the original and with extra heat sinks added, the massive heat generated will quickly shut down the BattleMech, leaving it vulnerable for several minutes—a deadly problem on an active battlefield.

The other version is used by the Snow Raven Clan and the Coyotes. The autocannon is replaced with a trio of ATM 12 launchers and four tons of ammunition. Instead of a single massive hit, pilots attempt to pepper the weak spots of their enemy and destroy vital equipment through "lucky" hits.

Notable MechWarriors

Star of Rage: Five outspoken Warden MechWarriors were reassigned to a Cluster defending Clan Smoke Jaguar's production facility on Circe and given *Hunchback IICs* as an indicator they were no longer welcome in the Clan. When the Jade Falcons issued a Trial of Possession for a Star of recently produced BattleMechs in 3015, the garrison's commander sent out the five to defend against two Trinaries of front-line OmniMechs. The Warden pilots flew into a berserker rage, and while battle lasted less than ten minutes and killed the five defenders, most of the Jade Falcon force was destroyed through the five warriors' selective targeting and use of the Ultra autocannons to their maximum potential.

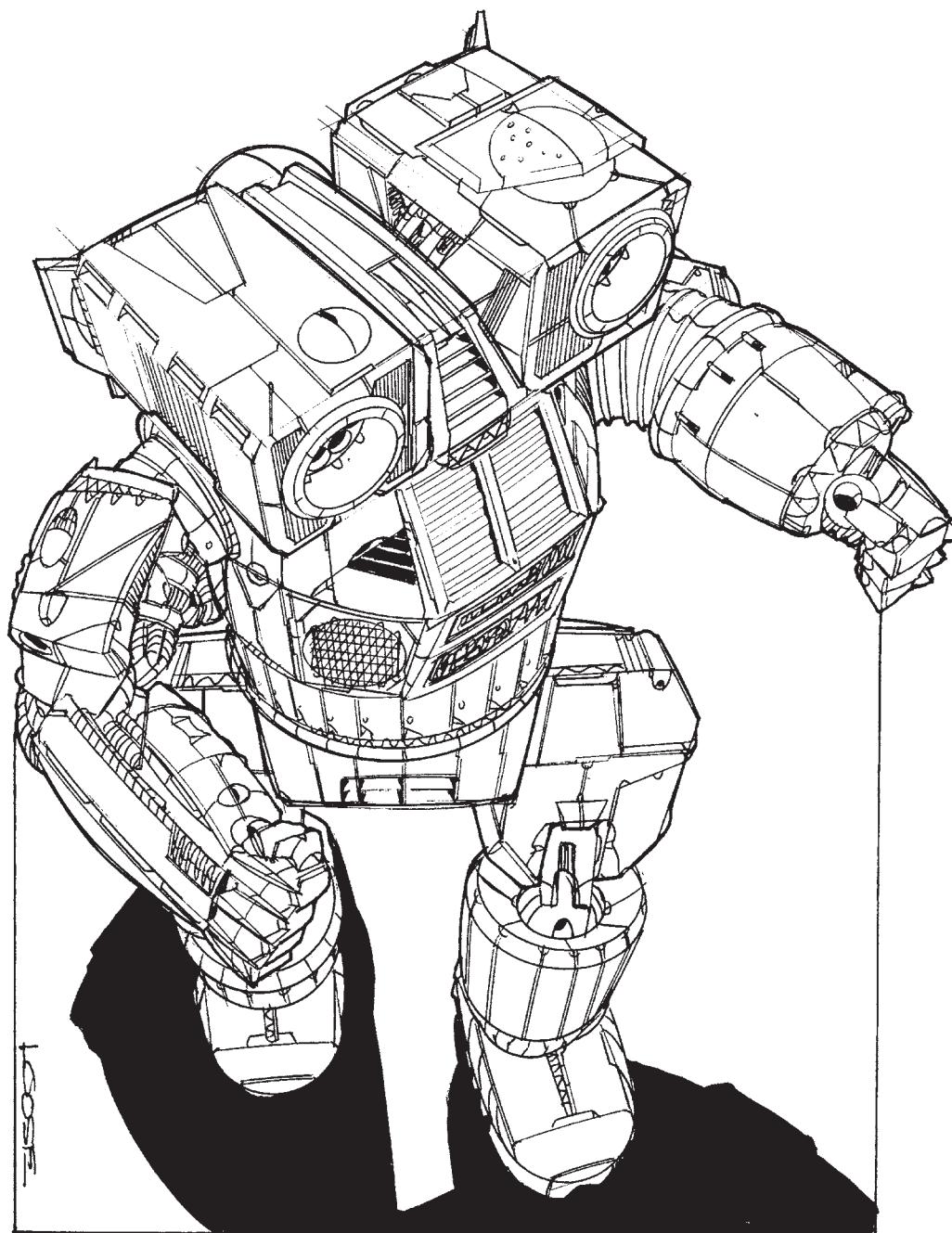
Type: **Hunchback IIC**
 Technology Base: Clan
 Tonnage: 50
 Battle Value: 1,697

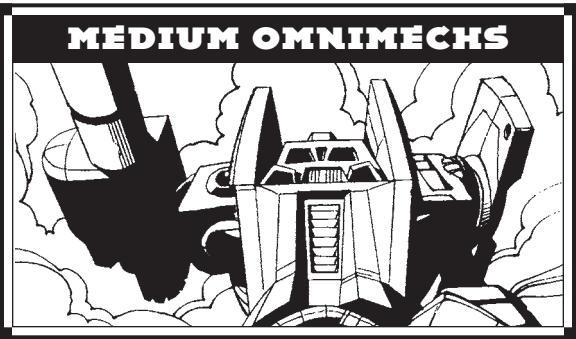
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	200 XL	2.5
Walking MP:	4	4.5
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	96	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	16	18
Center Torso (rear)		4
R/L Torso	12	12
R/L Torso (rear)		3
R/L Arm	8	6
R/L Leg	12	12

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/20	RT	8	12
Ammo (Ultra) 5	RT	1	1
Ultra AC/20	LT	8	12
Ammo (Ultra) 5	LT	1	1
2 ER Medium Lasers	CT	2	2
Jump Jets	LL	2	1
Jump Jets	RL	2	1





Mass: 50 tons
Chassis: Mynx Type Medium Endo Steel
Power Plant: 250 Consolidated XL Fusion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Northrup Starlifters M50s Standard
Jump Capacity: 150 meters
Armor: Alpha Compound Ferro-Fibrous
Armament:
23.5 tons of pod space available
Manufacturer: Irece Alpha, Avon Alpha, and Brim Ironworks
Primary Factory: Irece, Avon, and Brim
Communications System: JNE Integrated
Targeting and Tracking System: Build 3 CAT TTS

Overview

During the Battle of Luthien, the *Nobori-nin*, or “Banner-bearer,” first appeared in the colors of the 119th Nova Cat Striker Cluster. A DCMS intelligence officer so named the OmniMech due to the single fin-like projection rising from the back of the humanoid ‘Mech. The *Nobori-nin* reminded the Kuritan of the banner samurai wore on their backs in feudal Japan. Known as the *Huntsman* among the Clans, it exemplifies the OmniMech concept as a multi-purpose ‘Mech.

Capabilities

The *Nobori-nin* in its primary configuration makes a superb prolonged fighter. It mounts an AC 2 Ultra autocannon, a Streak SRM-6, four ER medium lasers and an LRM-

10 with Artemis IV FCS. An anti-missile system, standard flamer, and A-Pods provide for close defense. Additionally, an active probe and TAG supply electronic eyes.

Configuration A mounts two large pulse lasers, an LB 2-X autocannon, and an LRM-10. Two additional heatsinks help dissipate heat generated by these weapons.

The *Nobori-nin* B deploys an ER PPC, a pair of medium pulse lasers, and an LB 10-X. The installation of two 11 mm rotary machine guns provides anti-infantry defense.

A long-range fire support platform, configuration C mounts an LRM-20 and -15 supported by one ER medium and small laser and an AC 5 Ultra, while a Streak SRM-4 provides short-range firepower and a flamer handles close-in defense.

D variant utilizes an ATM 6, an AC 10 Ultra, and two medium and one small pulse lasers.

For long-range recon/strike missions, configuration H is perfect. Armed with two ER large, four medium and one small heavy laser mated to a targeting computer, the H provides deadly accurate fire. An ECM and active probe aid in recon missions.

The N configuration mounts an ER PPC, a single ER large and a heavy medium laser slaved to a targeting computer. An ATM 6 provides additional fire support.

Deployment

The *Nobori-nin* is the premier medium OmniMech in the Nova Cat’s Touman. Clan Cloud Cobra and Star Adder have recently begun deploying configurations A, B, and C. Unconfirmed reports have *Nobori-nins* deployed in Diamond Shark’s Spina Galaxies.

Notable MechWarriors

Star Captain Calvin Deleportas: Considered one of the best medium ‘Mech pilots in the Nova Cats, Star Captain Deleportas’ reputation is well deserved. Deleportas cut his teeth on fast recon and strike missions. During the invasion of Luthien, Calvin served in the 119th Striker Cluster and was credited with destroying a lance of Dragoon light ‘Mechs.

On Tukayyid, Deleportas fought with valor, leading his Star against a superior force of Com Guards during the

initial assault. Fighting in his *Nobori-nin* A, he downed four ‘Mechs before his own OmniMech suffered a catastrophic gyro failure. Wounded, Deleportas eluded capture and rejoined his command before they lifted.

During the Ghost Bear invasion, Star Captain Deleportas proved his supporters right when the Nova Cats counter-attacked in the summer of 3063. His recorded kills climbed into double digits by the end of the war.

Deleportas now pilots the new *Nobori-nin* N configuration.

Type: **Huntsman**
Inner Sphere Designation: **Nobori-nin**
Technology Base: Clan OmniMech
Tonnage: 50
Battle Value: 2,108

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	250 XL	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	16	25
Center Torso (rear)		7
R/L Torso	12	18
R/L Torso (rear)		6
R/L Arm	8	16
R/L Leg	12	24

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Jump Jet	0
	1 Endo Steel	
Right Torso	2 Engine	6
	1 Endo Steel	
	2 Ferro-Fibrous	
Left Torso	1 Jump Jet	5
	2 Engine	
	1 Endo Steel	
	3 Ferro-Fibrous	
Left Arm	1 Jump Jet	5
	2 Endo Steel	
Right Arm	1 Ferro-Fibrous	
Right Leg	2 Endo Steel	6
Left Leg	1 Jump Jet	1
	1 Jump Jet	1

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
2 ER Medium Lasers	RA 2	2
Ultra AC/2	RA 2	5
Ammo (Ultra) 45	RA 1	1
LRM 10	RT 1	2.5
Ammo (LRM) 12	RT 1	1
Artemis IV FCS	RT 1	1
Active Probe	RT 1	1
2 ER Medium Lasers	LA 2	2
Streak SRM 6	LA 2	3
Ammo (Streak) 15	LA 1	1
Anti-Missile System	LT 1	1
Ammo (AMS) 24	LT 1	1
TAG	LT 1	1
Flamer	LT 1	.5
A-Pod	RL 1	.5
A-Pod	LL 1	.5

Alternate Configuration A

Large Pulse Laser	RA 2	6
LB 2-X AC	RA 3	5
Ammo (LB-X) 45	RT 1	1
Double Heat Sink	RT 2	1
Large Pulse Laser	LA 2	6
LRM 10	LA 1	2.5
Ammo (LRM) 12	LT 1	1
Double Heat Sink	LT 2	1

Battle Value: 2,034

Alternate Configuration B

ER PPC	RA 2	6
2 Medium Pulse Lasers	RA 2	4
2 Machine Guns	RT 2	.5
Ammo (MG) 200	RT 1	1
LB 10-X AC	LA 5	10
Ammo (LB-X) 20	LT 2	2

Battle Value: 2,156

Alternate Configuration C

Streak SRM 4	RA 1	2
Ammo (Streak) 25	RA 1	1
LRM 20	RT 4	5
Ammo (LRM) 6	RT 1	1
Flamer	RT 1	.5
Ultra AC/5	LA 3	7
Ammo (Ultra) 20	LA 1	1
LRM 15	LT 2	3.5
Ammo (LRM) 8	LT 1	1
ER Medium Laser	LT 1	1
ER Small Laser	LT 1	.5

Battle Value: 2,199

Alternate Configuration D

ATM 6	RA 3	3.5
Ammo (ATM) 30	RA 3	3
2 Medium Pulse Lasers	RT 2	4
Small Pulse Laser	RT 1	1
Ultra AC/10	LA 4	10
Ammo (Ultra) 20	LA 2	2

Battle Value: 2,077

Weapons and Ammo

Alternate Configuration H

ER Large Laser	RA 1	4
2 Heavy Medium Lasers	RA 4	2
Heavy Small Laser	RA 1	.5
Double Heat Sink	RA 2	1
3 Double Heat Sink	RT 6	3
ER Large Laser	LA 2	4
2 Heavy Medium Lasers	LA 4	2
Double Heat Sink	LA 2	1
Targeting Computer	LT 3	3
Double Heat Sink	LT 2	1
Active Probe	RL 1	1
ECM Suite	LL 1	1

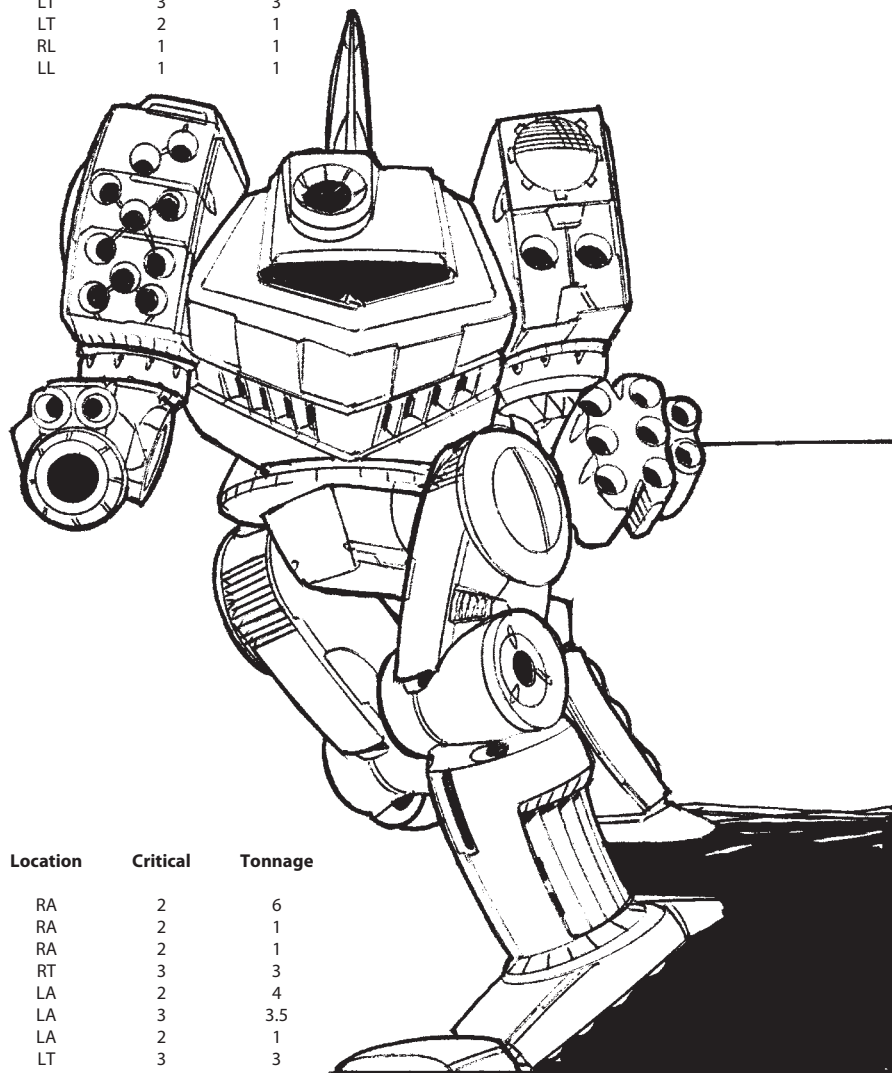
Battle Value: 2,495

Weapons and Ammo

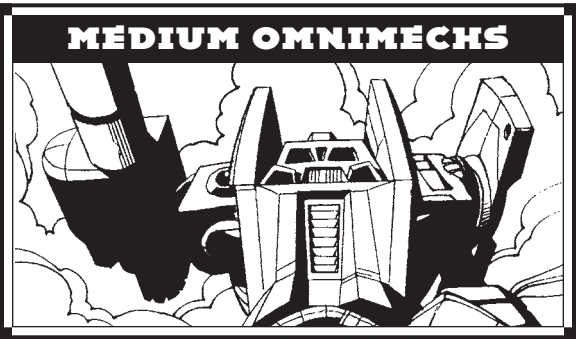
Alternate Configuration N

ER PPC	RA 2	6
Heavy Medium Laser	RA 2	1
Double Heat Sink	RA 2	1
Targeting Computer	RT 3	3
ER Large Laser	LA 2	4
ATM 6	LA 3	3.5
Double Heat Sink	LA 2	1
Ammo (ATM) 30	LT 3	3
Double Heat Sink	LT 2	1

Battle Value: 2,556



LOOSE



Mass: 55 tons
Chassis: JF 5 Light Endo Steel
Power Plant: 385 JF Extralight
Cruising Speed: 75 kph
Maximum Speed: 118 kph, 151 kph with MASC
Jump Jets: None
Jump Capacity: None
Armor: Compound JF Ferro-Fibrous
Armament:
13 tons of pod space available
Manufacturer: Ironhold Alpha Complex, Olivetti
Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFVII Integrated

Overview

Although first sighted with the Jade Falcons during the Battle of Tukayyid, the *Black Lanner* has its origins in the trials that decided who would take part in Operation Revival. Initial models were not ready for testing in the early waves of invasion, but when the Falcon Khans returned from Strana Mechty after electing a new ilKhan they brought with them two Stars of the new design as part of the re-supply operations. Assigned as fire-support units in light reconnaissance Stars, these new *Black Lanners* quickly proved their worth.

Capabilities

Intended as a fast medium 'Mech—the chassis features an integral MASC system—the *Black Lanner* sacri-

fices pod space in order to mount an engine that masses almost half the design's weight. Capable of exceeding 150 kph when sprinting, the *Black Lanner* outruns many 'Mechs half its size while the additional armor and weaponry allows it to cut a swath through the lighter designs like the transplanted Terran avian for which it is named.

A range of standard configurations exist for the design—two fire support models, an electronic warfare configuration, a pair of brawler models designed for close-in combat and urban warfare—but these are not the only versions of the *Black Lanner*, with individual units and pilots tweaking the load-out to suit mission parameters.

Deployment

Since its initial deployment with the Jade Falcons, the *Black Lanner* has spread to several other Clans, notably the Ice Hellions and Steel Vipers who acquired the design in the numerous clashes and trials between the rival Clans over the years since Tukayyid.

The bulk remains with the Falcons, however, who use it for both independent operations and in conjunction with lighter designs. Mixed stars of *Black Lanners*, *Fire Falcons*, and *Dashers* are common, the lighter designs serving as spotters and harassers for the heavier 'Mechs. When the scouts flush out opposing units, the *Black Lanners* move in for the kill, a synergistic relationship akin to that of the native fire falcons and introduced black lanners on Ironhold, each bird benefiting from the presence of the other.

Notable MechWarriors

Star Commander Shaw: When the Steel Vipers turned on the Jade Falcons, then-MechWarrior Shaw found himself in the thick of the action. His recon Star was outmatched by the Vipers, but the use of hit-and-fade tactics allowed them to hold out until reinforcements arrived. Shaw's actions brought him a promotion in the rebuilding of the Touman that followed.

MechWarrior Michael Mercer: Piloting a *Black Lanner* taken as *isorla* in the Falcon-Viper war, MechWarrior Michael earned his Bloodname in the bitter fighting

on Homer, facing off against the Cloud Cobras and the Snow Ravens. When the Vipers assaulted the Snow Raven capital of Lum, he formed part of the expeditionary force, where his success brought him to the attention of Khan Zalman. Mercer was tipped to test-up to Star Commander and was given the singular honor of accompanying the Khan on his DropShip as it departed—and died there with him.

Type: **Black Lanner**
Technology Base: Clan OmniMech
Tonnage: 55
Battle Value: 2,268

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL	22
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	153	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	18	25
Center Torso (rear)		7
R/L Torso	13	16
R/L Torso (rear)		5
R/L Arm	9	13
R/L Leg	13	22

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	2 MASC	0
Right Torso	2 Engine	7
	3 Ferro-Fibrous	
Left Torso	2 Engine	7
	3 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
ER Large Laser	RA	1	4
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
2 ER Medium Lasers	LA	2	2
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
ECM Suite	H	1	1

Weapons and Ammo

Alternate Configuration A

	Location	Critical	Tonnage
ER PPC	RA	2	6
Active Probe	RT	1	1
2 Medium Pulse Lasers	LA	2	4
TAG	LT	1	1
ECM Suite	H	1	1
Battle Value: 2,308			

Alternate Configuration B

LRM 20	RA	4	5
Ammo (LRM) 6	RT	1	1
LRM 20	LA	4	5
Ammo (LRM) 12	LT	2	2
Battle Value: 1,961			

Alternate Configuration C

Streak SRM 6	RA	2	3
Ammo (Streak) 15	RA	1	1
6 ER Medium Lasers	LA	6	6
3 Double Heat Sinks	LT	6	3
Battle Value: 2,523			

Alternate Configuration D

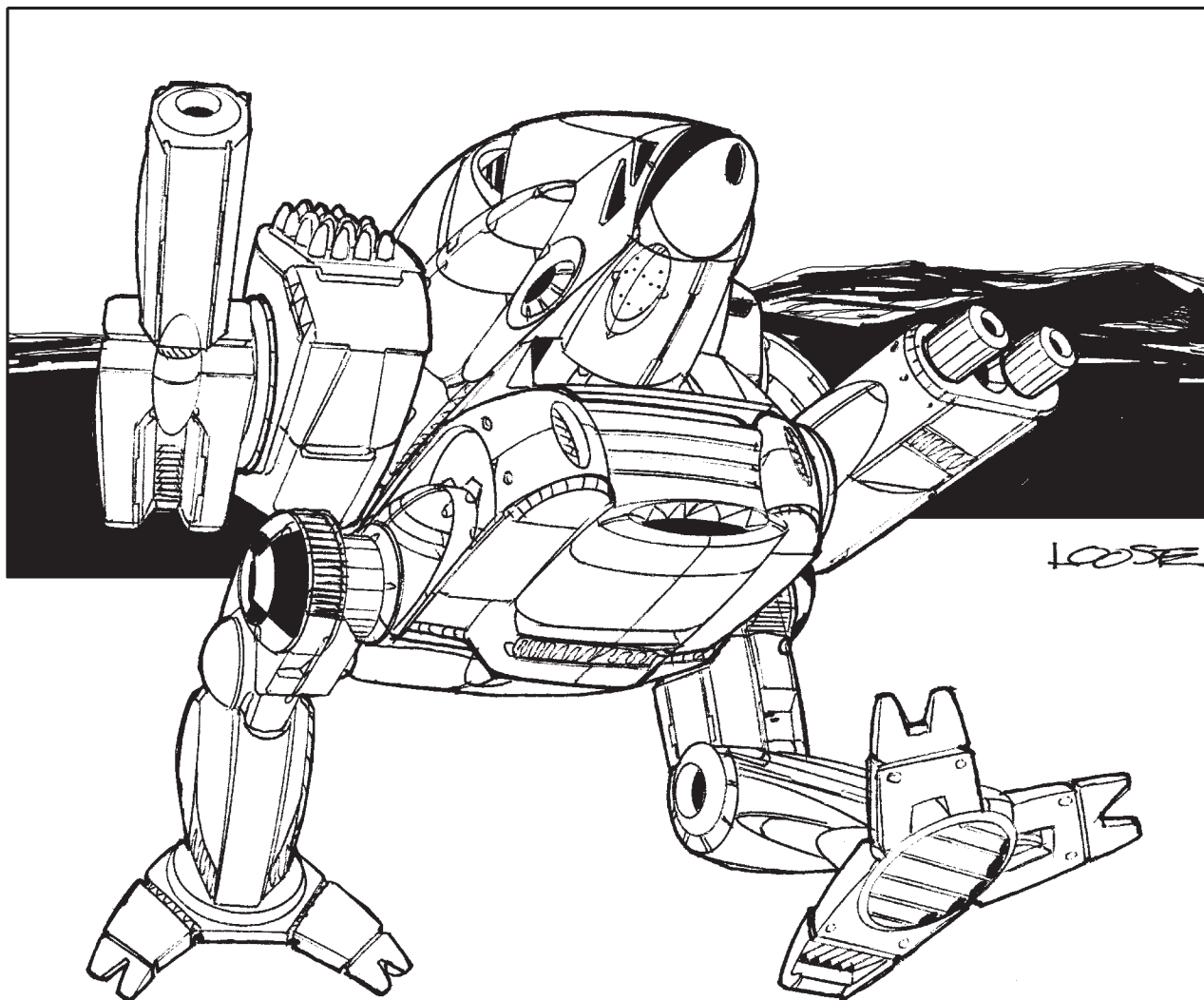
Medium Pulse Laser	RA	1	2
ER Small Laser	RA	1	.5
2 Machine Guns	RA	2	.5
SRM 6	RT	1	1.5
Ammo (SRM) 30	RT	2	2
Medium Pulse Laser	LA	1	2
ER Small Laser	LA	1	.5
2 Machine Guns	LA	2	.5
Ammo (MG) 100	LT	1	.5
SRM 6	LT	1	1.5
Flamer	LT	1	.5
Active Probe	H	1	1
Battle Value: 1,809			

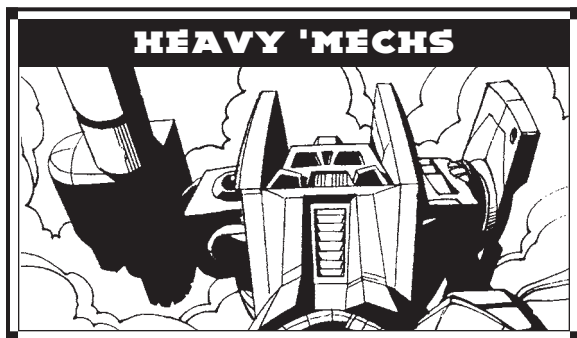
Alternate Configuration E

3 ER Medium Lasers	RA	3	3
ATM 12	LA	5	7
Ammo (ATM) 15	LA	3	3
Battle Value: 2,331			

Alternate Configuration H

Heavy Large Laser	RA	3	4
Double Heat Sink	RA	2	1
Double Heat Sink	RT	2	1
2 Medium Pulse Lasers	LA	2	4
Double Heat Sink	LA	2	1
Double Heat Sink	LT	2	1
ECM Suite	H	1	1
Battle Value: 1,928			





Mass: 60 tons

Chassis: DSHM Endo 2.4

Power Plant: 300 Extralight

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 108 kph with MASC

Jump Jets: Grandthrust Mk. 3

Jump Capacity: 150 meters

Armor: Forging ZK10 Standard

Armament:

- 1 Type DL Ultra-10 Autocannon
- 2 Mk. 22 Type III SRM-6 Launchers
- 2 Series 14a Medium Pulse Lasers
- 1 Series 2h Extended Range Medium Laser

Manufacturer: Manufacturing Plant DSF-51

Primary Factory: Strato Domingo

Communications System: CrossBand System 20

Targeting and Tracking System: Dtrac Suite 1

Overview

When first discovered among the Clans, the *Thresher* was not so much a surprise to Inner Sphere experts as it was a mystery. A short-range brawler with the mobility of most Clan heavy 'Mechs, this design was obviously intended as a defensive unit, perhaps geared toward anti-infantry or anti-vehicle work, so its appearance in Clan garrison formations was not wholly unexpected. But the *Thresher's* inability to excel in any particular area led some experts to suggest that it was designed by committee. Only later data, uncovered soon after intelligence in the homeworlds learned of the long-range *Thresher 2* variant among Clan Hell's Horses, revealed more about

the origins of this 'Mech. When followed up, these hints eventually bore out the theory that the *Thresher* was, in fact, a baseline for the more fearsome *Thor* Omnis, which originated as a joint project between the Horses and the Diamond Sharks sometime in the late 2860s and was inspired in much the same way as the *Ryoken* was by the older *Corvis*.

Capabilities

Weighing in at 60 tons, the *Thresher* is a modest heavy 'Mech by Clan standards, featuring only average mobility, armor, and firepower despite the extensive use of sophisticated Clan equipment. Its firepower, centered on a mix of pulse lasers, SRMs, and a heavy autocannon, allows for medium-range damage with high dispersal, suggesting a focus on anti-tank and -infantry work. These factors, common to many uniquely Hell's Horses designs, were among the first suggestions of the *Thresher's* origins as Inner Sphere knowledge of the Clans grew, while the known Diamond Shark origins for many of the design's components eventually enabled experts to piece together the joint-development origins of this BattleMech.

Deployment

Interestingly enough, the Diamond Sharks have all but removed the *Thresher* from their active forces over the centuries since its debut, selling many of these 'Mechs off to make room for newer second-line chassis. Indeed, as of the most recent reports, most of these machines appear to be concentrated among the Blood Spirits, Fire Mandrills, and Hell's Horses.

Variants

The recent discovery of a minor variant of the *Thresher*—designated the *Thresher 2*—in the Hell's Horses Touman was the key that eventually unlocked the mystery origins of this design. Built for long-range hitting power, this model trades in the DL Ultra-10 autocannon for an OVR-X LB 5-X, and swaps the arm-mounted Series 14a medium pulse lasers with Series 7J ER large lasers. It was soon after the discovery of this variant that manufacturing data on the standard *Thresher's* loadout came to light, revealing a manufacturing commonality between the *Thresher* and the lighter, older *Corvis*.

Notable MechWarriors

Nova Commander Zoli: A Hell's Horses veteran of Khan Malavai Fletcher's ill-advised "war" with the Ghost Bears, Zoli hails from the remains of the disbanded Gamma Galaxy and was assigned to the 412th Strike Cluster of the newly formed Kappa Galaxy during Khan James Cobb's ongoing reorganization plan. A moderate Crusader with deep-rooted and vocal grudges against all of the current invading Clans, Zoli has been involved in a spate of Trials against both the Jade Falcons and the Wolves on Eden, always as the attacker.

In the waning months of 3068, however, these challenges suddenly stopped. Subsequent counter-challenges by the other Clans went unanswered until Clan Coyote forces unexpectedly arrived over Eden in late 3069, and issued a batchall for half of the Horses' enclave. In the ensuing clash, Zoli—and his *Thresher 2*—were captured by the victorious Coyotes' Fiftieth Assault Cluster. Some Falcon observers have since declared the nature of the Horses-Coyote Trial suspect, however, noting that Zoli and his entire Nova displayed none of their customary "enthusiasm" during the battle. Neither the Horses nor the Coyotes have responded to these charges.

Type: **Thresher**

Technology Base: Clan

Tonnage: 60

Battle Value: 2,314

Equipment

Internal Structure:

Engine:

Walking MP:

Running MP:

Jumping MP:

Heat Sinks:

Gyro:

Cockpit:

Armor Factor:

Endo Steel	Mass
300 XL	3
5	9.5
8 (10)	
5	
13 [26]	3
	3
	3
152	9.5

Internal
Structure

Armor
Value

Head

Center Torso

Center Torso (rear)

R/L Torso

R/L Torso (rear)

R/L Arm

R/L Leg

3	9
20	22
	7
14	17
	5
10	14
14	21

Weapons and Ammo

Ultra AC/10

Ammo (Ultra) 20

MASC

ER Medium Laser

SRM 6

Ammo (SRM) 15

Medium Pulse Laser

SRM 6

Ammo (SRM) 15

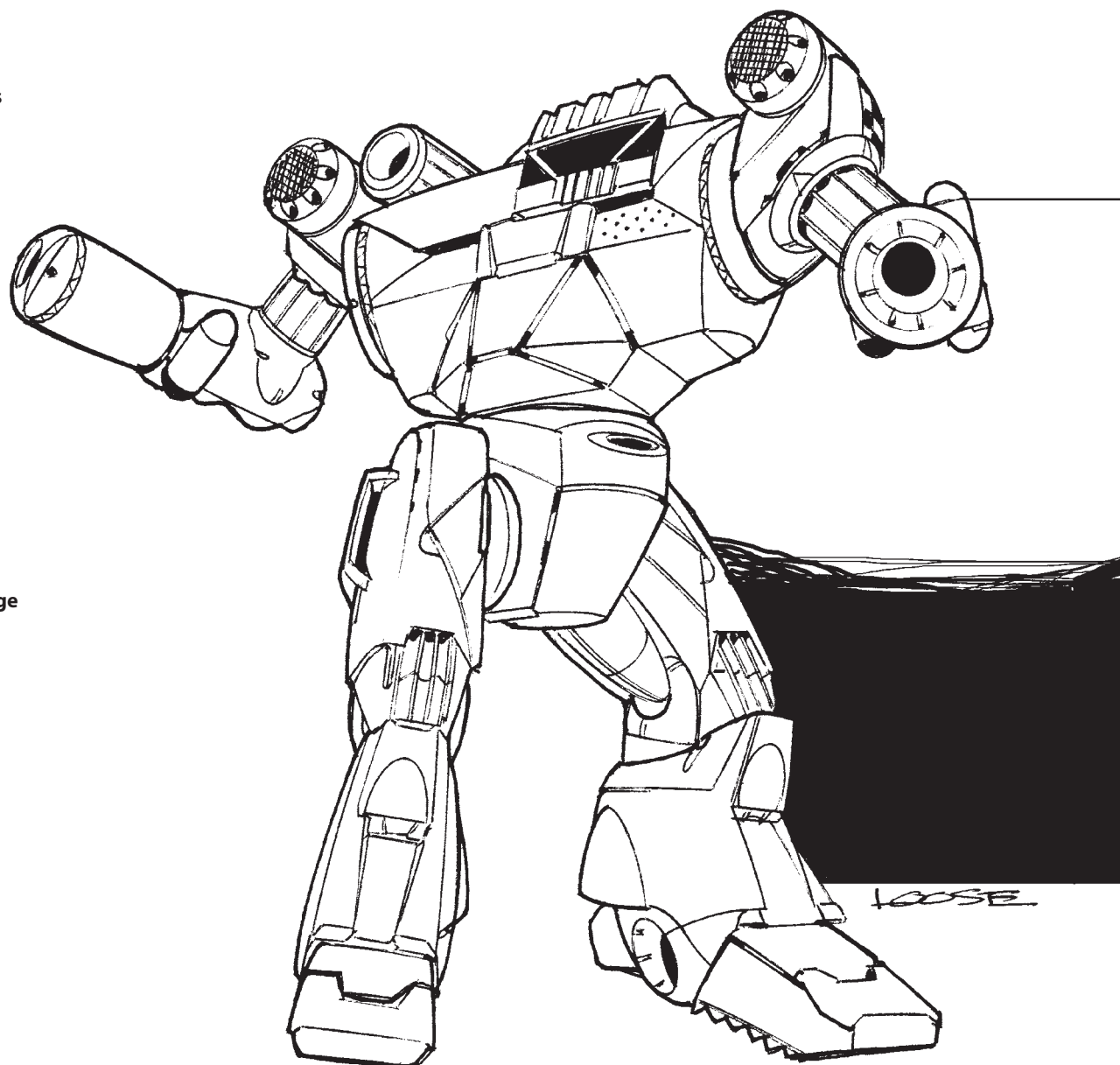
Medium Pulse Laser

Jump Jet

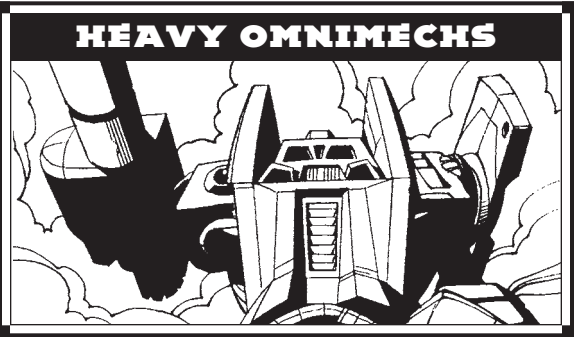
Jump Jets

Jump Jets

Location	Critical	Tonnage
RT	4	10
RT	2	2
LT	2	2
LT	1	1
RA	1	1.5
RA	1	1
RA	1	2
LA	1	1.5
LA	1	1
LA	1	2
CT	1	1
RL	2	2
LL	2	2



LOOSE



Mass: 65 tons
Chassis: CSJ Type 65.43 Endo
Power Plant: Consolidated Fusion 325 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Composite A-4 Ferro-Fibrous
Armament:
30 tons of pod space available
Manufacturer: Huntress Manufacturing Plant DL-6
Primary Factory: Huntress
Communications System: Hector CC-22E
Targeting and Tracking System: Integrated Bravo-7

Overview

The *Cauldron-Born* was first fielded by Clan Smoke Jaguar in the late 3040s; though originally named *Ebon Jaguar*, paradoxically the design was still so new at the time of Operation Revival that even among the Clans the ‘Mech is more often referred to by its Inner Sphere designation of *Cauldron-Born*. Designed to address problems with the *Loki*, it never reached the same popularity as that ‘Mech.

Capabilities

The first *Cauldron-Born* configuration to see combat mounts a battery of ranged weapons. A Gauss rifle, an LB-5X autocannon and an LRM 10 rack give MechWarriors flexibility in how they engage ranged opponents, while an ER medium laser and a standard SRM 2 launcher provide additional short-range firepower.

More popular is configuration A, carrying a massive class-20 ultra autocannon, backed up by an array of machine guns and ER medium lasers, along with a medium pulse laser and even a flamer.

The *Cauldron Born B* carries an ER PPC paired and a large pulse laser in each arm, while mounted in the torsos are two medium pulse lasers, an active probe and a TAG unit.

The C configuration is a dedicated fire support unit, mounting two LRM 15 launchers and two class-2 ultra autocannon, backed up only by a single SRM 6 launcher. Configuration D is a medium-range brawler, carrying an ultra autocannon 10 in each arm, along with two ER medium lasers and an ER large laser in the torsos. This configuration carries only four tons of ammunition for its autocannon, however.

The final major *Cauldron Born* configuration—the H—is a dedicated in-fighter. In addition to a class-20 ultra autocannon, it mounts one heavy large and two heavy medium lasers, along with a medium pulse laser, all tied to an advanced targeting computer.

Deployment

Once fielded in great numbers by the Smoke Jaguars, the *Cauldron-Born* has proliferated to many of Kerensky’s Clans, though some, like the Wolves, Jade Falcons and Coyotes, continue to field *Lokis* instead.

Notable MechWarriors

Star Captain Vuspen Beckett: After spending several years within Epsilon Galaxy, Star Captain Beckett was assigned to serve as a Cloud Cobra ambassador to Clan Blood Spirit on York. There, he has aided Spirit leaders in preparing defenses and devising counter-Adder tactics. Yet the Adders regularly bypass or defeat the measures enacted against them, leading some to believe that the Star Adders have somehow managed to intercept Beckett’s regular reports to his own superiors. Nevertheless, he and his *Cauldron-Born* are virtually a staple on the bloodiest battlefields of York, though he has yet to fire a shot in anger—the Adders recognize him as a neutral observer and thus an off-limits target.

Star Commander Ourien Wimmer: Once a Smoke Jaguar Star Colonel, Star Commander Ourien Wimmer was captured by Clan Wolf during the chaos following the Annihilation of his Clan. Like most of his Jaguar brethren, he fought a suicidal battle and lost. Unfortunately for him, he survived. He now serves within the Fourth Wolf Garrison Cluster on Hoard, giving him the chance to gain his final glory in battle against the likes of the Hell’s Horses, Ice Hellions and Star Adders—an opportunity his Wolf commanders are more than willing to give him.

Type: **Ebon Jaguar**
Inner Sphere Designation: **Cauldron-Born**
Technology Base: Clan OmniMech
Tonnage: 65
Battle Value: 1,952

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	325 XL	12
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	13 [26]	3
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	182	9.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	32
Center Torso (rear)		9
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	10	17
R/L Leg	15	19

Weight and Space Allocation		Spaces Remaining
Location	Fixed	
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	0
	1 Ferro-Fibrous	
Right Torso	2 Engine	9
	1 Endo Steel	
Left Torso	2 Engine	8
	1 Endo Steel	
	1 Ferro-Fibrous	
Right Arm	2 Ferro-Fibrous	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Gauss Rifle	RA	6	12
SRM 2	RT	1	.5
Ammo (SRM) 50	RT	1	1
Ammo (Gauss) 16	RT	2	2
LB 5-X AC	LA	4	7
Ammo (LB-X) 40	LA	2	2
ER Medium Laser	LT	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 24	LT	2	2

Alternate Configuration A

ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
Machine Gun	RA	1	.25
Ultra AC/20	RT	8	12
ER Large Laser	LA	1	4
Flamer	LA	1	.5
Machine Gun	LA	1	.25
Ammo (MG) 200	LT	1	1
ER Medium Laser	LT	1	1
Ammo (Ultra) 15	LT	3	3
2 ER Medium Lasers	LT (R)	2	2

Battle Value: 2,429

Alternate Configuration B

ER PPC	RA	2	6
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
Active Probe	RT	1	1
ER PPC	LA	2	6
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LT	1	2
TAG	LT	1	1

Battle Value: 2,535

Alternate Configuration C

Ultra AC/2	RA	2	5
Ammo (Ultra) 45	RA	1	1
SRM 6	RA	1	1.5
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
Ammo (SRM) 30	RT	2	2
Ultra AC/2	LA	2	5
Ammo (Ultra) 45	LA	1	1
SRM 6	LA	1	1.5
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
Ammo (SRM) 30	LT	2	2

Battle Value: 1,831

Alternate Configuration D

Ultra AC/10	RA	4	10
2 ER Medium Lasers	RT	2	2
Ammo (Ultra) 20	RT	2	2
Ultra AC/10	LA	4	10
ER Large Laser	LT	1	4
Ammo (Ultra) 20	LT	2	2

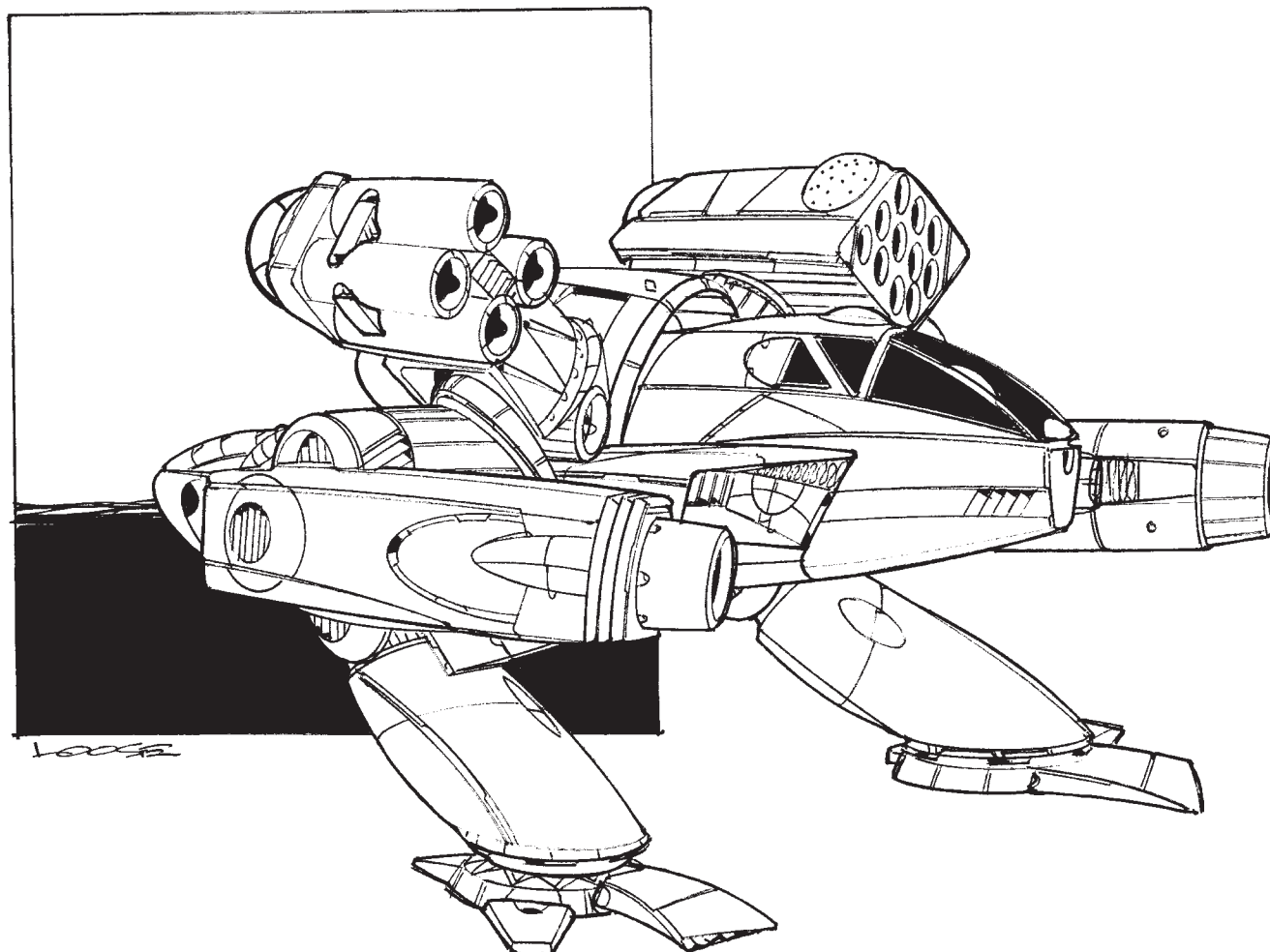
Battle Value: 2,228

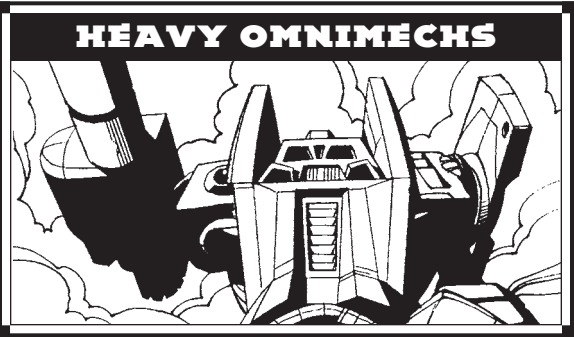
Weapons and Ammo Location Critical Tonnage

Alternate Configuration H

Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RA	4	2
Ultra AC/20	RT	8	12
2 Heavy Medium Lasers	LA	4	2
Double Heat Sink	LA	2	1
Medium Pulse Laser	LT	1	2
Targeting Computer	LT	4	4
Ammo (Ultra) 15	LT	3	3

Battle Value: 2,359





Mass: 65 tons
Chassis: Anaconda OmniHeavy
Power Plant: New Kent Type 325
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Compound V6
Armament:
16 tons of pod space available
Manufacturer: Novy Minsky Armaments Plant
Primary Factory: New Kent
Communications System: Bishop 211 Meridian
Targeting and Tracking System: Spanke 112-A

Overview

During the Golden Century the Steel Viper Khans lacked the foresight to recognize the value of the OmniMech. Only after the capture of Clan Snow Raven scientists during a Trial of Possession did the Vipers finally develop their own OmniMechs. Working with Steel Viper technicians, the Snow Raven scientists produced the *Crossbow*.

Capabilities

In many ways similar to the Star League-era *Longbow*, the *Crossbow* has a sleeker and more rounded shape. Reliable performance made the *Crossbow* a Viper favorite, and it became a familiar sight on the Inner Sphere worlds occupied by the Steel Vipers. The *Crossbow* has earned a fierce reputation, especially Configuration B.

Intended primarily as a missile-carrying OmniMech, the *Crossbow* carries its weaponry almost exclusively in arm-mounted pods—a striking contrast with many other Clan OmniMechs.

The primary configuration carries only arm-mounted LRM 20 launchers. With Artemis IV fire control, this is the most common configuration. Inexperienced Inner Sphere MechWarriors often close with a Steel Viper foe, only to experience the accuracy of Clan LRM at point blank range.

Configuration A is a compromise between the Prime and the B. Armed with a mix of missiles and pulse lasers, it has proven unpopular with Clan Warriors.

Configuration B delivers devastating barrages from four Streak 6 launchers. Such firepower is well suited to Clan-style duels, but in a prolonged engagement, the *Crossbow* can soon find itself bereft of all offensive capability—as the disastrous fighting on Tukayyid demonstrated.

Configuration C reflects the lessons learned by the Vipers over the last two decades. Armed with two ATM 6 launchers and magazine capacity to carry a selection of ordnance, this version rivals the capabilities of both Prime and B configurations. An ECM suite and anti-personnel weapons round out the configuration.

Configuration D is an attempt to utilize the new heavy laser technology. However, with the *Crossbow*'s limited pod space the results are questionable. Three additional heat sinks deal with the heat from a large and medium heavy laser. An LRM 15 and four light machine guns support the main weapons.

Deployment

Clan Steel Viper unveiled the *Crossbow* in 2870 during the Trial of Possession for Firebase Climax. The First Viper Guards used the new OmniMech to defeat the Smoke Jaguar defenders on Homer in under an hour. To this day the Viper Guards continue to make heavy use of the *Crossbow*, combining it with Elemental Points to devastating effect in close combat. Following its debut, the *Crossbow* has been deployed throughout the Steel Viper Touman.

The Blood Spirits are the only other Clan to field the *Crossbow* in numbers. The use of a standard engine, internal structure and armor makes the OmniMech well suited to the Spirits' thrifty nature.

Notable MechWarriors

Star Captain Dawn Moffat: A survivor of the fighting at Devil's Bath on Tukayyid, Dawn was abjured from the Clan in 3057. Details remain tantalizingly sketchy, but Dawn traveled the Inner Sphere before somehow persuading the Vipers to accept her back.

Winning a Moffat Bloodname in 3062, Dawn recently served with distinction with the Viper Fusiliers when they drove the Snow Ravens from Homer.

Type: **Crossbow**
Technology Base: Clan OmniMech
Tonnage: 65
Battle Value: 1,829

Equipment		Mass
Internal Structure:		6.5
Engine:	325	23.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor:	192	12
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	26
Center Torso (rear)		13
R/L Torso	15	19
R/L Torso (rear)		9
R/L Arm	10	18
R/L Leg	15	26

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	None	12
Left Torso	None	12
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo

Primary Weapons Configuration

Location	Critical	Tonnage
LRM 20	4	5
Artemis IV FCS	1	1
Ammo (LRM) 12	2	2
LRM 20	4	5
Artemis IV FCS	1	1
Ammo (LRM) 12	2	2

Alternate Configuration A

LRM 5	1	1
Ammo (LRM) 24	1	1
Streak SRM 6	2	3
Ammo (Streak) 15	1	1
Medium Pulse Laser	1	2
LRM 5	1	1
Ammo (LRM) 24	1	1
Streak SRM 6	2	3
Ammo (Streak) 15	1	1
Medium Pulse Laser	1	2

Battle Value: 1,797

Alternate Configuration B

2 Streak SRM 6	4	6
Ammo (Streak) 30	2	2
2 Streak SRM 6	4	6
Ammo (Streak) 30	2	2

Battle Value: 1,687

Alternate Configuration C

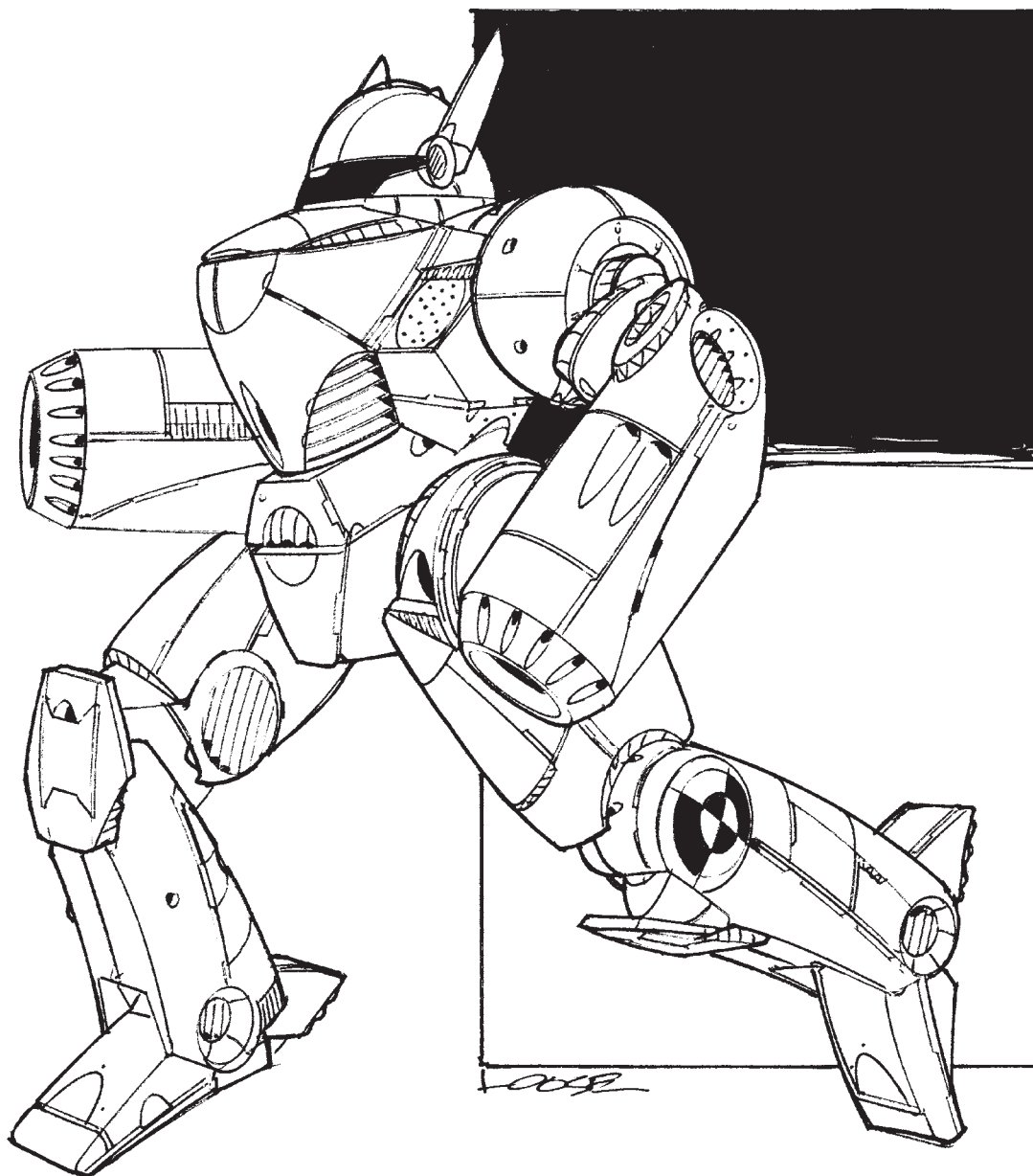
ATM 6	3	3.5
Ammo (ATM) 30	3	3
Heavy Machine Gun	1	.5
Ammo (Heavy MG) 100	1	1
ECM Suite	1	1
ATM 6	3	3.5
Ammo (ATM) 30	3	3
Heavy Machine Gun	1	.5

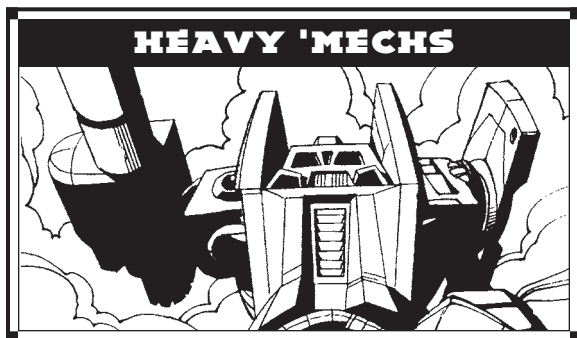
Battle Value: 1,557

Alternate Configuration H

Heavy Large Laser	3	4
Heavy Medium laser	2	1
Double Heat Sink	2	1
2 Light Machine Gun	2	.5
Ammo (Light MG) 100	1	.5
Double Heat Sink	2	1
LRM 15	2	3.5
Ammo (LRM) 16	2	2
Double Heat Sink	2	1
2 Light Machine Gun	2	.5
Double heat Sink	2	1

Battle Value: 1,707





Mass: 70 tons

Chassis: Type 56-45C Modified Endo Steel

Power Plant: 280 RFUM Fusion

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Clan Standard 14X Series

Jump Capacity: 120 meters

Armor: Arcadia Compound Delta VII Standard

Armament:

1 Omega 12-coil Gauss Rifle

1 Type X "Short Bow" LRM-10 Launcher

1 Kolibri Delta Series Large Pulse Laser

1 Kolibri Delta Series Medium Pulse Laser

1 Chi Series Small Pulse Laser

Manufacturer: Clan Ghost Bear, Bergan Industries

Primary Factory: Arcadia (not manufactured since 3013),
Jarett

Communications System: Garret T10B

Targeting and Tracking System: Series VI KITT

Overview

Once observed only in Ghost Bear garrison Clusters, the *Grizzly* is a multi-role heavy 'Mech that shares design concepts with Clan Ghost Bear's two most prevalent Omnis, the *Vulture* and the *Gladiator*. Plagued with the "jack of all trades, master of none" stigma, it has never fully found a niche in the Ghost Bear forces, in part because it lacks a single combat focus. With word of atrocities occurring among the Rasalhague Republic in the current Jihad, however, the Bear Touman has begun to re-look at this out-of-production design for immediate manufacture in order to quickly boost material for their anticipated entry into battle.

Capabilities

An older 'Mech design plagued with flaws—its layers of sloped armor tend to lodge in place when damaged, causing havoc with joints and even weapon ports—it still finds use in many garrison forces. The *Grizzly* is jump-capable and does sport an array of weapons that cover the gamut of combat ranges. The Gauss rifle and ten-pack long-range missiles give it a punch even at long range while the trio of pulse lasers add ferocity to short-range dust-ups. However, because the 'Mech is not geared to either type of combat exclusively, it limits its use in the harder hitting offensive Galaxies of the Bear forces and is typically seen in the greener Provisional Garrison Clusters.

Deployment

Manufacture of the *Grizzly* ceased in 3013, though there still remains a large number of the design scattered among the Ghost Bear Touman. A recent overhaul of the *Grizzly* was experimented with after the Combine War in 3063 showed that the Combine was using battle armor troops more effectively. In conjunction with the Golem battle armor project, the Technician and Scientist Caste endeavored to develop a 'Mech design that would complement the urban-style defender armor. Most deployed *Grizzlies* are seeing recalls to reconfigure the 'Mech to a newer, more deadly urban defender variant.

Variants

What has become known as the *Grizzly 2*—and, coincidentally, better received among the Bear warrior caste—evolved from a Star Captain's custom machine that was used to surprising success in the hard defense of Last Frontier during the Dominion-Combine War. Impressed by the Star Captain's *Grizzly's* unusual weapons array, the Clan immediately ordered all of the Twelfth's *Grizzlies* changed to the new designation.

Retaining the Gauss rifle system, the pulse laser array is removed for a larger array of six ER micro lasers. This unusual array has a slightly longer reach than standard machine guns, without the deadly cargo of ammunition. Additionally, the long range missile pack was replaced with a newer nine-rack Advanced Tactical Missile system, for which warriors are encouraged to load up on the HE warheads if fighting in close-quarter combat. An ER large laser rounds out the revamped design.

Notable MechWarriors

Star Captain Scott: Known as "Pagan" behind his back, the quiet Star Captain is almost revered among his comrades in the Twelfth PGC for his then-unique custom *Grizzly* that paved the way for a renaissance of the venerable 'Mech. Normally quite reserved outside the battle zone, his nickname comes from his incessant use of every possible religious figure in Mankind's history as his own personal swear vocabulary in the heat of battle. His impressive kill record against Combine battle armor forces on Last Frontier—taking down over fourteen troopers, of which three were in Kanazuchis—has reignited his fading career and put him in line for the next available Gurdell Bloodname.

MechWarrior Tagge: A veteran of the Hell's Horses attacks in 3063 on Goito and one of the few surviving members of Kappa Galaxy, Tagge held off a recon Star of Horsemen vehicles in the Ribaldi Canyon—a veritable hell of lava flows and heat storms. Using his *Grizzly's* weapons to great effect and riding a high heat curve, he accounted for eight of the ten Horses at range, using the canyon's tall walls for sniping and cover. A final Death From Above maneuver shattered a Horses Minion hovertank and nearly decapitated Tagge, removing him from active duty for almost two years; even Clan medicine was pushed to the limits, but his spectacular prowess warranted the time and effort. Failing his Trial of Position to claim a place in Tau Galaxy, he has since disappeared from Gunzburg and the Bears. The Clan Watch has since reported sightings of him among the dregs of humanity on Solaris VII.

Type: **Grizzly**

Technology Base: Clan

Tonnage: 70

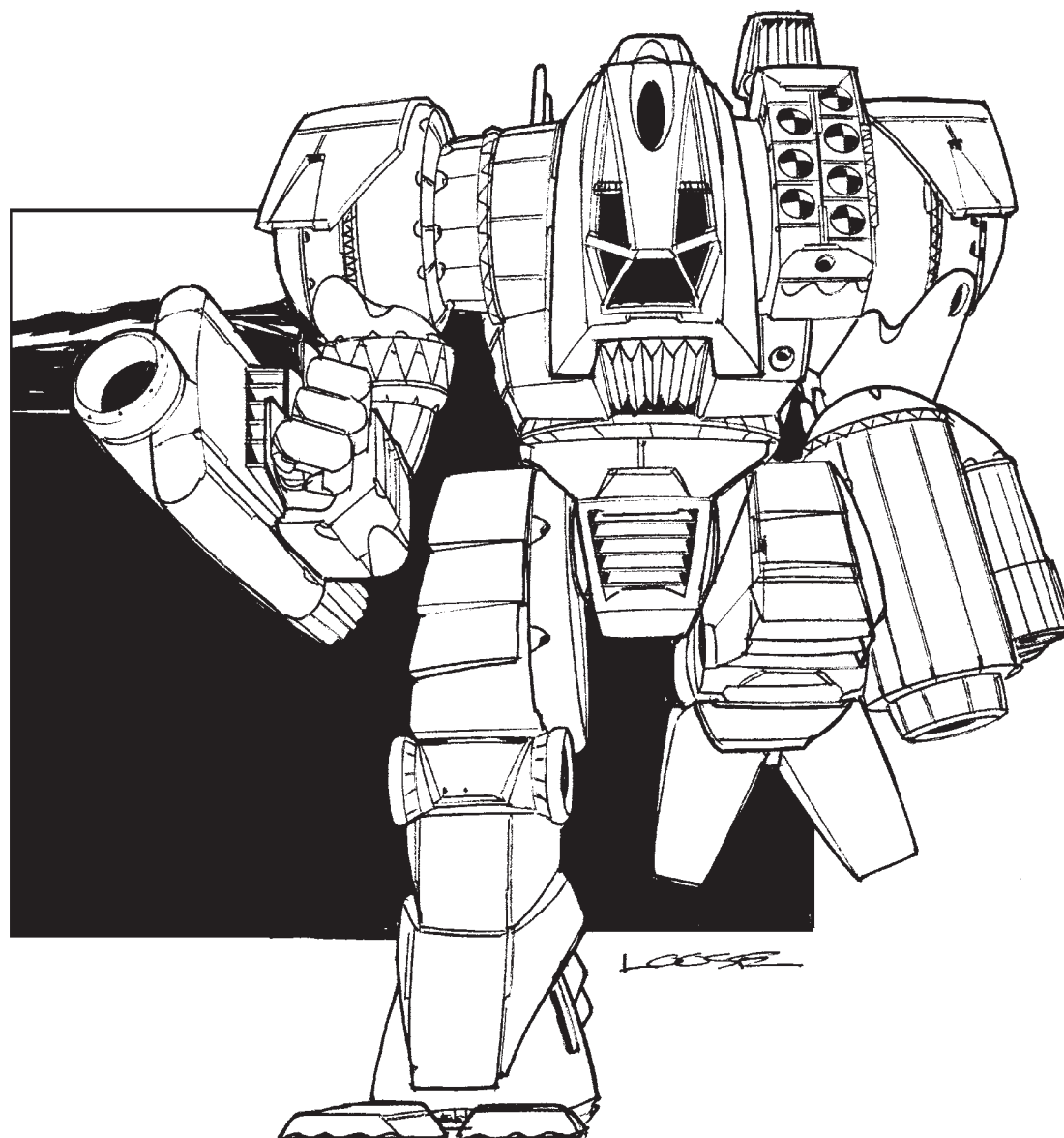
Battle Value: 2,219

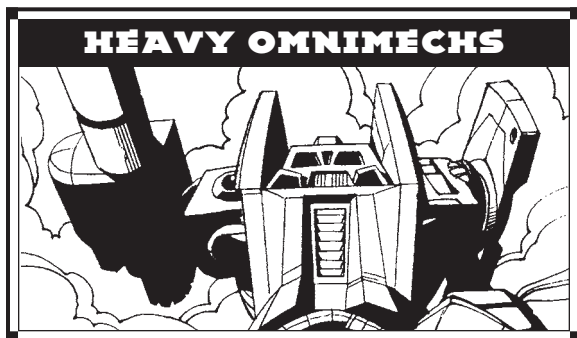
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	280	3.5
Walking MP:	4	16
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	31
Center Torso (rear)		10
R/L Torso	15	23
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	27

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Large Pulse Laser	LA	2	6
Medium Pulse Laser	LA	1	2
Small Pulse Laser	LA	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Jump Jets	LL	2	2
Jump Jets	RL	2	2





Mass: 75 tons
Chassis: JF 7 Light Endo Steel
Power Plant: 300 JF Extralight
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: JF Standard
Jump Capacity: 120 meters
Armor: Compound JF Ferro Fibrous
Armament:
 38 tons of pod space available
Manufacturer: Ironhold Gamma Complex
Primary Factory: Ironhold
Communications System: JF 3048 Series II
Targeting and Tracking System: Ironhold Mk II

Overview

Developed by the Jade Falcons and employed by them in the latter stages of Operation Revival, the *Night Gyr* served as a test-bed for numerous design innovations that the Scientist Caste hoped would aid the Falcons' quest to become iClan. Most of these innovations turned out to be dead-ends, offering little advantage over existing systems, most of which were easier to manufacture. The use of proprietary technologies in the design have hampered its dissemination to non-Jade Falcon manufacturing and examples found outside the Falcons were taken as *isora* or otherwise traded for something the Falcons needed.

Capabilities

The best known of the new technologies in the *Night Gyr* is its heat sinks, which, rather than serving as radiators,

convert excess heat in the 'Mech into light. This creates a spectacular light-show that surrounds the *Night Gyr* as it fights which, given the preponderance of advanced sensors, was not thought to be a disadvantage. The complexities of manufacturing and maintaining this advanced system did prove to be an issue, however—they proved susceptible to damage and replacement required dedicated components rather than the generic systems favored by most Omni- designs. As a result, field "upgrades" have seen many *Night Gyrs* receive conventional heat management gear, and a number of the factory-built models also feature conventional heat sinks.

Falling solidly in the heavy class, the *Night Gyr* has average speed and armor for its size but dedicates half of its mass to weaponry. All five standard configurations are heavy-hitting, favoring large-bore autocannons, ER PPCs, Gauss rifles and missile arrays while lasers are common backup systems. Several models feature massed low-caliber autocannons—either the fast-loading varieties or those using cluster ammunition—that trade stopping power for range.

Deployment

The *Night Gyr* was seen in limited numbers between the battle of Tukayyid and the Refusal War, but came into greater use after the latter conflict, used to fill gaps in the battered Touman. A number of examples appeared with Clan Smoke Jaguar in this era, though details of how they were brought into the Jaguar Touman were lost with the fall of the Clan. The death of the Jaguars has, however, spread the design to several of the Clans who picked over the ruins of Huntress and the other Jaguar worlds, notably the Goliath Scorpions and the Star Adders.

Notable MechWarriors

Galaxy Commander Timur Malthus: His willingness to take part in front-line action has earned Malthus both the respect of his troops and his superiors. Now the Khan's "personal representative" on the Clan Council, in effect the third in command of the Jade Falcons as the highest-ranked officer in the homeworlds and a de-facto second saKhan. His *Night Gyr* has seen more action in the last few months than it did in most of the 3060s, a reflection of the

deteriorating political situation. With most of the Falcon Touman in the Inner Sphere, Malthus faces a considerable challenge to defend the Clan's holdings and resources against predation—and worse.

Type: **Night Gyr**
 Technology Base: Clan OmniMech
 Tonnage: 75
 Battle Value: 2,830

Equipment		Mass
Internal Structure:	Endo Steel	4
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	220	11.5
	Internal Structure	Armor Value
Head	3	8
Center Torso	23	33
Center Torso (rear)		10
R/L Torso	16	22
R/L Torso (rear)		10
R/L Arm	12	24
R/L Leg	16	28

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 Engine	5
	5 Ferro-Fibrous	
Left Torso	2 Engine	5
	5 Endo Steel	
Right Arm	2 Endo Steel	6
Left Arm	2 Ferro-Fibrous	6
Right Leg	2 Jump Jets	0
Left Leg	2 Jump Jets	0

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RA	2	2
Double Heat Sink	RA	2	1
Medium Pulse Laser	RT	1	2
2 Double Heat Sinks	RT	4	2
2 ER PPC	LA	4	12
2 Double Heat Sinks	LA	4	2
Medium Pulse Laser	LT	1	2
2 Double Heat Sinks	LT	4	2
Medium Pulse Laser	H	1	2
Double Heat Sink	CT	2	1

Weapons and Ammo

Alternate Configuration A

Location	Critical	Tonnage
Ultra AC/20	RA 8	12
Ammo (Ultra) 15	RT 3	3
Streak SRM 6	RT 2	3
Large Pulse Laser	LA 2	6
2 Medium Pulse Lasers	LA 2	4
2 Double Heat Sinks	LA 4	2
Streak SRM 6	LT 2	3
Ammo (Streak) 15	LT 1	1
Double Heat Sink	LT 2	1
Medium Pulse Laser	H 1	2
Double Heat Sink	CT 2	1
Battle Value: 2,680		

Alternate Configuration B

Location	Critical	Tonnage
Gauss Rifle	RA 6	12
Ammo (Gauss) 16	RT 2	2
LB 2-X AC	RT 3	5
Gauss Rifle	LA 6	12
Ammo (Gauss) 8	LT 1	1
LB 2-X AC	LT 3	5
Ammo (LB-X) 45	LT 1	1
Battle Value: 2,140		

Alternate Configuration C

Location	Critical	Tonnage
2 ER Large Lasers	RA 2	8
3 Double Heat Sinks	RA 6	3
Targeting Computer	RT 5	5
3 Ultra AC/2	LA 6	15
Ammo (Ultra) 90	LA 2	2
ER Medium Laser	LT 1	1
2 Double Heat Sinks	LT 4	2
ER Medium Laser	H 1	1
Double Heat Sink	CT 2	1
Battle Value: 2,468		

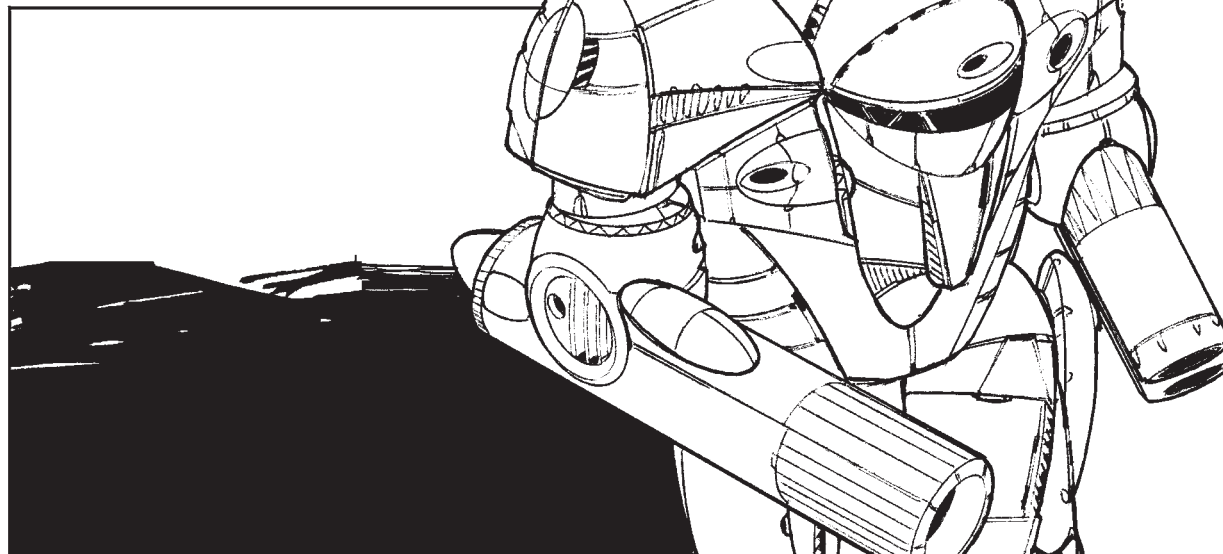
Alternate Configuration D

Location	Critical	Tonnage
LRM 20	RA 4	5
Artemis IV FCS	RA 1	1
Ammo (LRM) 18	RA 3	3
LRM 20	RT 4	5
Artemis IV FCS	RT 1	1
LRM 20	LA 4	5
Artemis IV FCS	LA 1	1
Ammo (LRM) 18	LA 3	3
LRM 20	LT 4	5
Artemis IV FCS	LT 1	1
Medium Pulse Laser	H 1	2
Large Pulse Laser	CT 2	6
Battle Value: 2,889		

Weapons and Ammo

Alternate Configuration E

Location	Critical	Tonnage
Large Pulse Laser	RA 2	6
2 Medium Pulse Lasers	RA 2	4
2 Double Heat Sinks	RA 4	2
Ammo (SRM) 15	RT 1	1
2 Double Heat Sinks	RT 4	2
Large Pulse Laser	LA 2	6
2 Medium Pulse Lasers	LA 2	4
2 Double Heat Sinks	LA 4	2
ATM 6	LT 3	3.5
Ammo (ATM) 20	LT 2	2
SRM 6	H 1	1.5
2 Medium Pulse Lasers	CT 2	4
Battle Value: 2,717		

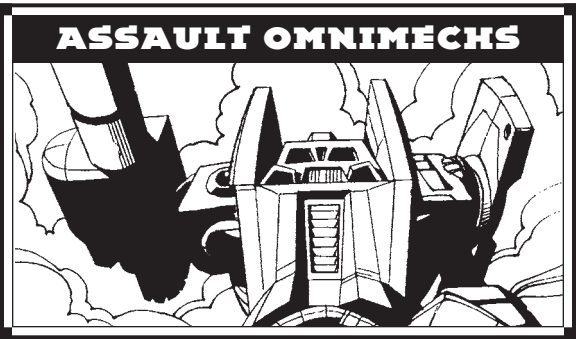


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Weapons and Ammo

Alternate Configuration H

Location	Critical	Tonnage
Gauss Rifle	RA 6	12
Double Heat Sink	RA 2	1
Double Heat Sink	RT 2	1
ECM Suite	RT 1	1
Ammo (Gauss) 16	RT 2	2
Ultra AC/10	LA 4	10
2 Double Heat Sinks	LA 4	2
Heavy Large Laser	LT 3	4
Ammo (Ultra) 20	LT 2	2
Medium Pulse Laser	H 1	2
Double Heat Sink	CT 2	1
Battle Value: 2,428		



Mass: 90 tons
Chassis: SL YT-A Endo
Power Plant: Star League Standard 360
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Forging Z5 Ferro-Fibrous
Armament:
24 tons of pod space available
Manufacturer: Strana Mechty 'Mech Production Facility Beta
Primary Factory: Strana Mechty
Communications System: Model 74/129.3 TCS
Targeting and Tracking System: S438 Mk. III Mod. 7 TTS

Overview

Designed in the latter years of the 29th century, the *Kingfisher* is considered by many Clan historians to be the father of the modern assault OmniMech. Though outperformed by more recent designs like the *Masakari* and the *Daishi*, thanks to upgrades made throughout its lifetime it remains a powerful force on the modern battlefield and, thanks to its conventional fusion engine and heavy armor protection, it is one of the most durable.

Capabilities

Of the seven commonly fielded *Kingfisher* configurations, the first six all give their MechWarriors the flexibility to engage targets at all range brackets, while the seventh is designed as a close-in brawler. The primary

configuration matches two large pulse lasers with two medium pulses, an ER small, a streak SRM 6 rack and an LRM 10 launcher. The alpha pairs a class-10 LB-X autocannon with an ER PPC, along with a battery of lasers and a standard SRM 6 launcher. Configuration B's only ranged weapon is an ER large laser, concentrating instead on massive short range firepower in the form of a class-20 ultra autocannon and an array of lasers, with an anti-missile system providing an additional measure of defense. The *Kingfisher* C mounts nothing but energy weapons—two ER PPCs and four ER medium lasers—along with enough heat sinks to maintain a nearly constant barrage. The delta marries three ER large lasers with a class-10 ultra autocannon.

The final two variants are relatively recent developments. The E variant carries the flexible ATM 12 launcher, teamed with one large and four medium pulse lasers. The final configuration, the H, mounts two heavy large lasers and four ER mediums, all tied to a targeting computer.

Deployment

The five *Kingfisher* configurations seen at the Battle of Tukayyid appeared among the Ghost Bear forces in the fighting at Spanac and Luk and among the Smoke Jaguars in the Dinju Mountains and Racice Delta. Though not as common as the *Gladiator* or *Masakari*, the *Kingfisher* often fights in the company of those OmniMechs.

Notable MechWarriors

Star Colonel Andrea Guidice: Commander of the Fourth Assault Cluster of Clan Star Adder's Beta Galaxy, Star Colonel Guidice is a true ristar. She graduated from the sibkos just a decade ago and has participated in every major action the Star Adders have fought in, from the Burrock Trial of Absorption to the invasion of York, where she has spent the last six years. Believing the Spirits must be utterly Annihilated, she has led assault after deadly assault into the teeth of the Blood Spirit defenders. To date she's lost nine *Kingfishers* in battle, but her kill ratio supposedly beats that by a factor of ten.

Brother Nyleith: No one is sure of Brother Nyleith's background or lineage, other than that it is clear that he is a former Clansman. He appeared on Randis in early 3069 with his *Kingfisher* and a sack full of dogtags—all Word of Blake-issued. After swearing his loyalty to the Brotherhood of Randis, he became the loudest voice calling for the destruction of the Word of Blake. He's already led nine attacks upon Blakist-supported groups operating in the Periphery, in five of which he savagely fought outside of his 'Mech to take down fleeing "infidels."

Type: **Kingfisher**
Technology Base: Clan OmniMech
Tonnage: 90
Battle Value: 2,401

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	360	33
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	278	14.5
	Internal Structure	Armor Value
Head	3	9
Center Torso	29	44
Center Torso (rear)		13
R/L Torso	19	28
R/L Torso (rear)		10
R/L Arm	15	30
R/L Leg	19	38

Weight and Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	None	2
Right Torso	3 Endo Steel	4
	3 Ferro-Fibrous	
	Double Heat Sink	
Left Torso	4 Endo Steel	5
	3 Ferro-Fibrous	
Right Arm	None	8
Left Arm	None	8
Right Leg	Double Heat Sinks	0
Left Leg	Double Heat Sinks	0

Weapons and Ammo
Primary Weapons Configuration

	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
Streak SRM 6	LA	2	3
Ammo (Streak) 15	LA	1	1
ER Small Laser	LA	1	.5
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Medium Pulse Laser	LT	1	2
Large Pulse Laser	CT	2	6

Alternate Configuration A

LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RT	2	2
ER Small Laser	RT	1	.5
ER Medium Laser	LA	1	1
Medium Pulse Laser	LA	1	2
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
ER PPC	CT	2	6

Battle Value: 2,261

Alternate Configuration B

Ultra AC/20	RA	8	12
Ammo (Ultra) 10	RT	2	2
ER Medium Laser	RT	1	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
2 ER Medium Lasers	LT	2	2
Anti-Missile System	CT	1	.5
Ammo (AMS) 24	CT	1	1

Battle Value: 2,472

Alternate Configuration C

ER PPC	RA	2	6
ER Medium Laser	RA	1	1
2 Double Heat Sinks	RA	4	2
2 Double Heat Sinks	RT	4	2
ER PPC	LA	2	6
ER Medium Laser	LA	1	1
2 Double Heat Sinks	LA	4	2
2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	CT	2	2

Battle Value: 2,644

Alternate Configuration D

Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
2 ER Large Lasers	LA	2	8
ER Large Laser	CT	1	4

Battle Value: 2,364

Weapons and Ammo
Alternate Configuration E

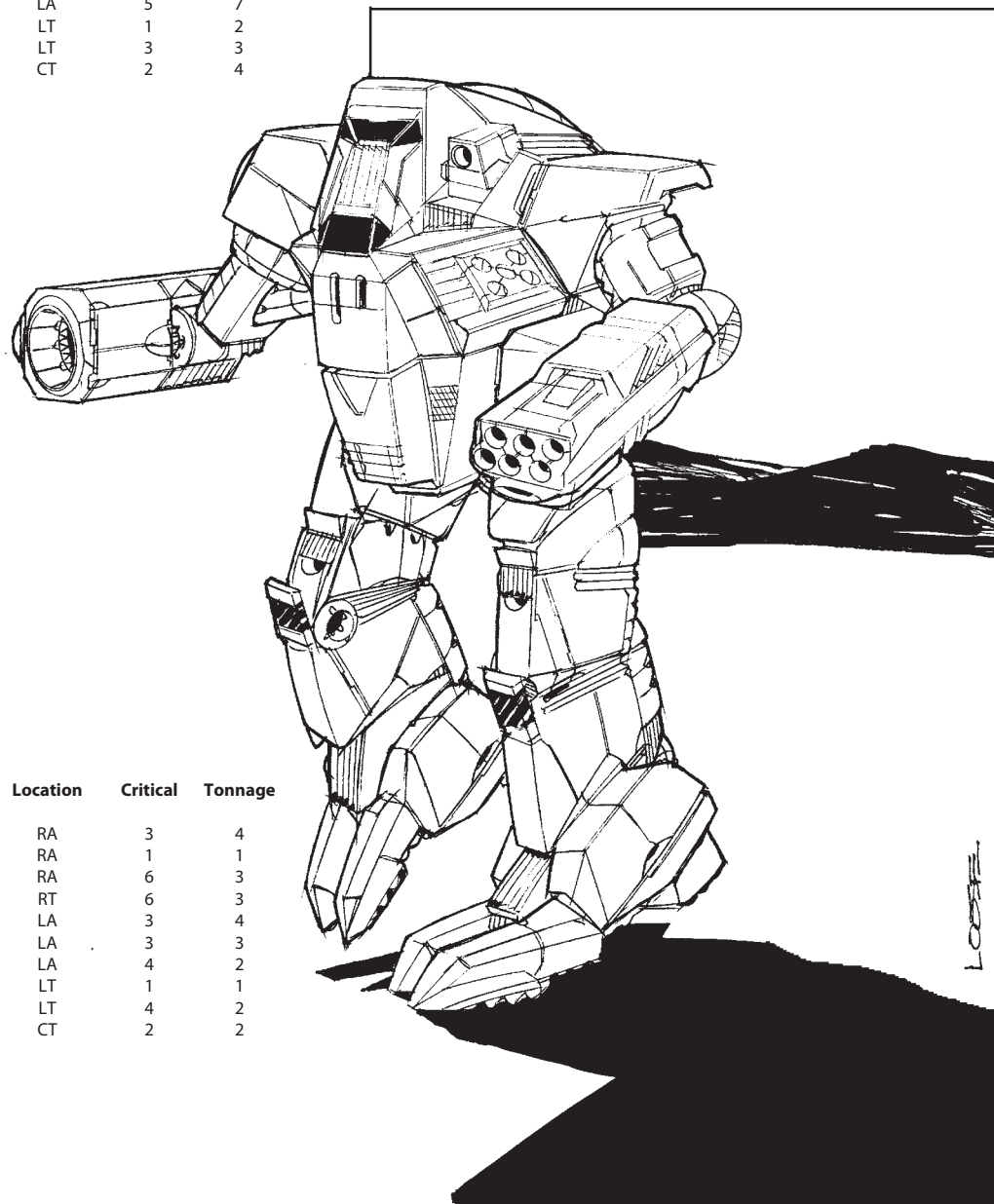
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
ATM 12	LA	5	7
Medium Pulse Laser	LT	1	2
Ammo (ATM) 15	LT	3	3
2 Medium Pulse Lasers	CT	2	4

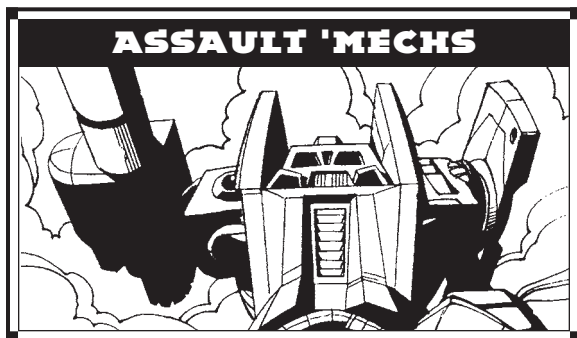
Battle Value: 2,443

Weapons and Ammo
Alternate Configuration H

Heavy Large Laser	RA	3	4
ER Medium Laser	RA	1	1
3 Double Heat Sinks	RA	6	3
2 Double Heat Sinks	RT	6	3
Heavy Large Laser	LA	3	4
Targeting Computer	LA	3	3
2 Double Heat Sinks	LA	4	2
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	CT	2	2

Battle Value: 2,525





Mass: 90 tons
Chassis: NCIS Standard Type A
Power Plant: Consolidated Fusion 270 Standard
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Northrup Super Heavy Starlifters A100s
Jump Capacity: 90 meters
Armor: Omega Heavy Stellarguard
Armament:
6 Series 7NC Extended Range Large Lasers
Manufacturer: Irece Alpha
Primary Factory: Irece
Communications System: NC-TelCom Mk X
Targeting and Tracking System: Big Cat Mk XXI TTS

Overview

Dubbed as the big brother of the Clans' *Black Hawk*, the *Supernova* mounts a menacing array of lasers. Though most designers assumed the *Supernova* was developed after its smaller brother, evidence suggests the design actually predates the *Black Hawk*. More significant, there is evidence the *Supernova* was actually inspired by the Star League's *King Crab*.

The *Supernova*'s design replaced the autocannons of the *King Crab* with clusters of large lasers, reportedly a choice caused by ammunition shortage on the *King Crab*. The design met with little success due to the *Crab*'s integral ferro-fibrous armor, leading to the lighter and leaner design function on a similar principle. Originally it was unknown if the *Supernova* was produced at the

same time as the *Black Hawk* or shelved in favor of the medium OmniMech. Newly acquired evidence from the Nova Cats indicated the *Supernova* inspired the design of the *Black Hawk*.

Capabilities

Slow but surprisingly agile, the *Supernova* relies on destroying its enemies long before they close to where mobility is a factor, a task the 'Mech accomplishes with frightening regularity using its array of six extended-range lasers. Provided the pilot has a clear line of sight to the enemy, a single *Supernova* often eliminates an entire Star of approaching 'Mechs before they get off a shot in return. The *Supernova*'s Achilles heel, like the *Black Hawk*: insufficient heat sinks allow it to fire only 67 percent of its weapons at any given time.

Deployment

The *Supernova* was the mainstay 'Mech of the Nova Cats' garrison forces. Since moving to the Inner Sphere, the 'Mech is equally part of its front-line units as well. Clans Wolf, Ghost Bear, Diamond Shark, Star Adder and Cloud Cobra field limited numbers in their garrison forces.

Variants

For two centuries, the *Supernova* remained the same; however, the Nova Cat Touman needed 'Mechs requiring less resources to build and maintain. This task required the efforts from four of the Nova Cat castes. The designers made one fundamental change to the assault 'Mech, not counting weapon load outs and nearly maximized armor protection: the use of endo steel.

Three new variants of the *Supernova* are now in production. The *Supernova 2*, a fire support 'Mech, replaced four of its large lasers with four ATM 9s supplied with six tons of ammunition, and includes a targeting computer. Only sixteen double heat sinks are required to handle the heat demands.

Variant 3 also replaces four of its large lasers with two medium pulse lasers and two extended-ranged PPCs. Designers installed a targeting computer for improved accuracy.

The fourth variant replaced all the ER large lasers with four large pulse lasers, two heavy medium lasers and a targeting computer for accuracy. Eighteen double heat sinks help moderate heat.

Finally, all three variants retain their jump jets.

Notable MechWarriors

Star Captain Samuel Devalis

Star Captain Devalis is the definition of a survivor. His exploits in the homeworlds during the Clan's attempted Annihilation are legendary among the Nova Cats and his enemies. He personally accounted for twelve BattleMech kills piloting his *Supernova* while the Nova Cats evacuated Clanspace. Not only is Samuel a mountain of a man, but a philosopher as well. His people respect him for his wisdom as much as his leadership.

When the Eleventh Alshain Avengers and Zeta Galaxy's First Dragon Cat Cluster battled on the Plains of Horses on Yamarovka, then Star Commander Samuel led his Star against a company of Avengers. Though outnumbered, his Star prevailed against a much heavier force. Samuel's *Supernova* anchored his Star and accounted for six Avenger 'Mechs.

When Star Commander Zane died at the hands of an Avenger warrior who broke *zellbrigen*, all of Zeta Galaxy attacked the decimated Alshain regiment. Samuel fought with the fire of vengeance for the death of his friend. When the Ghost Bears attacked Yamarovka, Samuel's *Supernova*, having suffered grievous damage against the rogue Kuritan unit, fell with Samuel seriously wounded. Star Colonel Jal Steiner evacuated him when they made their way to Xi Galaxy along with the survivors of the Dragoncat Cluster.

After the Dominion-Combine War, Samuel returned to active duty where he won his Bloodname and a promotion to Star Captain. For his actions against the traitorous Avengers and Ghost Bears, Khan West awarded him his choice of the new *Supernovas*. Star Captain Devalis pilots a *Supernova 4* he affectionately named '*The Ebony Dragon*' in honor of Star Commander Zane.

Type: **Supernova**
 Technology Base: Clan
 Tonnage: 90
 Battle Value: 2,801

Equipment

Internal Structure:

Engine: 270

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 26 [52]

Gyro: 3

Cockpit: 3

Armor Factor: 232

Internal
Structure

Head 3 9

Center Torso 29 33

Center Torso (rear) 10

R/L Torso 19 26

R/L Torso (rear) 8

R/L Arm 15 26

R/L Leg 19 30

Weapons and Ammo

3 ER Large Lasers

3 ER Large Lasers

Jump Jet

Jump Jet

Jump Jet

Location

RA

LA

CT

RT

LT

Critical

3

3

1

1

1

Tonnage

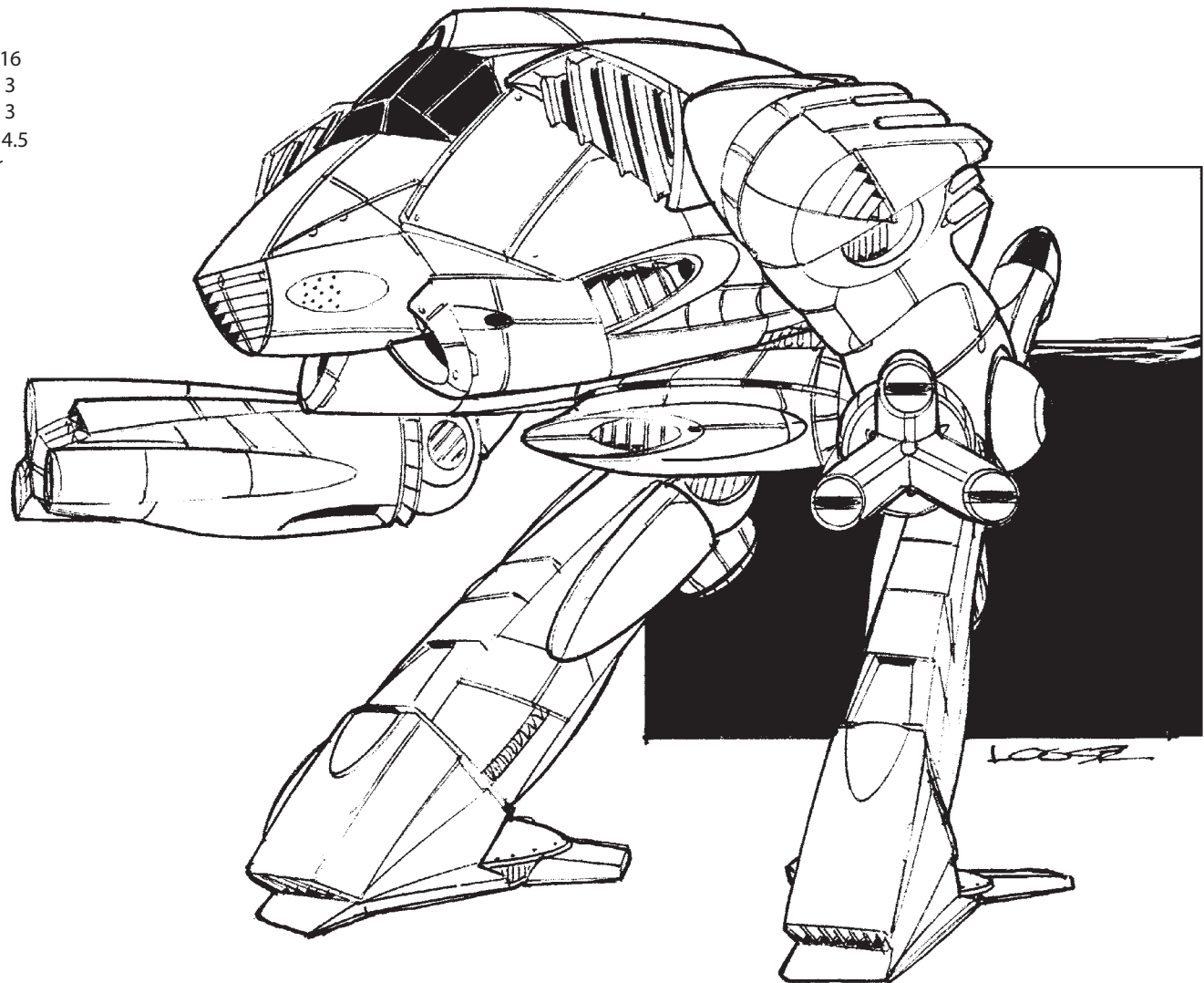
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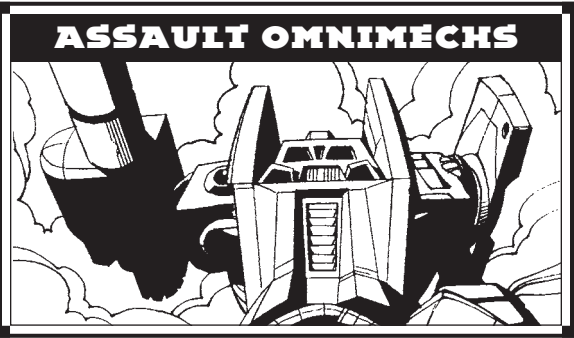
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Mass: 95 tons
Chassis: JF Standard
Power Plant: 285 JF Extralight
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: JF Standard
Jump Capacity: 90 meters
Armor: JF Standard
Armament:
42 tons of pod space available
Manufacturer: Complex Beta, Olivetti Weapons
Primary Factory: Ironhold, Sudeten
Communications System: JF Integrated
Targeting and Tracking System: Series JFIX/Olivetti
Pinpoint Advanced

Overview

Entering service for its first battles on Tukayyid, the slow and lumbering, 95-ton *Turkina* is the Jade Falcons’ principal assault OmniMech. It occupies the same niche as the *Daishi* but has quickly superseded the design in the Falcon ranks.

Capabilities

Unusually for a modular design, the *Turkina* features integral jump jets—usually configuration-specific equipment—that allow it to leap up to 90 meters at a bound. This helps offset the poor maneuverability of the wide, squat design, allowing it to overcome obstacles and re-position

itself quickly. This unusual design decision helped simplify logistics within the Clan at a time when its resources were stretched thin but has proved to be popular with pilots.

Massively armored and with 42 tons of pod space, the *Turkina* is resilient and packs a fearsome punch. Its configurations reflect a range of combat roles and philosophies, including long-range fire support, close-in brawling and city fighting. Some of the standard configurations rely heavily on ammunition and thus a logistics chain while others are designed specifically to counter the re-supply problems that plagued the Tukayyid campaign.

Two factories exist for the *Turkina*, one in Clanspace and the second in the Inner Sphere, but while both source many components locally the models produced in the plants are functionally identical. However, a prejudice has arisen among Falcon trueborns against the Sudeten-built models, claiming they are inferior.

Deployment

The Jade Falcons initially attempted to maintain a solid grip on the *Turkina* design—and retain the sole manufacturing plants for it—but the last decade has seen a slow dissemination of the design throughout the Kerensky Exiles. Clan Smoke Jaguar operated a handful of the design, all of which fell into the hands of the SLDF (and are now operated by the Nova Cats) or those who dismembered the Jaguar holdings. Other Clans like the Cloud Cobras, Coyotes and Fire Mandrills traded with the Falcons for the design or otherwise took them as spoils of war in the escalating series of clashes in the homeworlds.

Notable MechWarriors

Star Commander Jan: A freeborn warrior, Jan was an unusual choice for a frontline Galaxy in the hidebound Falcons but his combination of skill and charisma—and the shortage of skilled warriors in the wake of the Refusal War—made him a natural leader for the glut of new recruits entering the Touman. When his Trinary was assigned a Sudeten-built *Turkina*, many of the trueborn warriors balked at piloting the “inferior” design and so it fell to Jan to wield it in battle, which he does efficiently and lethally.

Star Colonel Kate: Only sixteen when she “tested out” in the bloody carnage of Coventry, Kate’s skill and determination have allowed her to rise through the ranks, becoming Star Colonel when she was twenty four. Unable to rise further due to her status as a freeborn, the Khans nonetheless recognized her skill and contribution to the Clan, assigning her a Clanspace-built *Turkina*.

Type: **Turkina**
Technology Base: Clan OmniMech
Tonnage: 95
Battle Value: 2,944

Equipment		Mass
Internal Structure:		9.5
Engine:	285 XL	8.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	15 [30]	5
Gyro:		3
Cockpit:		3
Armor Factor:	288	18
	Internal Structure	Armor Value
Head	3	9
Center Torso	30	45
Center Torso (rear)		10
R/L Torso	20	30
R/L Torso (rear)		10
R/L Arm	16	32
R/L Leg	20	40

Weight and Space Allocation		Spaces Remaining
Location	Fixed	
Head	None	1
Center Torso	1 Jump Jet	1
Right Torso	2 Engine	5
	1 Jump Jet	
	2 Double Heat Sinks	
Left Torso	2 Engine	5
	1 Jump Jet	
	2 Double Heat Sinks	
Left Arm	None	8
Right Arm	None	8
Right Leg	None	2
Left Leg	None	2

Weapons and Ammo
Primary Weapons Configuration

Location	Critical	Tonnage
2 ER PPC	4	12
2 Double Heat Sinks	4	2
LRM 15	2	3.5
Ammo (LRM) 8	1	1
2 LB 5-X AC	8	14
Ammo (LB-X) 40	2	2
LRM 15	2	3.5
Ammo (LRM) 16	2	2
Double Heat Sink	2	1
Double Heat Sink	2	1

Alternate Configuration A

Location	Critical	Tonnage
Gauss Rifle	6	12
Ammo (Gauss) 16	2	2
Ammo (LRM) 6	1	1
LRM 20	4	5
Ammo (LRM) 6	1	1
Gauss Rifle	6	12
Ammo (Gauss) 16	2	2
Ammo (LRM) 6	1	1
LRM 20	4	5
Ammo (LRM) 6	1	1
Battle Value: 2,906		

Alternate Configuration B

Location	Critical	Tonnage
2 ER Large Lasers	2	8
Double Heat Sink	2	1
Targeting Computer	6	6
ER Medium Laser	1	1
2 Double Heat Sinks	4	2
2 Large Pulse Lasers	4	12
3 Double Heat Sinks	6	3
ER Medium Laser	1	1
2 Double Heat Sinks	4	2
Medium Pulse Laser	1	2
Medium Pulse Laser	1	2
Double Heat Sink	2	1
Double Heat Sink	2	1
Battle Value: 3,420		

Alternate Configuration C

Location	Critical	Tonnage
2 Large Pulse Lasers	4	12
2 Double Heat Sinks	4	2
Streak SRM 6	2	4.5
2 Machine Guns	2	.5
Ammo (MG) 100	1	.5
LB 20-X AC	9	12
Ammo (LB-X) 5	1	1
2 Medium Pulse Lasers	2	4
Ammo (LB-X) 15	3	3
Active Probe	1	1
Ammo (Streak) 15	1	1
A-Pod	1	.5
Flamer	1	.5
A-Pod	1	.5
Flamer	1	.5

Battle Value: 2,796

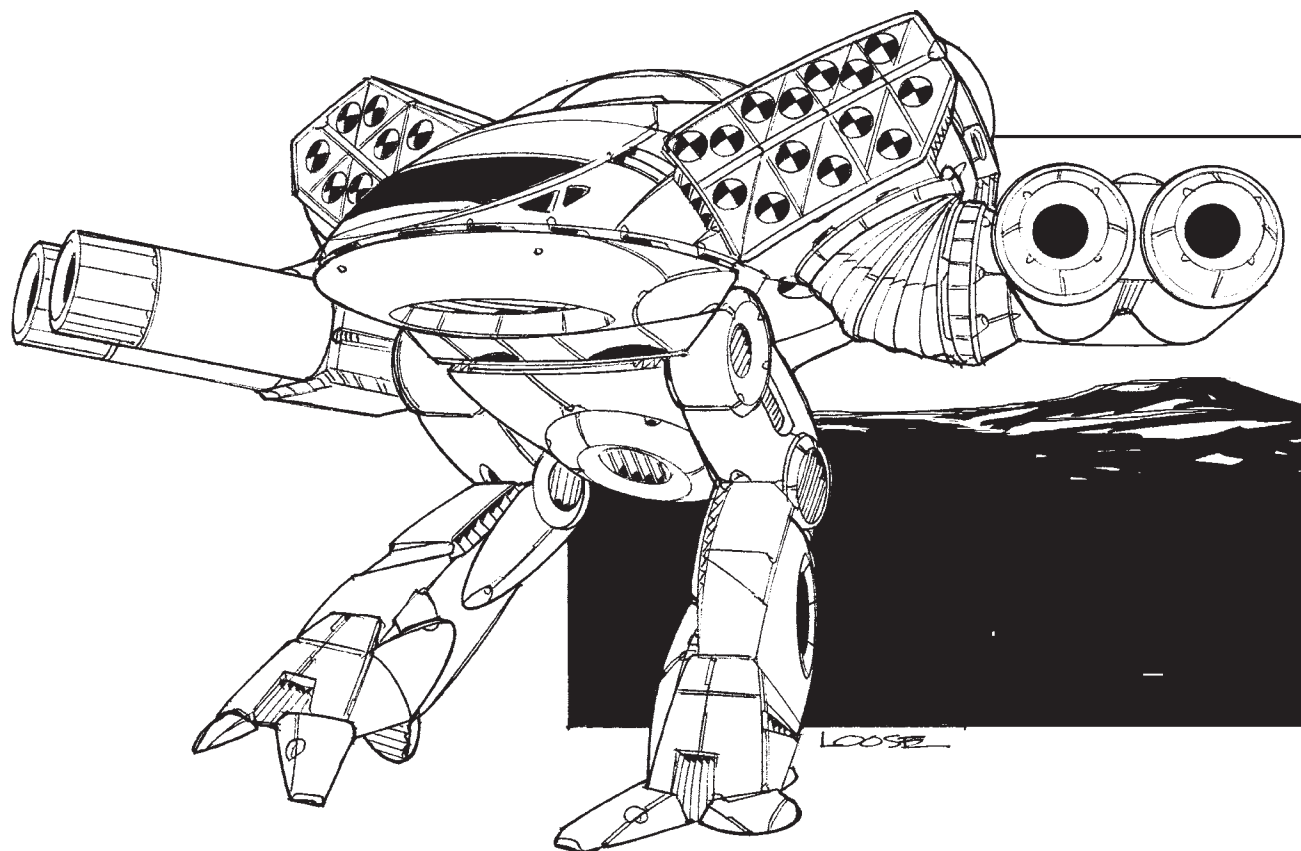
Weapons and Ammo
Alternate Configuration D

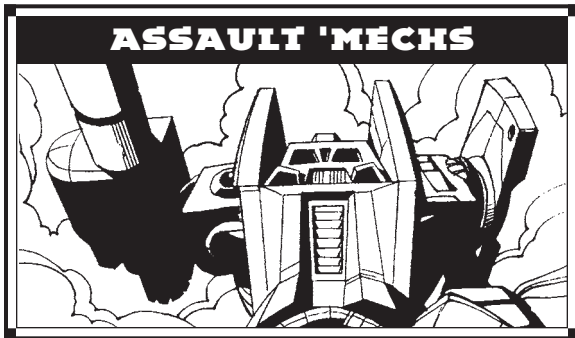
Location	Critical	Tonnage
2 ATM 12	10	14
Ammo (ATM) 25	5	5
2 ATM 12	10	14
Ammo (ATM) 25	5	5
ER Medium Laser	1	1
ER Medium Laser	1	1
Double Heat Sink	2	1
Double Heat Sink	2	1

Battle Value: 3,132

Weapons and Ammo
Alternate Configuration H

Location	Critical	Tonnage
Heavy Medium Laser	2	1
Double Heat Sink	2	1
Targeting Computer	6	6
Ultra AC/10	4	10
Ammo (Ultra) 10	1	1
2 Heavy Medium Lasers	4	2
2 Double Heat Sinks	4	2
Ammo (Ultra) 20	2	2
Ultra AC/10	4	10
Ammo (Ultra) 10	1	1
Medium Pulse Laser	1	2
Medium Pulse Laser	1	2
Double Heat Sink	2	1
Double Heat Sink	2	1
Battle Value: 2,712		





Mass: 100 tons

Chassis: Bergan Version 12.6 Endo Steel

Power Plant: 400 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound 12A2

Armament:

- 1 Series II Ultra Class 20 Autocannon
- 2 Type XII Streak SRM-6 Launchers
- 8 Series 2a Extended Range Medium Lasers
- 1 Series 7k Extended Range Large Laser

Manufacturer: Bergan Industries

Primary Factory: Alshain

Communications System: Garret L20

Targeting and Tracking System: RCA Instatrac Mark IX

Overview

A fast moving assault 'Mech, the *Kodiak* was originally designed by Clan Ghost Bear as a second-line equivalent to the *Gladiator* OmniMech.

While the *Kodiak* does not go to the extremes of other Totem 'Mechs such as the *Thunder Stallion* or *Mandrill*, it nevertheless represents the epitome of Ghost Bear thinking: mostly defensive but capable of surprising speed and a devastating attack when launched.

Capabilities

The primary focus of the *Kodiak* is its 400-rated extra-light engine, which allows the one-hundred-ton monster to exceed speeds of sixty kilometers an hour.

Around the mammoth engine, a devastating medium- to short-range arsenal is mounted: eight extended-range medium lasers, twin Streak SRM-6 launchers, and an ultra-class autocannon 20. Almost as an afterthought, an extended-range large laser provides the 'Mech its sole long-range weapon. While the *Kodiak* has extensive overheating problems when firing all its weapons simultaneously, Ghost Bear MechWarriors learn to use the weapons sparingly, and they love the knockout punch an alpha strike provides.

While the *Kodiak* appears to mount claws on each hand—a nod towards a Totem 'Mech aesthetic—they are for show only.

Deployment

The vast majority of deployed *Kodiaks* are found within the Ghost Bear Toman; for the first years of its deployment it was unique to the Bears. However, a few other Clans employ *Kodiaks* to one extent or another, specifically Clans Cloud Cobra, Goliath Scorpion and Snow Raven; of these, the Snow Ravens deploy the most, apparently part of the payment for their part during the Ghost Bear relocation to the Inner Sphere. Strangely enough the only Crusader Clan known to field a handful of *Kodiaks* is Clan Ice Hellion.

Variants

The *Kodiak* 2 first appeared during the Dominion-Combine War, when it received its baptism of fire on Richmond. In an effort to provide the 'Mech with greater mobility while simultaneously solving its horrendous overheating problems, the *Kodiak* 2 exchanges four lasers and a Streak-6 launcher, along with its ton of ammunition, for jump jets.

The *Kodiak* 3 has only recently been seen in action among Clan Snow Raven. The most radical variant to date, its design is tied to the Snow Ravens innate aerospace bias, creating a powerful anti-aircraft 'Mech. Downgrading the heat sinks to fourteen doubles and removing the Ultra AC/20, twin Streak SRM-6 racks, extended-range large laser, and four medium lasers created room to mount twin LB 20-X autocannons with three tons of ammunition each, with all remaining weapons slaved to an advanced targeting computer.

Notable MechWarriors

Star Colonel Christer Hall: Commander of the Fifth Bear Regulars, Xi Galaxy, Star Colonel Christer Hall assaulted the world of Richmond in 3062 during the Dominion-Combine War in a newly produced *Kodiak* 2. Perhaps striving too much for personal glory, Christer pressed too hard and too fast, allowing Shintaro Yamada, the commander of the local militia, to outsmart him. A former warrior turned peace activist, Yamada was pressed into leading the defense of Richmond and in a series of bold moves frustrated the over-eager Christer. The Star Colonel finally agreed to a one-on-one duel, which Yamada won. In a stunning move, the two came to an agreement, which left the world (temporarily) in the hands of the Ghost Bear, and Yamada a bondsman of Star Colonel Hall.

Star Captain Caden: Star Captain Caden first gained notice as part of the Fourth Nova Cat Regulars' deep raid against the Alliance world of Lyons in 3063. During the Dominion-Combine War, Caden, furious that the Fourth Nova Cat Regulars would be left out of the Nova Cat counter-offensive against the Ghost Bears, won a Trial of Grievance against Star Colonel Sal and immediately turned around and won a Trial of Position into the Fifth Nova Cat Regulars. Though he lost his "Spirit Cat"—a *Vulture*—on the battlefields of Marawi against the Bears' Seventeenth PGC, he came away with the only known *Kodiak* deployed within Clan Nova Cat. Now a Star Captain in the Nova Cat Legers Cluster, Caden and his "Spirit Bear" anxiously await an opportunity to strike once more at Clan Ghost Bear.

Type: **Kodiak**

Technology Base: Clan

Tonnage: 100

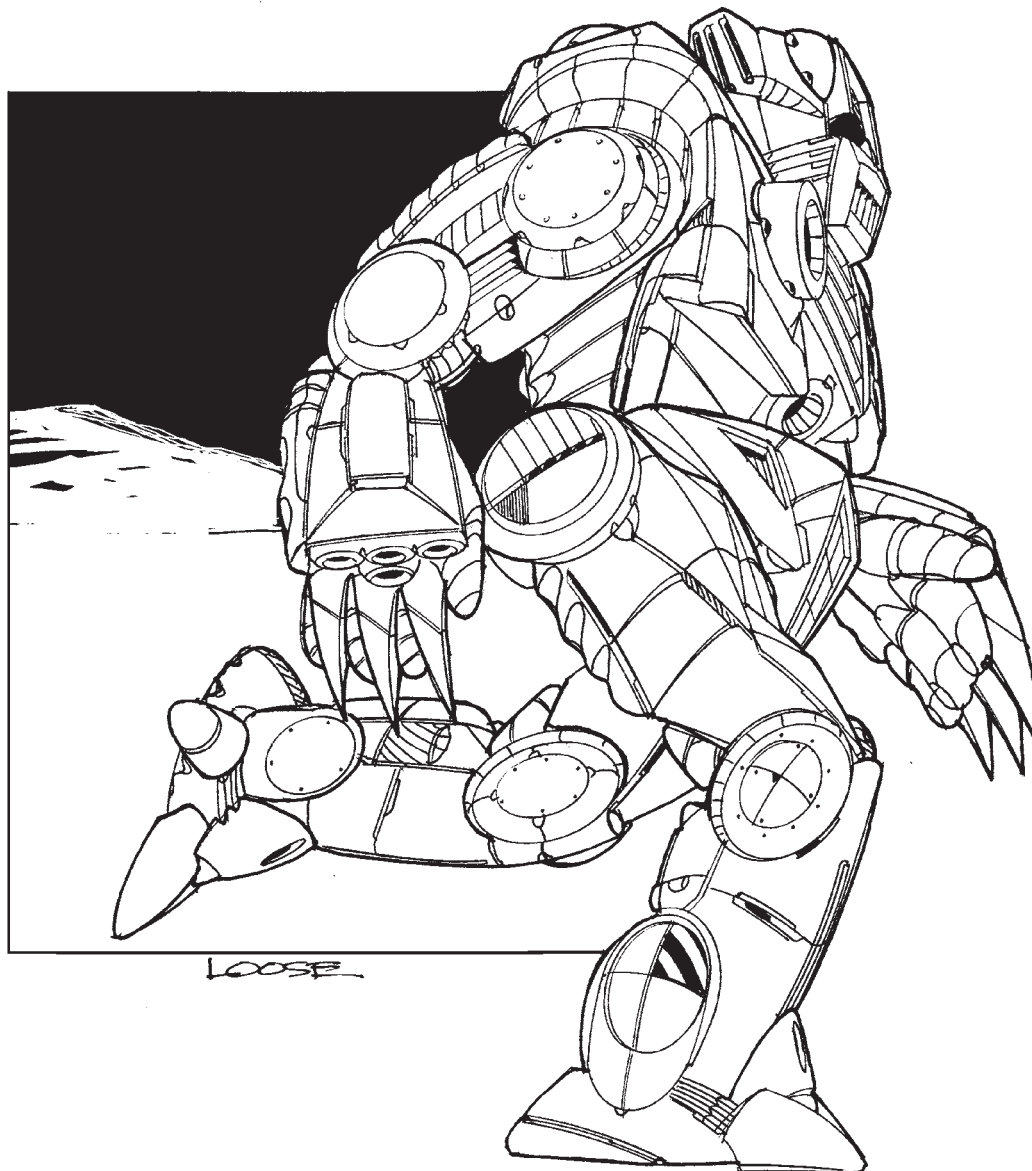
Battle Value: 2,927

Equipment

Internal Structure:	Endo Steel	5
Engine:	400 XL	26.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	20 [40]	10
Gyro:		4
Cockpit:		3
Armor Factor:	280	17.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	40
Center Torso (rear)		15
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	32
R/L Leg	21	34

Weapons and Ammo

	Location	Critical	Tonnage
Ultra AC/20	RT	8	12
Ammo (Ultra) 10	RT	2	2
ER Large Laser	CT	1	4
2 Streak SRM 6	LT	4	6
Ammo (Streak) 30	LT	2	2
4 ER Medium Lasers	LA	4	4
4 ER Medium Lasers	RA	4	4





Once thought to have been lost in the chaos of the Succession Wars, advanced vehicle and BattleMech designs produced by the Terran Hegemony for deployment exclusively in the SLDF's Royal units (divisions and regiments staffed with Hegemony citizens and always equipped with cutting-edge technology) have returned to the battlefield. After taking control of Terra, ComStar came into possession of a vast store of such equipment. For centuries they kept their cache a secret—unveiling it only after the formation of the Com Guards was announced after the Fourth Succession War. Although victorious on Tukayyid, the Com Guards suffered grievous losses, prompting ComStar to reopen many of Terra's arms factories. Reconstructed after the liberation of Terra, these plants had been mothballed by Jerome Blake during the last years of the First Star League. Now ComStar used them once more to construct Star League weaponry to replenish the Com Guards.

In the wake of the schism, both ComStar and the Word of Blake employ this equipment. In the aftermath of the successful Blakist campaign to seize mankind's birthplace production has continued to increase. Many of the designs—now centuries old—have been upgraded with even more advanced equipment developed during the technological renaissance sparked by the discovery of the Gray Death memory core and the Clan Invasion.

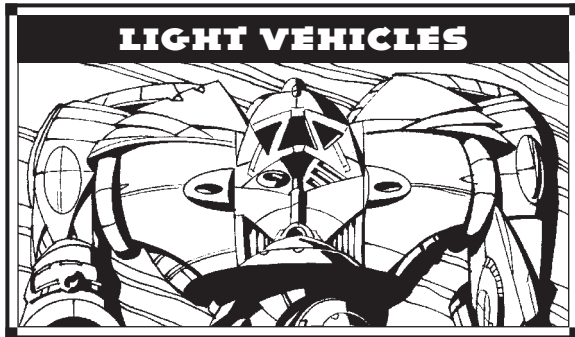
Meanwhile, the Great Houses viewed the Clan threat looming over them and redoubled efforts to rebuild and upgrade their armies. This created an ever-increasing demand for modern weapons that outstripped the capacities of established manufacturers. Lesser manufacturing concerns—some brand new, others reduced to mere shells by the destruction of the Succession Wars—stepped into the gap. Companies such as Norse-Storm BattleMechs, Inc., Blackstone BattleMechs Ltd., Blue Shot Weapons, Mountain Wolf BattleMechs, J.B. BattleMechs, Inc. and others have taken up the slack. Using plans and guidelines hoarded through the years, or drawing upon the wealth of information contained in the Gray Death memory core, these emerging manufacturers have started to produce Star League-era designs. By avoiding the time and expense of creating new weapon designs from scratch, these companies have been able to get set up and start production in an incredibly short time.

Naturally, as the descendants of Kerensky's SLDF, the Clans have possessed many of these designs for centuries. Dredged from the depths of the oldest Brian Caches, the Clans press some of the most antiquated equipment into service with the dregs of their Toumans—the most disreputable second line Clusters and solamha units.

Much of the material presented here was previously to be found in the Conventional Vehicles and Inner Sphere BattleMechs sections. They have been gathered together here for they (unlike the designs covered in other sections) can be found in both Inner Sphere and Clan formations. The venerable *Mackie* has been omitted from this edition to maintain focus on operational designs.

—Captain Ignatius Smith
Intelligence and Analysis, Wolfnet
13 March 3070





Mass: 15 tons

Movement Type: Hover

Power Plant: Magna 50 Internal Combustion

Cruising Speed: 97 kph

Flank Speed: 151 kph

Armor: Durallex Light Ferro-Fibrous

Armament:

1 Pinard Reaper Streak SRM Rack

Manufacturer: Taurus Territorial Industries, Marian Arms, Inc.

Primary Factory: Sterope, Alphard

Communications System: Neil 6000-x

Targeting and Tracking System: TracTex Alpha-1

Overview

Once designed by the original Star League Defense Force to complement its heavier APCs, the Maultier was one of the several standard hover APCs used by infantry divisions at the height of the military build up. Sometimes used as a point vehicle for lances of APCs, the Maultier would rush ahead, deploy its infantry to key locations, and secure a beachhead before the enemy could react.

Unfortunately, it fell into disuse due to the massive loss of technology during the First and Second Succession Wars. Secretly rediscovered by the Taurians in 3019, it was put back into production and became their standard heavy infantry transport, used alongside Heavy Hover APCs, much like the Concordat's oppressor once did so many centuries ago.

Capabilities

Not able to duplicate the original SLDF designs initially, the Taurian Concordat instead copied the basics and went from there. Engine, chassis, and electronics were all easily reproduced, leaving the more sophisticated armor and armament off until the 3040s.

They key to the success of the Maultier is its speed. Topping out at 151 kph, the APC is a hard target to hit for even the best gunner. Star League-era technology allows the driver to lower the back end of the skirt even while maintaining top speed, and the vehicle only needs to slow down when the infantry are actually leaving the APC. This is a life-saving feature for a hover APC, as most have to come to a complete stop before deflating the skirt for infantry deployment. It is at this point the APC is most vulnerable, as sitting in place completely negates any speed advantage it may have. Taurian scientists worked hard to include this feature in even the original prototypes, and both the driver and infantry are thankful for that.

Deployment

Once an SLDF transport, the Maultier ironically has become the standard infantry transport of the power the SLDF tried to conquer. Orders remained high until the formation of the Trinity Alliance, when the TDF began to focus heavily on upgrading BattleMech capabilities. Orders nearly stopped, and with so many resources now dedicated to their obsolete BattleMech technologies, the TDF was about to stop production on the Maultier. The Capellan Confederation intervened during its invasion of the St. Ives Compact, needing a short-range escort for its fleet of Blizzard Hover APCs. The combination was widely successful, and the Confederation began outfitting its infantry companies with a lance of three Maultiers and a single Blizzard for long-range covering fire. Now the production of the Maultier is back in full swing, with both the Magistracy and the Confederation picking up the slack left by the TDF.

Variants

The only known variant of the Maultier is the initial model produced by the Taurian Concordat before the rediscovery of the Streak missile launcher and ferro-fibrous armor. Instead of using the Star League-era systems, a standard short-range missile system and an extra half-ton of armor is used to compensate. Not in production anymore, only a hundred remain in the hands of the Taurian militias and the handful captured by Federated Suns forces over the years.

With the use of armored infantry spreading, the Taurian Concordat have begun attempting to modify the Maultier to carry a full squad of battle armor inside its cargo bay. So far, all versions either include the elimination of the advanced weapon system or a major reduction of its already thin armor. A third, bolder suggestion is to replace the cheap internal combustion engine with a fusion plant, but this is such an expensive modification it is doubtful it will ever come to fruition.

Notable Crews

Lance Sergeant Jason Baldur: A driver with the Pleiades Hussars, then-Force Sergeant Baldur distinguished himself during the retreat off Maia. Running without sleep and little food or water, he drove his Maultier for eighty hours straight at an average speed of 110 kph. Shuttling wounded infantry and other pilots from the battlefield to the evacuation points, he is credited with saving the lives of over two hundred comrades. Now retired from the field, Baldur instructs cadets on offensive driving of hovercraft under stressful conditions.

Type: **Maultier Hover APC**

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 15

Battle Value: 209

Equipment

Internal Structure:

Engine: 50

Type: ICE

Cruising MP: 9

Flank MP: 14

Heat Sinks: 0

Control Equipment: 1

Lift Equipment: 1.5

Power Amplifier: 0

Turret: 0

Armor Factor (Ferro): 44

Armor

Value

Front 14

R/L Side 10/10

Rear 10

Weapons and Ammo

Streak SRM 2

Ammo (Streak) 50

Infantry

Location

Front

Body

Body

Mass

1.5

3

0

1

1.5

0

0

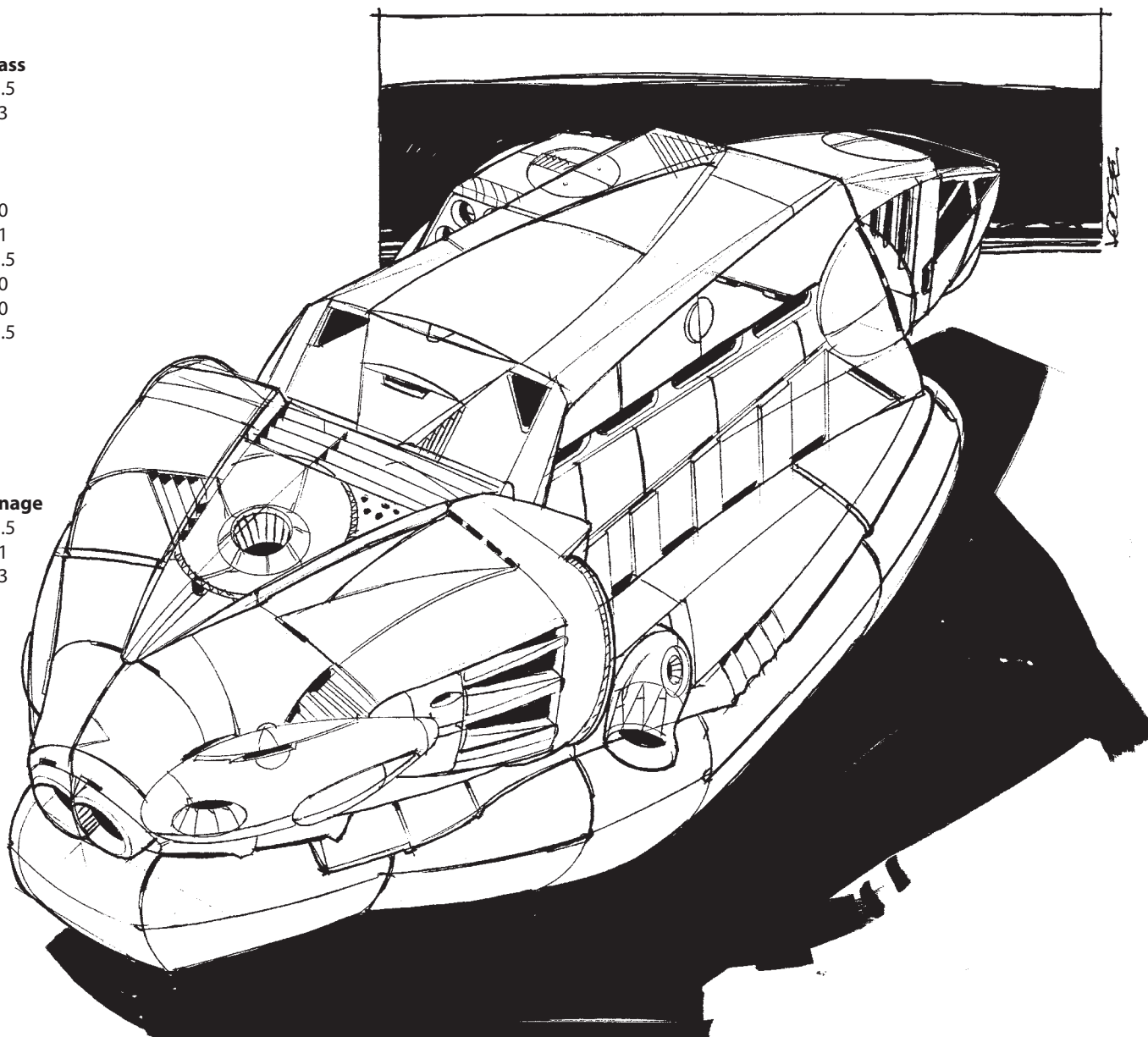
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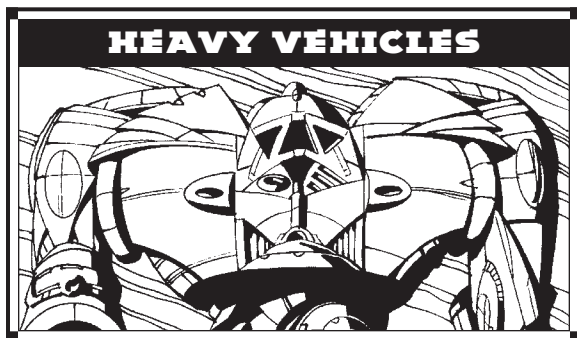
Tonnage

1.5

1

3





Mass: 75 tons

Movement Type: Tracked

Power Plant: Ragusson 375 XL Fusion

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: StarSlab/1

Armament:

- 1 Katyusha Arrow IV Missile Launcher
- 2 Martell Medium Pulse Lasers
- 1 Burrow Anti-Missile System

Manufacturer: Leopard Armor

Primary Factory: Terra

Communications System: Teldon 19

Targeting and Tracking System: Scope 30 RDNST
with TAG

Overview

Designed to supplement the Chaparral Medium Missile Tank, the Padilla was introduced into SLDF ground forces in 2620. The first Padillas typically were teamed with light, fast, TAG-equipped BattleMechs that would skirt the enemy's positions and direct missile barrages from Padillas stationed away from the main battle lines. The highly mobile Padilla proved a difficult target for enemy gunners, and the design served well in its capacity as a mobile missile platform. Though Padillas are rare today, this heavy vehicle remains one of the most effective artillery tanks ever designed.

Capabilities

The core of the Padilla's offensive capabilities is the rugged Katyusha Arrow IV missile system, which is mounted in a sleek box launcher set in the front of the vehicle. The Arrow IV system, with its extensive range and damage capability, makes the Padilla devastating in combat. Twin Martell medium pulse lasers provide the Padilla with short-range firepower, and a Burrow anti-missile system provides protection against incoming missile attacks. Initially, the Burrow system proved susceptible to jamming, and the SLDF quartermaster corps initiated a recall of Padillas to replace the system with the McArthur anti-missile system. However, most Padillas were assigned to front-line combat units and never received the new systems.

Nevertheless, speed and maneuverability remained the lightly armored Padilla's most effective forms of defense. The design possesses a top speed of 86 kph, and for a long time only the fastest recon BattleMechs or vehicles could hope to track down and hit a moving Padilla. In these days of pulse lasers and targeting computers that has changed, of course, and the few precious Padillas are rarely deployed on their own. Usually they can be found in a screen of ECM-equipped units that alert the Padillas to any incoming threat.

Elaborate security measures like that prompted many commanders to deem their Padillas as not very useful anymore. With a single missile launcher of limited effectiveness, the tanks had turned into a symbol—a prestigious target that no commander could afford to lose and one every opponent was keen to destroy.

Deployment

Almost all of the SLDF's Padillas were destroyed during Operation Liberation. At the time of the First Succession War, only twenty Padillas were known to exist, all in the possession of House Liao. In recent years, a few Padillas have appeared among Com Guard units. In 3058, fifteen Padillas—all in their original weapons configurations—were deployed with Com Guard units in the Free Rasalhague Republic. Some of them were later sold or

leased to the new SLDF, as a symbol of what the Inner Sphere had lost and wanted to rebuild.

With no information to the contrary leaking out of Terra, it is assumed that no new Padillas are currently produced.

Variants

During the Succession Wars, when the supply of Arrow IV missiles dwindled, House Liao stripped its Padillas of their Arrow IV systems and TAGs, installing two FarFire LSR-Launcher XXs instead. Due to the scarcity of this tank and the effectiveness of the original design, no other variants have surfaced.

Notable Crews

Lieutenant Mendrisio Armani: SLDF officers have to be the best of the best, idols for their subordinates to look up to. True to this statement, Lieutenant Armani always kept himself, his crew, and his Padilla to highest standards. Apart from meticulously following procedures, correct behavior in any situation, and loyalty to the death, Armani demanded cleanliness and professional looks above all. That tendency may have saved his life and that of his crew on the day of the initial Word of Blake assault on Tharkad, where the five men were found polishing the tracks instead of heading to their guard post near the Triad.

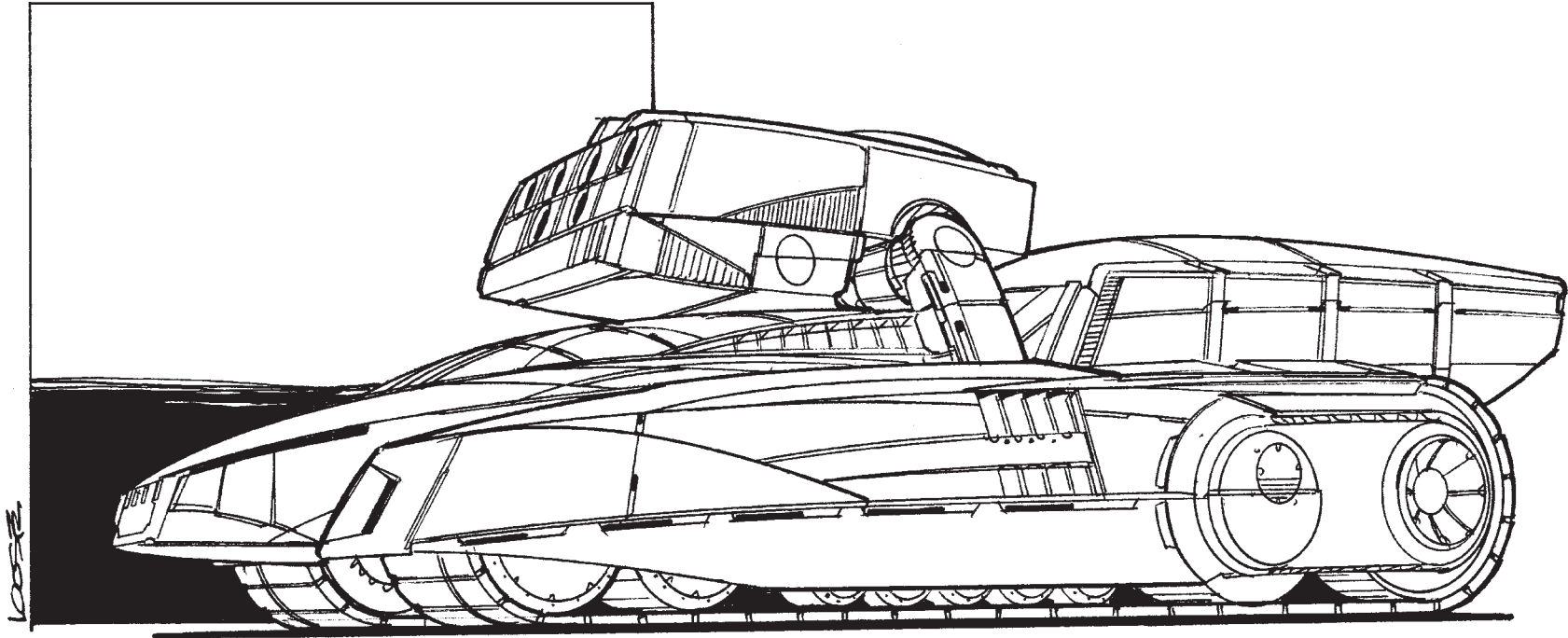
"The Goulash Guns": A rather strange report was presented to the Precentor Martial in 3066, in which an Adept on Proserpina justified his firing of several rounds of seemingly dud Arrow IVs into a compound held by the Eighth Crucis Lancers. After an intensive investigation, what was first seen as an act of war turned out to be one of compassion: the Adept in question had ordered to exchange the ordnance in more than 30 Arrow IVs with much needed medical supplies and food in an attempt to offer relief to the beleaguered troops in that compound. The attempt ultimately failed, in part because the Adept's superior stopped him, and also because the payloads came in too fast, splattering blood preserves and pelati soup all over the defenders.

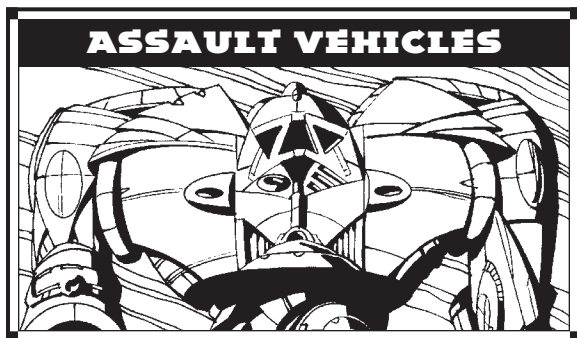
PADILLA HEAVY ARTILLERY TANK

Type: **Padilla Heavy Artillery Tank**
Technology Base: Inner Sphere (Advanced)
Movement Type: Tracked
Tonnage: 75
Battle Value: 1,135

Equipment		Mass
Internal Structure:		7.5
Engine:	375	29.5
Type:	XL Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment		4
Lift Equipment:		0
Power Amplifiers:		0
Turret:		0
Armor Factor:	88	5.5
	<i>Armor</i>	
	<i>Value</i>	
Front	28	
R/L Side	24/24	
Rear	12	

Weapons and Ammo	Location	Tonnage
Arrow IV System	Front	15
Ammo (Arrow IV) 30	Body	6
2 Medium Pulse Lasers	Front	4
Anti-Missile System	Front	.5
Ammo (AMS) 24	Front	2
TAG	Front	1





Mass: 95 tons

Movement Type: Tracked

Power Plant: Pitban 285 XL Fusion

Cruising Speed: 32 kph

Flank Speed: 54 kph

Armor: StarGuard Type VH

Armament:

3 Norse-Storm Model-7D Gauss Rifles

Manufacturer: New Earth Trading Company

Primary Factory: New Earth

Communications System: CeresCom Recon Model 21-RS

Targeting and Tracking System: TharHes Digital
Scanlok 347

Overview

New Earth Trading Company delivered the first Alacorns to the original SLDF in 2587. These machines were deployed in the Periphery, where the Alacorn earned a reputation as a dependable and effective tank, and General Aleksandr Kerensky allegedly took hundreds of Alacorns with him during the Exodus. NETC continued producing Alacorns until the start of the Second Succession War, when a shortage of XL engines and Gauss rifles halted production. Recently NETC resurrected the design, and the first of these new Alacorns reached Federated Commonwealth units in 3055.

Capabilities

An XL fusion engine makes the Alacorn fast enough to keep up with most assault 'Mechs while preserving enough weight to mount substantial weapons systems

and armor. Three Gauss rifles mounted on a turret with five tons of ammunition give the Alacorn devastating firepower and allow it to stay in combat for extended periods of time. Thirteen tons of armor provide the tank with excellent protection. The front of the Alacorn alone is protected by three tons of armor, making the Alacorn more heavily armored than the Rommel and Von Luckner tanks.

Such speed and armor protection comes with a price. The suspension system suffers considerable stress when 95 tons of charging tank make a 90-degree turn at 54 kph. To keep the vehicle working properly, tank crews must constantly check the track tension. If the track is too loose, the tank will shear its treads off on the first hard turn. If it is too tight, the road wheels and other suspension systems are liable to be damaged or destroyed.

Adjusting track tension is relatively easy. The crew runs a taut string from the idler wheel in the front to the top of the drive sprocket. The tread hangs in a shallow arc under the string. If the lowest point of the arc is between 40 and 65 millimeters under the string, then the track is properly adjusted.

Official gauges and rulers were issued to Alacorn crews to help them make these measurements, but troopers frequently misplace them in the field. The tank crews then came up with an ingenious expedient, using the popular Pharaoh beer produced by a Federated Suns brewing company. Pharaoh beer is packaged in an unusual container shaped like a truncated pyramid, exactly 40 millimeters wide at the top and 65 millimeters wide at the base. Most Alacorn crews used these widely available cans as gauges to measure the critical distance when checking track tension. Because the internal pressure caused by the beverage inside the container slightly distorts its shape, however, only a freshly emptied Pharaoh guarantees proper measurements. Not surprisingly, Alacorn tank crews perform track maintenance frequently and thoroughly.

Deployment

As of today, most of both Alacorn variants are deployed with Davion and Lyran forces throughout the Inner Sphere, with the new SLDF possessing several Mk

VII. Smaller numbers of Mk VIs (the favorite of many mercenary unit) started to appear in the DCMS as well as the CCAF and even among the ranks of the Nova Cats.

Additionally, it can be taken for granted that from the Com Guards' stockpile of ancient models, several of these magnificent machines proliferated to the Word of Blake.

Variants

Prior to the invention of the Gauss rifle, which allowed for the now-famous Mk VI, NETC had already burned through several prototypes of Alacorns, all of them mediocre at best. Nevertheless, two of these designs made it into small production runs: a Mk III with triple AC/10s, followed shortly by the Mk IV, carrying the then-ultimate payload of three AC/20s.

From then on, though, Alacorns constantly stood for "pinnacle of technology" and "best punch at furthest range." As such, NETC's rollout of the first Mk VII, armed with two brand-new heavy Gauss rifles, was a logical conclusion and came as no surprise to anyone.

Notable Crews

Sergeant Matthieu Geiger: The most recent appearance of this urban legend places Sergeant Geiger and his crew in the tole of tragic heroes defending a hospital (or an orphanage) against the onslaught of Word of Blake troops. They fought to the last bullet and then kept on shooting, feeding the barrels with various metallic material they found and, at the end, even their own cans of Pharaoh beer. All details of the battle depend, naturally, on who's telling the story.

Corporal Rudolf Laibach: Assistant to a company's quartermaster in the Twenty-First Centauri Lancers, Corporal Laibach has a towing hook installed on his Alacorn, "for requisitioning purposes" as he claims.

ALACORN MK VI HEAVY TANK

ASSAULT VEHICLES

203

Type: **Alacorn Mk VI Heavy Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 95

Battle Value: 1,850

Weapons and Ammo

3 Gauss Rifles

Ammo (Gauss) 40

Location

Turret

Body

Tonnage

45

5

Equipment

Internal Structure:

Engine:

Type:

Cruising MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment

Power Amplifier:

Turret Equipment:

Armor Factor:

Mass

9.5

13

285

XL Fusion

3

5

10

0

5

0

0

4.5

208

13

Armor

Value

50

40/40

28

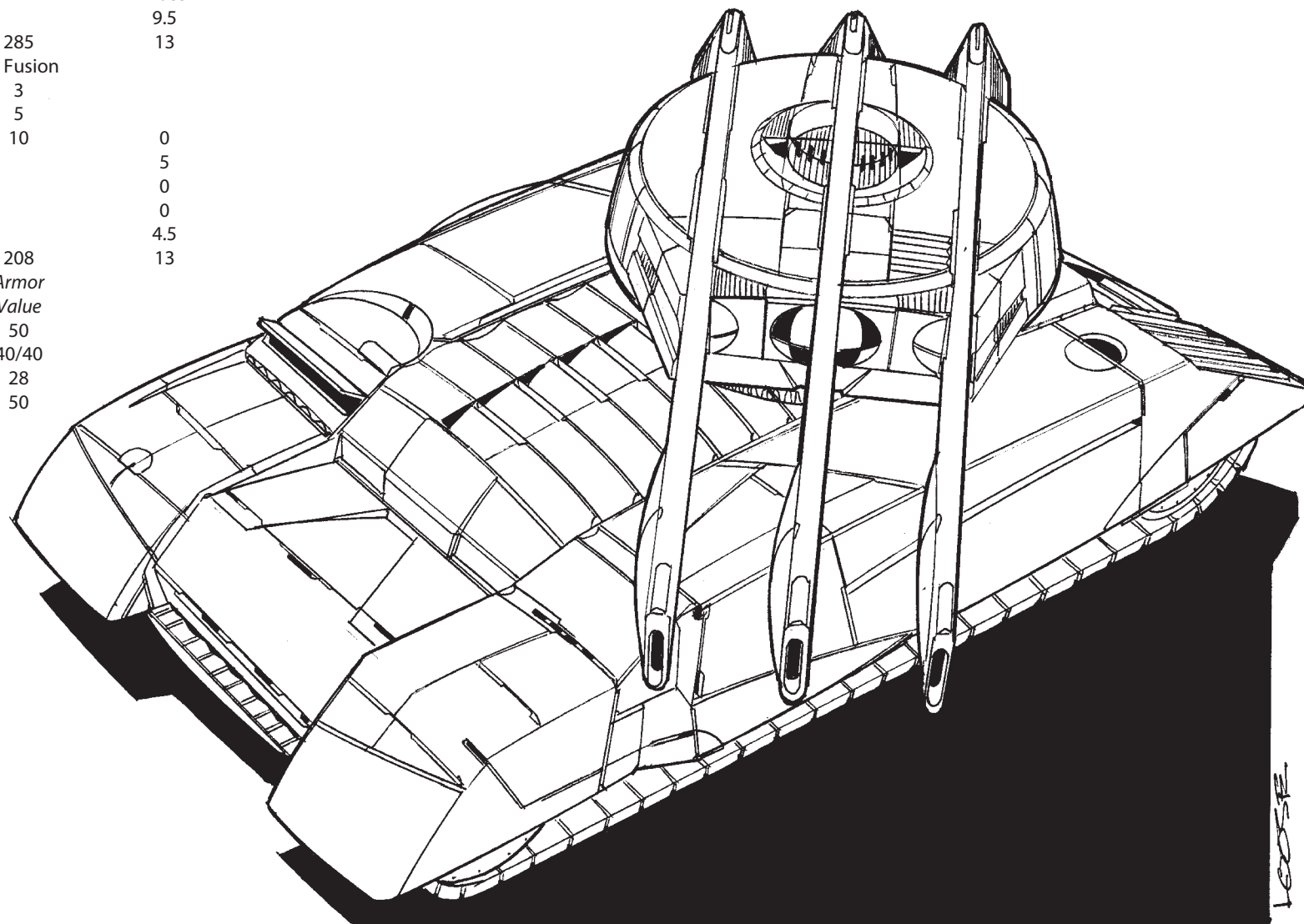
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Front

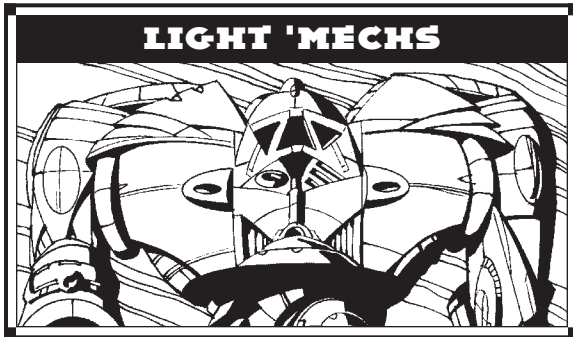
R/L Side

Rear

Turret



LEOSE



Mass: 35 tons

Chassis: Telesar Model 6LQ

Power Plant: GM 210 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: ProtecTech Light

Armament:

1 Maxell Extended Range Large Laser

1 Defiance B3L Large Laser

1 Defiance P5M Medium Pulse Laser

Manufacturer: Mountain Wolf BattleMechs

Primary Factory: Vendrell, Alpheratz

Communications System: TharHes Kr-A P/comm

Targeting and Tracking System: RCA Instatrak Mk X

Overview

In 2655 Mountain Wolf BattleMechs designed the *Night Hawk* to meet the SLDF specifications for a 'Mech intended to hunt down Periphery raiders operating behind SLDF lines. The guidelines required the *Night Hawk* to be as fast or faster than the *Wasp* or *Stinger* and be heavily armed with energy weapons to give it maximum effectiveness and endurance in the field.

The *Night Hawk* was Mountain Wolf's first venture into BattleMech design and construction, and they found themselves competing with defense industry powerhouse Defiance Industries for the lucrative contract. There was little doubt in most observers' minds what the outcome would be. However, after six months of exten-

sive combat testing, the SLDF found the newcomer's machine out-performed the Defiance Industries prototype in every parameter—including unit cost. With the SLDF's initial order of 700 units, the fledgling company's future was made.

Interestingly, Mountain Wolf was never able to duplicate the success of the *Night Hawk*, but the fast and capable 'Mech served the SLDF with distinction for over two centuries. After the fall of the Star League the *Night Hawk* found service in the militaries of every House. The destruction of the Mountain Wolf factory by Marik BattleMech forces in 2945 ended the 'Mech's long success. As the inevitably dwindling pool of remaining machines was cannibalized for parts, the *Night Hawk* faded into extinction.

In 3055 Brandon O'Leary, grandson of Mountain Wolf's last president and CEO Eli O'Leary, reopened Mountain Wolf BattleMechs on the planet Vendrell. The Federated Commonwealth immediately placed orders for as many of the legendary scout/raiders as the Vendrell plant could produce.

Capabilities

True to its design, the *Night Hawk* is equally adept at intercepting raiders or conducting raids of its own. Carrying a maximum load of ProtecTech Light BattleMech armor, the *Night Hawk* can face most opponents with confidence, while the combined firepower of its primary weapons—a Maxell extended-range large laser and Defiance large laser—makes it an adversary even lighter medium 'Mechs hesitate to engage. The Defiance medium pulse laser ensures it can defend itself at closer ranges as well.

Like all machines built for long-term endurance in the field, the *Night Hawk* relies on tested components known for their durability and ease of maintenance. Combined with its all-energy weapons array, this philosophy ensures the 'Mech is able to stay in the field as long as necessary.

Deployment

The Federated Commonwealth deployed the *Night Hawk* primarily along the Jade Falcon/Lyrans Alliance border as well as the Lyrans Alliance/Periphery border. Once their initial commitment to the Federated Commonwealth

was fulfilled, Mountain Wolf made the *Night Hawk* available to mercenary commands. Snord's Irregulars were early customers, and the Blue Star Irregulars have purchased several for rebuilding their 'Mech assets. Of particular interest are verified reports of a *Night Hawk* serving with Vandelay's Valkyries in the Taurian Concordat. Neither Mountain Wolf BattleMechs nor the LAAF have any record of a *Night Hawk* being sold to any force outside the borders of the Lyrans Alliance. It has been suggested the Valkyries' 'Mech is actually an original edition which has somehow survived.

Variants

There is only one variant of the *Night Hawk* offered by Mountain Wolf BattleMechs. The NTK-2S is specifically designed for deep scouting missions, sacrificing the medium pulse laser and one double heat sink for a Beagle Active Probe and Guardian ECM suite.

Notable MechWarriors

Leftenant Rasheeda "Sugarfoot" Hugie: Roman's Bar Hounds, a mercenary unit hired by the LAAF to garrison Ballynure, received a lance of *Night Hawks*, including one 2S-variant issued to "Sugarfoot" Hugie, a talented deep-recon scout. Hugie was also a gifted mimic and fluent in English, two attributes that stood her in good stead when the Jade Falcon's Lambda Galaxy descended on Ballynure in late April of 3064. Though she saw her share of combat during the four months of guerrilla fighting—accounting for two *Ullers* in separate duels—it was her solo missions behind Jade Falcon lines that provided Colonel Roman with the intel he needed to stay one step ahead. On two occasions she saved the Bar Hounds by broadcasting conflicting commands on Clan channels at critical moments. In August, the nine surviving Bar Hounds—no longer an effective fighting force—escaped to Morges. There Hugie was immediately hired by the Blue Star Irregulars.

Type: **Night Hawk**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 997

Equipment

Internal Structure:

Engine: 210 XL

Walking MP: 6

Running MP: 9

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 112

Internal
Structure

Head 3

Center Torso 11

Center Torso (rear) 4

R/L Torso 8

R/L Torso (rear) 3

R/L Arm 6

R/L Leg 8

Mass

3.5

4.5

Armor
Value

9

17

4

13

3

10

15

Weapons and Ammo

Large Laser

ER Large Laser

Medium Pulse Laser

Location

CT

RA

LA

Critical

2

2

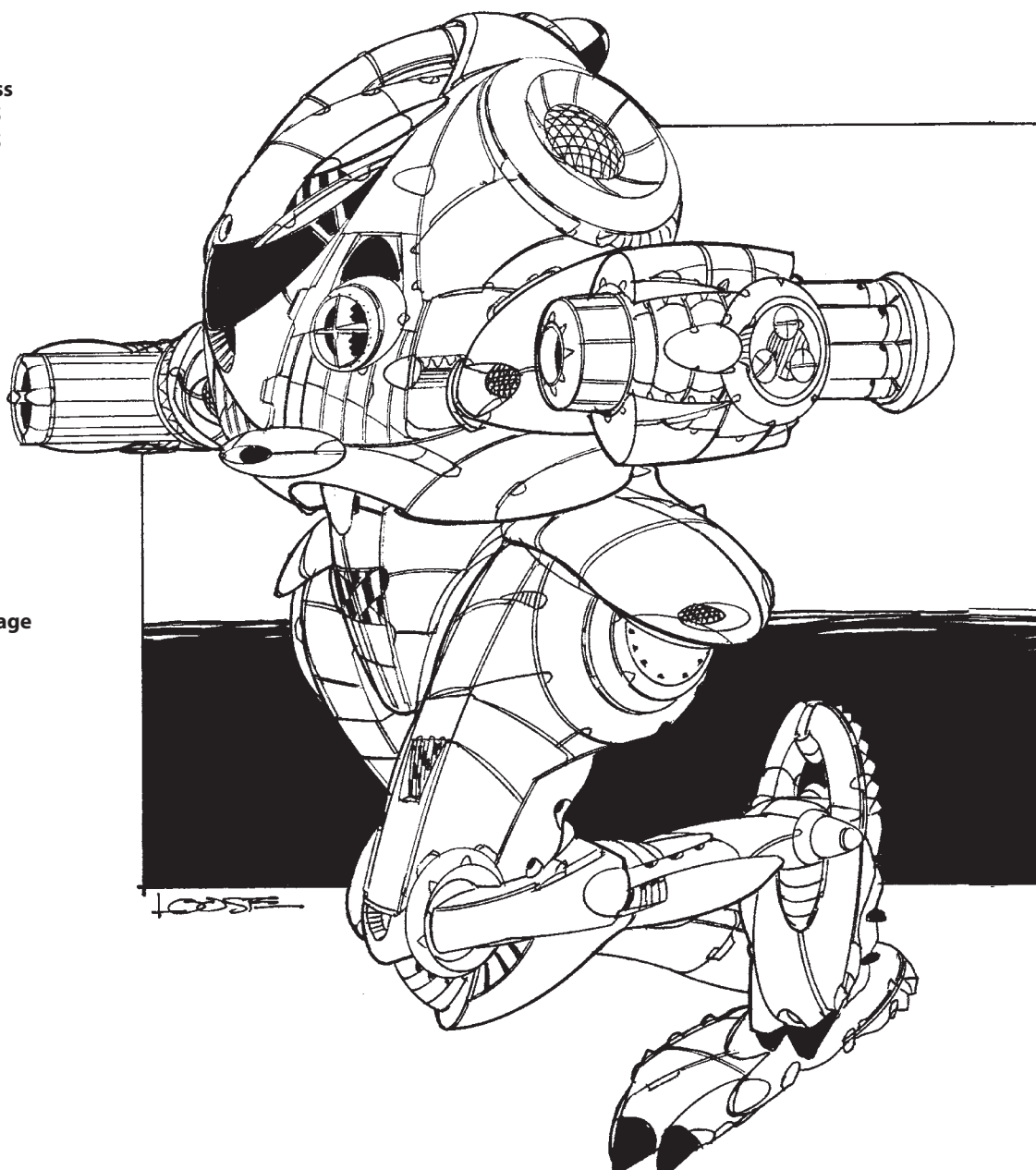
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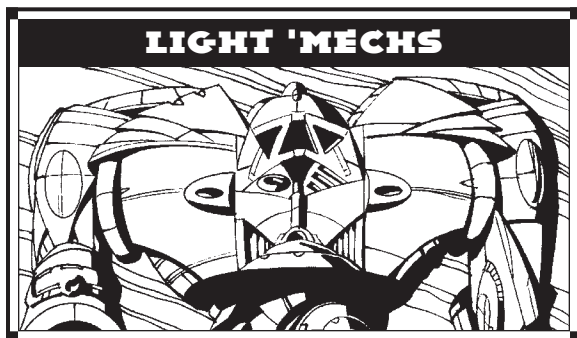
Tonnage

5

5

2





Mass: 35 tons

Chassis: Norse XT-Light Type AE (Endo)

Power Plant: Magna 245 XL

Cruising Speed: 75 kph

Maximum Speed: 118 kph

Jump Jets: HildCo Model 11c

Jump Capacity: 210 meters

Armor: Starshield Light

Armament:

1 Nightwind Large Laser

2 Defiance B3M Medium Lasers

1 Defiance B4S Small Laser

Manufacturer: Norse-Storm BattleMechs Inc.

Primary Factory: Loxley

Communications System: AR-12 Sheathed Directional

Beacon with Norse Guardian ECM Suite

Targeting and Tracking System: DLK Type Phased

Array Sensor System

Overview

One of the first in the resurgence of Star League-era designs, the *Spector* has steadily gained a wide array of proponents in the modern day. Norse-Storm initially only planned an eight year production run on the recreation of the light hunter-killer design, and then would convert the production line to its in-house designed *Daemon*. However the design proved so popular with the Federated Commonwealth, and later other Houses during the Second Star League, that Norse-Storm decided to extend the production for another ten years and began to release variants of the production model.

Capabilities

Unable to duplicate the stealth capabilities of the Star League-era model, the production SPR-5F is still impressive by today's standards. A Guardian ECM suite mixed with radar-absorbing armor plate with heat baffles reduces the signature of the *Spector* far below the norm, but is still a far cry from the original Light Polarization Shield and the more advanced baffles the vintage machines carry.

The *Spector's* armament is an efficient mix of standard, proven lasers. Though outdated even by Star League standards, their ruggedness and favorable damage to heat ratio were natural choices. The large laser provides a solid punch against the often-fragile commanders of light BattleMech companies. Backing up the large laser is a pair of medium lasers and a small laser for point-blank engagements.

Deployment

Since its reintroduction in 3053, Norse-Storm's *Spector* has become a linchpin in the handful of light BattleMech units inside the Lyrans Alliance Armed Forces. Often paired up with a *Talon*, these small units were sent behind lines on many occasions during the FedCom Civil War to raid and conduct deep reconnaissance. Many mercenary units who fought for the Loyalists during the war were rewarded by being allowed to purchase the light BattleMech, and those who did often did so a lance at a time. During the Second Star League, other powers were theoretically allowed to purchase the design, but it never occurred without Katherine Steiner-Davion's approval. After the dissolution of the Second Star League, Archon Peter Steiner-Davion began allowing only the Com Guards, Lyrans Alliance, and the Federated Suns access to the design.

The SPR-5S has been deployed mostly with the McCarron's Armored Cavalry.

Only a handful of the original production *Spectors* remain, with the original working null-signature system and the Chameleon LPS. These are solely in the hands of Storm's Metal Thunder and McCarron's Armored Cavalry, and other than the occasional spotting by opposing units, their existence is denied. However during the recent fighting between the Fourth Armored Cavalry and House Davion troops on Ares, the wrecks of several

unmarked vintage *Spectors* were found after a particularly pitched battle.

Variants

Norse-Storm opened communications with Shengli Arms at the behest of Katherine Steiner-Davion, in an effort to gain access to House Liao's stealth armor technology. After several years of intense negotiations resulting in a contract that filled several bound books, confident they'd managed to gain access to the technology—despite the mammoth price, such as the agreement to ship the entire first production run of a new stealth variant for a song—Shengli signed on the dotted line.

A half year into production showed them the error of their ways when all attempts to read the software containing the technical data resulted in failure. After a furious CEO contacted Shengli Arms directly and several more months passed as a bevy of lawyers went over the contract line by line, it became apparent that Shengli Arms managed to pull one over on Norse-Storm; specifically there was no stipulation saying what language the specifications were to be provided in (which in practice turned out to be an obscure and ancient Han dialect). Unable to break the contract—and secretly hoping to use the time and access to obtain the data regardless—Norse-Storm went ahead with the variant with Shengli Arms scientists on hand to “assist.” The SPR-5S trades the two medium lasers for a medium pulse laser, along with the incorporation of stealth armor.

The second variant, SPR-ST, is a bit more extensive in its changes. Changing all its weapons to extended range, it also removes the small laser and the jump jets. The free tonnage is dedicated to an advanced targeting computer system (the technical data for which was donated” by Katherine Steiner-Davion) and a MASC system to compensate for the loss of the jump jets.

Type: **Spector**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,183

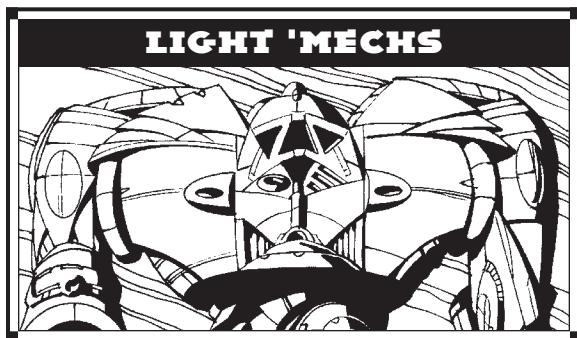
Equipment

Internal Structure:	Endo Steel	2
Engine:	245 XL	6
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	119	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	17
Center Torso (rear)		5
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	12
R/L Leg	8	16

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
2 Medium Lasers	LA	2	2
Small Laser	H	1	.5
Guardian ECM Suite	RT	2	1.5
Jump Jet	CT	1	.5
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5





Mass: 35 tons

Chassis: Blackstone QTS Light

Power Plant: Edasich Motors 280 XL

Cruising Speed: 86 kph

Maximum Speed: 129 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Light Shield A

Armament:

1 Lord's Light-2 ER PPC

2 ChisComp 39 Medium Lasers

Manufacturer: Blackstone BattleMechs, Ltd.

Primary Factory: Inarcs

Communications System: Lockheed/CBM Comset 100

Targeting and Tracking System: Sturmfeuer Highlight with BlindFire Radar

Overview

The *Talon* was first assigned to light 'Mech companies in 2670 to bolster long-range firepower of the typically under-armed units. Once the design reached soldiers in the field, the *Talon* became an overnight success. Star League High Command placed more orders for this design than any other light 'Mech design. Commonly used to complement the lighter *Mongoose*, its long-range weaponry provided covering fire should the recon unit find something it could not handle on its own.

Once the first Star League disintegrated, all of the five major houses began buying up the light design as quickly as they could be made. But the harshness of the Succession Wars was greater than the potential of the

design, and the units of *Talons* and *Mongoose*s fell just as quickly as they were produced. The number of *Talons* in service remained relatively steady until 2815, when several tactical nukes took out the production facility that made the design. From there, it was a mere fifteen years until the last *Talon* was destroyed—not in combat, but for spare parts to keep a House Kurita light lance functional.

The Inner Sphere would not see another *Talon* again until 3056, when Blackstone BattleMechs announced they would restart production of the once-popular design. Sent to the Clan occupation zone border, the design did not see combat until the Jade Falcons began an invasion of Coventry, where reports of the 'Mech's performance were highly favorable.

Capabilities

While most designs use long-range weapons to compensate for slow speed, or use impressive speed to get in close fast and use point blank weaponry, the *Talon* combines the best of both worlds. An extended range PPC combined with a cruising speed of 87 kph and a maximum speed of 131 kph gives this thirty-five ton machine the ability to pick apart its enemy at long range no matter the speed of its opposition. Indeed, Blackstone markets the *Talon* as "being able to outrun anything it can't outgun."

For the few times when the *Talon* gets close to an enemy, it is well prepared. A pair of medium lasers mounted on the left arm allows it to return fire in an arc its PPC may not be able to reach, and seven-and-a-half tons of heavy armor gives it enough stamina to stay in good working order until it can extract itself to a less hostile environment.

Deployment

Despite being a light BattleMech in a military that caters to assault weight-class designs, the *Talon* is quite popular with the units that receive them. Following the rather successful tactics of the First Succession War units, company and battalion commanders have attempted to mimic the tactic of sending out a lance of three *Talons* and a *Mongoose* behind enemy lines for headhunting and supply disruption. Instead of a *Mongoose*, however, a

Spector is used to flush out enemy commanders. A few of these lances exist, mostly on the Jade Falcon border, but no command has had enough *Talons* or *Spectors* to outfit an entire company as the original SLDF once did.

Since the end of the FedCom Civil War, the Archon has opened up the *Talon* for export, as he knew that most units would prefer to go back to the traditional heavier formation the Lyrans are known for. Despite giving preference to the Lyrans units who want the *Talon*, much of the slack in demand has been taken up by the Federated Suns and mercenary units rebuilding as well. The militaries of ComStar, the Free Rasalhague Republic, and the Draconis Combine have also all taken interest in the design and have purchased several lances for evaluation.

Variants

Trying to push the envelope on quick long-range blitzes, Blackstone BattleMechs released the TLN-5Z. Slightly slowing down the speed of the *Talon* by replacing the engine with a 245-rated light, the entire payload is taken out for an extended-range large laser in each arm; while it drops a heat sink, it includes both ferro-fibrous and endo steel. With a nod to the notion of teamwork, a C³ slave system was also installed, allowing a lance or company to relay targeting information to the pilot. Initially this version was intended to be sold exclusively to the Lyrans Alliance, but its lack of interest and intense lobbying has made this a popular export version to the Draconis Combine and the Federated Suns.

Type: **Talon**

Technology Base: Inner Sphere

Tonnage: 35

Battle Value: 1,175

Equipment

Internal Structure:

Engine: 280 XL

Walking MP: 8

Running MP: 12

Jumping MP: 0

Heat Sinks: 11 [22]

Gyro: 1

Cockpit: 3

Armor Factor: 119

Internal
Structure

Head 3

Center Torso 11

Center Torso (rear) 5

R/L Torso 8

R/L Torso (rear) 4

R/L Arm 6

R/L Leg 8

Mass

3.5

8

1

3

3

7.5

Armor
Value

9

17

5

12

4

12

16

Weapons and Ammo

ER PPC RA

2 Medium Laser LA

Critical

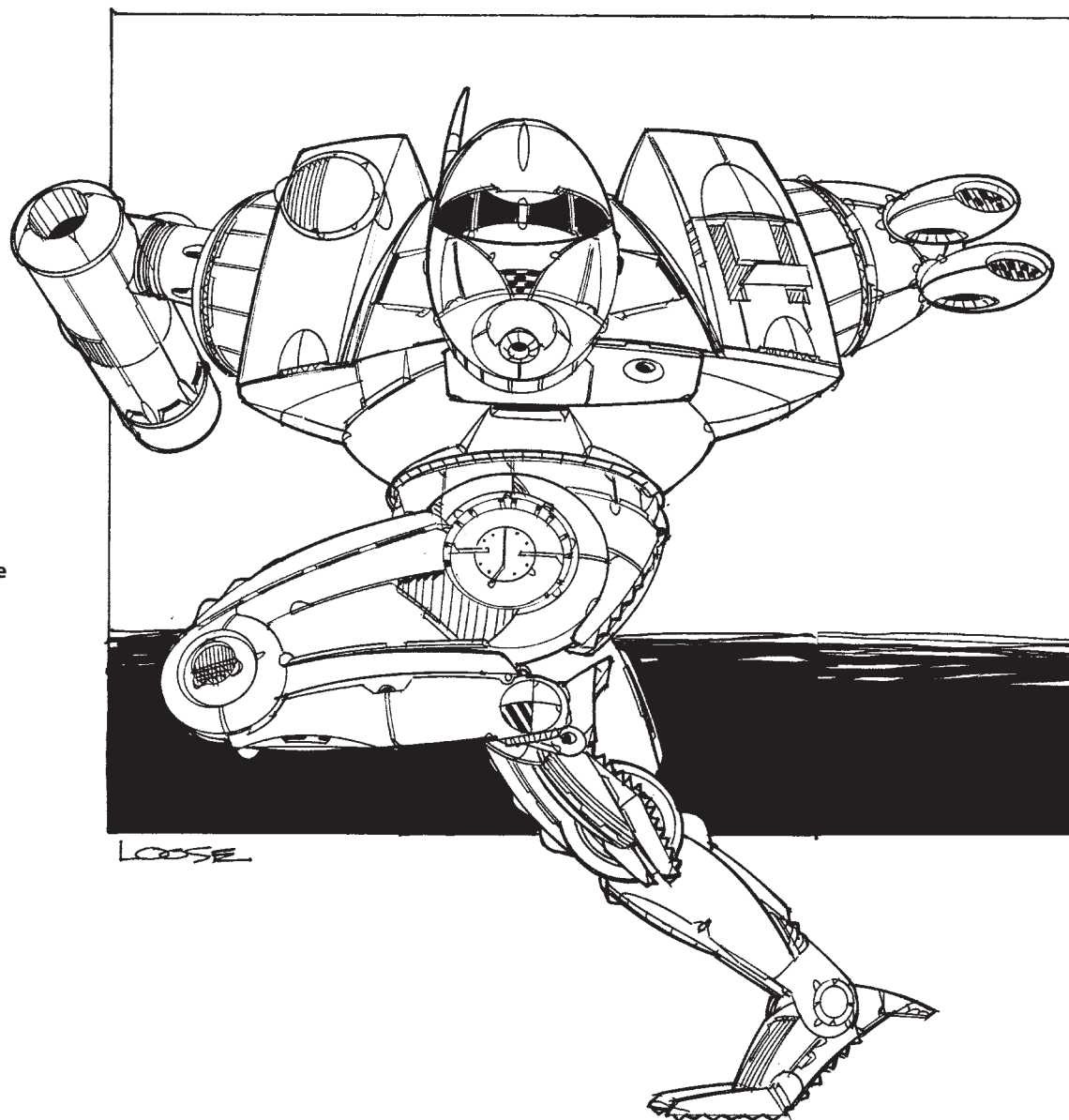
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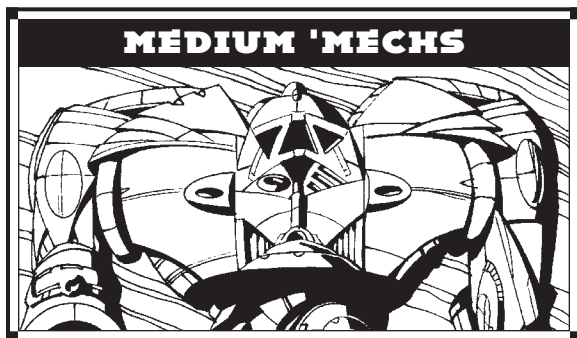
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Tonnage

7

2





Mass: 50 tons

Chassis: Thor-4 Endo Steel

Power Plant: Magna 250

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Odin's Own Model 34z

Jump Capacity: 150 meters

Armor: Norse-34 Ferro-Fibrous with CASE

Armament:

2 Blaze Fire Systems Large Lasers

2 Defiance B3M Medium Lasers

1 TharHes 4 pack Short-Range Missile

1 Defiance B4M Small Laser

Manufacturer: Blue Shot Weapons

Primary Factory: Loxley

Communications System: Tek BattleCom

Targeting and Tracking System: FireScan with IndirecTrack

Overview

The CRB-27 *Crab* was poised to become the standard medium 'Mech of the SLDF when it began walking off the assembly lines in 2719. However, by 2750, less than 1,000 *Crabs* had been deployed. Cosara Weaponries kept promising increased production but never delivered. By 2763, the SLDF's patience had run out, and a request was sent to several weapons manufacturers to propose a replacement. Blue Shot Weapons' innovative design was awarded the contract in 2765.

Ironically, numerous technical issues at the South Fork plant and persistent issues with FireScan prevented Blue Shot from producing the STC-2C in any significant

numbers until 2772. The SLDF began operations to retake the Terran Hegemony worlds from Amaris that year, an excuse apparently used by Blue Shot Weapons to delay shipments until the SLDF provided "up-to-date" shipping information. It would seem that Archon Robert Steiner II may have influenced such "miscommunications," as Blue Shot appeared to have no problems delivering *Starslayers* to Lyrans units engaged in "pacifying" the former Rim Worlds Republic worlds.

After the Amaris Civil War ended, the SLDF straightened out any confusion that might have existed by activating numerous penalty clauses for failure to deliver on their contract. SLDF units began receiving regular shipments of the 'Mech in 2781. However, between the initial delays of Blue Shot Weapons, and several convenient Lyrans storehouses of the STC-2C, numerous remained available for the Lyrans House troops to recover after the Exodus.

Capabilities

The *Starslayer* is superior to the *Crab* in many respects. Odin's Own jump jets allow the *Starslayer* to operate in terrain the *Crab* could not, while also making it more efficient as a raider. It is equipped with similar weaponry but adds a second medium laser and an efficient TharHes 4 pack for close-range combat. CASE is installed to prevent crippling damage should the ammunition explode. Blue Shot saved costs and decreased production time by relying on standard internal structure and fusion engines, while allowing for greater firepower by utilizing double heat sinks. The STC-2C mounted less armor than the CRB-27, but like the *Crab* utilized ferro-fibrous armor to enhance protection. Blue Shot resumed production of the *Starslayer* in 3056, upgrading to the STC-3C, which uses an endo steel frame to allow it to mount even more armor than the *Crab*. Now imported from Richvale, the FireScan, typically used on LRM and SRM carriers, initially appeared incapable of properly handling laser weaponry. New add-on computing modules in the STC-3C and 3D eliminate these issues.

Deployment

The *Starslayer* remains popular to this day, and many units within the LAAF are clamoring to restore their

depleted ranks with this efficient design. Its versatility made the design popular among mercenaries operating in the Periphery and the Chaos March, while the Magistracy of Canopus seems to be going out of its way to acquire its annual orders for additional STC-3Cs. Units on the Clan front are particularly fond of the STC-3D model for its superior long-range capability.

Variants

The original STC-2C model *Starslayer* has not been produced since the Succession Wars, but Blue Shot recently resumed production of an improved STC-3C model, which includes an endo steel skeleton and additional armor. They also provide the STC-3D model, which removes the TharHes 4 pack and a large laser to allow it to deploy an ER PPC. An additional heat sink allows the MechWarrior to deploy this new heavy heat weapon efficiently with his other laser weaponry, while the rear-firing B4M laser is upgraded to a B3M medium laser.

Notable MechWarriors

MechWarrior Janice "Justice" Eckstein: An up-and-coming star of the medium weight class on Solaris VII, Justice's arena career was rudely interrupted by allegations that she took a bribe to throw a match. Her dream shattered, she found solace within the Word of Blake, and she acquired a measure of vengeance when she participated in the invasion of the Game World in June of 3068. Combat dropping on the Allard Cup Charity Tournament, Eckstein and her *Starslayer* accounted for two kills in that initial engagement, and she is now a common sight on the streets of Solaris VII.

MechWarrior Robert Vargas: Piloting one of several *Starslayers* within the Blackstone Highlanders, MechWarrior Vargas is beginning to make a career out of stalking slower opponents and engaging them at range with his large laser and ER PPC. So far, he has tallied up seven kills in this way during the past decade. Several pirate bands operating from The Rack have issued a bounty on his head.

STY-3C STARSAYER

MEDIUM 'MECHS

211

Type: **Starslayer**

Technology Base: Inner Sphere

Tonnage: 50

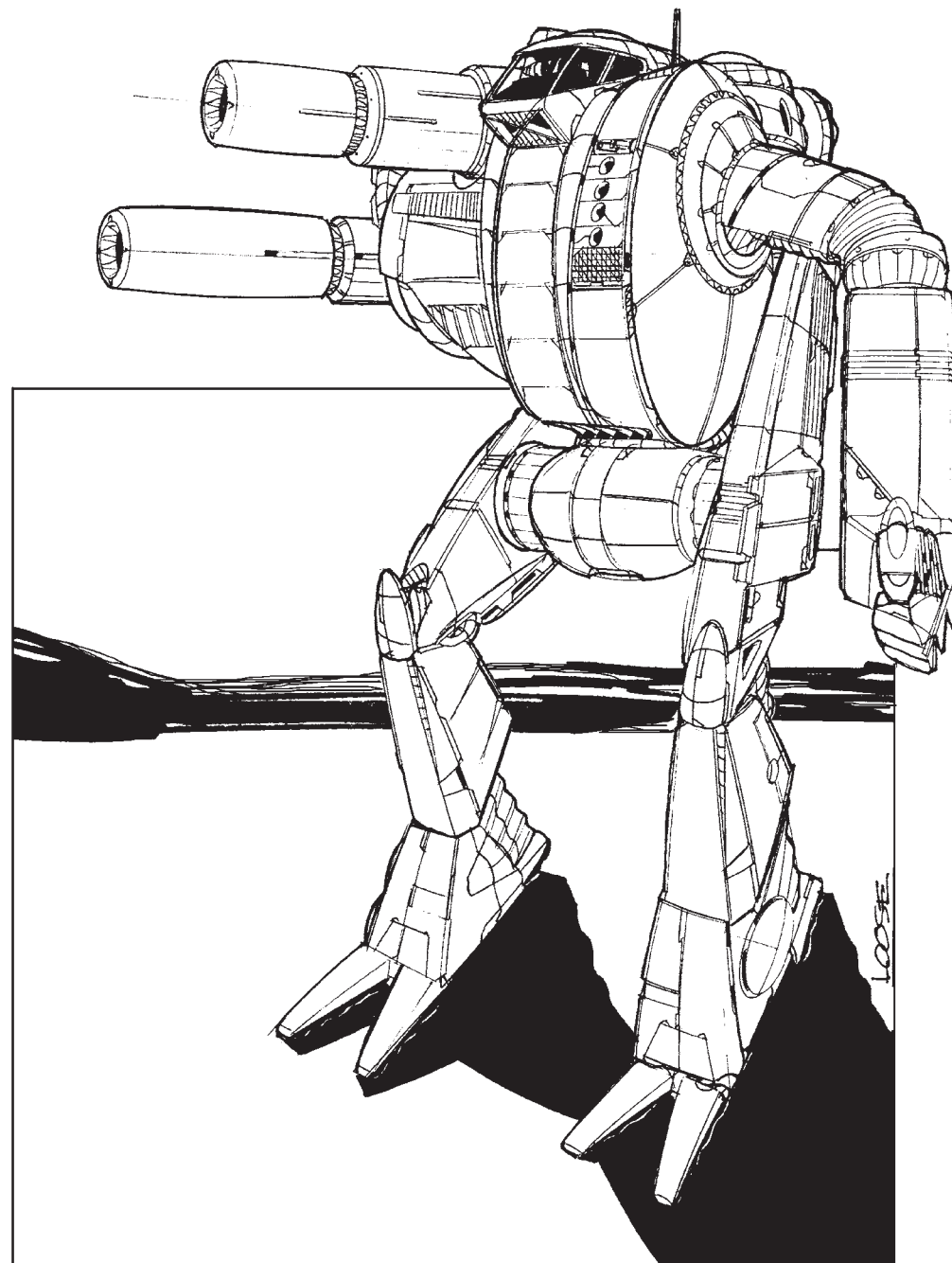
Battle Value: 1,508

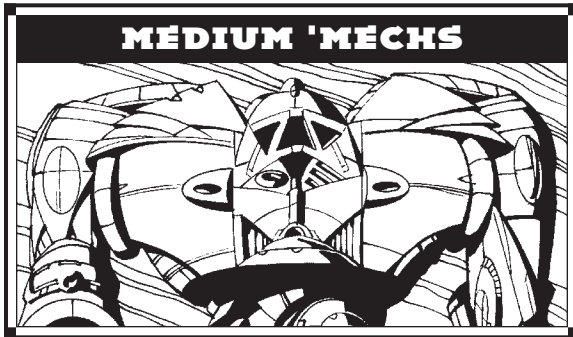
Equipment

Internal Structure:	Endo Steel	Mass
Engine:	250	2.5
Walking MP:	5	12.5
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	169	9.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	26
Center Torso (rear)		6
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
Large Laser	RT	2	5
SRM 4	LT	1	2
Ammo (SRM) 25	LT	1	1
2 Medium Lasers	LT	2	2
CASE	LT	1	.5
Small Laser	H (R)	1	.5
Jump Jet	CT	1	.5
Jump Jets	LT	2	1
Jump Jets	RT	2	1





Mass: 55 tons

Chassis: RAMTech QWT

Power Plant: Nissan 275 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Luxor Load Lifters

Jump Capacity: 150 meters

Armor: Kallon Unity Weave

Armament:

1 Defiance 1001 ER PPC

4 Defiance B3M Medium Lasers

1 Defiance B3L Large Laser

Manufacturer: Blue Shot Weapons, Telfar BattleMechs
(under license)

Primary Factory: Solaris VII, Midway

Communications System: Lynx-shur

Targeting and Tracking System: Cyclops Multi-Tasker 10

Overview

Originally produced for the first Star League by Blue Shot Weapons of Solaris VII, the LNX-9Q Lynx was rendered an endangered species by the technological decline of the Succession Wars. When Solaris VII factories were leveled during a House Marik raid in 2928, the surviving Lynxes soon found themselves cannibalized for parts, and the line became extinct. But in 3056, the Lynx returned from the dead when the first of the new machines rolled off the rebuilt Blue Shot factory lines.

Capabilities

A dedicated striker, the Lynx features a powerful all-energy weapon load and ground speed capable of keep-

ing up with almost any BattleMech over 40 tons, with jumping capability to negotiate most battlefield obstacles. With eleven tons of armor—the maximum possible for its size—this BattleMech can even hold its own against comparable Clan 'Mechs in the field, a factor that combines with its far-reaching, ammo-free payload to make it a favorite for its commanders and a preferred target for its foes.

Deployment

Owing to Blue Shot Weapons' traditionally low rate of production, the Lynx saw only a limited deployment over the first few years after its re-introduction. A license agreement with Telfar BattleMechs of Midway in the Draconis Combine, however, made it possible to boost production numbers as this 'Mech regained its former popularity. By 3067, both Blue Shot and Telfar were enjoying brisk Lynx sales, and today, several of the best-equipped regular and mercenary commands in the Lyrn Alliance and the Draconis Combine field at least one or two Lynxes.

Variants

In production today, and offered by Blue Shot Weapons and Telfar BattleMechs, respectively, are the 9R and 9C versions of the Lynx, both of which focus on swapping the right torso large laser for a different weapon system. The 9R model replaces this laser with a RAMTech 1200X ER version and mounts this weapon in the left arm, while the 9C swaps the large laser with a pair of Guided Technologies Streak-2 SRM launchers and two tons of ammunition.

But often overlooked among the Lynx variants is the unofficial low-tech version that debuted as a result of the decline in technology during the Succession Wars. This version mounts a standard engine and single heat sinks, but maintains the same land speed and almost the same armor protection of the original. To account for the engine weight increase needed to maintain its speed, technicians were forced to remove the Lynx's jump jets as well as both torso-mounted medium lasers, and to downgrade the ER PPC to a standard large laser. Even with these modifications, the so-called 8Q model lost a ton of armor in the conversion, and was understandably far less popular than its original design.

Notable MechWarriors

Leutnant Jason Bouchard: As part of a strike lance in the First Bolan Jaegers, Bouchard earned himself a commendation for valor from Margrave Richard Steiner at the battle for Cavanaugh II during the FedCom Civil War. Though the commendation came well-earned—Bouchard had personally accounted for five kills with his LNX-9R Lynx, including a *Cataphract* from the Forty-second Avalon Hussars—Steiner's summary execution of Jaegers commander Megan O'Heron in the face of her calls to seek a cease-fire with allied forces prompted Bouchard to join the legions of those who defected when the battle turned against the Loyalist forces.

In the wake of the Civil War, Bouchard was allowed to return to his post with a full pardon, but his devotion to the LAAF has been called into question several times. In the fighting between Bolan and Skye forces against the Free Worlds League, Bouchard regained his commanders' trust when he and his Lynx covered a fighting withdrawal from Colfax during the League's counterattack, claiming a *Cerberus* among his latest kills.

Type: **Lynx**

Technology Base: Inner Sphere

Tonnage: 55

Battle Value: 1,725

Equipment

Internal Structure:

Engine: 275 XL

Walking MP: 5

Running MP: 8

Jumping MP: 5

Heat Sinks: 15 [30]

Gyro: 3

Cockpit: 3

Armor Factor: 185

Internal
Structure

Head 3

Center Torso 18

Center Torso (rear) 8

R/L Torso 13

R/L Torso (rear) 6

R/L Arm 9

R/L Leg 13

Mass

5.5

8

5

3

3

12

Armor
Value

9

28

8

20

6

18

26

Weapons and Ammo

ER PPC RA

2 Medium Lasers LA

Medium Laser LT

Medium Laser CT

Large Laser RT

Jump Jet CT

Jump Jets LT

Jump Jets RT

Location

Critical

Tonnage

3

2

1

1

2

1

2

2

7

2

1

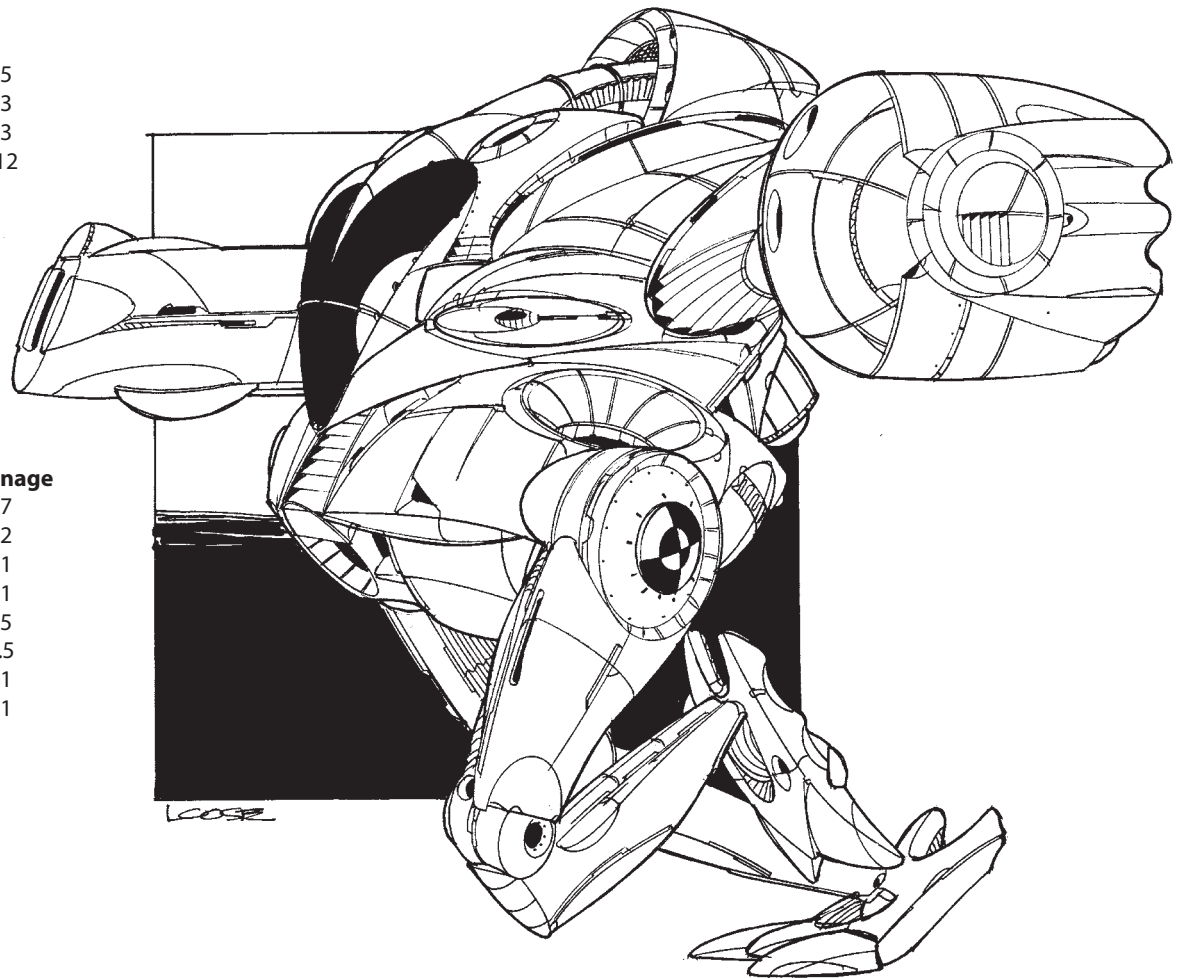
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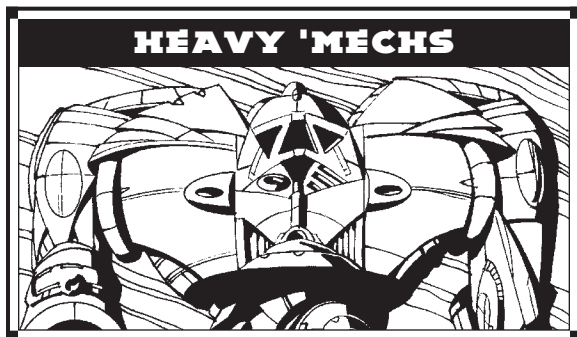
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Mass: 65 tons

Chassis: GM Heavy CVA

Power Plant: GM 260 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Special Heavy

Armament:

2 Defiance B3L Large Lasers

2 ChisComp 39 Medium Laser

1 Poland Main Model A Gauss Rifle

Manufacturer: General Motors, Blue Shot Weapons
(under license)

Primary Factory: Kathil, Solaris VII

Communications System: TharHes Thalia HM-22

Targeting and Tracking System: Salamander Systems
CommPhase Unit

Overview

First produced by the General Motors plant on Kathil for the SLDF in early 2766, the *Cestus* was in continuous production until CCAF forces destroyed the Kathil plant at the beginning of the Second Succession War. The SLDF's original design specifications for the medium fire-support BattleMech that became the *Cestus* called for two PPCs, two large lasers, and a brace of medium pulse lasers. However, the heat sinks available at that time were not up to dissipating the tremendous temperatures that combination of weapons generated. The design team

developed a prototype based on the powerful Gauss rifle, giving it three tons of ammunition. Despite the loss of the PPCs and the downgrading of the pulse medium lasers to standard models, the SLDF evaluators were impressed with the redesign's power and versatility and approved the *Cestus* for full production.

Capabilities

The new generation of *Cestus* BattleMechs introduced in the last decade is powered by GM's efficient 260 XL engine, giving it a top speed of 64 kph—a rating many consider on the slow side for a 'Mech at the light end of the heavy spectrum. However, the weapons mix mounted by the *Cestus* makes it a deadly adversary at any distance. The massive torso-mounted Poland Gauss rifle allows it to deliver devastating damage at range. Large and medium lasers mounted in each arm back up the Gauss rifle. For contact-range combat, the *Cestus* retains both of its hand actuators, capable of gripping or striking an opponent as necessary.

Deployment

For some reason, the *Cestus* has not proven popular with AFFS units in the Draconis March, though General Motors has made every effort to ensure each major command has at least one. Conversely, the *Cestus* is deployed throughout the Capellan March and in the rimward Combat Zones of the Crucis March. Though the *Cestus* has appeared in mercenary units such as the Broadsword Legion and the Illician Lancers, GM has not sold 'Mechs directly to any market other than the AFFS.

Cestus BattleMechs manufactured by Blue Shot can be found in every Lyran Alliance unit along its border with the Jade Falcons, with the Fourth Lyran Regulars apparently very fond of the design. Blue Shot has also sold *Cestus* 'Mechs to such diverse mercenary groups as the Kell Hounds and the Dioscuri (it is variously rumored the latter command received either a substantial discount or had their purchase underwritten by an undisclosed benefactor). In 3063, Archon Katherine gifted the Mobile Fire mercenary command with a mixed lance of *Cestus* 6Ys and 6Zs.

Variants

The *Cestus* 6Z variant is a return to the original SLDF specifications, made possible by double heat sink technology. The 6Z deletes the Gauss rifle and ammunition in favor of two arm-mounted PPCs and four additional double heat sinks, and it is very popular with commands on the Periphery, which must often go for long periods without resupply of consumable ammo.

Blue Shot Weapons has been reportedly developing a close-combat version and toward that end is experimenting with various torso-mounted autocannon configurations. Whether such a design is viable—or has a market beyond the arenas of Solaris VII—remains to be seen.

General Motors of Kathil has abandoned efforts to develop a jump-capable variant.

Notable MechWarriors

Leftenant Isadora Patel: Units of the Islamabad CMM's Second Battalion were engaging in field maneuvers—and a goodwill tour of sorts—along the rimward border of the Islamabad Combat region in the spring when their First and Third Companies found themselves in the middle of an apparent pirate raid on Cohagen. It was later learned that Colonel Teresa Daniels had in fact led a mixed battalion of her inexperienced Third Taurian Lancers on a “blooding” mission, expecting to find only the planetary militia in place. The battle for Cohagen between equally inexperienced forces out of their depths quickly devolved into a series of missteps and overreactions which would have been comic but for the extensive collateral damage to the civilian infrastructure. Daniels made an error that could have been tragic when she mistook a Hindi Ashram for a concealed military base and ordered a strike in force. Neither Leftenant Patel nor any of her lance had ever been in combat, but nonetheless, with no backup available they took position astride the narrow valley leading to the commune. In two hours of furious fighting, they held the mixed company at bay until Daniels discovered her error and recalled them. Leftenant Patel accounted for two Plainsman tanks, a *Vindicator*, and a *Guillotine*.

Type: **Cestus**

Technology Base: Inner Sphere

Tonnage: 65

Battle Value: 1,701

Equipment

Internal Structure:

Engine: 260 XL

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 12 [24]

Gyro: 2

Cockpit: 3

Armor Factor: 211

Internal
Structure

Armor
Value

Head 3

Center Torso 21

Center Torso (rear) 10

R/L Torso 15

R/L Torso (rear) 8

R/L Arm 10

R/L Leg 15

Mass

6.5

7

2

3

3

13.5

Weapons and Ammo

Location

Critical

Tonnage

Gauss Rifle RT 7 15

Ammo (Gauss) 16 RT 2 2

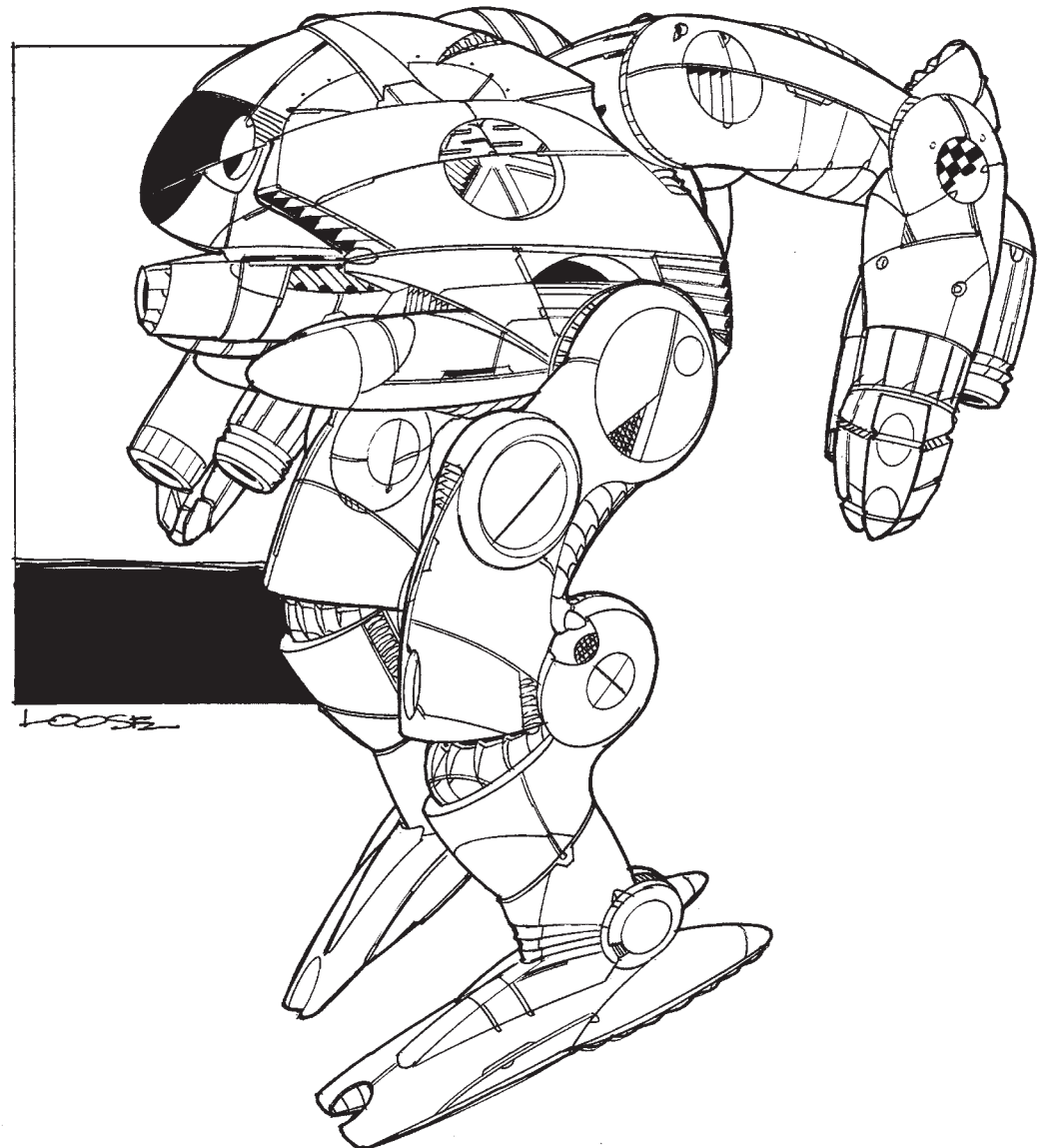
Ammo (Gauss) 8 CT 1 1

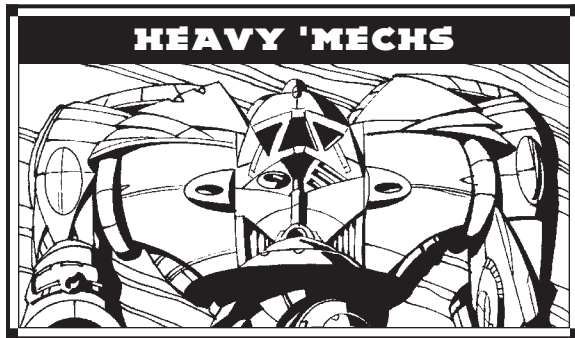
Medium Laser RA 1 1

Medium Laser LA 1 1

Large Laser RA 2 5

Large Laser LA 2 5





Mass: 70 tons

Chassis: Corbine 1

Power Plant: Ford 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Pribak 9000 with CASE

Armament:

1 Grizzard Model 200 Gauss Rifle

1 Ingrid Systems LRM-20 Missile Rack

1 McArthur Anti-Missile System

Manufacturer: Yankee Weapons Systems, Skobel
MechWorks, and Independence Weaponry

Primary Factory: New Earth, Terra, and Quentin

Communications System: Faulk 203 Comset

Targeting and Tracking System: KBC Starsight Model QTA1

Overview

The *Excalibur* first appeared in SLDF units after Yankee Weapons introduced the new 'Mech in 2620. Designed to deliver long-range firepower, the *Excalibur* featured the powerful Gauss rifle extending through a false hand, appearing as a sword on the 'Mech's right arm. The 'Mech's resemblance to a medieval knight led to its name.

Capabilities

The *Excalibur* is one of the fastest 'Mechs in its weight class, thanks to its powerful XL engine. A Grizzard Gauss rifle (a robust and accurate weapon), an LRM-20 rack, and

an Artemis IV fire-control system constitute the 'Mech's long-range armament.

As a long-range fire-support 'Mech, the *Excalibur* only carries seven and a half tons of armor. The *Excalibur*'s light protection keeps it out of close quarter combat and forces the 'Mech to withdraw after suffering several hits. Pundits argue the light armor is a serious design flaw; Yankee Weapons counters the criticism by pointing out close combat isn't the *Excalibur*'s intended niche. They further contended the 'Mech's anti-missile system provides ample protection against incoming missiles.

The *Excalibur*'s performance during Operation SMOTHER proved the 'Mech a valuable asset. Records showed units equipped with the *Excalibur*, when used in conjunction with other 'Mechs, had a higher kill ratio compared to other SLDF heavy 'Mech units.

Deployment

The Com Guards field a large number of *Excaliburs*, and many mercenary commands, including Rhonda's Irregulars, also deploy the design. After Terra fell to the Word of Blake, Blakist divisions received those units destined for the Com Guards.

Variants

Only two known variants—EXC-B2 and EXC-C1—were operational, until recently. During the Blakists' invasion of Outreach, a new variant appeared. This configuration—EXC-D1—radically departed from the original design intent. The D1 is equipped with a RAC 5, two ER medium lasers and a single streak SRM-6. Reportedly, this variant's fire is extremely accurate, and the unit works well in a Level II force. Intel analysts believe the 'Mech is equipped with a targeting computer and C³i. The 'Mech is heavily armored and is believed to use endo steel to carry the weight, along with double heat sinks so it may run cool. It retains CASE to protect the autocannon ammo, and also mounts jump jets.

ComStar lost their source of *Excaliburs* until mid-3067 when they inked a deal with the Combine's Independence Weaponry. The Com Guards and the DCMS field their own new variant, the EXC-CS. This configuration replaced the Gauss rifle with a Lord's Light ER PPC, and it retains the LRM-20 with Artemis and three tons of ammunition.

Complementing the long-ranged weapons are four ER medium lasers. A targeting computer supports the direct fire weapons. The variant uses endo steel and is protected by thirteen and a half tons of armor with CASE. Twelve double heat sinks and TSM help control the heat generated by the EXC-CS.

Notable MechWarriors

Captain Nicole Doles: A member of the Broadsword Legion, she pilots an *Excalibur* EXC-D1. During massive attack on Outreach by two Blakist divisions, her command turned on the Wolf Spiders and all but annihilated the Dragoon unit. Captain Doles was credited with killing four Dragoon 'Mechs before events spiraled out of control and into the abyss on Outreach.

When the nuclear and orbital bombardment commenced, Captain Doles decided it was time to leave. She led the remainder of her company to commandeer a DropShip and escaped during the confusion. She reportedly told a Dragoon survivor that she wasn't going to be party to this kind of destruction.

Adept Conrad Dobson: Adept Dobson originally piloted a *Warhammer* during the Battle of Tukayyid, but that was lost when he fought against the Ghost Bears. He received a new *Excalibur* after he recovered from his wounds on Terra. Stationed in North America when the Blakists attacked, his command fought a guerrilla war until they finally made it off world when the evacuation was ordered; once again, his 'Mech was shot out from underneath him.

After recovering from wounds suffered on Terra, Dobson received another *Excalibur* and participated in the destruction of the Smoke Jaguars as part of Task Force Serpent. During the assault on Huntress, Dobson used his *Excalibur* to destroy a number of Jaguar 'Mechs. Dobson and his 'Mech survived to see fighting during the FedCom Civil War.

During the Jade Falcon Incursion his luck ran out, and he lost his 'Mech again. After the war, the Com Guards awarded him their highest honor for valor. He received a new EXC-CS, which he piloted while stationed on Tukayyid. Adept Dobson was listed as MIA after the Blakists pummeled the planet with orbital bombardments.

Type: **Excalibur**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,533

Equipment

Internal Structure:

Engine: 350 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 11

Gyro: 1

Cockpit: 3

Armor Factor: 120

Internal
Structure

Armor
Value

Head 3

Center Torso 22

Center Torso (rear) 5

R/L Torso 15

R/L Torso (rear) 5

R/L Arm 11

R/L Leg 15

Mass

7

15

1

4

3

7.5

9

16

5

14

5

13

13

Weapons and Ammo

Location

Critical

Tonnage

Gauss Rifle RA 7 15

Ammo (Gauss) 16 RT 2 2

LRM 20 LT 5 10

Artemis IV FCS LT 1 1

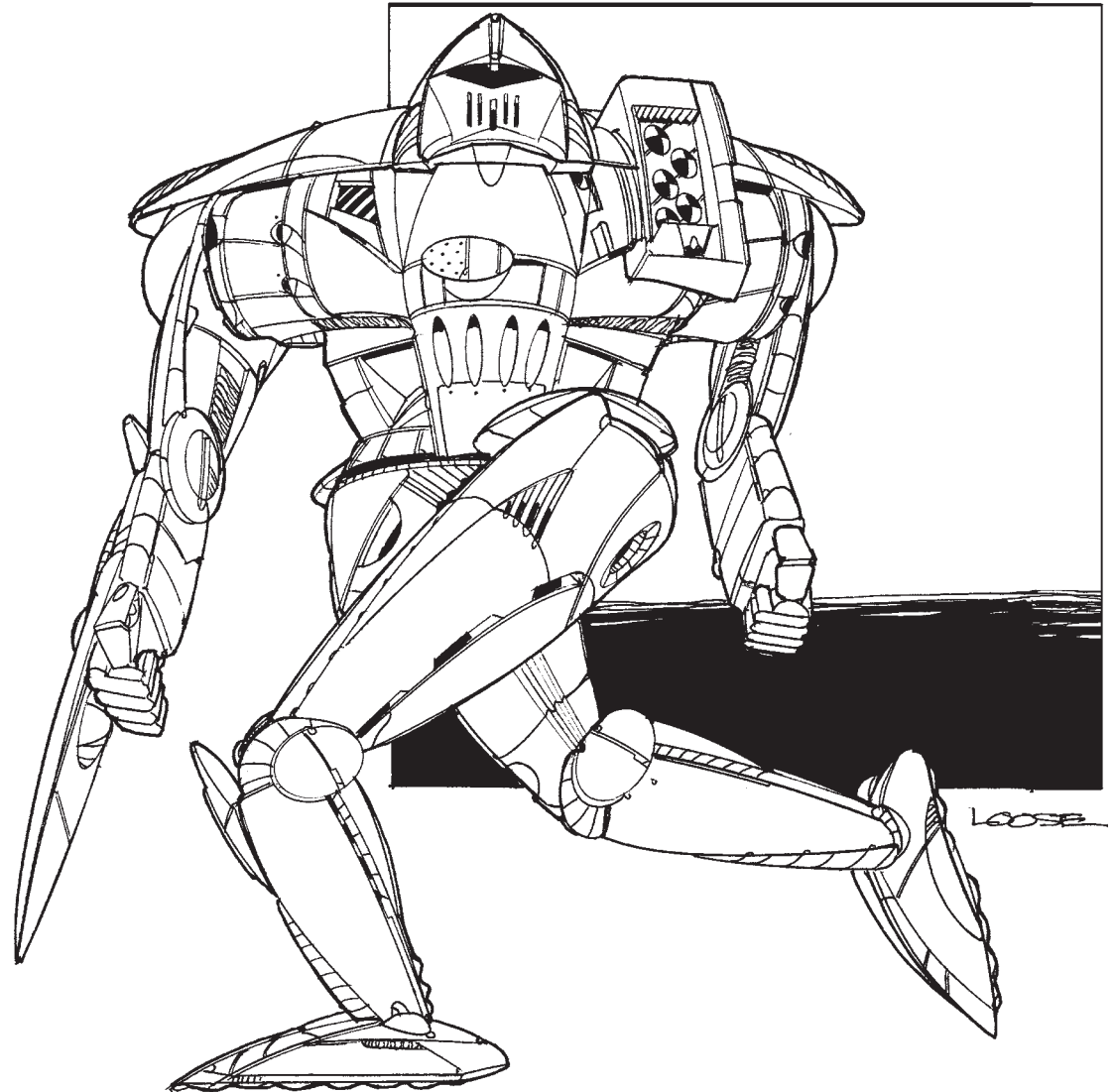
Ammo (LRM) 12 LT 2 2

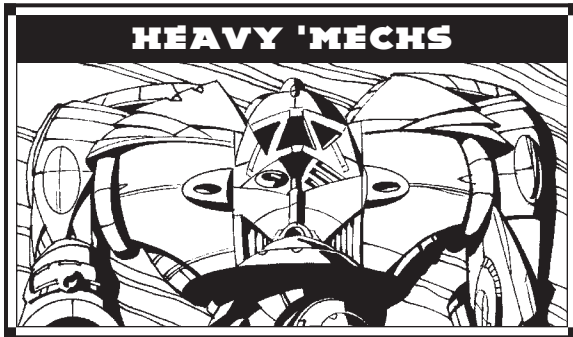
Anti-Missile System CT 1 .5

Ammo (AMS) 12 CT 1 1

CASE LT 1 .5

CASE RT 1 .5





Mass: 70 tons

Chassis: Dennenbach-Mitchell Mark IV

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: MV Ferro-Fibrous with CASE

Armament:

- 1 Deathgiver Autocannon/20
- 1 Blankenburg ER Large Laser
- 2 Blankenburg Medium Pulse Lasers
- 1 Dinattech Mark III Small Laser

Manufacturer: Mitchell Vehicles

Primary Factory: Terra

Communications System: Domman Echo II

Targeting and Tracking System: Wayne Marksman

Overview

When it was unveiled in 2621, the *Shootist* was intended to be a command 'Mech in the SLDF's Royal BattleMech regiments stationed within the Terran Hegemony. However, ten years later it was eclipsed in that role in both Line and Royal regiments by the *BattleMaster*. Despite this, the Star League Army continued to order *Shootists*, for it had proven to have a fine balance of speed and weaponry. Judging it to be the perfect 'Mech to provide maximum firepower for heavy lances engaged in close combat, the *Shootist* remained in service with many Royal formations. Like their SLDF predecessors, modern-day *Shootist* pilots routinely seek the largest opponent on the battlefield and engage it as quickly as possible.

Capabilities

The *Shootist* was designed to provide maximum armor protection rather than firepower, a consideration that stems from the design's initial role as a battlefield command platform. The 'Mech carries twelve tons of ferro-fibrous armor on a standard frame. Every location is well armored, though a single concentrated salvo can breach the rear torso.

Although firepower was not the top priority of the *Shootist*'s designers, the 'Mech carries a respectable array of weapons. While the Deathgiver autocannon is a devastating weapon at close range, experts see the Blankenburg extended-range large laser as the *Shootist*'s true claim to fame. Accurate at all ranges, the weapon can savage an opponent as the 'Mech closes the distance. Two medium pulse lasers and a head-mounted small laser round out the arsenal. Pulse technology had only recently been perfected when the *Shootist* went into production, and the 'Mech's designers took full advantage of it.

The combination of a standard engine and CASE allows the *Shootist* to survive a catastrophic ammunition explosion that would cripple or destroy most other Star League designs.

Deployment

Though it has existed for centuries, the *Shootist* never appeared in great numbers. Even during the height of production, construction of this 'Mech barely kept up with combat losses, and few survived the Succession Wars—save those in ComStar's storage bays or Clan Brian Caches.

ComStar (and the Word of Blake) deploy the *Shootist* almost exclusively with heavy and command Level IIs. Particularly paranoid commanders have been known to attach a *Shootist* to their personal battlefield bodyguard. The SLDF discovered that *Shootists* work well together, but their limited availability now prohibits such concentrations.

The brutal fighting on Tukayyid took a heavy toll on ComStar's *Shootists*, and the schism that formed the Word of Blake further depleted their numbers. The violent clashes between Com Guard and Blakist forces in the Chaos March have only served hasten the end for this classic Star League

design. There are now less than fifty *Shootists* remaining in the Inner Sphere, and unless the Word of Blake's production can keep up with losses, experts predict that the current conflict will be the redoubtable *Shootist*'s last.

Variants

Several of the surviving *Shootists* have been upgraded with a C³i. Replacing the medium pulse lasers with ER medium lasers and removing the small laser allows a C³i unit to be mounted in the right torso. Most of these modified 'Mechs retain the autocannon, though a few have replaced the large weapon with a Gauss rifle. This second modification requires the removal of a heat sink.

Notable MechWarriors

Adept Mathew Kincade and Adept Simon Kincade:

Serving with the Fourth Division, these identical twins were the inspiration for the masterful deception designed to keep ComStar ignorant of the Word of Blake Militia's true strength. In field exercises, the brothers used their rare and distinctive *Shootists* (both bearing the same identifying markings) to confuse their opponents as to the actual size and location of the command to which they were attached. Precentor Martial Cameron St. Jamais was so impressed by the effectiveness of the ruses the Kincades executed that he formulated the Blakists' build-up around the same concept.

By building duplicate Level III formations, St. Jamais was able to secretly expand all of his Divisions to a full strength of six Level IIIs each. While Inner Sphere intelligence agencies had some success at discovering a build-up was indeed underway, they failed to detect that many of the Divisions—their component Level IIIs scattered across the Terran system and the Chaos March—were as much as forty percent bigger than they expected.

With Mathew serving in Blake's Messengers III-beta, and Simon assigned to the (previously unknown) Keepers of the Gates III-beta, the Fourth Division participated in operations against the Com Guard's Eighty-third Division (White Cyclones) on Tall Trees as the Blakists overwhelmed the Com Guards stationed in the Chaos March.

ST-8A SHOOTIST

HEAVY 'MECHS

219

Type: **Shootist**

Technology Base: Inner Sphere

Tonnage: 70

Battle Value: 1,507

Equipment

Internal Structure:

Engine:	280
Walking MP:	4
Running MP:	6
Jumping MP:	0
Heat Sinks:	13 [26]
Gyro:	
Cockpit:	
Armor Factor (Ferro):	215

Mass

7
16
3
3
3
12

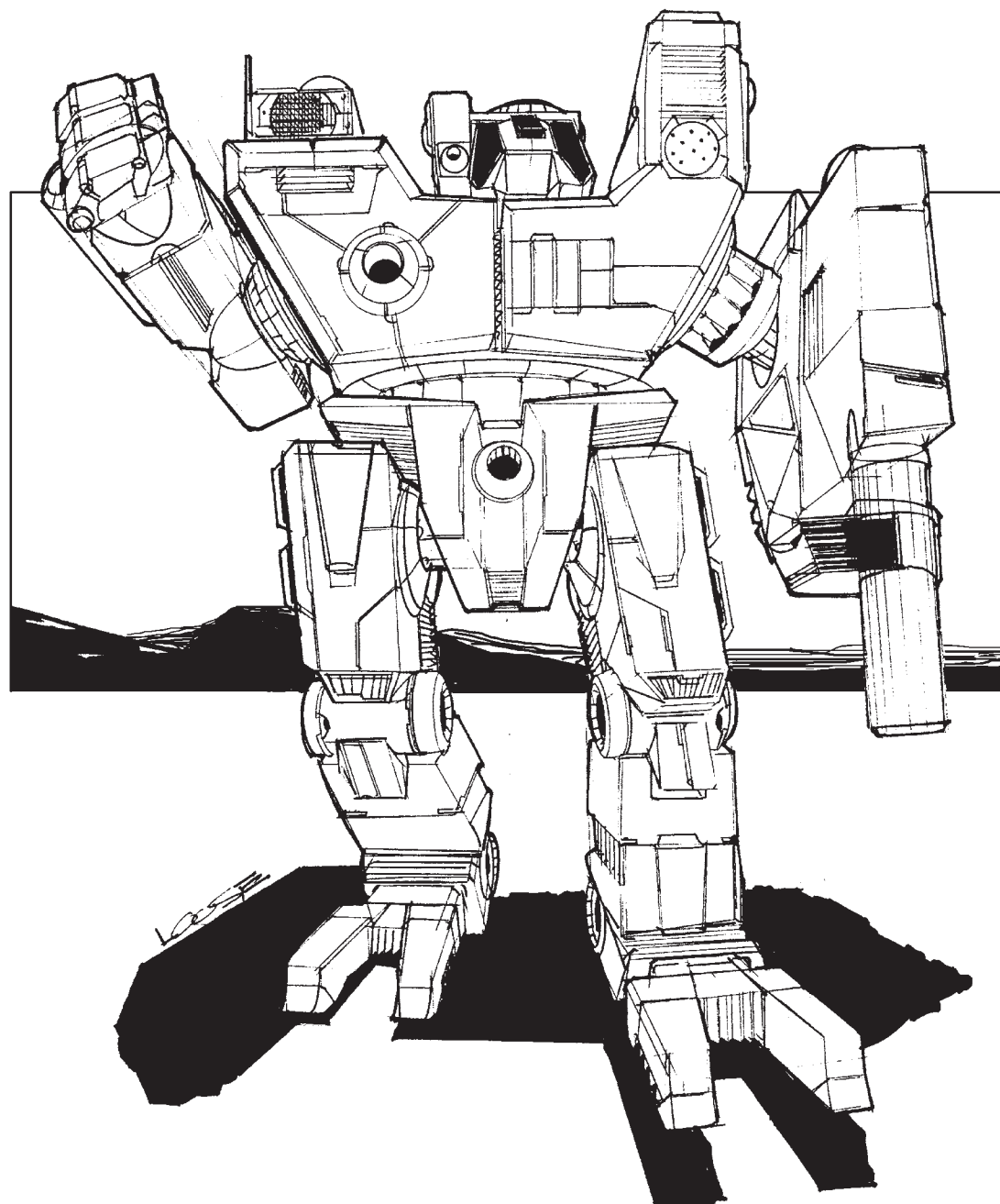
Internal Structure

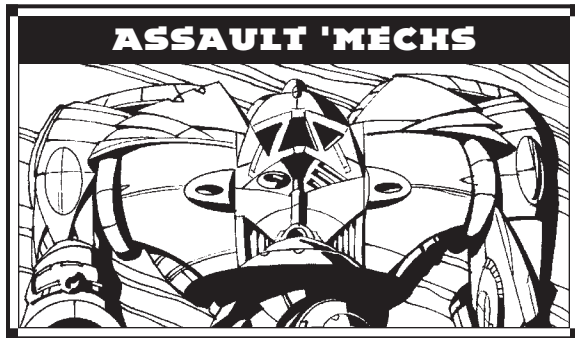
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	24
R/L Torso (rear)		5
R/L Arm	11	22
R/L Leg	15	30

Armor Value

Weapons and Ammo

	Location	Critical	Tonnage
AC/20	LA	10	14
Ammo (AC) 10	LT	2	2
CASE	LT	1	.5
ER Large Laser	RT	2	5
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	CT	1	2
Small Laser	H	1	.5





Mass: 80 tons

Chassis: Geometric 500 Hard Core

Power Plant: Dantrus 400 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Strasbourg Armaments 206 Diamond Weave

Armament:

- 1 Kinslaughter H-Class ER PPC
- 3 Blankenburg Medium Pulse Lasers
- 2 Holly SRM Streak Missile Racks
- 1 McArthur Anti-Missile System

Manufacturer: Martinson Armaments

Primary Factory: Terra

Communications System: Blow 300 SNA Net

Targeting and Tracking System: Scope 40 RNDST with TAG

Overview

In the face of increasing Periphery unrest, the first SLDF was forced to redeploy ever-greater numbers of troops in an attempt to maintain order. Worse, a growing number of incidents demonstrated that the Regular Army was in danger of losing the technological edge it had enjoyed since the formation of the Star League. Little did the League know that Stefan Amaris was secretly aiding the Periphery dissidents in order to draw off the bulk of the Terran Hegemony's defenders.

Under General Aleksandr Kerensky's direction, the high command invited tenders for advanced weapon designs. Martinson Armaments answered the requirement for a fast assault 'Mech with their SPT-N2 *Spartan* design.

Capabilities

Learning from Wells Technologies' mistakes with the CGR-1A1 *Charger*, Martinson Armaments produced a design for a fast assault 'Mech which compromised neither on weaponry nor protection. With an XL power plant, the *Spartan* could achieve top speeds of over 85 kph, yet still mount a formidable fourteen tons of armor. Likewise, an extended-range PPC backed by three medium pulse lasers and two SRM-2 Streak missile racks provided the kind of punch the SLDF needed. The *Spartan* was an obvious candidate to serve as a platform for a TAG system, allowing it to perform as a highly effective artillery spotter.

Mounted low in the torso, the McArthur anti-missile system proved prone to jamming when the 'Mech ran or performed torso twists. Centuries later, the Com Guard rediscovered this problem during the historic battles on Tukayyid. ComStar technicians finally resolved the issue by moving the system higher up in the right torso.

Deployment

Entering full production just before the Amaris Coup, Martinson Armaments' manufacturing plant was destroyed by Rim Worlds troops during the takeover of Terra. Perhaps two hundred survived the ensuing Civil War, with fifty accompanying General Kerensky into exile. The grinding attrition of the Succession Wars removed the *Spartan* from the battlefield—or so people believed. The design resurfaced in the ranks of the Com Guards, with nineteen surviving the bloodbath on Tukayyid. Twelve of these remain in service with ComStar, while seven more fell into the hands of the Word of Blake.

Following the Word's capture of Terra, the Martinson Armaments facility was repaired and is once again producing small numbers of *Spartans*. Many of these machines have been involved in the recent fighting in the Chaos March.

Several mercenary commands have been seen operating a handful of *Spartans*. Four are in the possession of Rhonda's Irregulars, which began to field Star League-era equipment in 3037. Conflicting rumors suggest that the Irregulars either discovered forgotten SLDF supplies or somehow absconded with Com Guard equipment. The Black Heart Roses and Blackstone Highlanders also field *Spartans*—probably reconditioned relics from the Succession Wars.

The revitalized Knights of St. Cameron have added a single *Spartan* to their ranks. Its origins, like that of the Knights' other Star League-era equipment, remains a mystery, but has since sparked rumors that an unknown manufacturing center is producing the *Spartan* once more.

Variants

Of the *Spartans* manufactured, approximately one quarter were the SPT-NF variant. Dropping the TAG system, this version mounts CASE in left and right torsos.

Several Com Guard *Spartans* have been modified to carry C³i systems in place of the temperamental AMS. In addition, ER medium lasers replace the pulse weapons and three additional heat sinks are installed. The Word of Blake has made similar modifications to *Spartans* serving along-side C³i equipped units.

Notable MechWarriors

Sharonus Wayne: Formally a member of the Nineteenth Lyran Guards, Sharonus Wayne unexpectedly received a highly unusual transfer to Snord's Irregulars after abandoning her post to search for the antique dolls that are her passion. Since joining the Irregulars in 3035, Wayne has served in the Command Lance, first at the controls of a vintage *Clint*, and then in the cockpit of the *Spartan* she has named "the Atomic Doll."

During the War of 3039, Sharonus Wayne adopted a tradition of leaving a calling card in the cockpit of each BattleMech she has bested in combat—a headless doll.

Demi-Precentor Edmund Rydz: Commander of what is left of the Phantoms III-gamma, Rydz is also the senior surviving officer from the Eighty-third Division (White Cyclones). Attacked by a superior Blakist force on Tall Trees, it fell to Rydz to lead the breakout from the besieged city of Helena in his *Spartan*.

Using the speed of his rare BattleMech, Rydz kept his troops together, offering encouragement and support. Always in the thickest of the fighting, he sorely tested his assault 'Mech's heavy armor. The last to board the waiting DropShips, Rydz's *Spartan* was stripped of armor and missing an arm—but was otherwise operational.

Type: **Spartan**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,605

Equipment

Internal Structure:

Engine: 400 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 13 [26]

Gyro: 3

Cockpit: 3

Armor Factor: 224

*Internal
Structure*

Head 3 9

Center Torso 25 31

Center Torso (rear) 12

R/L Torso 17 26

R/L Torso (rear) 8

R/L Arm 13 26

R/L Leg 17 26

Mass

8

26.5

3

4

3

14

*Armor
Value*

Weapons and Ammo

ER PPC LT 3

3 Medium Pulse Lasers RA 3

2 Streak SRM 2 CT 2

Ammo (Streak) 100 LT 2

Anti-Missile System RT 1

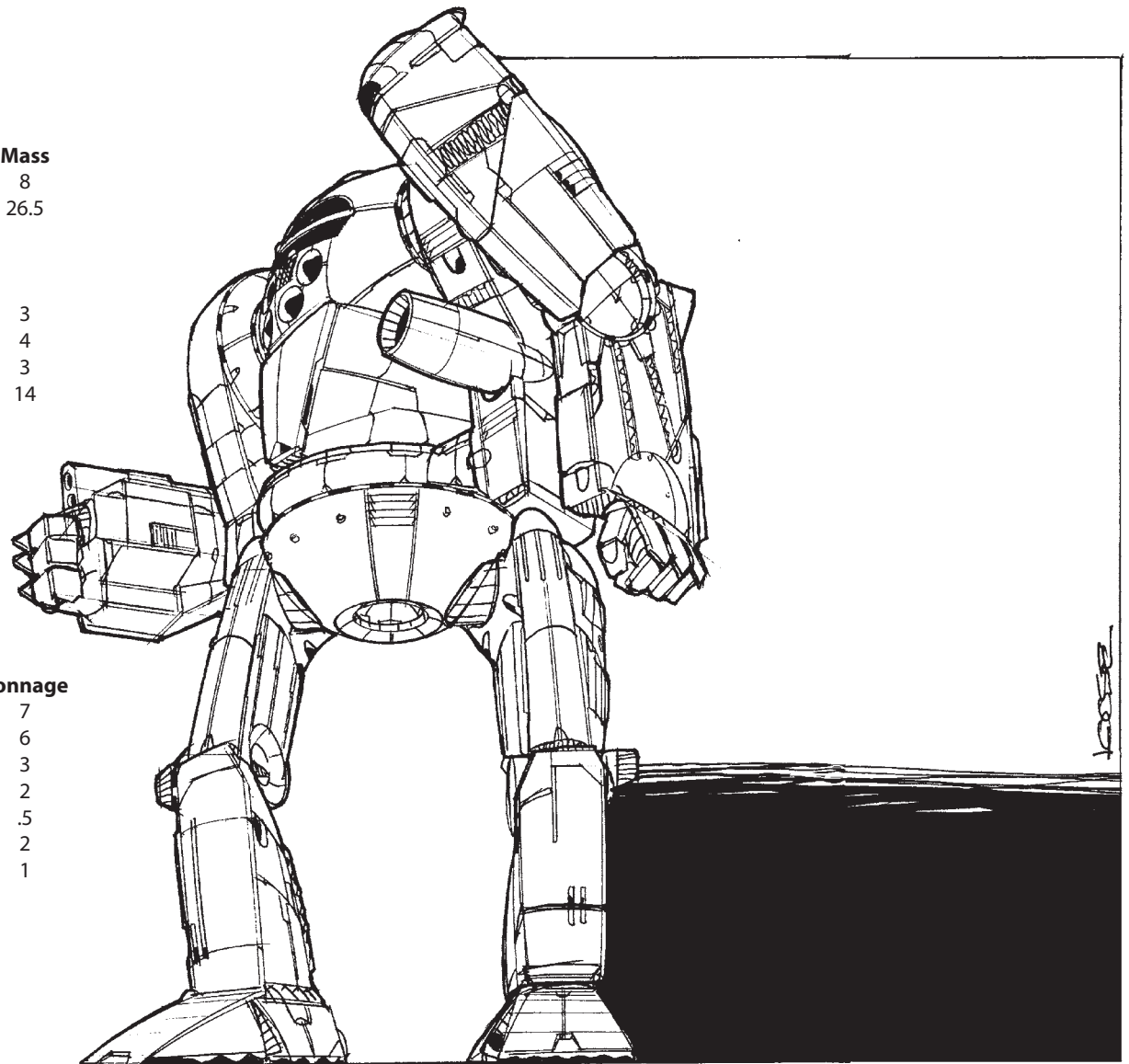
Ammo (AMS) 24 RT 2

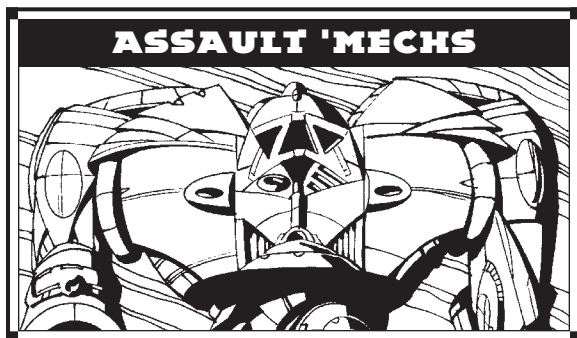
TAG LT 1

Location

Critical

Tonnage





Mass: 80 tons

Chassis: Ford CVX 21

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Leviathan Plus

Armament:

1 HellStar Particle Projection Cannon

1 Defiance B3L Large Laser

1 Pontiac Light Class 5 Autocannon

3 Hellion-b II Medium Lasers

Manufacturer: Stormvanger Assemblies Unlimited

Primary Factory: None

Communications System: Basix 200

Targeting and Tracking System: Rander Crosshairs

Overview

While less than 300 *Strikers* were known to survive after the STC production facility was destroyed in 2867, at one point it was one of the most common assault 'Mechs within the SLDF. It gained that distinction by being the first assault 'Mech commissioned by the SLDF Quartermaster Command for specific use with non-Terran Hegemony SLDF forces. While all the Houses fielded assault 'Mechs by the time of the *Striker's* debut in 2571, these relatively scarce BattleMechs were assigned only to the most prestigious units, or to the highest ranking nobles or officers in a House. As such, very few were assigned to the SLDF. Terran Hegemony units, however,

were equipped with some of the most powerful and advanced assault 'Mechs in existence, and as such their relative firepower was disproportionate to that of House SLDF units. To remedy that tactical deficiency as much as gain political capital, First Lord Ian Cameron ordered full-scale production of the *Striker*, and the unit quickly began swelling the ranks of the SLDF. The addition of a purpose-built and capable assault 'Mech to their donated units gained the anticipated good-will, and many historians assign partial credit to the *Striker* for helping cement the Star League and convince the Houses to donate more units to the SLDF.

When technological advances allowed the Star League to build larger and more capable assault 'Mechs in a cost-efficient manner, the *Striker* quickly found itself relegated to second-line duty. Most were deployed among militia units in the Rimward section of the Hegemony.

Capabilities

The *Striker* compared very favorably to its assault-class contemporaries, such as the *Victor* and *Emperor*. Its success stemmed from the Pitban 320 fusion engine, which provided maneuverability comparable to many medium 'Mechs. Its HellStar PPC coupled with the Pontiac Light AC provides excellent ranged firepower, supported by the Defiance B3L large laser at closer range. At point-blank range, the *Striker* can rely on three Hellion-b II medium lasers. The arrangement of the PPC, large laser, and autocannon provides a large amount of firepower at respectable ranges, although many MechWarriors have desired more than fifteen heat sinks to help them maintain their rate of fire. Many believe that the Capellans received the inspiration for their MAD-3L *Marauder* from facing and using many *Strikers*, and intending to remedy the heat problems faced by the STC.

Deployment

Most of the current day *Strikers* are deployed among Steiner and Liao units. Whereas the former deploy them in defensive roles, the Capellan *Strikers* not only operate in frontline units, but many have also received a field upgrade. It is this frontline status that has pitted many of them against Davion and, more recently, Word of Blake

formations, where the ancient design continues to perform well when faced with either recent constructions or designs first conceived five centuries ago.

Several other *Strikers* can be found among the armed forces of House, pirate, and mercenary alike, but never in any significant concentration.

Variants

The Liao variant, known as the STC-2D, replaces the overtaxed heat sink array with a far more efficient arrangement of twelve double strength heat sinks. The reduction in weight has allowed the Capellans to upgrade the unit's armor and replace the lasers with deadly medium pulse lasers. The HellStar PPC is likewise upgraded with a Magna FireStar ER PPC, granting the STC-2D superior range and firepower, with the heat sink capacity to maintain its rate of fire.

A variant seen among several Steiner militia units trades the large laser and AC/5 in favor of a Mydron Model B AC/10. While providing less overall firepower, the cooler heat output of the Mydron coupled with a two-ton ammunition bin allows the STC-2S to maintain a very steady rate of firepower for extended periods of time.

Notable MechWarriors

Sao-shao Curtis McElwee: Despite leading her command lance of four STC-2D *Strikers* in every engagement against Davion invaders during their attack on Necromo in 3068, Sao-shao McElwee was unable to prevent the fall of the critical planet in August of 3068. Disobeying a recall order, McElwee instead went to ground with several other survivors, and she has since managed to wage a successful guerilla campaign against the Davion occupation force. Her *Strikers* screen her retreating forces after a raid, deterring pursuit by lighter and swifter units through sheer firepower or by avoiding more heavily armed opponents altogether. The recent reversals of fortune for George Hasek have given her hope that Necromo will soon be a part of the Capellan Confederation again.

Type: **Striker**

Technology Base: Inner Sphere

Tonnage: 80

Battle Value: 1,488

Equipment

Internal Structure:

Engine: 320 Mass 22.5

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 15

Gyro: 5

Cockpit: 4

Armor Factor: 216 13.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 25 35

Center Torso (rear) 10

R/L Torso 17 25

R/L Torso (rear) 8

R/L Arm 13 22

R/L Leg 17 26

Weapons and Ammo

Location

Critical

Tonnage

PPC RT 3 7

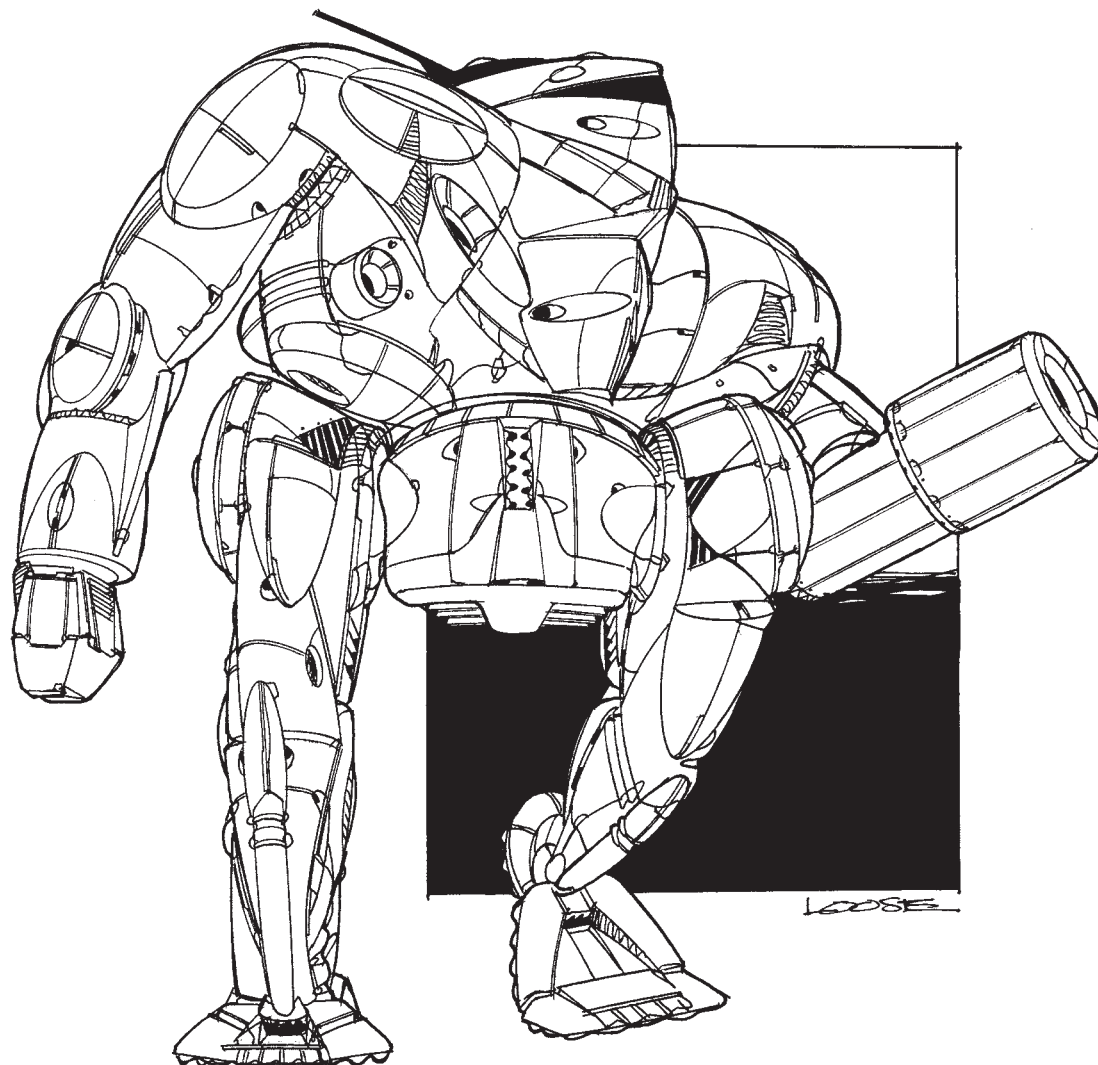
Large Laser LT 2 5

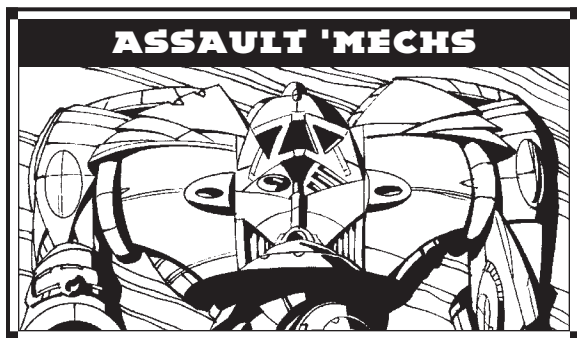
AC/5 LA 4 8

Ammo (AC) 20 LT 1 1

2 Medium Lasers CT 2 2

Medium Laser H 1 1





Mass: 90 tons

Chassis: Titan Super TZ-7EA

Power Plant: PlasmaStar 270 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 90 meters

Armor: ArcShield VII Mk 5

Armament:

2 Imperator Code Red LB 10-X Autocannon

2 Magna Mk III Large Lasers

2 Defiance P5M Medium Pulse Lasers

1 Phototech 806c Medium Laser

Manufacturer: StarCorps Industries

Primary Factory: Son Hoa, Menke, St. Ives, Crofton,
Emris IV

Communications System: Telestar Model XTD-67A1

Targeting and Tracking System: Starlight Seeker LX-4X

Overview

First seen on the battlefield in 2612, the *Emperor's* production ceased during the Second Succession War when Marik forces obliterated Son Hoa's plant with nuclear weapons. StarCorps' completion of a new plant in 3057 reintroduced the *Emperor* and *Highlander* to the battlefields of today.

Capabilities

The original SLDF army required a more powerful assault 'Mech utilizing advanced weapons and components developed by the Star League. StarCorps' *Emperor* assault-class BattleMech won the contract secretly solicited by the SLDF. Per standard policy, only the Royal

BattleMech units stationed within the Hegemony received the newest, most advanced 'Mechs, keeping new technologies out of the hands of the League's member-states.

The XL engine rests at the heart of the *Emperor*, allowing the new assault 'Mech to carry a load of weapons and equipment that would make most 'Mechs too heavy. New double heat sinks increase heat dissipation two-fold, and the 'Mech mounts two Imperator LB 10-X autocannons—a lighter, less bulky weapon—and four tons of CASE protected ammunition. An impressive array of energy weapons supports the autocannons, while the installation of Pitban LFT-50 jump jets increase maneuverability. To top off the whole design, seventeen and a half tons of heavy armor protects the *Emperor's* frame.

Deployment

Due to the *Emperor's* popularity—a testament to its versatility and capabilities—Houses Steiner, Davion, Liao, and now Marik deploy a number of *Emperors* in many frontline units. Mercenary units like HeavyHell Raisers, 13th Stalking Horse, and the Screaming Eagles deploy a number of *Emperors*. Not surprisingly, Blakists deployed *Emperors* during their assaults on Tharkad and New Avalon.

Variants

Recently StarCorps unveiled five new variants of the *Emperor*, tailor-made to appeal to a specific House. From the Son Hoa plant, the EMP-6S deployed in Lyrans carries massive LB 20-Xs and six tons of ammunition. Complimenting the new autocannons is a suite of pulse lasers.

The Menke and St. Ives plants produce the EMP-6L and EMP-7L, models equipped with maximum stealth armor. The 6L uses an ER PPC and a Gauss rifle with three tons of ammunition, and four medium pulses replace the original lasers, while mounting stealth armor. The 7L uses standard AC/10s with six tons of special munitions; it also has a single ER large laser. Both variants use standard fusion engines, while the 7L lacks jump jets. Installation of triple-strength myomer gives both 'Mechs an added advantage.

At the Crofton plant, StarCorps rolled out the EMP-6D. This variant uses two RAC 5s and six tons of ammunition. Extended range lasers replace the *Emperor's* original lasers, and the increased heat requires the installation of two additional double heat sinks.

Lastly, StarCorps' Emris IV plant produces the EMP-6M for the Free Worlds League and Blakist Militia. Light Gauss rifles replace the autocannons and are supported by two large and two medium lasers. The 6M uses a light engine and endo steel, while triple strength myomer helps with heat management and maneuverability; engineers also installed the C³i system.

Notable MechWarriors

Senior Colonel Warner Doles: The Fifth Syrtis Fusiliers invaded Ares at the beginning of Operation Sovereign Justice, where they found themselves embroiled in a protracted battle with McCarron's Fourth Regiment. During the Capellans' counterattack—Operation Thunderstrike—Colonel Doles and his Lancers deployed from their new base on Beid to relieve the Fourth MAC on Ares.

When the Lancers arrived, General Serena Thompson-Hasek believed the Free Capellan unit was there to reinforce her severely denuded command. She said as much to Lord Carson, the Fourth's commander. When the Lancers grounded, Senior Colonel Doles marched his command while piloting his newly acquired EMP-6L to meet General Thompson-Hasek and her Fusiliers. The Davion unit was shocked when Doles opened fired on the General's *Templar*, followed by the entire Blackwind Lancers firing on the remaining Fusiliers. The Fifth and its general did not survive the surprise assault.

Zhong-shao Lance Hawkins: *Zhong-shao* Hawkins was a war orphan from the Fourth Succession War, adopted by a couple from McCarron's Armored Cavalry. He followed his parents' footsteps and entered McCarron's regional training center on Menke, and after graduating, Hawkins joined his parents' former unit, the "Wild Ones," and eventually took command of the Third Battalion.

During Operation Thunderstrike, the Third McCarron deployed to No Return, supported by the Shin Legion, to recapture it from the First Kestrel Grenadiers. *Zhong-shao* Hawkins led his battalion, piloting an EMP-7L in an effort to engage the Davion unit. The Grenadiers lifted off world as Hawkins' unit moved in and engaged. *Zhong-shao* Hawkins' command briefly aided the local population before lifting for the Capellan March.

Type: **Emperor**

Technology Base: Inner Sphere

Tonnage: 90

Battle Value: 1,969

Equipment

Internal Structure:

Engine: 270 XL

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 12 [24]

Gyro: 3

Cockpit: 3

Armor Factor: 279

Internal
Structure

Head 3

Center Torso 29

Center Torso (rear) 10

R/L Torso 19

R/L Torso (rear) 8

R/L Arm 15

R/L Leg 19

Mass

9

7.5

2

3

3

17.5

Armor
Value

9

48

10

30

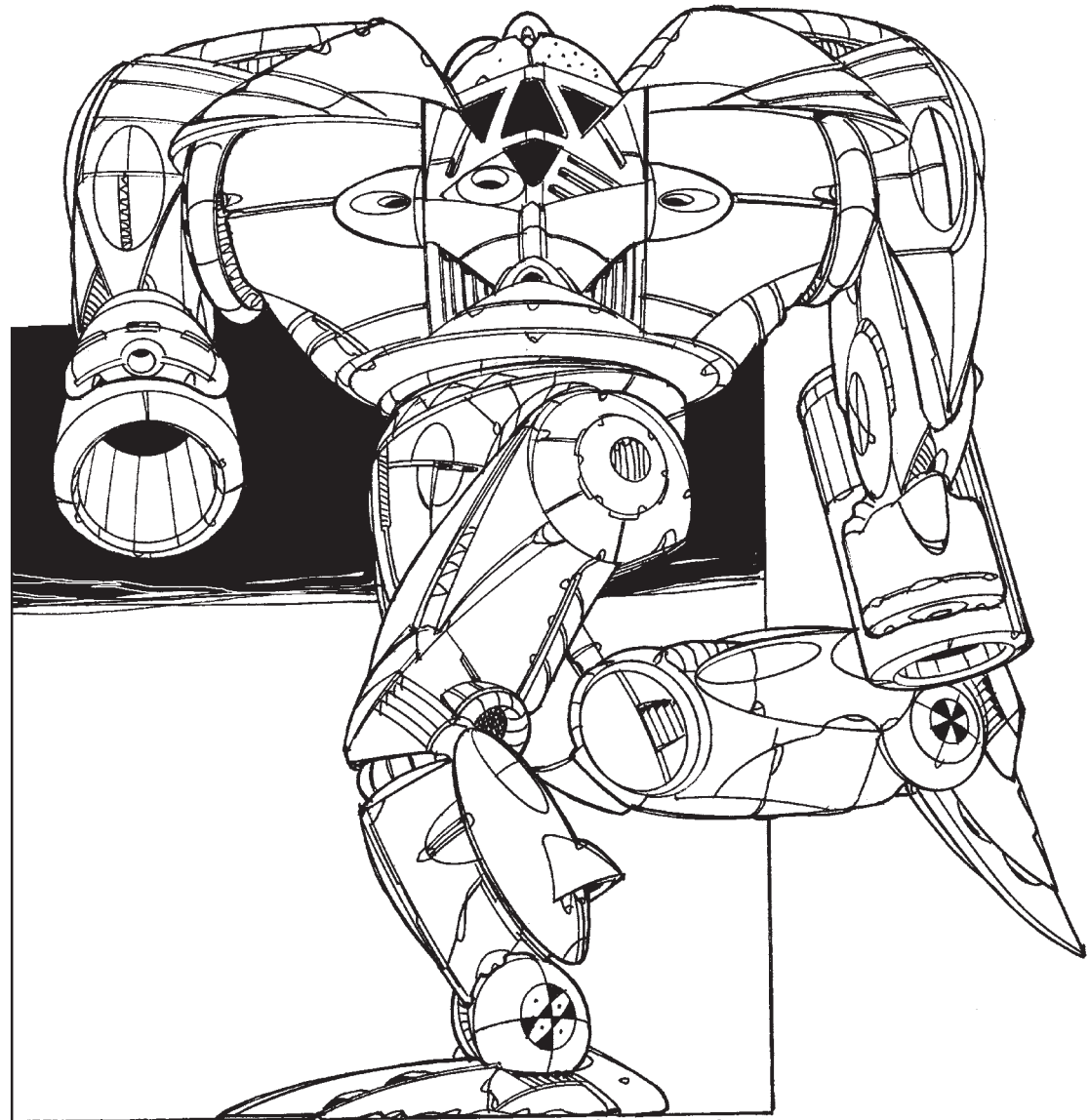
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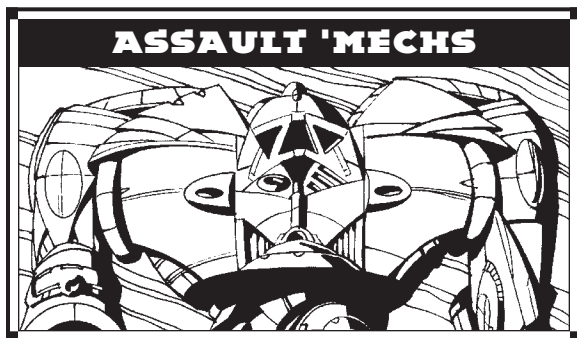
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Weapons and Ammo

	Location	Critical	Tonnage
LB 10-X	RA	6	11
Ammo (LB-X) 20	RT	2	2
LB 10-X	LA	6	11
Ammo (LB-X) 20	LT	2	2
Large Laser	RA	2	5
Large Laser	LA	2	5
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Medium Laser	H	1	1
CASE	RT	1	.5
CASE	LT	1	.5
Jump Jet	RL	1	2
Jump Jet	LL	1	2
Jump Jet	CT	1	2





Mass: 95 tons

Chassis: Norse-GM Heavy TRQ

Power Plant: Pitban 285 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar Heavy Type K

Armament:

2 Norse-Storm Model 7D Gauss Rifles

1 Defiance 1001 ER PPC

2 Defiance P5M Medium Pulse Lasers

1 ExoStar Small Laser

Manufacturer: General Motors, Norse-Storm

Technologies Inc.

Primary Factories: Kathil, Solaris VII

Communications System: Tek BattleCom

Targeting and Tracking System: DLK Type Phased Array Sensors

Overview

The *Nightstar* was born in the early years of the Amaris Civil War when it became clear that battlefield commanders, especially those piloting *Marauders*, were being specifically targeted by Amaris troops. Eight months after the SLDF commissioned this heavy support and command 'Mech, the first *Nightstars* were put into production, yet following Kerensky's Exodus it became an early casualty of the First Succession War—the 'Mech was only produced at two locations, and both were destroyed in 2786. It would take some two and a half centuries before new

Nightstars would once again roam the battlefields of the Inner Sphere.

Capabilities

The *Nightstar* shares a number of design features with the *Marauder*. Still, twenty tons heavier and powered by a 285-rated extralight fusion engine, the *Nightstar* can mount more than fifty tons of weapons and equipment—not including its eighteen tons of Kallon Royalstar armor.

It is designed to engage and destroy opponents at all range brackets. Two arm-mounted Gauss rifles, supplied with seven full tons of ammunition and complemented by a single extended range PPC, provide a withering fusillade at all ranges, while a pair of medium pulse lasers and a single small laser supplement that at close ranges. Fourteen double heat sinks keep the 'Mech cool under almost any situation.

Its fearsome weapons systems are but one aspect of this powerful and capable BattleMech, however. The excellent Tek BattleCom communications system allows commanders to keep in contact with subordinate units and maintain complete situational awareness of the unfolding campaign. Likewise, the DLK Phased Array Sensor System, arguably the best stock BattleMech targeting and tracking system in the Inner Sphere—prior to the NAIS' development of the add-on targeting computer modules, that is—gives pilots almost preternatural accuracy with their deadly array of weapons.

Deployment

Manufactured in both parts of the former Federated Commonwealth, the *Nightstar* is a common sight within both the AFFS and the LAAF. From the beginning, the Lyran nation allowed the sale of the *Nightstar* to mercenary units deployed along the Clan Occupation Zones, while the Federated Suns only opened up sales to its most trusted mercenaries once appropriate numbers had been assigned to line units like the Davion Assault Guards.

Variants

A variant built by General Motors, the 9FC, replaces the 285 XL engine with a 380 XL engine that gives the *Nightstar* increased speeds. This comes at a cost, how-

ever. Two LB 10-X autocannons with four tons of CASE-protected ammunition replace the massive Gauss rifles, while the array of lasers is replaced by three standard medium lasers. One heat sink is removed, allowing the placement of all thirteen within the massive engine.

Norse-Storm also builds its own variant, the 9SS, initially designed for combat within the Solaran arenas. A direct upgrade of the stock *Nightstar*, it mounts jump jets and carries two class-20 autocannons—one LB-X version in the right arm and an ultra in the left—with six tons of ammunition. Three medium pulse lasers and a small laser round out its weaponry.

Notable MechWarriors

Leftenant General Annette Leyland: During the FedCom Civil War, soldiers and commanders on both sides of the fight committed atrocities and war crimes, but none worse than Leftenant General Annette Leyland. She took command of the decimated Fifth FedCom RCT on Axton and, when she faced the fresh Fifth Syrtis Fusiliers, used more than a dozen atomic weapons to cripple her opponents. She and the remains of her Fifth FedCom later showed up on Marlette, where they used another warhead before leaving that world and disappearing into the black of space with at least a half dozen more atomic weapons. She and the remains of her unit have not been seen since early 3065, despite nearly 20 million C-bills in bounties on her head.

John "Rattlesnake Jack" Culpepper: A familiar presence on wild worlds like Astrokaszy, Detroit, Herotitus and those belonging to the Fronc Reaches, Rattlesnake Jack is a wandering hired gun, selling his services to those who need additional protection and willing to take on those that would prey upon innocents even when a paycheck is not offered. Rumor has it he was an AFFC officer who had enough of the bickering and simply left, taking his *Nightstar* with him. He wears bits and pieces of an AFFC general officer's uniform, lending credence to that rumor, though if he was an officer, he went by a different name then.

Type: **Nightstar**

Technology Base: Inner Sphere

Tonnage: 95

Battle Value: 2,399

Equipment

Internal Structure:

Engine: 285 XL

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor: 293

*Internal
Structure*

Head 3

Center Torso 30

Center Torso (rear) 10

R/L Torso 20

R/L Torso (rear) 8

R/L Arm 16

R/L Leg 20

Mass

9.5

8.5

4

3

3

18.5

*Armor
Value*

9

50

10

32

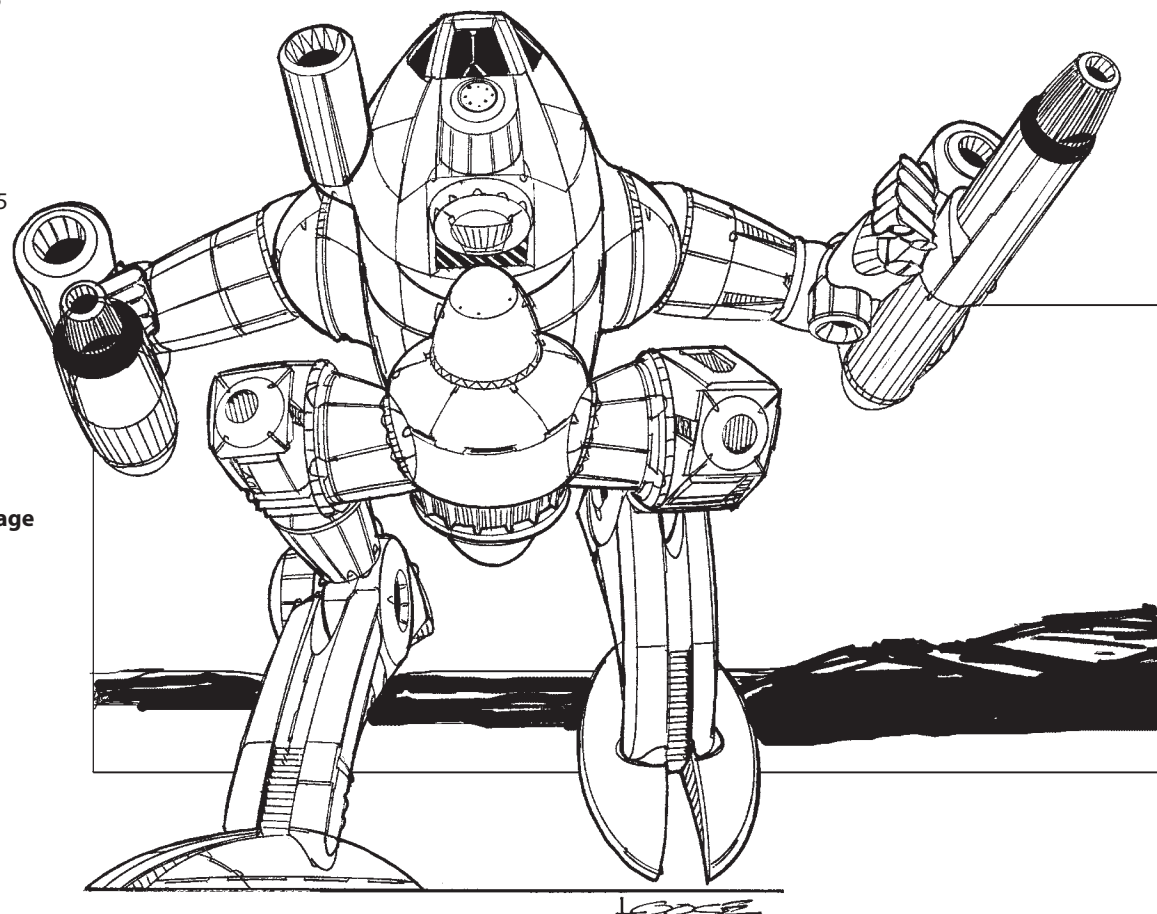
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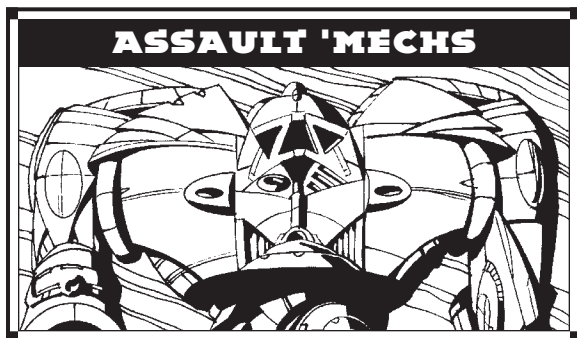
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Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RA	7	15
Medium Pulse Laser	RA	1	2
Gauss Rifle	LA	7	15
Medium Pulse Laser	LA	1	2
ER PPC	RT	3	7
Ammo (Gauss) 24	RT	3	3
Ammo (Gauss) 24	LT	3	3
Ammo (Gauss) 8	CT	1	1
Small Laser	H	1	.5





Mass: 100 tons

Chassis: HildCo Heavy Type VIIQT

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: HildCo Model 13

Jump Capacity: 90 meters

Armor: StarSlab/9.5 Mk II

Armament:

2 Poland Main Model A Gauss Rifles

4 Ceres Arms Medium Lasers

1 Defiance B3L Large Laser

Manufacturer: HildCo Interplanetary Inc. and Hellespont 'Mech Works

Primary Factory: St. Ives, Sian

Communications System: CeresCom Recon Model 12K

Targeting and Tracking System: C-Apple Churchill

Overview

Inspired by the success of its *Victor* design, HildCo Interplanetary developed a larger version for assaulting cities and defenses, alone or as part of a lance: the *Pillager*. Built during the Reunification War, the *Pillager* was the largest 'Mech ever constructed by HildCo. Production ceased during the Second Succession War with the destruction of the manufacturing facilities that supplied the *Pillager's* advanced systems, but the decoding of the Gray Death memory core allowed the re-introduction of the *Pillager* to the Inner Sphere.

Capabilities

Built on one of the largest chassis every designed, the *Pillager* presents an intimidating sight. Vlar's 300 XL engine provides the *Pillager* the same top speed as an *Atlas* at half the weight, allowing the installation of heavier weapons and armor.

Armed with twin Gauss rifles, a large laser, and four medium lasers, the *Pillager* is protected by nineteen tons of armor. Fourteen double heatsinks keep the *Pillager* cool. Rounding out the impressive systems equipping the *Pillager* are HildCo's powerful jump jets.

Deployment

The *Pillager's* combat record and history is long and colorful. It has seen action in every war from the Reunification War through the Succession Wars. Records indicate that enemy forces during those conflicts tended to flee at the mere sight of approaching Pillagers.

Most recently, the *Pillager* displayed its awesome power during the FedCom and the Capellan/St. Ives Civil Wars. Many strongholds and defenses collapsed when a *Pillager* lead unit assaulted. Even now with the war waging between Hasek's Capellan March and House Liao, the *Pillager* is making a difference on the field as it did during the Amaris Civil War.

The *Pillager* today serves in most of the house militaries and mercenary units. The Capellan military has the largest number of the brawny 'Mechs thanks to the reintegration of St. Ives.

Variants

When it was re-introduced in 3058, the *Pillager* enjoyed an advantage over many 'Mechs its own size and weight. Military technology though, does not stand still. The *Pillager's* design employs Star League technology, once the pinnacle of technological achievement, but continuing advances have since surpassed the benchmark set by the Star League.

The Strategios asked HildCo to produce a *Pillager* for the CCAF utilizing their newly designed stealth armor. In order to accomplish this, HildCo had to license Hellespont on Sian to produce the *Pillager* in limited runs. The first *Pillager*, dubbed 4Z, walked out of Hellespont's Sian plant in the mid-3060s.

Following the reintegration of the St. Ives Compact, HildCo opened its St. Ives plant for production. When the Strategios revamped the CCAF's tactical doctrines, they asked HildCo to redesign the *Pillager* to reflect these changes.

Currently, two new *Pillager* variants—5Z and 5L—deploy in Capellan line units. The 5Z is an upgraded version of the 4Z. It retains both Gauss rifles and medium lasers and replaces the large laser with an ER PPC, while mounting stealth armor. To accomplish this, designers dropped the jump jets in favor of triple strength myomer, giving this variant great speed.

As an upgrade of the original PLG-3Z, the 5L variant is proof of HildCo's ability to think outside the box. This variant directly reflects the new Capellan tactical doctrine, receiving an Arrow IV with three tons of ammunition. The 5L carries the same energy weapons as the 5Z, with an additional ER medium laser.

Notable MechWarriors

"Stormin'" Michael Searcy: Lieutenant Searcy served in the former AFFC's BattleMech forces until late 3059. Charged with cowardice, a court-martial found him guilty for his actions while on New Canton during the Marik-Liao offensive of 3057. The AFFC drummed Lieutenant Searcy out of the service with "other-than-honorable" discharge. Dispossessed, with little money, Michael made his way to Solaris VII to start over.

Searcy found a place in the Davion-aligned Blackstar Stables, where he fought his way to be one of the top gladiators on Solaris VII. While Searcy made a name for himself, the flames of civil war smoldered in both the Lyran Alliance and Federated Suns. Solaris VII was no different; Steiner-Davion hatred exploded, consuming the gaming world.

During the Open Grand Championship final, Stormin' Michael Searcy, piloting a *Pillager* 3Z, fought against Victor Vandergriff's *Banshee* in the Coliseum. Bad blood between them boiled over during their fight. The two warriors broke through the stadium when the arena's safety systems failed, and their fight spilled out into the city. This action sparked the flashfire of war between Lyran and Davion loyalists. When the smoke cleared and order was restored, Vandergriff and Searcy had killed each other in a final battle.

Type: **Pillager**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,697

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 3

Running MP: 5

Jumping MP: 3

Heat Sinks: 14 [28]

Gyro: 3

Cockpit: 3

Armor Factor: 307 19.5

*Internal
Structure* *Armor
Value*

Head 3 9

Center Torso 31 52

Center Torso (rear) 10

R/L Torso 21 32

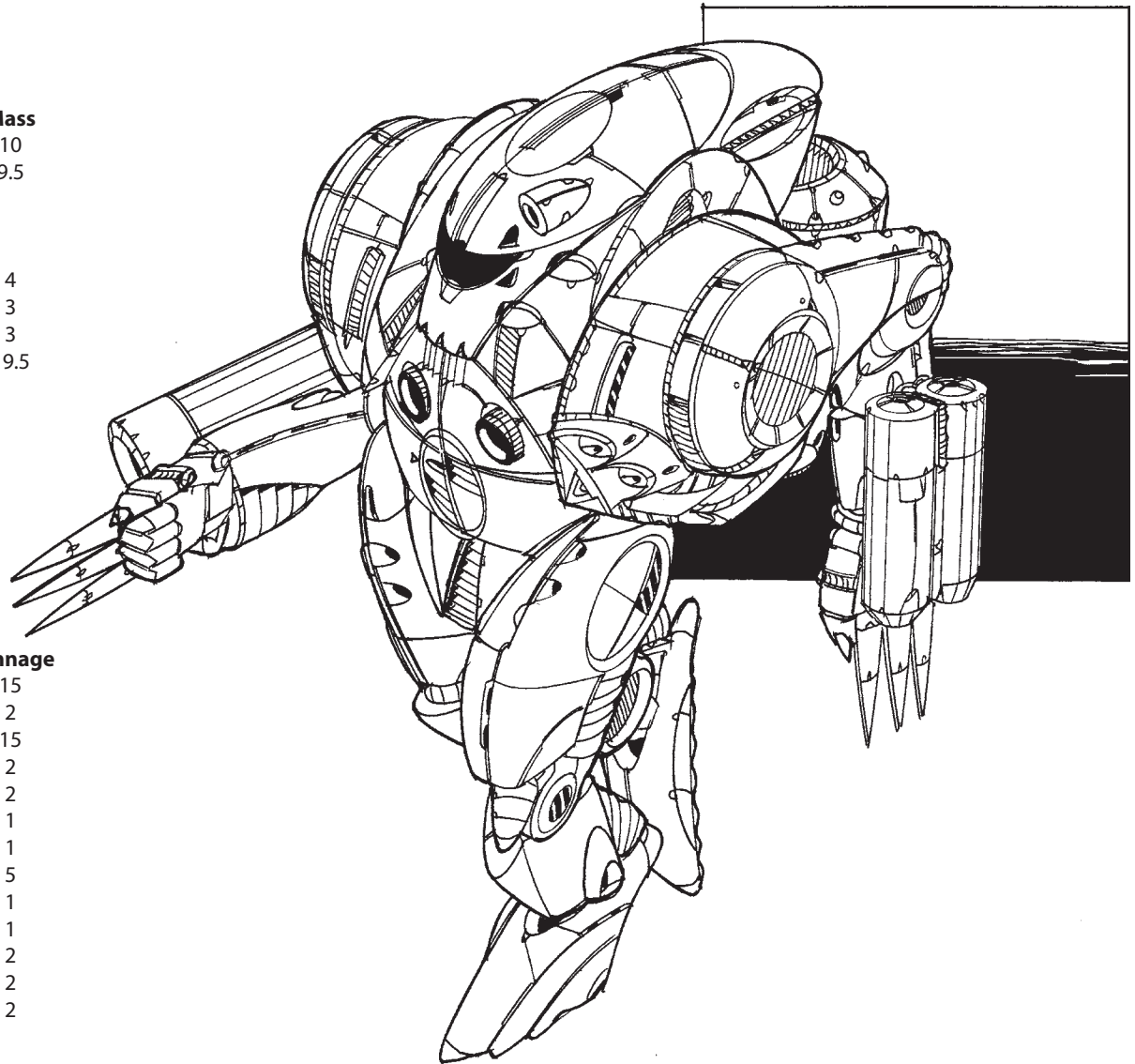
R/L Torso (rear) 10

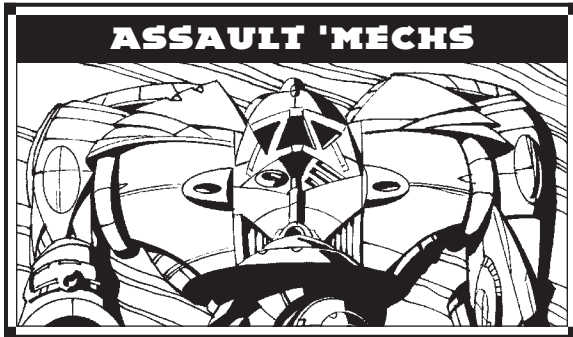
R/L Arm 17 34

R/L Leg 21 42

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	RT	7	15
Ammo (Gauss) 16	RT	2	2
Gauss Rifle	LT	7	15
Ammo (Gauss) 16	LT	2	2
2 Medium Lasers	LA	2	2
Medium Laser	H	1	1
Medium Laser	CT	1	1
Large Laser	RA	2	5
Ammo (Gauss) 8	RL	1	1
Ammo (Gauss) 8	LL	1	1
Jump Jet	CT	1	2
Jump Jet	RL	1	2
Jump Jet	LL	1	2





Mass: 100 tons

Chassis: Norse Heavy XTI-4C

Power Plant: Vlar 300 XL

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: ArcShield Heavy Type K

Armament:

3 Norse Model M-7D Gauss Rifles

4 Defiance B3M Medium Lasers

Manufacturer: Norse-Storm BattleMechs Inc.

Primary Factory: Loxley

Communications System: Tek BattleCom

Targeting and Tracking System: DLK Type Phased Array
Sensor System

Overview

To assist in the final stages of the invasion of the Amaris-ruled Terran Hegemony, Norse technologies developed and commissioned the *Thunder Hawk*. General Aleksandr Kerensky used all *Thunder Hawks* produced and eagerly took the surviving 'Mechs with him into Exodus. In the mid-3050s, Norse-Storm BattleMechs announced they would begin reproducing several lines of Star League-era designs, with the *Thunder Hawk* at the top of the list.

Capabilities

The punch of the *Thunder Hawk* is its trio of Norse Gauss rifles. With its sizeable ammunition bins included, the long-range firepower of the BattleMech accounts for over fifty percent of the design's weight. Used to give long-range fire support to assault lances, the three rifles are capable of subduing all but the heaviest 'Mechs with a single volley of the massive slugs. Much of the non-explosive ammunition was spread throughout the torso to prevent a single shot from eliminating the *Thunder Hawk's* most potent weapons.

If the *Thunder Hawk* has a weak spot, it is its extra-light Vlar fusion engine. Though protected by the maximum amount of armor Norse could mount on the chassis, once any torso section is breached and the internal armor destroyed, the *Thunder Hawk's* fragile shielding collapses upon itself and the BattleMech is left inoperable.

Deployment

Thunder Hawks have become one of the Lyran Alliance's signature BattleMech designs since its re-introduction. Assigned to almost every unit that contains assault 'Mechs, the *Thunder Hawk* was used quite heavily by Loyalist forces during the FedCom Civil War. Instead of employing it as a support BattleMech, hanging back to provide covering fire, the Loyalists used the *Thunder Hawk* in the middle of the often brutal combat, as its heavy armor could soak up much of the lighter fire being bandied about.

After the FedCom Civil War, Archon Peter Steiner Davion began awarding units loyal to the Allied forces with the first peacetime shipments of new *Thunder Hawks*. The Archon indicated he will allow the *Thunder Hawk* to be exported to other factions, but not until his military has completed most of its rebuilding.

Variants

The most popular production variant of the *Thunder Hawk* is the 7KMA artillery 'Mech. Designed to provide a

company or battalion with readily available artillery support, commanders have taken a preference to this as their personal 'Mech. Replacing the Gauss rifle in the left torso with an Arrow IV missile system, the 7KMA also replaces the ammunition in the left torso with two tons of missile munitions in the left leg.

The second variant is nowhere near as popular as the first. Instead of touching the Gauss rifles, the four medium lasers are stripped out and two medium pulse lasers are put in. Though this model is more accurate and has better heat management, many pilots complained about the loss of range and firepower, so is not used as much.

Towards the end of the FedCom Civil War, Norse-Storm started to experiment with a more radical approach to the ancient design after witnessing the new tactics being used. Sacrificing two medium lasers, two tons of Gauss ammo, and a ton of armor, Norse designers replaced the *Thunder Hawk's* extra-light engine with a heavier but less fragile light engine. This would theoretically allow the *Thunder Hawk* a longer life span while in the middle of close combat without sacrificing any of its main guns or speed. Only a dozen of these 7S models have been produced, with Norse holding off until they can accurately gauge the popularity of this latest version.

Notable MechWarriors

Major Brian "Full-Ton" Jones: Commander of the Norse-Storm security team, Major Jones pilots one of the only two 7S *Thunder Hawks* in the security battalion of twenty-eight Norse-Storm-produced 'Mechs and two platoons of infantry. Proudly carrying a brash attitude and slight Scottish accent, he has earned not only the scorn of those outside the security team but also the devoted loyalty and admiration of those underneath him, as his blunt nature lets them all know where they really stand. Refusing to declare sides in the FedCom Civil War, he was able to keep the factory safe from attack while preventing even a single soldier of his team from leaving to join the war.

Type: **Thunder Hawk**

Technology Base: Inner Sphere

Tonnage: 100

Battle Value: 2,577

Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 3

Running MP: 5

Jumping MP: 0

Heat Sinks: 10

Gyro: 3

Cockpit: 3

Armor Factor: 307

*Internal
Structure*

Head 3

Center Torso 31

Center Torso (rear) 12

R/L Torso 21

R/L Torso (rear) 10

R/L Arm 17

R/L Leg 21

Mass

10

9.5

0

3

3

19.5

*Armor
Value*

9

50

12

32

10

34

42

Weapons and Ammo

Location

Critical

Tonnage

Gauss Rifle RA 7 15

Gauss Rifle RT 7 15

Ammo (Gauss) 16 RT 2 2

Gauss Rifle LT 7 15

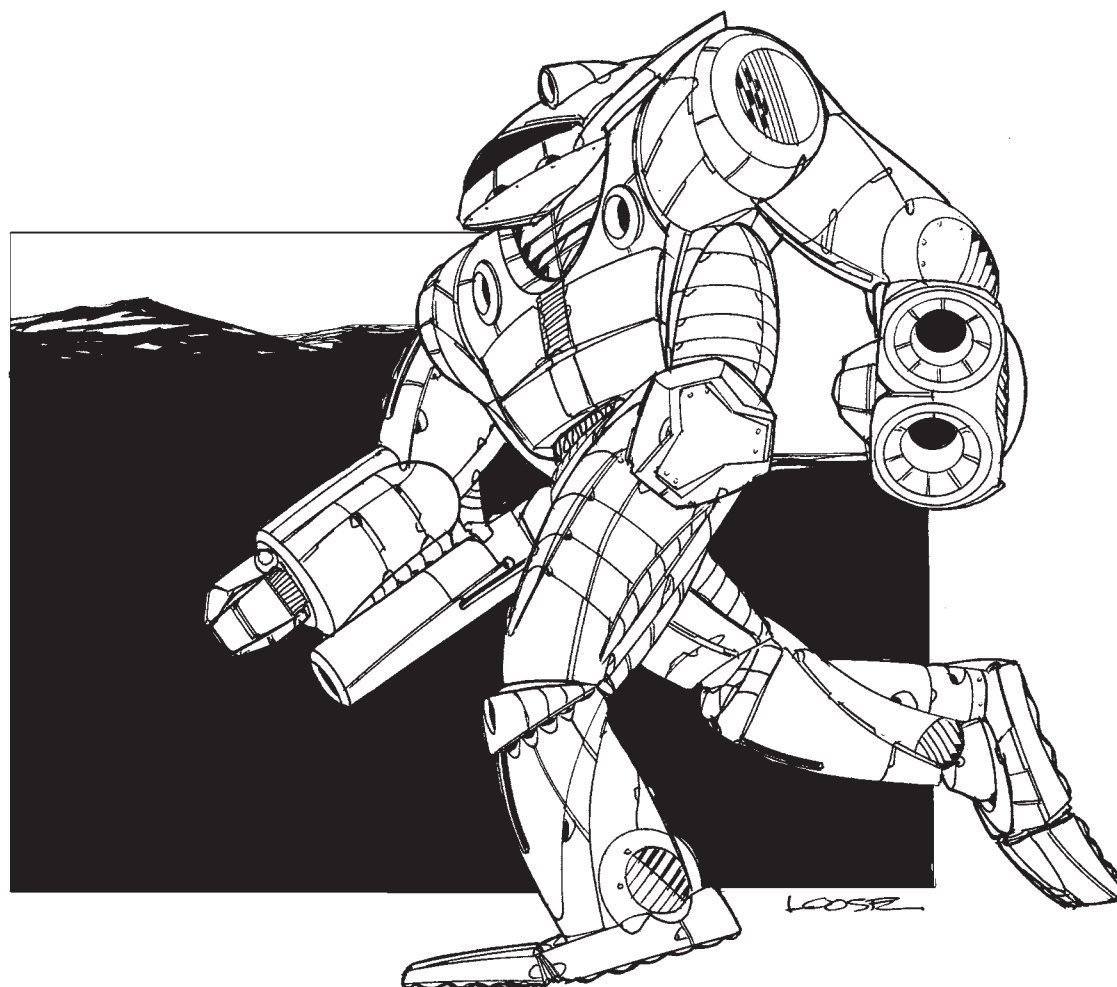
Ammo (Gauss) 16 LT 2 2

2 Medium Lasers LA 2 2

Medium Laser H 1 1

Medium Laser RA 1 1

Ammo (Gauss) 16 CT 2 2



BATTLETECH™

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era’s title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the *Inner Sphere*. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the

five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the *Inner Sphere* collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the *Inner Sphere*. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the *Inner Sphere*. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

JIHAD (3067, Current)

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of



Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.

DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the *Inner Sphere* following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.

SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product’s sell sheet, on-line products page and so on.

Note that if a Catalyst Game Labs *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the Introductory Box Set, Total Warfare and so on.

